Fomorian Ruin
Posted by Pusherman - 2012/02/28 17:55

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I keep for getting to take pics of my setups and now i have lost my camera so this is from my mobile so i apologise for its quality.

I shall be using this for our next session, just trying it out to see what it looks like, a bit of woodland set with some realm of the ancients.

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

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Re:Fomorian Ruin
Posted by Harneloot - 2012/02/28 20:01

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Love that overgrown ruins effect you created with the Woodlands set outside and the RoTA inside - brilliant!

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Re:Fomorian Ruin
Posted by Lordannilhus - 2012/02/29 00:55

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Hello Pusherman,

Very beautiful map ! And brillant idea. Rendering is really Awesome :)

Soon

Lord

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Re:Fomorian Ruin
Posted by granpappy77 - 2012/02/29 09:51

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Awesome! And its great to see another possible use for the Woodland set...ya know, the one that a lot of folks were saying was too limited in its potential uses ;)

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Re:Fomorian Ruin
Posted by Kronos - 2012/02/29 19:30

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I absolutely love it! Great idea, spectacular result! :)

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Re:Fomorian Ruin
Posted by Thod - 2012/03/01 01:39

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I just wanted to chime in as well. A fantastic idea with a stunning result.

I will likely copy it (on a much smaller scale) for a ruin that I want to use as showcase at Salute.

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Re:Fomorian Ruin
Posted by Arcarius2001 - 2012/03/01 22:13

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Cool! Kind of evokes finding an old mayan temple out in the jungle.....watch out for traps!

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Re:Fomorian Ruin
Posted by Pusherman - 2012/03/03 12:22

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My group played through this on thursday, they are currently in the feywild, i did a similar thing with the woodland set and the cavernous lake to create a swampy area with a couple of feymire crocodiles which was a surprise (sorry no pics i forgot as usual).
I like the look of the woodland set (apart from the dodgy sizing issues) but i do think its a bit limited at the moment it needs some other bits to bring it on to par with other sets.

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Re:Fomorian Ruin
Posted by CraftyShafty - 2012/03/05 12:11

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Best use I've seen of that Woodland set.

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