Generated: 17 April, 2014, 01:43

### Descent into Xak Tsaroth, take 1

Posted by Law - 2013/06/01 21:14

OK, I admit it. Xak Tsaroth has defeated me. I was really looking forward to putting this together, a sunken ruined city, out of just ROTA and cavern sets. (With some Chasm and Wilderness set pieces thrown in where needed to fill it out)

But -- wow, this is hard! As I anticipated, the footprint of the cavern pieces being four times as big as the regular ROTA pieces makes it very tricky. The difference is easy enough to compensate for (in theory) by swapping in Wilderness set floor pieces to fill in "gaps" when you need to make a 4x4 floor piece out of ROTA floors (but don't want to just do a simple 4x4 grid). The hard part is that you are STACKING these. Cavern pieces stack REALLY easily on top of other cavern pieces, but placing ROTA and Wilderness floors on top of cavern pieces has proven hard.

Plus, somehow my mojo just escaped me. I didn't have any really interesting ideas, and I don't think the result is that attractive. It's messy and cluttered.

I will have to try again tomorrow. But for now, I admit I at least like some of the close-ups. The overall layout may be ugly and clumsy, but DF is still gorgeous, and seeing a ROTA wall set next to a cavern piece, or the interplay of ROTA and Wilderness floor pieces is still pretty freaking awesome. So, yeah, I still have a mess of pics. ;)

http://www.dwarvenforge.com/images/fbfiles/images/680b.jpg

http://www.dwarvenforge.com/images/fbfiles/images/701.jpg

http://www.dwarvenforge.com/images/fbfiles/images/685b.jpg

http://www.dwarvenforge.com/images/fbfiles/images/720.jpg

http://www.dwarvenforge.com/images/fbfiles/images/694.jpg

http://www.dwarvenforge.com/images/fbfiles/images/726.jpg

http://www.dwarvenforge.com/images/fbfiles/images/698.jpg

http://www.dwarvenforge.com/images/fbfiles/images/734.jpg

http://www.dwarvenforge.com/images/fbfiles/images/699.jpg

http://www.dwarvenforge.com/images/fbfiles/images/735.jpg

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### Re:Descent into Xak Tsaroth, take 1

Posted by Law - 2013/06/01 21:16

A few more...

http://www.dwarvenforge.com/images/fbfiles/images/738.jpg

http://www.dwarvenforge.com/images/fbfiles/images/747.jpg

http://www.dwarvenforge.com/images/fbfiles/images/739.jpg

http://www.dwarvenforge.com/images/fbfiles/images/753.jpg

http://www.dwarvenforge.com/images/fbfiles/images/742.ipg

http://www.dwarvenforge.com/images/fbfiles/images/755.jpg

http://www.dwarvenforge.com/images/fbfiles/images/743.jpg

http://www.dwarvenforge.com/images/fbfiles/images/756.jpg

http://www.dwarvenforge.com/images/fbfiles/images/745.jpg

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## Re:Descent into Xak Tsaroth, take 1 Posted by Law - 2013/06/01 21:18 Last ones... http://www.dwarvenforge.com/images/fbfiles/images/769.jpg http://www.dwarvenforge.com/images/fbfiles/images/786.jpg http://www.dwarvenforge.com/images/fbfiles/images/770.jpg http://www.dwarvenforge.com/images/fbfiles/images/787.jpg http://www.dwarvenforge.com/images/fbfiles/images/772.jpg http://www.dwarvenforge.com/images/fbfiles/images/775.jpg http://www.dwarvenforge.com/images/fbfiles/images/780.jpg Re:Descent into Xak Tsaroth, take 1 Posted by dafrca - 2013/06/01 21:34 I really like the figure in picture #786. He has such character. The rest of the pictures look great. Re:Descent into Xak Tsaroth, take 1 Posted by biowizard - 2013/06/02 03:47 The upcoming Cavern Game Tiles will help you deal with the 4\*4 vs 2\*2 problem as these will be 2\*2 there?

pieces (PVC/Dwarvenite molds apparently cannot be that big).

Also, I imagine Xak Tsaroth to be in ruins and very greenish. Maybe you could use some Ruins Sets in

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### Re:Descent into Xak Tsaroth, take 1 Posted by dandare - 2013/06/02 04:20

Mixing sets and themes in a single dungeon is always going to be tough.

To help me (and others) who are not familiar with Xak Tsaroth, is this the dungeon you are trying to emulate?

http://dailyencounter.net/wp-content/uploads/2010/09/Xak-Tsaroth-Cavern-Map.jpg

# **Dwarven Forge - Dwarven Forge** Generated: 17 April, 2014, 01:43 I find for most 'module' set-ups that a 2 x 2 works better, but they do take an age to build. Re:Descent into Xak Tsaroth, take 1 Posted by biowizard - 2013/06/02 04:32 dandare, yes this is Xak Tsaroth! It came from the first adventure (DL1) of the Dragonlance series. Law was talking at length about it here. Re:Descent into Xak Tsaroth, take 1 Posted by jgardner44 - 2013/06/02 08:27 I love how these sets look together. I cant wait until we have ice chasm and hellscape chasm sets ;-)so we can build levels upward like this in those sets \_\_\_\_\_\_ Re:Descent into Xak Tsaroth, take 1 Posted by Law - 2013/06/02 15:43

Yup, Xak Tsaroth, from DL1 Dragons of Despair!

I have experimented a bit more and have more satisfying approaches to post later tonight. And I agree -- chasm versions of Hellscape and Ice Caverns would be very welcome! So would ruined ROTA pieces.;)