How stable are the new cavern walls?

Posted by Yukon Cornelius - 2006/01/10 08:53

Looking at the preview images of the new cavern set, the first thing that comes to mind is "Woah!" The second thing that comes to mind is "Just how stable are those free-standing walls?" Is there anything to present clumsy players (or gamemasters, for that matter) from knocking them over? Do they work as a base for stacking higher levels on?

And on a related note, has the set composition been determined yet, or is it still in flux? About how much of an area will it cover?

Until I get the set in my hot little hands, I need to entertain myself with these kinds of questions. Thanks for your indulgence. :)

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Posted by jkratzer - 2006/01/10 09:24

YC's got a valid point there.

CAN we use the allsto stack, and WILL they stand up when ReBob gets enthusiastic about Bonehead's latest escapade?
You should see Bonehead in action; his favorite refrain is "Gonna kill something." And I just HAD to let him find a powered armor suit!
Oy, am I stupid, or what?

Anyway, how about some additional data on the new Caverns (the river set)?

See ya!

Jim Kratzer

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How stable are the new cavern walls?

Posted by Stefan - 2006/01/10 12:59

We are still working on the last details and production issues with the factory. The freestanding Walls will never be as stable as the ones that are attached to the floors of course...you have to give up something in return for better flexibility...however I have tried to address that very challenge...

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How stable are the new cavern walls?

Posted by blairgb - 2006/01/10 18:45

Jim, please tell me that you are GMing 1st ed. Gamma World....

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How stable are the new cavern walls?
Posted by jkratzer - 2006/01/11 05:25

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Jim, please tell me that you are GMing 1st ed. Gamma World....
Wel-l-l-l...no.
I'm a semi-eclectic GM; I took a 3E D&D setting, added a crashed, ancient starship's lifeboat that augured in with the shields running, so lots of stuff inside was intact, and ran with it from there.
Add one medieval-period, magic user/cleric/rogue/semi-berserker fighter party, and a town that's whining about Lizardmen that haunt the ancient ruins outside of town. Stir well.
Throw in a dash of Sci-Fi fandom, including Merseian traders (I think from Ensign Flandry).
Simmer for an hour; make sure that the cleric frequently teams up with a half-dragon Paladin with terminal halitosis.
The capstone was that the fighter picked up a non-attributable version of the original Starship Troopers Marauder suit - WITH a charged jump pack.

NOW do you see why my sig line is INSANE GM?

And that was just one of my EARLY adventures.

See ya!

Jim Kratzer

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How stable are the new cavern walls?
Posted by Yukon Cornelius - 2006/01/11 08:38

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I've always been a little wary of introducing sci-fi elements into my fantasy campaigns. Sure, it could go together like peanut butter and chocolate, or it could go like gin and frosted flakes (actually, that might work. Ok. Bad example.)

Maybe it's just the gaming group I'm in. They're really good about crying foul about anything that seems weird or off or, worst of all, movie derived. If I started throwing spaceships in there, there could be a riot.

But back to the original topic...

Stefan, I have great faith that you're looking at this set from all the angles. Just the idea of having mobile walls increases the utility of this set exponentially. Mainly, I'm just curious to see if these new walls can be used as a base for building multi-level setups.

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How stable are the new cavern walls?

Posted by blairgb - 2006/01/11 17:06

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Jim, please tell me that you are GMing 1st ed. Gamma World....
Wel-l-l-l...no.
.....
NOW do you see why my sig line is INSANE GM?

And that was just one of my EARLY adventures.

See ya!

Jim Kratzer
You deserve the Wilderlands Boxed Set!

For the record, I am dying to get some sci-fi sets for my fantasy campaign..ancient Markab & Alliance ruins, the city of the gods, here we come...

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How stable are the new cavern walls?

Posted by jkratzer - 2006/01/11 19:04

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(SNIP) Wilderlands Boxed Set?
Now I'M dying to get some...

Whatever Wilderlands IS, ME WANT!!!

See ya!

Jim Kratzer

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