Levers
Posted by arcanedesign - 2012/04/21 06:43

What is a dungeon without levers!? Do you pull it or don't you? Will it open that portcullis or will it trigger water to fill the room? Who knows! Adventure and anxiety appear at the mere site of the lever =).

Sure you can describe that there is a lever in the room. You can say that it is on the wall next to the portcullis or that it resides solely in the center of an empty room. However seeing it there in all its glory is soooo much cooler and sparks so much more imagination. It no longer remains background information and is now bam! Right there in your face, action.

4x4 floor tile with lever centered
90' corner tile with lever - right side
90' corner tile with lever - left side
side wall tile with lever centered

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Re:Levers
Posted by dndgamer - 2012/04/21 09:11

Did I miss something...like pics? Are you selling them on eBay?

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Re:Levers
Posted by Ninthgoose - 2012/04/21 14:09

I believe it is a suggestion for new DF pieces with Levers. Sounds good to me.
Would be nice. But I can actually think of other things I would want first.

But still, levers are handy.

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Re:Levers
Posted by dndgamer - 2012/04/21 19:33

I thought he was selling them! That's so funny.

I have seen removeable levers before that would be stuck on a wall or floor using "Sticky Tack", or

something like that.

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Re:Levers
Posted by Arcarius2001 - 2012/04/22 21:44

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I know Hirst has a lever but I cannot recall which mold.

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Re:Levers
Posted by zazulu - 2012/04/22 22:34

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Mold # 85 is a fantastic supplement to my DF collection.

http://www.hirstarts.com/cavern/watercavern.html#85

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Re:Levers
Posted by Thod - 2012/04/23 01:46

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This thread has inspired me. I'm contemplating to make a few levers and place them on e-Bay.

The main reason are - I did some levers a while back myself - I guess there might be even some old posts lurking around.
I do have at least one partial Room Set as I did send out one piece as replacement. This might be an opportunity to make use of the rest.
E-bay could be a good way of advertising - but it is not a good way to sell my sets. But this way I could sell there some 'teasers'.

I might do two different version - one working and one not. There are advantages / disadvantage for either of them.

I will report back here if I get it actually done.

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Re:Levers
Posted by arcanedesign - 2012/04/23 07:55

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Thod, I am in dire need of some levers and would be interested in your work. Unfortunately I am not very good at crafting dungeon accessories so it's rather tough for me to find items that line up with my puzzles and campaign ideas. If you are up for talking about it please let me know. I have some room pieces as well that can be used for conversion if needed. I'm curious to see both the working and non working versions.

-Eric

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