

## So how are people going to combine the MBS and the DoE?

Posted by L - 2007/02/25 23:36

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In the past, things have been pretty easy -- when the Cavernous Lake set came, I had my River set already, and I simply added to my layout.

When the MBS showed up, I simply relocated my older stuff, and started working with that. Eventually, I put as much of it together as I could to make a lake-bound township (my "Ah, Venice!" posts in Cool Photos)

But now I'm facing the prospect of receiving really cool upgrades for both the MBS AND the DoE when April rolls around. And I'm not sure how I'm going to indulge these styles simultaneously. I'm gonna want a way to use all my cool MBS stuff, including all my Grendel accessories and Reaper townfolk, plus I'm gonna want to use all my neat DoE stuff, including all the GW Chaos monsters I've been painting recently.

So I figure I'm gonna need a way to combine these two styles. Now, the obvious thing to do is to make a tavern or inn of some kind that houses an evil cult of some kind. The secret bookshelf door can be the entryway to the DoE. And, yeah, I'll probably do that. It'll work. A cute little tavern, with columns and stairs and a fireplace -- and then the nasty secret inside.

But that seems too obvious. Any other ideas out there? I figure IO is gonna keep his plans secret until we see some outrageous photos. ;) But anyone care to share their plans? Stefan, you wanna chime in on this? What are some interesting, perhaps unexpected ways to make something with both the MBS and the DoE, and a minimum of anything else? And I'm talking about really showcasing these sets -- not just using a few pieces here or there, I'm talking about using the entire contents of the new sets, plus a serious amount of what's been released already. I'm talking about really showing off the MBS and the DoE, but in one layout.

Hmmm....

L

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## So how are people going to combine the MBS and the DoE?

Posted by jackattack - 2007/02/26 00:59

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Good question.

You could reverse things, so the MBS pieces are inside the DoE pieces. It might be a prison meant to shield the prisoner from the DoE's influence (to preserve the innocence of a sacrifice, for example), it might be a kind of zoo or observatory for extradimensional creatures to study specimens in their "natural habitat", or it might be a training ground for evil's minions to practice their social skills before they venture out into the world of the "weak and helpless".

Just for yucks, run an adventure in a small inn -- nothing too serious, maybe a brawl or a duel, some intrigue, and planning for what they think they'll be doing the next game day. When the party turns in for

the night, transport the entire inn to a DoE setting where everyone in the inn is going to be replaced with a doppelganger, or converted into a mindless puppet of evil. The party must figure out how to reverse the transport AND fight their way back into the inn before it returns to the surface world.

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## So how are people going to combine the MBS and the DoE?

Posted by L - 2007/02/26 02:13

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Oooh -- good ideas!

And the first suggestion has all sorts of neat progeny.

What about this -- the players are roaming around in the DoE, and then they stumble across this small little hut, with a peasant family there, and they appear to be totally powerless, regular human beings. Clearly, something is amiss -- but what?

And then, what if each member of the family offers a different private explanation -- the others are all powerful demons holding them, the lone human, captive?

Or what if there is no explanation - just a little girl living in a small hut in the middle of this place....

L

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## So how are people going to combine the MBS and the DoE?

Posted by Harneloot - 2007/02/26 04:05

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Baba Yaga's Hut.....?

Also the World Serpent Inn from Dragon issue #351 seems to lend itself to some of these ideas above...

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## So how are people going to combine the MBS and the DoE?

Posted by WillOH - 2007/02/26 12:58

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Have a town centered around an ancient temple, which happened to be originally dedicated and secretly still is to an evil deity. The church has catacombs. Making DOE the centerpiece. MBS can be used for living areas and community around church, secret tunnels might connect to the catacombs, combination caverns (lots of limestone in the region explains the marble/stone church and the caverns/cavernous lakes and rivers) and dungeon pieces with DOE directly underneath the old temple.

Mysterious things happen in the town, local good clergy are suspicious, but never find anything or are tainted by the evil deity.

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## So how are people going to combine the MBS and the DoE?

Posted by L - 2007/02/26 13:24

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Oooh, I like that! I hadn't thought of incorporating the DoE into my township, but it does make a lot of sense. I'd need a roof for it, though, to make it work with what I have. Still, I like that idea...

L

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## So how are people going to combine the MBS and the DoE?

Posted by fiddy - 2007/02/26 17:13

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Along the same lines, I've been thinking for a while of combining my DoE, Dungeon, MBS, and Sci-Fi sets into a single adventure. I've been toying with a couple of different ideas...

1. A town with a very unusual set of architectural styles (town of mages perhaps).
  2. A maze where the tunnels vary in appearance (and what they contain). Some nice hack-and-slash action allowing for some variety beyond the usual dungeon. A dungeon that somehow crosses planes without the need for gates or something of that nature?
  3. An odd mansion/fortress with layers like an onion. Enter in through the normal-looking MBS, eventually reach wall of stone (dungeon). A bit further in realize that it's all a front for ming-flayers in the DoE... But then after defeating them realize that there's still another layer behind the scenes (Sci-Fi set with some advanced race running everything).
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## So how are people going to combine the MBS and the DoE?

