PFS - Slave Pits of Absalom

Posted by Thod - 2012/03/01 11:17

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It is a while I have posted pictures here. Somehow I seemed to have been busy lately and it seemed less fun to post some builds as it was too close to work.

On a different board someone asked about how to visualize Misery Row in Absalom (Hi Nosig - I hope you make it here - this post is for you !!).

This reminded me that I never posted my 'junior league' game Slave Pits of Absalom.

Act 1 is a typical bar brawl. The MBS plus Tavern accessory is ideal for this kind of encounters.

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits01.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits02.jpg

Act 2 is Misery Row - a place where slaves are kept. A raised 'street' with guarded stairs (ladders?) going up and customers can look down to see the slaves. There are also a few 'buildings' up there - more or less the shops.

The next three pictures represent my take on it. The ladder is a custom piece. It is a end-of corridor piece with some added Hirst Arts to add a ladder. Misery row would be a lot longer - but I only represent a small part. I use the Fantasy Floor to represent the cells of the slaves. Customers climb up and can watch their wares below.
The building is the 'office' of a slave trader whom the group has to interrogate to find a 'missing' slave.
http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits03.jpg
http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits04.jpg
http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits05.jpg

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Re:PFS - Slave Pits of Absalom

Posted by Thod - 2012/03/01 11:22

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The last few acts are at the sea front (an ambush) and on a ship.

Here I combine MBS with floors to make the side of the harbour. The boxes of accessory sets are crucial here - both as hiding place as well as to make it look good.

I also combine everything with a Paizo flip map for the ship. In a way this is mean as they party concentrates on the ship - only to get ambushed from the other side which looks just like 'scenery'.

But maybe this is more how it would be in real life.

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits06.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits07.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits08.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits09.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits10.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits11.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Slave_Pits12.jpg

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Re:PFS - Slave Pits of Absalom

Posted by Ninthgoose - 2012/05/23 20:37

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Looks good. Reading through some of the older posts and trying to borrow ideas for differing layouts. I have to admit I initially did not rate the building sets, as being quite as useful as I am now seeing them to be.

So its nice to see the different ways people utilise them.

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