Classic Conversions?
Posted by Thor - 2004/04/13 15:17

Has anybody "converted" any classic senario maps into DF friendly formats?

I did a rough hand-drawn map (DF version) from the maps of the caverns under Shadowdale from the intro Senario in Forgotten Realms. It was fun to do and look very similar. It came out much "cooler" in terms of detail then theirs... Ha!

When our new-map maker thingy is up. I'll post it.

There arent any players around here are there??????? ;) ;)

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Classic Conversions?
Posted by admin - 2004/04/14 10:19

I once talked to a guy at Gen Con who I think was from Omaha who recreated G1-3 in Master Maze stuff. We sat them up permantly in his basement, and he even used Lincoln Logs for the Steading in G1!

I wish I could have seen the photos. He said that we was going to re-create all the classic modules. I hope he reads this and sends the photos in!

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Classic Conversions?
Posted by Thor - 2004/04/15 08:09

Yes, a fellow nut like that would fit right in. I don't see the value in a perm. set-up. maybe a re-accuring tavern??? Plus we have crazy cats who would muck-up any set up that was unguarded 24/7. :D

I would love to see a Tavern done, maybe twice the size of the ogres den? Sure would be sweet to just pop that on the table at a moments notice. Maybe it would get old after awile.

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Classic Conversions?
Posted by TheDungeonDelver - 2004/04/15 15:28

I've currently got enough to do half of S1 Tomb of Horrors right now. That's just in terms of walls and floors; not with any special secret doors and trap pieces.

I'd certainly like to have enough to do all of it...

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Classic Conversions?
Posted by Thor - 2004/04/29 14:55

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Do you have a map you could post? I'm sure there are figgis & fuddgis to get it all to fit right!!! :o

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Classic Conversions?
Posted by brvheart - 2004/04/29 17:29

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I've never considered any T$R did as classic, but I am looking at converting some of the old Judges Guild modules to DF. Getting the new mapper would help.

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Classic Conversions?
Posted by TheDungeonDelver - 2004/04/29 20:09

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Do you have a map you could post? I'm sure there are figgis & fuddgis to get it all to fit right!!! :o

Me?

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Classic Conversions?
Posted by brvheart - 2004/04/30 00:54

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Sure, here is Map one from Glory Hole Dwarven Mine.

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Classic Conversions?
Posted by Thor - 2004/04/30 13:36

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Er...well.. Both of ya!

I'm always looking for good maps drawn using DF pieces.

Mine are simple hand drawn cavern complexes. I can'y really post these....

Post what ya got! ;)

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Classic Conversions?

Posted by TheDungeonDelver - 2004/04/30 17:39

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Er...well.. Both of ya!

I'm always looking for good maps drawn using DF pieces.

Mine are simple hand drawn cavern complexes. I can'y really post these....

Post what ya got! ;)

Well...if you need to see what my map of the latter half of S1 Tomb of Horrors looks like, take a gander at the module...! :)

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Classic Conversions?

Posted by brvheart - 2004/05/22 01:36

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No takers on this map converting huh? Biggest problem is too many angles that are not 90 or 45 degrees.

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Classic Conversions?

Posted by MyLordVoid - 2004/05/22 12:14

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Not to Mention Wide Corridors Use up a lot of 6" Walls... Or a Whole lat of 2"... The New Triangular Floor Pieces should Help with some of the Oddball Stuff though...

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Classic Conversions?

Posted by brvheart - 2004/05/24 07:39

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I can hardly wait for them, especially when they can be ordered individually. I would want at least 4-8 of them.

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Classic Conversions?
Posted by MyLordVoid - 2004/05/24 12:13

I Hear ya... I Have been Curious about the Tronen Games Modules, Have You Seen them Up Close?

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Classic Conversions?
Posted by brvheart - 2004/05/24 12:21

No, I haven't. Nor has there been a response when the question was asked about the maps. Makes me a bit leary.

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Classic Conversions?
Posted by MyLordVoid - 2004/05/24 12:30

I Have Been to THe Sight, they have Quite an Extensive World Created, And DF has Been Endorseing their First Two Modules for Quite a While so they have at least Been Around for a Bit... But I Have Never Actually Gotten to Hold one of Their Maps in my Own Meaty Paw...

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Classic Conversions?
Posted by Thor - 2004/05/24 14:05

I have them both. If you recall when the owner/auther came on this site (Another Thread/While back) I very gently teased him about that exact point. The maps are not great. They are very very simple and use only the Room and passage plus maybe a room set. He said his new stuff is getting better. I got them because I was curious. I was hopeing for Maps not just one miner dungeon area.....
:rolleyes:

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Classic Conversions?
Posted by brvheart - 2004/05/24 17:26

Seems rather basic, not what I am looking for. Try Troll Lords. Their maps are designed for DF and he makes some really nice hand drawn maps.

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Classic Conversions?
Posted by Thor - 2004/05/25 09:12

Troll Lords? Not familier with them? Post a link? :D

Hand drawn maps? Cool! Computer drawn ones "lose" character somehow..... ;)

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Classic Conversions?
Posted by brvheart - 2004/05/25 15:48

Sure

http://www.trolllord.com

Blood Royal even maps the DF pieces used. Davis loves DF so he has been doing the maps that way for a couple of years now. Here is a sample of the notes he used.

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Classic Conversions?
Posted by MyLordVoid - 2004/06/01 13:31

I Used the Link... They Mentioned Using DF Based Maps for one of their Moduals... (Kubla Kahn Temple), but I am Curious if they State in the Modual which Set(s) they are Using, Have You Purchased any of this Stuff? It All Looks Very New...

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Classic Conversions?
Posted by brvheart - 2004/06/01 15:42

I have about all of the Troll Lord stuff. There is a sale on a few of their modules in pdf form. The ones there are pretty good. No, they don't list what sets they use and only a few break down the pieces, but most are easy to break down.

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Classic Conversions?
Posted by MyLordVoid - 2004/06/05 14:36

Listen to me... Of all of the MANY Moduals both Current and of Yester Year out there which are NOT

Directly Compatable with DF, and I am Being Cynical about the Few that are Compatable.....

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Classic Conversions?
Posted by brvheart - 2004/06/06 10:58

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Yeah really, we should be more supportive of those that do, especially when they are decent modules in the first place. Troll Lord got burned around the release of 3.5 with a bunch of 3.0 stuff they had in stock. They are still selling them bundled really cheap.

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Classic Conversions?
Posted by MyLordVoid - 2004/06/06 14:02

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Good For Us, Bad for Business I Guess... But unless the Standard For Game Scale Goes up to 70mm or Something at Least DF stuff Should Remain Usefull... Which is to Say that WotC would have a Hard time Making DF obsolete.....

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Classic Conversions?
Posted by brvheart - 2004/06/06 23:09

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70MM? We would all have to buy bigger houses! I can see it maybe going to 10 or 15MM rather than larger.

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Classic Conversions?
Posted by MyLordVoid - 2004/06/12 08:28

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See that is the Kewl thing about that Idea... 10mm or 15mm would work just fine... Maybe better with DF... Hell I am Thinking that Epic 40K Might be Kinda Kewl ya Know?

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