Sharkey's dungeons I

Posted by Mister Sharkey - 2004/04/29 00:41

Here's a photo of a layout from one of our sessions.

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Sharkey's dungeons I

Posted by Durins Bane - 2004/04/29 02:03

I especially like what you did with the circular stairs...that look's really cool.

I am getting some pictures together. I have set some things up and have taken a few.....just gotta find the time. :?

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Sharkey's dungeons I

Posted by Guest - 2004/04/29 02:09

If you look closely, you can see that the wall next to the circular stairs has a secret door piece in it - that was supposed to be the hidden back entrance. The "real" front entrance was over at the right, where it was sealed off by a cave-in.

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Sharkey's dungeons I

Posted by Mister Sharkey - 2004/04/29 02:10

Rats, forgot to log in. That was me above, of course. :P

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Sharkey's dungeons I

Posted by Thor - 2004/04/29 09:44

Great lay out. You have the neatest table. (A-) :D

That is only one of each "basic" set...Right?

Is the Long "mead" table really a bunch of normal DF tables stuck together or somtin' else?

From the pictures on this site it sure looks like everybody plays AD&D 1ed. Look at all the old PHB and the DM's screens!!! :D

Only Comment: Needs TRAPS! ;)

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Sharkey's dungeons I
Posted by Mister Sharkey - 2004/04/29 09:58

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Right, I don't have doubles of any sets yet. The "mead table" is actually three tables set end-to-end. They're from Mage Knight Dungeons Artifacts. That's also where I got the chairs, the thrones, the fountains, the water features in the cave, and the non-red columns. And hey, 1st Edition AD&D rules! :P

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Sharkey's dungeons I
Posted by TheDungeonDelver - 2004/04/29 19:08

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First edition.

Is there a need for anything else? I don't think so.

Although my wife was given a set of Original D&D books by a co-worker just the other day (Volume 1 and 3, plus Supplement 1: Greyhawk).

Cool photo, sharkey. Can't tell, but are you using Bowties?

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Sharkey's dungeons I
Posted by Mister Sharkey - 2004/04/29 21:37

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Bowties? In this photo, yes, but it was an exception. This was a dungeon that the PCs already knew the layout for, so it was pre-constructed before the start of the session. Usually when I am building on the fly, I don't bother with the bowties.

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Sharkey's dungeons I
Posted by Lao Draco - 2004/04/29 22:44

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Nice setup Sharkey. I like to see the non-DF dungeon dressing pieces you guys are using in your pics. The detail in this setup is cool too. What was the basic plot of the session that you set this up for? Just curious.

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Sharkey's dungeons I

Posted by Mister Sharkey - 2004/04/30 03:28

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The basic idea is that the dwarves were driven out of their underground kingdom a century ago by kobolds and other monsters, and now they're fighting to take back their ancestral home, hall by hall. A Reconquista, if you will. That's why the dungeon setup is already known: they're entering areas that were once theirs. Of course, they have little to no idea of what's happened to the place since they were driven out. :twisted:

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Sharkey's dungeons I

Posted by MrMorden - 2004/04/30 07:59

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Nice work, a very clean setup!

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