Tonight's Game - Catacombs of Wrath!

Posted by jericho - 2012/05/13 14:17

Here is a link to my blog: Linky

I think the pictures on the DF forum are still down so I posted on my blog. I tried to be true to the map, but that fell apart quickly. Not so much because I didn't have pieces but because of the table size. I shrank some non-combat rooms down, changed room shapes, and room location. I tried to be true to the important stuff. Koruvus' chamber only has 5 pits and each contain 2 zombies except for 1 of the pits which has 3 zombies in it (the map called for 11 pits).

==========

Re:Tonight's Game - Catacombs of Wrath!

Posted by Ninthgoose - 2012/05/15 08:00

Looks good. Nicely done. Not a map I have played but looks interesting enough.

==========

Re:Tonight's Game - Catacombs of Wrath!

Posted by granpappy77 - 2012/05/15 11:20

VERY cool. I like the custom stuff- especially the broken boards over the pit. I love throwing my players into situations where there is a cliff or less than solid footing. I always make sure to use monsters with push or pull abilities...

==========

Re:Tonight's Game - Catacombs of Wrath!

Posted by jericho - 2012/05/15 13:49

There was a mutated goblin in there and at the bottom of the pits...ZOMBIES. Unfortunately I kept failing at my bull rushes to push a player in. Then, my monster got pushed in and pelted with arrows and magic missiles from above and being munched on by zombies from below. He did not have a good day.

==========

Re:Tonight's Game - Catacombs of Wrath!

Posted by M4jumbo - 2012/05/15 19:31

Nice set up. I like all the pits.

==========

Re:Tonight's Game - Catacombs of Wrath!
Posted by Feymous - 2012/05/16 00:20

_____

Nice job. I wasn't familiar with this map and was curious how your set up compared to the original, so I found the map online. I like your interpretation. You did a great job of capturing the feel of all the key rooms, especially with all your custom pieces.

I was also super excited to find a link to pics! I've been jonesing for cool DF photos ever since the forum pictures went down. :)

==========

Re:Tonight's Game - Catacombs of Wrath!
Posted by Arcarius2001 - 2012/05/16 09:09

_____

Excellent work Jericho! I enjoy the combination of your Hirst casts and the DF pieces. Especiallly the curved walls! ;)
Terrific setup, looks like a fun one to run. Keep up the good work!

==========

Re:Tonight's Game - Catacombs of Wrath!
Posted by jericho - 2012/05/16 09:40

_____

Thanks everyone. It turned out to be a really fun game. Some highlights: In the glassworks factory the rogue was fighting two goblins and was losing health fast. Our monk decided to pick up a goblin and throw it at the two goblins attacking the rogue. He succeeded in grappling the goblin but rolled a 1 to throw him. I interpreted this as he threw the goblin, who gently slid across the floor, and came to a soft landing on the other side of the rogue who was now flanked. The rogue said "Great - a goblin delivery service!". Good laughs all around. The final fight was very nearly a TPK but they pulled it off.

==========

Re:Tonight's Game - Catacombs of Wrath!
Posted by granpappy77 - 2012/05/16 11:07

_____

Sounds like a really good time.

And a Zombie pit? SO stealing that...

==========

Re:Tonight's Game - Catacombs of Wrath!

Posted by Arcarius2001 - 2012/05/16 12:08

_____

Well, this is frustrating. I tried and tried to put a new post up re a blog I found with good DF builds to help satisfy our craving for new pics. I gave up after several attempts. However, for some odd reason, I can post the link to the reply of Jericho's post. His computer kung fu must be superior to my own!!
Anyway, forgive me for piggybacking to your post Jericho. BTW, the blog has some pretty cool pics of Hirst builds too.

http://yawningportal.blogspot.com/2012/04/fun-with-dwarven-forge.html

==========