

A little early... feedback on Hellscape

Posted by L - 2009/10/02 14:30

OK, so none of us actually HAVE this stuff yet... But I figured it would make more sense to start a thread to discuss specific feedback rather than lump everything into the "News" thread.

A few things that have me excited about Hellscape:

1. As with the river/lake sets, I really like the shape of the "islands" that result from all the interlocking streams.
2. The lava fountain MUST GO HERE.
3. I think the set that works best as a transition to the Hellscape, for me personally, is not DoE or caverns at all, but rather MBS. Sure, caverns work if you treat this as a volcanic environment. And the DoE is a natural portal to this place. And even ROTA could work, if those sun motifs are read more cynically, and the ancient temple has a hideous secret.... But as a New Englander, I just can't help but be drawn to the Lovecraftian image of a quiet little tavern with a wine cellar, a quaint room in the back that's available to rent, and a bookcase secret door that leads you to the Yawning Mouth of the Hellscape. It's also very Sam Raimi, or Clive Barker, I think -- some rickety stairs that take you to the basement, and maybe there isn't even a secret door -- just a basement that gets a little bigger than it should before the lava pools appear and the Hellscape beckons. (And, yes, expect pics...)
4. I didn't get the impression that anymore Hellscape sets could be expected, more that this was the big finale to the DoE concept. But I'd DEFINITELY be among those voting for at least ONE more Hellscape set. The idea may not have as much potential to expand as some other settings, but there's certainly room for some kewl stuff. Two things that seem absolutely necessary to me are larger pools of lava, that take up almost an entire floor piece, and also a stream that gets interrupted so that you can link some of the "islands" together. That would not only be important for gaming purposes, it would also break up what would otherwise be an excessively monotonous grid in a large setup -- with the streams always linking up, you'll have very precisely lined up little islands with slight variations in shape, and it won't look as organic (or chaotic, or evil). I realize that there is already a way to do that, with the big mountain lava pool piece and careful placement of the freestanding ones, but I really want to see a more basic break in the streams to give more options for display. Notice, too, that the two suggestions are flip sides of the same coin -- one allows us to put MORE lava in place, the other to put less.

After that, I can think of a lot of fun things I'd like to see, but nothing that seems as necessary as those two pieces. I'd love to see a wall with a massive flood of lava coming down, something like a waterfall piece. Think of the corridor in the Pixar movie "The Incredibles." It wouldn't have to be a wall ENTIRELY covered in lava flow, but something that looks harder to move around -- radiant heat dmg to anyone nearby, and anyone pushed against it almost certainly has the lava pour over them.... I'd like to see maybe some kind of organic rock bridge that can be placed over the streams, not necessarily as elaborate and modular as the Cavernous Chasm pieces, but something that both allows for movement over the lava (for gamers) and also for a cool three-dimensional effect, with lava flowing UNDER the floor (for display/diorama fans). Also, maybe a big pool of lava, with a free-standing wall, sort of like the "dead end" piece in the river set. With the wall, that forms a neat little room with a pool in it -- without the wall, it's just where the river ends. I'd similarly like to see a pool of lava that can either be just a big pool in the middle of the area, or alternatively (with the wall) a small lava filled chamber....

Fun fun fun....

Oh, and btw, there's a new Star Wars comic-book two-pack of action figures that includes a great potential Hellscape denizen. It's Kyle Katarn packed with Yuzhong Vhong (excuse the misspelling of the name). Vhong is a horn-covered, armor-wearing demon-looking guy, and at about four inches high, maybe a little more, he's a good scale to be a huge demon. He's not nearly as large as the McFarlane figures, but he towers over most WOTC or Reaper minis. And for about \$12, or close to it, it's a good buy. Plus, he's really poseable, so he's kinda fun...

L

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Posted by L - 2009/10/04 12:54

Oh, and another thing I'd love to see in HS2 -- a free-standing flat rock, essentially the same as what comes with the Cavern Set. That way, you could cover the lava pools/streams in places, provide a "bridge" for characters, and continue the three-dimensional effect of lava streams flowing UNDER and THROUGH the terrain. It would also allow you to break up the potential monotonous grid pattern created by reusing the same floor pattern in different directions over and over and over.

L

already working on the Lava Fountain, in preparation...

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Posted by knight73 - 2009/10/04 13:59

I would like to see a HS2 also. Maybe have a 4 x 4 floor piece that is solid lava (like the water tile) something that would be hard to cross so the PC's would have to brainstorm an idea to get to the other side (or get deep fried trying)

-Brian

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A little early... feedback on Hellscape

Posted by knight73 - 2009/10/04 14:09

Oh one other thing guys with Halloween coming up, you should be able to find a low ground fogger. Its a normal party effects size machine, but the fog is passed over ice to make it heavy and keeps to the ground (or to the floor of a maze!)

I cant wait to use mine when my PC get to the abyss

Here is an link to one of my older posts with pictures of a foggy ruins (vampires in mist form can move with out being seen by the PC's)

Older post link:

<http://www.dwarvenforge.com/dwarvenforums/viewtopic.php?id=1546>

-Brian

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A little early... feedback on Hellscape

Posted by jackattack - 2009/10/04 18:57

Some dry ice and a few drops of water might produce the same effect for a lower cost.

Just remember not to touch the dry ice with bare skin, and for pity's sake NEVER put it in your drink!

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A little early... feedback on Hellscape

Posted by L - 2009/10/04 19:45

Actually, the more I think about it, the more I'd love to see some Cavernous Chasm type expansion for Hellscape. Sure, it would also make sense for the Hellscape to be more flat, open and eternal, etc. But it seems like it would be awesome for it to be more three-dimensional like that....

L

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