Kobold Hall and Fallcrest

Posted by Sorn - 2010/12/09 05:07

Started a new campaign with some friends. I used my DF stuff to reproduce a section of Fallcrest (taking some liberties) and to reproduce Kobold Hall - the adventure in the 4th Edition Dungeon Master's Guide. While my stuff does not compare to that of Law, Grokkit and Tom, among others, in creativity, I thought you guys might get a kick out of my setup.

I wrote up a little narrative for the pics:

The attached pictures chronicle the heroic beginning of the adventures of Dracul (Rogue), Athyna (Cleric) and Thororn (Fighter). For those of you who know Fallcrest and Kobold Hall, please note that I have changed things around a bit to improve the storytelling.

Pics 1 and 2- High level pictures of a portion of Fallcrest where the adventure begins

Pic 3 - Dracul meeting his uncle, Ressilmae Starlight at the Halifax Cafe. Ressilmae is the High Priest of the Moonsong Temple, a temple dedicated to the god Pelor. Ressilmae informs his nephew that he has had holy visions that a darkness is spreading among the Nentir Vale and that Pelor has designated Dracul and his stalwart (and often drunk) comrade Thororn as important players in bringing Pelor's light to drive back this darkness. Ressilmae instructs Dracul, who has been employed by the House Azaer for the last year as a caravan guard, find Thororn and attend a meeting that Ressilmae setup between them and the Lord Warden Markhelay. Thororn, a dwarf, is another caravan guard whom Dracul met and developed a friendship with during his employment with the house Azaer. Ressilmae also instructs his favorite young acolyte, Athyna, to serve Pelor by joining Dracul and Thororn in their holy mission. Given Dracul's and Thororn's lack of faith, Ressilmae informs Athyna that her presence will serve as an inspiration and a constant reminder that Pelor will light their way, even in their darkest moments.

Pic 4 – Dracul and Athyna meeting with Thororn in one of the many market areas of Fallcrest. Thororn is unsuccessfully haggling with a merchant over a Boar Skin coat that has caught his fancy. Thororn is a bit drunk and surly. After some raucous back and forth with the merchant, he agrees to join Dracul and Athyna and attend the meeting with the Lord Warden

Pic 5 – Guards in front of Alehouse protecting Lord Warden Markhelay

Pic 6 – Party having A discussion with the guards in front of the Alehouse where the Lord Warden is waiting.

Pic 7 – Inside the Alehouse, meeting with the Lord Warden. The Lord Warden informs the party of kobold attacks that have been occurring on the King’s Road and that the attacks have become disturbingly more frequent and more organized. The Lord Warden wants the party to investigate a ruined walled keep near the Cloak Wood west of Fallcrest along the King’s Road, which has become known as the “Kobold Hall” due to it having become infested withKobolds. The Lord Warden wants the party to clear out Kobold hall, offering 10gp per pair of kobold ears and an additional 100gp if the party can bring back evidence that the place has been fully cleared. Also, the Lord Warden will provide a bonus for any additional information that the party might discover regarding why the Kobolds have become more organized and vicious in their attacks as of late.

Pic. 8 – Pic of Fallcrest with Kobold hall covered up prior to gaming

Pic. 9 – Pic of base of ruined old guard tower with trap door (not shown) and stairs leading down to

Kobold hall

Pic. 10 – Staged Pic of party at entrance to Kobold Hall
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Re:Kobold Hall and Fallcrest

Posted by Sorn - 2010/12/09 05:08

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Continuing the story...

Pic. 11 – Staged Pic of Encounter 1
Pic. 12 – Actual Pic of Encounter 1 – battling the kobolds next to the sludge pit in the entrance chamber

Pic. 13 – Actual pic of Encounter 2 – battling the kobolds in the tomb chamber below the entrance chamber – dealing with the dart traps in the suits of armor

Pic. 14 – Actual pic of Encounter 3 – Skull-skull chamber

Pic. 15 – Faraway view of skull-skull chamber, entrance chamber, and tomb chamber showing heights

Pic. 16 – Closeup view of treasure in Encounter 3 – kobold slinger and kobold minion on raised platform

Pic. 17 – Party battling the guard drake with Thororn up front, like a good tank!

Pic. 18 – Victory – Until Dec 17th, when the adventure continues.

Hope you liked it
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Re:Kobold Hall and Fallcrest

Posted by Sorn - 2010/12/09 05:10

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Shhhhh...don't let my players see the rest of these pics as they have not gotten this far...
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Re:Kobold Hall and Fallcrest

Posted by Sorn - 2010/12/09 05:19

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BTW- Those awesome roofs for my town were made by the very talented Tom. I have a few more of Tom's roofs that are not in the picture as I had not received them from Tom when I put the town together a few weeks ago. You can rest assured that they will be in the next town I put together in my campaign.

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Re:Kobold Hall and Fallcrest

Posted by Lordannilhus - 2010/12/09 09:01

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Hi Sorn,

Very impressive map ! :) How many set to make it ?

The result to Put Dongeon tiles with DF is very cool.

Thanks for sharing

Soon

Lord

ps : and yes, roofs of Tom, are very impressive.

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Re:Kobold Hall and Fallcrest
Posted by HeroQuestFrance - 2010/12/09 09:31

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Sorn, your village photos are awesome !
Can you tell me where did you buy those trees ?
Nice way to use the DF boxes !!
...And time to me to cast some more herb floors & roads for my outside too.

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Re:Kobold Hall and Fallcrest
Posted by Harneloot - 2010/12/09 12:42

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Excellent! Love the multi-stepped transitions!

So that swirly green flooring is a WoTC Dungeon tile? Which set?

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Re:Kobold Hall and Fallcrest
Posted by Sorn - 2010/12/09 15:46

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Thanks for the positive comments. The city streets and the green swirly pits are tiles from the new D&D 4th Edition City Master Tiles Set. I have like 4 of them.

As far as the number of DF sets to make it, I do not know exactly as I grabbed stuff from many different sets as needed (e.g., I needed a lot of stairs, so I grabbed from like 4 or 5 of my Wicked Addition 1 sets and had 2-3 individually purchased stairs).

Also, Harneloot, you may have spotted a few chasm pieces in the cave - those I got from the two chasms sets I purchased from you.

Lastly, I used 8 fantasy floor sets - needed 8 of them to get 8 coffins. Kinda pricey, but hell, I love the stuff!

I like the 3D aspect of the DF stuff.

Oh - and the trees I got from this guy - http://www.theterrainguy.com

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Re:Kobold Hall and Fallcrest
Posted by Tom - 2010/12/09 16:02

Hy Sorn
Very happy to see such a table
You should be the man in the world who have the most DF sets!!!
Your village is very cool

Your room seems to be as big as your DF collection
Your table is very big as well
It's a pleasure to get a huge room to play

your multi level setup is very nice as well

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Re:Kobold Hall and Fallcrest
Posted by HeroQuestFrance - 2010/12/09 17:48

Oh - and the trees I got from this guy - www.theterrainguy.com
THANK YOU VERY MUCH !!

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Re:Kobold Hall and Fallcrest
Posted by Kronos - 2010/12/10 00:23

Great town, it's looks really fantastic and what an awesome dungeon! Every time I look a the pictures I see something new. Thank you for sharing! Absolutely awesome setup!

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