

PFS - Keep of the Huscarl King - my own Ice set

Posted by Thod - 2011/12/06 17:45

The following setup is now nearly 2 weeks old. But I restrained myself from posting to avoid further speculation about the upcoming Ice Set. This set was done (I think) three years ago using Hirst Arts. I will have to see if I can make it more compatible with the Ice Cavern from DF. I think Stefan uses some white dry-brush on top of the clear resin. I will have to wait until I have some pieces in my own hand to check it out and maybe to try it o my set.

Pictures 1-5 are in the frozen Wastelands. I mainly use floor pieces only with a sprinkle of ice walls and some dead trees (Games Workshop) as well as some tree stumps (Polish company that makes bases).

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl01.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl02.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl03.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl04.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl05.jpg

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Re:PFS - Keep of the Huscarl King - my own Ice set

Posted by Thod - 2011/12/06 17:51

The second encounter is around a stone circle. I was surprised how little painted stones I had available. Must have given some away as present and never painted the next batch.

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl06.jpg

The third encounter is in a warm cave. The group freaked out when I added all the fungi as they had a bad encounter with Shriekers / Violet Fungi not too long ago. Honestly - they are just scenery :) The Violet Fungi are Otherworld - the other mushrooms are my feeble attempt to sculpt. I gave up after that attempt.

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl07.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl08.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl09.jpg

It's so cold outside - even the mushrooms are frozen.

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl10.jpg

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Re:PFS - Keep of the Huscarl King - my own Ice set

Posted by Thod - 2011/12/06 17:54

The group enters a narrow gorge with ice walls on both sides - just to run into an ambush. A stampede.

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl11.jpg

The final encounter was then at the Keep of the Huscarl King. The ruin set works really nice for this kind of environments.

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl12.jpg

http://www.dwarvenforge.com/images/fbfiles/images/Keep_Huscarl13.jpg

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Re:PFS - Keep of the Huscarl King - my own Ice set

Posted by Arcarius2001 - 2011/12/06 17:57

I love those blue mushrooms!! The ice floors look good too, especially like that you can change the hue depending what you lay under them.

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Re:PFS - Keep of the Huscarl King - my own Ice set

Posted by Thod - 2011/12/06 18:06

Arcarius2001 wrote:

I love those blue mushrooms!! The ice floors look good too, especially like that you can change the hue depending what you lay under them.

Actually - no. The bottom of the floors is painted and I also glued some felt underneath.

It doesn't look that good if you don't paint it. The problem is a layer of air between the floor plate and the table cloth. The bottom isn't perfectly smooth to avoid that.

And thanks for the comment for the mushrooms. I wasn't happy when I made them and they were hidden in a drawer for several years without use. But I liked them a lot more when I just used them for the set-up. Should use them more often in caves.

Thod

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Re:PFS - Keep of the Huscarl King - my own Ice set

Posted by Shadbelly - 2011/12/06 23:58

Games workshop makes those dead trees? I want some!

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Re:PFS - Keep of the Huscarl King - my own Ice set
Posted by CraftyShafty - 2011/12/07 18:47

Nice work!

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Re:PFS - Keep of the Huscarl King - my own Ice set
Posted by Kronos - 2011/12/11 01:54

Cool setup! ;) I Like it!

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