Dungeon Manifests...
Posted by Dante - 2004/06/26 11:00

I know pretty soon (hopefully!) with the advent of the DF GM Tool this will go by the wayside but, here's an idea for making nice dungeon maps / manifests for your games:

1.) Setup your dungeon on your gaming table with your various traps and / or treasure rooms, specialty areas, etc.
2.) Shoot some bright, clear overhead digital pics of the entire dungeon layout or shoot in "sections"
3.) Open the images in your favorite photo editing program and place small circular opaque dots (white dots show up really well) over each room
4.) Number each room by placing the number over the corresponding dot
5.) Save your image with the name of the dungeon (Example: cove_island_cavern.jpg)
6.) In a text processing application (Wordpad, Notepad, MS Word, Lotus, etc.) create your manifest by listing each room # and name along with the contents of each room and / or area

This works really well for me and is very handy to have when I run my fantasy RPG (not D&D) at conventions and when I'm running games at home as well. You can print the dungeon images and manifests and put them in a binder in plastic sheets. I started migrating most of my printed materials to digital format a few years back so I have a pretty good head-start on this project, however, I don't have a laptop so I have to network a spare computer in the basement to make use of the digital files.

Hope this gives you guys some ideas of how to manage your campaigns & one-off games.

-Dante

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Dungeon Manifests...
Posted by MyLordVoid - 2004/06/26 14:32

I Suppose with a Digital Camera this would be Very Functional Because You Can Go Directly to Hard Drive... I My Self do not Own one (Digital Camera), but if I Did I Think this would be Useful for Sure... Thanks Dante...

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Dungeon Manifests...
Posted by Chandler - 2004/07/07 02:55

This is a good idea.
Unfortunately, I went for the more expensive 20 ft long scanner suspended from the ceiling approach. It's great for getting a clean image of the table, but it also includes the players, the carpet and the skirting-board. It's also a monster file when it comes to editing it.
The 1 advantage is that the resolution is so high that I can print full size images and this way I have the whole dungeon on paper without the need of laying out the individual DF pieces. This saves a lot of time.

My next investment will either be a 3D scanner, so that I can create 3D card DF pieces to cut out and assemble or even blow up to full size and have them in my garden.
If I don't spend my money on this, I may just invest in some therapy...
OOPS! look at the time, where's my medication?

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Dungeon Manifests...
Posted by MyLordVoid - 2004/07/10 11:52

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Chandler,

You Were the One Whos Posted a Picture of this Rig Hanging Upside Down above Your Game Table Right? Which was Kewl... I Was Wondering though, Is it Distracting to Have Shadows of Heads, Arms (And With Some of my Group It Probably would Not be Limited to Heads and Arms.....), Blocking Out Details of the Map... Or For that Matter what about the Figs?

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Dungeon Manifests...
Posted by MyLordVoid - 2004/07/10 11:56

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That was Meant to Read "Who Has" not whos.....

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