

Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by D-man - 2006/08/08 19:02

Dungeon magazine now produces entire campaigns taking players from 1st level to 20th! Each installment is released month by month in the magazine and each have a wonderful feel, spanning many genres of fantasy adventuring.

I would like to know if one could use dwarven forge to effectively reproduce some of the combat environments mapped out in these adventures sucessfully?

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by DaggerdaleDM - 2006/08/08 19:30

I don't know how these are set up but I have been using Master Maze with my DND group for over 8 years now. I worked in a Geographics Information Lab for 14 years and I learned at least this one thing about humans: we either understand flat maps or we don't. Just having those 3D master maze walls have made all the difference for a few of my players and since some of them are very tactically minded I can please them all by using master maze in the mix every few sessions.

Also, don't feel constrained by published maps from adventures. Unless the dungeon is very site specific where you MUST follow every nook and cranny or it wont work. you can change the layout in most cases quite easily, just make sure you keep track of your encounters and that they still make sense.

I hope this rambling was at least partially useful.

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by D-man - 2006/08/09 06:51

You are very helpful thankyou!

In your experience have there been any adventures from the Dungeon magazine that seem to gel particulary well with dwarven forge products?

I am hoping to use the sets (that our gaming group has helped me purchase) to run the Age of Worms adventure path. The 1st adventure has some very well produced maps but they may be a little tricky to convert into 3-D using dwarven forge however Im still going to give it a go.

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by Kradlo - 2006/08/09 09:22

At least one Master Maze enthusiast has used it with the Age of Worms campaign, and posted pictures here.

<http://www.dwarvenforge.com/dwarvenforums/viewtopic.php?id=1233>

<http://www.dwarvenforge.com/dwarvenforums/viewtopic.php?id=1249>

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by jkratzer - 2006/08/09 10:43

Hi!

DF got me into D&D; I would never have started playing it if it weren't for DF!
How's THAT for a role-reversal?

See ya!

Jim

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by DaggerdaleDM - 2006/08/09 15:03

Oh, and how could I forget. You can find adventures that have maps specifically designed with Master Maze in mind and are available to order through Dwarven Forge. Check their store:

<http://www.dwarvenforge.com/store/home.php?cat=273>

by Tronen Games. I don't know how good the stories are but Tronen did post here one of the maps from the module and it was compact and interesting.

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by jkratzer - 2006/08/09 16:28

And of course, if you're willing or interested in writing your OWN adventures, CRasterImage has written, pfworks has drawn, and LoneStarr has photographed the TileSystem program. It allows you to map out your own custom layouts, with both drawn and photographed tiles, of all the DF sets (Sci-Fi photos are pending, and CR&W/CL drawings and photos are also pending - but all of 'em are in the works!).
AND IT'S FREE!!!

There's a link in one of the other forum threads here at the DF Forums - I just don't have it on hand right this second.

Even if you don't want to write your own, using the TS program and a map from a published adventure,

you can easily adapt the D&D map to the DF tile sets.

See ya!

Jim

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by D-man - 2006/08/09 19:00

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<http://www.dwarvenforge.com/dwarvenforums/viewtopic.php?id=1249>

Woah! Thats the exact set-up I need to reproduce! Thanks for those pictures, now I just need to work out what extra pieces I need. :)

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by zoroaster100 - 2006/08/09 21:50

I've been using (mostly) Dwarven Forge to run the Shackled City Adventure Path, and it's been great! The group is currently around 11th level, so that adds up to several big dungeons and several smaller areas built with DF for use in these adventures.

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by D-man - 2006/08/10 04:50

I've been using (mostly) Dwarven Forge to run the Shackled City Adventure Path, and it's been great! The group is currently around 11th level, so that adds up to several big dungeons and several smaller areas built with DF for use in these adventures.

I bet Jazzidrune (spl?) the incredibly large and sprawling gnomish dungeon beneath Cauldron was a nightmare to replicate with DF!

You would need a very large games room and ever-deep wallet, not to mention long arms to reach your miniatures! :)

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Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by jkratzer - 2006/08/10 10:20

Who is it that publishes the adventure with the city suspended over the volcano?
THAT monster was pure Hell to do in DF; I only managed 1/4 of the setup, and still filled a 4'x4' table!
But it was GREAT to game that scenario.

See ya!

Jim

Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by D-man - 2006/08/10 17:11

Who is it that publishes the adventure with the city suspended over the volcano?
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But it was GREAT to game that scenario.

See ya!

Jim

Cauldron is a city built upon gnomish ruins inside the basin of a dormant volcano in the Greyhawk setting of Oerth. Cauldron is the centre piece and main focus of The Shackled City Adventure Path in Dungeon magazine by Paizo Publishing.

The entire 12 part series is now available as a large hardcover book and contains additional material and an extra "new" adventure not in the magazines. :)

Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by zoroaster100 - 2006/08/10 17:51

Jzadirune was a great dungeon to build with DF. It used up almost every piece I had (and I had bought a lot of sets by then), but it worked out just barely so I could build one whole level on two big tables set up together. It made from some great games. Of course, the level with the underground lake I could now build to look even nicer with the DF lake set.

Anyone here play D&D? Ever used DF with Dungeon adventure paths?

Posted by jkratzer - 2006/08/11 10:40

D-man;

Dwarven Forge - Dwarven Forge

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The one I'm thinking of was done in one of the little skinny adventures (can't remember the name of the company), and featured a city suspended on four MASSIVE chains over an active volcano caldera (very WARM reception the party got!). There was a sarcophagus in the central room of the city, with the corpse of a particularly NASTY mage/knight in it. He had a ring that the party had to recover and return to whom it belonged in order to remove a curse on the land.

See ya!

Jim

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