Making Multi-level Dungeons

Posted by granpappy77 - 2009/11/16 15:51

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I'm wondering what people typically use to raise and lower areas when making multi-level dungeons? For example, if I wanted to make a room with a sunken pit in the center, what could I use to make the rest of the room higher than my pit? Can I just stack DF pieces on top of each other?

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Making Multi-level Dungeons

Posted by jackattack - 2009/11/16 16:44

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There's no alternative. You are just going to have to cut a hole in the dining room table.

There are lots of pictures of stacked DF to create multiple levels, but you need twice as many pieces to do it, and all of the supporting pieces have to be walls or corners.

A much better alternative is to go to the craft store and buy some styrofoam (or equivalent). If they don't have 2" thickness, double up on 1" thick pieces. The same store should also have a tool for cutting the material (such as a wire "blade" hacksaw) -- be sure to cut outdoors, or put down some papers, 'cause it can get messy.

Cut to desired footprint and enjoy.

If you feel that the material is too flimsy, or it doesn't come in useful sizes/shapes, you can probably find an alternative in wood at the hardware store, but you need power tools to cut to footprint.

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Making Multi-level Dungeons

Posted by Kradlo - 2009/11/16 17:06

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Go to Home Depot and pick up some Owens Corning pink insulation foam in 2" thickness. It's plenty durable enough - I've made game terrain from it. You can cut it with a knife or hot wire.

Remember that foam will dissolve if you spray paint it, so brush on your primer and paint. Once it's painted, you can then use spray sealant.

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Making Multi-level Dungeons

Posted by Ghenghis Ska - 2009/11/16 17:17

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Krylon H20 won't dissolve the pink insulation Foam.

I wanted a Big Pit in the center of something I did a few years ago, and the Pink insulation stuff was what I used, you can find ones at Home Depot that are 2 inch thick the same height as a DF bit.

Sith Complex with DOE Redux was a situation I wanted a Pit.

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Making Multi-level Dungeons
Posted by jackattack - 2009/11/16 17:30

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What about airbrushing? Is it the same propellant as spray paint, or something else?

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Making Multi-level Dungeons
Posted by Ghenghis Ska - 2009/11/16 17:31

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Here are a a few examples of Straight DF stacking I and others have done.

Simple Pictures

Also look through the Contest Threads and you can really see DF on DF stacking.

from Season II
http://i24.photobucket.com/albums/c5/GhengisSka/Season2/P1010103.jpg
http://i24.photobucket.com/albums/c5/GhengisSka/Season2/P1010097.jpg
http://i24.photobucket.com/albums/c5/GhengisSka/Season2/P2080023.jpg

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Making Multi-level Dungeons
Posted by Ghenghis Ska - 2009/11/16 17:33

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What about airbrushing? Is it the same propellant as spray paint, or something else?
Depends on the source, if you are using a compressed air source (like a compressor or a tire), no it won't. However if you are using one of the "cans", sometimes it does, it's been a long time since i used the airbrush I have so can't be sure which brand of the canned air did and which ones didn't.

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Making Multi-level Dungeons
Posted by granpappy77 - 2009/11/16 22:15

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Thanks everyone. I like the styrofoam/insulation ideas. I'm thinking that maybe I can take a piece of stryofoam and cut it into cubes. That way, I can make sunken or elevated areas of any size or shape

without having to buy a whole new piece of styrofoam, measuring it, cutting it, etc. I can live with some of it showing through, so long as it gets the point across to my players.

Any thoughts on issues/challenges with that idea?

Thanks again for the help!

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