Town Under Siege
Posted by lpkchri1 - 2012/05/30 05:05

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The PCs in my campaign come upon a town under siege by orcs and ogres. In order to introduce a sense of urgency, I wanted the town to be in the process of burning down. Here is the result, it was a fun encounter...
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Re:Town Under Siege
Posted by Ninthgoose - 2012/05/30 08:49

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Thats a great setup. And I like the mix of flames and the ruins etc, it does give a good sense that the place is not doing well..

Very inspiring. Thanks for sharing.

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Re:Town Under Siege
Posted by Arcarius2001 - 2012/05/30 13:35

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Good use of the Ruins set! I also like how you used the railing from MBS2. Looks like a nice collectionof DnD minis and books as well.

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Re:Town Under Siege
Posted by biowizard - 2012/05/30 14:26

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I love it!

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Re:Town Under Siege
Posted by Feymous - 2012/05/31 02:49

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Clever setup. I love the use of the ruins set and WA3 fire walls to simulate burning buildings, it's a very nice effect.

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Re:Town Under Siege
Posted by Shadox - 2012/06/04 16:54

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That setup gets DOUBLE YOU ROCK THE FREE WORLD

Shadox

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Re:Town Under Siege
Posted by Kronos - 2012/06/05 20:22

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Cool setup, I really like it! Thank you for sharing! :)

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