Catacombs Review

Posted by jackattack - 2013/01/05 17:10

I have not, over the years, bought any of the many and varied skull piles and bone walls and skeleton bridges that have been available. Too much of a single theme, and typically isolated pieces that stand out from everything else on the table.

The Catacombs Set, however, is something altogether different. And when I say different, I mean much much better.

For one thing, there is a reason to have a bunch of skulls and skeletons gathered in one place. This is a proper catacomb, with loculi and arches and skulls set into niches. It is orderly enough to be a contemporary part of a working temple or city, but still has enough worn stonework to be an abandoned ruin.

For another, despite there being skulls everywhere in this set, Eskridge has very successfully managed to NOT overdo it. Some (most?) sculptors might have had entire floors covered rib cages, or floor-to-ceiling skulls, or archways made entirely of bones. But while the skeleton motif is omnipresent, it is not overwhelming. Kudos!

The pieces are almost a perfect selection and distribution for the first set of a new line. The set has everything we need to make rooms and wide corridors, so is complete unto itself, but at the same time it leaves us wanting more. More of the same pieces (one set simply isn't enough), and more new pieces (which is a different thread).

While darker in color than the main dungeon sets, with a very different floor, I find that the walls are similar enough that the freestanding Catacombs walls and accessories fit nicely in a standard dungeon room. There are also enough of them to get some interesting effects -- I envision a macabre library of talking skeletons in a necromancer's dungeon.

The Corner Wall w/ Flame is brilliant, but I think two of these per set would have been plenty. Anyone with three of this set has a dozen fireplaces, which is about half again as many as I ever expect to use. YMMV, of course. I plan to put them adjacent to each other as a fast and/or stealthy way to get from one room to another, roll vs DEX to avoid fire damage.

This is a very well imagined and realized set, and I hope that Eskridge will give us an expansion set sometime in the relatively near future.

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Re:Catacombs Review

Posted by Shadox - 2013/01/07 12:54

In my 11+ years of collecting I do not remember ever posting a review. This set is just spectacular. I LOVE it and will be ordering 2 more sets to add to the 2 I have already purchased. Thank you for the great product!

This set gets a YOU ROCK THE FREE WORLD. (As a side note I already gave the set a Triple in another post this YRTFW is for the final delivery)

-Shadox

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Re:Catacombs Review
Posted by Lordannilhus - 2013/01/07 13:46

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I'm completly agree with jackattack and Shadox about the catacomb set ! Casey made an amazing job, and i'm very proud today to say to everyone that this set is really amazing ! The first time that i felt this sensation was when i discovered the greats map of Dwarven forge on the net !

Soon

Lord

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Re:Catacombs Review
Posted by HeroQuestFrance - 2013/01/08 13:32

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http://www.youtube.com/embed/Kmx8DIrJuDo

An excellent set !
I really like it.

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Re:Catacombs Review
Posted by admin - 2013/01/08 14:50

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Congrats to Stefan and Casey on a great effort! Wait 'til you see what they are working next!!!

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Re:Catacombs Review
Posted by Frog - 2013/01/08 16:16

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HeroQuestFrance wrote:
http://www.youtube.com/embed/Kmx8DIrJuDo

An excellent set !

I really like it.

What music is playing in this Catacombs vid? Your Ice Caverns vid is one of the reasons I want to buy that set!

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Re:Catacombs Review
Posted by HeroQuestFrance - 2013/01/09 06:18

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The music of the catacombs set is taken from the video game bio hazard 2 (resident evil 2), it is played when you go down the stairs to the undergound of the police station just before the sewers.

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Re:Catacombs Review
Posted by Stefan - 2013/01/09 17:21

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Kool Video Heroquest!

Thanks!

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Re:Catacombs Review
Posted by ESKRIDGESCULPTURE - 2013/01/18 14:07

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THANKS FOR YOUR REVIEWS! A SPECIAL THANKS TO JACKATTACK....I AM VERY IMPRESSED WITH THE INSIGHT AND ARTICULATION EXPRESSED IN YOUR WRITING...IT REALLY HIT HOME.

SORRY I HAVEN'T HAD TIME TO CHECK IN WITH THE BOARDS LATELY....BUSY FINISHING UP CATACOMBS 2...WHICH I CALL "THE CHAMBERS OF DESPAIR" BECAUSE IT HAS A DARK TWIST AS THIS IS THE SECTION OF THE CATACOMBS FOR ALL THE SOULS OF THE DAMNED....IT IS PRETTY MIND BLOWING IN THAT I HAVE TRIED TO STEP IT UP ANOTHER NOTCH...LOTS OF PLAYABLE SPACE AND THINGS TO MAKE YOU THINK....LIGHT EFFECTS THAT I THINK ARE MORE FUNCTIONAL IN PLAY SCENARIOS WITH SOME VERSATILITY AS WELL. THE LEVEL OF DETAIL AND VISUAL INFORMATION IS CONDENSED EVEN FURTHER...WITH SOME FIGURATIVE ELEMENTS...FINALLY WE WILL HAVE BOOBS...BUT THERE ARE CONSEQUENCES FOR INDULGING IN SUCH PLEASURES....JUST WATCH OUT....THE SUCCUBUS WILL STEAL YOUR SOUL...IF SHE HASN'T ALREADY...MUHAHAHA.

CATACOMBS 3 COULD BE REPRESENTATIVE OF THE LIGHT SIDE OF THINGS...ANGELS, GARGOYLES AND SUCH....IF ZALTAR ALLOWS.

I LOVE THE PHOTOS OF CATACOMBS SETUPS....KEEP EM COMING AS WELL AS YOUR REVIEWS.

UNTIL WE MEET AGAIN, CASEY

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Re:Catacombs Review
Posted by ESKRIDGESCULPTURE - 2013/01/18 14:12

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PS-LOVE THE VIDEO.....REALLY CAPTURES THE AMBIANCE OF THE LIGHT...JUST HOW I ENVISIONED....STUNNING AND THANKS FOR YOUR VIDEO CONTRIBUTION!

I DON'T HAVE TIME RIGHT NOW TO RESPOND AS I WOULD LIKE....I WILL CHECK BACK IN IN A COUPLE DAYS. I APPRECIATE ALL THE PHOTOS AND COMMENTS THUS FAR AND LOOK FORWARD TO RESPONDING TO EVERYONE.

CASEY

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Re:Catacombs Review
Posted by Frog - 2013/01/25 09:19

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Chambers of Despair? More lights? Succubus?

I like what I am hearing!

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Re:Catacombs Review
Posted by Pug - 2013/02/06 20:22

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Is that a Grell miniature in the south-east corner of the dungeon? I hate Grells (although not as much as the group I DM -- especially after their paladin got eaten alive by one).

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