Cavern Geyser
Posted by jackattack - 2009/02/01 19:17

If DF is ever working on a Wicked Cavern set, or Cavern Floors, consider a standard 4"x4" floor piece with a geyser spout in the middle (just a mound and the hole).

There could also be a clear or translucent water spout or steam cloud that could be inserted into the floor piece, creating a natural "trap" for caverns. (For that matter, there could be several inserts for the piece, including but not limited to water, steam, fire, smoke, wailing spirits, serpents, tentacles, etc.)

GMs could rule that when the geyser goes off in a small room, it fills with steam and does damage to everyone in the room. In a large cavern, geysers might be spread around the chamber and the GM might rule that anyone within a certain area takes damage when the geysers go off -- it becomes interesting when there is a big melee going on, and the GMs rolls a die to see which geyser goes off every round. And the geysers might not be steam, they might be poison gas, or spawn points for water or air elementals, or whatever else you can think of.

Thoughts?

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Cavern Geyser
Posted by Harneloot - 2009/02/02 03:42

I'd buy that!

And I'm ALL for a Cavernous WA set - its my favorite line!!!

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Cavern Geyser
Posted by zoonat - 2009/02/02 04:20

A Cavernous WA would be a fantastic addition to a superb line!

zoonat

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Cavern Geyser
Posted by rustyblade - 2009/02/02 09:27

More cavernous stuff is always welcome

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Cavern Geyser
Posted by jkratzer - 2009/02/08 14:35

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Stefan, Jeff; Good ideas for any future expansion of the Caverns!

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Cavern Geyser
Posted by Shadox - 2009/02/08 16:42

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wiken cavern sets should also have tar pits, lava pits, and a mithril wall, and a gem encrusted wall, an ice room, mine area, and and and

shadox

Sorry I could not resist

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Cavern Geyser
Posted by Harneloot - 2009/02/08 17:42

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gem encrusted wall indeed!

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Cavern Geyser
Posted by jackattack - 2009/02/08 20:05

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I would put gem/mineral/metal-inclusion walls in a mine expansion, along with walls being dug into and through, and maybe a couple of dug-out tunnels.

Ice and lava are both expansions all their very own.

A geyser (and a tar pit) are miscellaneous, isolated bits that probably need to go into a Wicked Additions type set.

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Cavern Geyser
Posted by David Wasilewski - 2009/10/31 13:47

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Bump

Dave

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