Posted by Stefan - 2007/02/26 19:21

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Another reverse idea: The DOE has a portal that sends the party to the basement of a seemingly regular Inn...but this Inn is the headquarters of a Vampire cult, all the patrons of the Inn are vampires preying on unsuspecting patrons of choice...

Or, within the DOE is a special protected room occupied by an old man who is an ancient sorcerer or archeologist, dedicated to trying to figure out the mysteries of the portal and where it leads...he tells strange or horrible tales of what lies beyond the portal and perhaps presents a quest for the party offering some arcane item to aid them...or perhaps this is also a trick of some kind eh?

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## So how are people going to combine the MBS and the DoE?

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Posted by blairgb - 2007/02/27 01:38

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In the campaign setting I use, the Wilderlands, it's pretty common for there to be temples of evil gods in towns & cities. I imagine a religious compound...enclosed by fieldstone walls, with the housing, kitchens, etc. being composed of MBS and the temple itself being DOE.....with caverns beneath the temple, leading to the ancient secret of the cult...a buried crashed markrab spaceship....

There is the headquarters of an assassin guild locate din the depths of my campaigns megadungeon, I'm planning on using MBS if the party penetrates it, furnished with plundered luxuries. Of course they have a temple to their assassin deity located in their sublevel, to be represented by DOE.

Hmm, it would be cute to have "maintenance tunnels" for my megadungeon. Used by the servants if the Mad Wizard to reset traps, access elevator room shafts, the plumbing for the sewers/streams/acid pools, etc. And it would be even cuter to use Sci-Fi rooms and passaged to represent these, the most hidden parts of the dungeon complex.

The living quarters of the Mad Wizard's servants who operate in these tunnels? MBS.

The personal chambers of the Mad Wizard itself? DOE.

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## So how are people going to combine the MBS and the DoE?

Posted by jkratzer - 2007/02/27 15:51

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blairgb -

Have you been reading my Mind?  
That's one of my favorite games - although the setup IS different.

Where in the world ARE you? Hiding next door to me?

Jim

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## So how are people going to combine the MBS and the DoE?

Posted by jackattack - 2007/02/27 20:36

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Hmm...

SciFi maintenance tunnels behind other sets...

Who remembers Dream Park?

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## So how are people going to combine the MBS and the DoE?

Posted by jkratzer - 2007/02/28 03:13

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ME, Me, Me!

In fact, I did a game suggested by Dream Park 3-4 years ago; the gamers were a 'final test team' gong into a new, fully-cybernetic-controlled theme ride, and the Master Computer went psychotic.

And YES, I know, computers don't GO psychotic.

This is why we call this game 'FANTASY'.

Anyway, the gamers got a wild ride, everyone had fun, and it was a great game - or at least, I was told it was.

See ya!

Jim

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## So how are people going to combine the MBS and the DoE?

Posted by brvheart - 2007/03/16 17:08

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To be frank I haven't cared for the DOE or the MBS. Which is probably why I haven't been around much of late. I have managed to increase my holdings to somewhere around 33 sets now though with around 100 extra pieces. That includes 7 Sci-fi sets.

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## So how are people going to combine the MBS and the DoE?

Posted by Harneloot - 2007/03/17 16:09

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I kinda felt the same way until I ordered a DOE WA set....then I ordered 1 of each!

Have you seen either set in person yet?

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## So how are people going to combine the MBS and the DoE?

Posted by L - 2007/03/17 16:54

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Yeah, I was right with you on the DoE. Well, I might have liked it more than you, but it definitely felt like a set I wasn't crazy about. I've already said a lot elsewhere about why I felt that way. But the Room Set turned me around -- the flaming cauldrons are great, the pyramid is great, but what sold me was that starfield. Nothing says "extraplanar adventure" like that. Cool beans.

I kinda want to ask why you aren't crazy about the DoE and MBS stuff, brvheart, but I get the feeling the

answer is just "Not my taste" or something like that. Is there some particular objection you have, or is it just a general and indefinite sense of indifference? Are you not interested in sets LIKE these -- would you be unimpressed with any quasi-gothic horror set, or any wood-and-plaster "tavern/guildhall" medieval set? Or is there some way in which these were executed that causes you to not care?

Just curious.

L

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## So how are people going to combine the MBS and the DoE?

Posted by Wereweasel - 2007/03/23 04:28

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To be frank I haven't cared for the DOE or the MBS. Which is probably why I haven't been around much of late. I have managed to increase my holdings to somewhere around 33 sets now though with around 100 extra pieces. That includes 7 Sci-fi sets.

I'll take it then, that I'm not the only person who hasn't needed to place an order from the last two DF shipments (if we include the April 1st).

Well, here's hoping there will be something needed from the next shipment.

...until then, fingers crossed.

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## So how are people going to combine the MBS and the DoE?

Posted by David Wasilewski - 2007/03/23 12:19

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I was in your camp re DoE until very recently but when the rooms and expansion set came out and the news that there would probably be 1 more DoE set to come, I was converted.

I have bought 2 of each, not to do a whole dungeon, just enough to do a temple or end of level encounter.

The fact that we will never be able to get our greasy mitts on this lot again helped me to make the decision too.

(I thought MBS was fantastic from the start though!)

Dave

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