

## How do you use your DF during games ?

Posted by DM-GHOST - 2011/05/19 19:08

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Question for all of my Fellow Dwarven Forgers ? How do you mostly use your DF in games? I ask this because I have three Dm's in my group and have noticed some very interesting uses of my DF stuff recently. One DM shows up at my house very early and sets up his DF layout long before the players arrive and then covers it before game showing each section as he needs and such during play. Myself I love my huge layouts but I have become accustomed to laying out my DF encounter by encounter.. it only takes a few moments and my players seem to love watching as the room that I have planed and the battle about to come takes shape right before their eyes. And my last DM is very quirky .. he Loves the DF stuff but hates the walls so in his "I have to be old school" so he never places wall pieces.. I put this up on the FB page but then figured it might get replys here faster. Have at it !

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## Re:How do you use your DF during games ?

Posted by libertondm - 2011/05/19 20:23

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We don't play at my house, so I have to build my dungeons at home and cart them to the gaming location. I prepare the areas on foam boards and lay them out as the dungeon unfolds. I've got a bunch of 8x12" foam boards, and each of them fits into it's own plastic container, and five of those containers fit into a big Rubbermaid tub. Most gaming sessions take 1-2 tubs, but I've brought 4 tubs before.

I attached an example picture, and you can see the white of the foamboards beneath each section.  
<http://www.dwarvenforge.com/images/fbfiles/images/IMAG0152.jpg>

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## Re:How do you use your DF during games ?

Posted by Endar - 2011/05/19 20:46

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I think that the best thing is to use different ways depending by the situation.  
I love DF and 3D terrain as I love D&D..and sometimes,I have to be honest, the 3D game give me some problem with my D&D DM style, because limit my fantasy (I don't want to make an encounter in a place that I can't reproduce in a good way) or give the idea to the players that they were forced to follow a way (if you prepair on the table a big dungeon for example) even me as DM are a bit forced to force the players to follow the way I have prepaired (at least the risk exist), or slow the game, etc etc..

So I found that the best thing for me, is to use different method.  
If the players decide to go in a certain place, I will prepair in advance the setup...  
if it's an external place or a place where the players can see all the area immediately I will prepair the full setup on a big wood/polistirene board that I put in another room.  
if the place it's a dungeon or a place where the player can see only few room in the beginning I will prepair only the beginning part of the setup.  
(sometimes I use many small wood/polystirene boards ne that I combine step by step)  
for example this setup

<http://dungeons3d.blogspot.com/2011/05/buried-temple.html>

was made with 3 different boards pre-assembled (1 with the entrance, 1 with the temple, and 1 with the cavern with the chasm)

instead if the players surprise me, with a battle not foreseen, if takes too time to prepair something good, I can also choose to use just a paper grid or a tiles..because the most important thing is the D&D game...the 3D enviroments it's just an extra (ar least for my group).  
so I don't have a rule...depends by the situation..

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## Re:How do you use your DF during games ?

Posted by crioux - 2011/05/26 14:26

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I only use DF setups for combats or important encounters. When combat occurs, I set it up, and remove it after it's is finished.

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