

## Question for Starting Out

Posted by Architech - 2009/10/15 16:58

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Hello all, I'm new to all this sort of thing. I did a quick search but did not see anything that truly answered my question, so I apologize if I missed another topic on this.

I recently ran some very successful sessions of a fantasy adventure game of my design. The biggest problem we encountered was with determining location of players and how characters/creatures moved. I was reading a log of a DM who uses Dwarven Forge tiles, and the set ups he had seemed to just make for a truly spectacular gaming experience. We haven't continued the campaign in a while, and I'm not sure we will, but I would like to play some from time to time. I really want to get some of these sets to make those times more memorable, but it's all very overwhelming to me. I don't want to purchase something only to find out it does not serve my purposes.

So I ask you: the moderators, staff and community: what sets are a good start for building a simple, yet descriptive environment for my players? Basically stone walled dungeons and caverns would work perfectly, I just want to get the most for my budget. I wasn't sure if there was a 'starter set' persay, or anything like that.

Thank you,

-Architech

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Posted by Harneloot - 2009/10/15 17:18

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Welcome to the boards!

Not knowing at all what your budget is, I'll just recommend a quite extensive initial outfitting that will let you build MOST things you can think of in each environment.

To outfit yourself with a Cavernous Environment I'd say get:

- 2 Cavern sets
- 1 Cavernous Passageway set
- 1 Cavernous Chasm set

To outfit yourself well with the regular dungeon environment I'd say get:

- 1 Room & Passage set
- 1 or 2 Room sets
- 1 Wicked Editions #1 set
- 1 Wicked edition #2 set
- 1 Advanced builder set
- 1 Fantasy Floors set
- 1 Dungeon Accessories Set
- 1 Medieval Furniture set

You can certainly get by on MUCH less than this, especially if you are just looking to build 1 or two rooms of the dungeon/cavern and not the whole entire layout.

For a more minimum type initial foray into Dwarven Forge maybe go with:

- 1 Room & Passage set
- 1 Room set

These sets have all the basic indispensable peices you need to get going: corners, floors, walls, doors. When I first started I purchased only the Cavern line (which, I think, is cheaper and easier to get started with) and with 2 cavern sets and 1 cavernous passage set you can make some pretty sweet cavern layouts.

Again, welcome, enjoy, and honestly, you'll be amazed and very happy with anything you purchase from Dwarven Forge - the product (and the people) is really that good!

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### Question for Starting Out

Posted by Shadbelly - 2009/10/15 17:44

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When I first started getting into df all I had was 1 room set and 1 room and passage set and I just built a little at a time and then broke it down and rebuilt as the players went. This got me by until the obsession kicked in all the way.

Eventually you cant have enough dwarven forge goodness.

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### Question for Starting Out

Posted by granpappy77 - 2009/10/15 19:19

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I'll pretty much echo Shadbelly- I would recommend a Room set & a Room & Passage set to begin with (or just a room & passage set if you really just want to test things out first). Your players will be amazed at the quality and your gaming sessions will have a much more authentic feel compared to a dry erase battle mat.

Be forewarned- as much as many of us jokingly call this an addiction, I started collecting in July of this year and have spent just shy of \$1,000, much to my girlfriend's chagrin. And all that while she's been out of work- I shudder to think how much I would have spent if I wasn't mostly supporting the both of us... Either way, it's worth it for the quality and gametime immersion.

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