### **Dwarven Forge - Dwarven Forge**

Generated: 20 April, 2014, 10:42

### The Village of Wargrave and beyond. Posted by erc1971 - 2011/12/03 13:14

I remember posting here a short while ago that I was not going to do these large and involved builds, yet I can't stop doing just that! ARG!

There will be more to come, as after the party is done dealing with the undead that attack the village, they are going to have to delve into catacombs to destroy the demon that is animating them. I set up the village tonight so it will be ready for the game tomorrow evening, then after the first encounter I will change over to the DF heavy dungeon build while one of my players is out smoking. For today, I present the village, and tomorrow evening (or Monday morning) I will upload pictures of my almost exclusively DF dungeon.

#### What I used:

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my custom made plexiglass battlemap as a base (eliminates the uneven surface between my 2 tables) Piazo Flip Mats PDF Cardstock buildings MBA bridge and fences pmc.games buildings Worldworks for some streets and a roof Train hobby trees small bit of DF for a building DF and Tooskerdoo tables, crates, etc. War Zone Gaming Terrain and all 4 of my 1.5" thick wood blocks to create multiple grades

(My plan is to buy some green spray paint to paint the large wood blocks, then use a sharpy and a ruler to put a 1" grid on them as well)

http://www.dwarvenforge.com/images/fbfiles/images/IMG 0561.JPG

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http://www.dwarvenforge.com/images/fbfiles/images/IMG 0565.JPG

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I also notice I have a tendency to design my scenarios around the latest pieces I have purchased, hehe. So, when the restock finally comes in, I will be using lots of natural caverns...and I have a sneaking suspicion that my next adventure in 3-4 weeks is going to involve ice caverns;)

ELIC			
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## Re:The Village of Wargrave and beyond. Posted by Sorn - 2011/12/03 14:01 I am surprised at how good the cardstock buildings and mats look...and you certainly cannot beat the price! Thanks for sharing! Re:The Village of Wargrave and beyond. Posted by Arcarius2001 - 2011/12/03 21:16 Great setup Eric! I really like how well the flipmats work, I always thought they would detract from the setting but it looks good. I may have to buy a few more. The cardstock looks good as well. Looking forward to the dungeon! Re:The Village of Wargrave and beyond. Posted by erc1971 - 2011/12/04 21:39 Just finished up and the guys went on home an hour ago. Here are a few more pics. First off, after they thought they saved the town, a horde of undead begins to pour across the bridge. http://www.dwarvenforge.com/images/fbfiles/images/IMG 0567.JPG After figuring out an old temple to an evil goddess lie beneath the burial mounds, they descended. And just like my players...they we right to the end, skipping most of the content. Just as well, my limited collection could not handle much more anyways. http://www.dwarvenforge.com/images/fbfiles/images/IMG 0568.JPG http://www.dwarvenforge.com/images/fbfiles/images/IMG 0569.JPG http://www.dwarvenforge.com/images/fbfiles/images/IMG 0570.JPG I also learned I need the Advance Builder sets to come out - I was trying to transition from a hallway to a room with a door right next to the hallway piece. The half squares at the edges of the room pieces were messing me up and it could not be done with what I have. I did get to use my cutting board for a second level, with the party discovering a secret door behind the storage crate that had to stand in for a coffin and descending into the old temple ruins. Eric

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Re:The Village of Wargrave and beyond.  Posted by Arcarius2001 - 2011/12/05 07:57
Nothing like a good game of Castles and Crusades and a bunchmof Mountain Dew! Gamer paradise!
Re:The Village of Wargrave and beyond. Posted by erc1971 - 2011/12/05 08:43
Arcarius2001 wrote: Nothing like a good game of Castles and Crusades and a bunchmof Mountain Dew! Gamer paradise!
Mountain Dew might be paradise for you and my buddy Cory but I can't stand the stuff: P Cherry Coke all the way for me!
Eric