Dwarven Forge - Dwarven Forge

Generated: 19 May, 2013, 22:43

Den of Evil Review

Posted by blairgb - 2006/03/14 01:38

This sunday I gained the use of two sets of Den of Evil for my swords & sorcery D&D game. In game, I found that they intimidated the players and really spooked out the usually fearless treasure and abttle seekers.

Overall

Although the most 'delicate' DF set I've handled, they seem strong. However, perhaps due to the thinner walls, these sets seems to be the most warped of any DF I've seen. Not seriously enough to hinder my enjoyment, but it is definately noticeable.

There were a lot of painbrush bristed and bits of apparently dried vegetable matter scattered throughout the pieces, and one four way piece had a passage with a "lumpy" floor.

The artistic motifs used almost kinda clash - hellraiser floor, gargoyle corners and shub niggurath tentacles popping up here and there.

I can seem them getting a fair amount of use in my D&D campiagn, and teh hallways actually seem to be more versatile, appearance wise, than the rooms, barring the "gem pieces"

The Doors

Each set comes with three "doors" they consist of a slab resembling the wall sections of the room pieces, with a slotted pices that you can raise and lower throughthe top. It would work well as a secret door in DOE rooms, as matches the regular dwarven forge fieldstone peices nicely as well. However, I wishthere was a more conventioncal door that still matched the DOE motif.

The Room Pieces

Seems like there's too many corner peices compared to wall pieces. The silver teeth seem too flashy to me.

The Passage Pieces

These are actually my favorite part of the set!

However, I really dislike the "gem/portal" t-corridors. The colors don't match the rest of DOE at all, the gem looks cheap and trashy. I would much rather have seen some sort of sigil or kabbalistic design (i.e. paperback necronomicon, etc) done inthe same muted tones as teh rest of the set, and may fashion my own replacements (buy some occult medallions off of the internet, trim them down, prime, paint and glue into place)

They are also screaming for 6" passages. With the passage system being based on 6" 'tiles', the 2" straights just don't work.

All around, the passage pieces strike me as being particularly classy. I like the architectural detailing. What I would really like to see is a passage and room series, with similar architecture to the DOE passages, but w/o the tentacles, gem/portals, tortured soul floors, and with neutral robed figures instead of the gargoyles. It would be great for elven ruins, monastaries, wizard guilds, etc.

In summary: 6" straight passages & gem/portal-less t-passages please!

Dwarven Forge - Dwarven Forge Generated: 19 May, 2013, 22:43 Den of Evil Review Posted by wildger - 2006/03/15 16:32 Are the two sets from the first or second shipment? I got mine from the first and it did not look as bad as you described. Den of Evil Review Posted by pfworks - 2006/05/29 19:14 We just used our 4 sets this weekend at KublaCon. Here are my impressions These pieces fit together way better than the "normal" DF. This is especially apparent when walls/floors/corners are place next to one of the passage pieces. The next thing we noticied is that we really need a DoE short passages set. Den of Evil Review Posted by LoneStarr - 2006/05/30 04:17

I think beside a short passages set also long passages and especially more room tiles for more and larger rooms would be a good idea. I am very curious if DF will manage it to create something like a room set, due to the 'limited edition' problematic (whic has already been discussed somewhere else here in the forum). But first we have to see what the DoE wicked additions will bring to us.
