Here goes, first pics
Posted by Massawyrm - 2004/08/28 07:13

Now this certainly isn't my first or best dungeon, but it is the first to get digital pictures taken of it.

This is a dungeon for a side campaign my group plays once or twice a month in which they are an elite cadre of monster characters tasked with protecting a dungeon for a powerful Ur-Priest who comes and goes as he pleases. The decorations are very sparce, but the tension is high as the monsters vye for the best locales, defend the dungeon from constant incursions by do gooders and treasure seekers, and ultimately try to run the place without killing one another. It also doesn't help the the dungeon was once a temple for an ancient, imprisoned god of Madness.

It's a defensible dungeon, but intentionally not ironclad. the players have devised many strategies, but they haven't quite found a perfect system of defense yet. But they're trying.

Hope you guys like it. I'll be posting more interesting dungeons when I can get the Digital camera over here again.

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Here goes, first pics
Posted by MyLordVoid - 2004/09/03 14:11

You Know I really like the Concept of turning the "Tables" on the Players and Making them deal with the Constant Fear and Insecurity those poor dear little monsters must suffer daily... I mean as a Monster you would want "Some" adventurers to come by for late night snacks and the like... But they are such rude guests with the smashing or stealing of defenseless Dragon eggs... The raiding of Treasuries and all of the general Chaos that surrounds these interlopers..... Yes that is a Kewl Premise... How long have you folks been playing this scenario? And I Guess this kind of reminds me of the Video Game Dungeon Keeper 2...

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Here goes, first pics
Posted by Massawyrm - 2004/09/03 14:51

It's been a side campaign for a few months. We've had 6 or 7 sessions thus far.

It's been quite interesting. In fact, from a GM standpoint it's been a nice chance to show players who always complain "You're not playing the monsters right...they would have done this..." to show them just why monsters aren't always working in harmony with one another. There's been a lot of discord in the dungeon. That and the fun of throwing min-maxed Characters into the dungeon and watching the players freak out.

But it's been alot of fun. The Dragon is obsessed with her treasure pile, several monsters keep vying for the Commander role and the Necromancer is just waiting for several of the players to die so he can ressurect a cool new minion...something that just freaks the other players out. It's great fun and certainly

worth a try if your players want a change of pace.

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