Caverns
Posted by jericho - 2012/04/23 20:56

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I received the first wave of my pre-order today containing 2 cavernous rooms, 1 cavernous passage, 1 rivers and walls, and 1 lake set. I must say - WOW! This is the first time I have ever seen these sets in person and I am absolutely blown away. This is my favorite set by far.

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Re:Caverns
Posted by Arcarius2001 - 2012/04/23 23:28

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My first sets were Caverns and Cavernous Passages. The Caverns sets are still my favorite.
They are simply stunning.

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Re:Caverns
Posted by Harneloot - 2012/04/24 06:48

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Couldn't agree more - love the cavern line! I have more total cavern sets than any other line, even classic dungeon.

Just wait until they get the chasm set back in stock! Also, L was selling (a few years ago)some Hirst Art stalagmite molds he made and painted which work beautifully with the cavern sets. I know you are a HA caster Jericho and am sure you will come up with equally amazing accessories!

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Re:Caverns
Posted by Feymous - 2012/04/28 12:02

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I totally agree. I received the first part of my pre-order Thursday, including sets from the cavern line, and was amazed by how beautiful they are. As I excitedly looked through my new sets I kept thinking that pictures really don’t do DF justice, and this is especially true for cavern pieces.

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Re:Caverns
Posted by David Wasilewski - 2012/05/07 03:42

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I agree - caverns are what first attracted me to DF and I have over 30 sets of them, including all of the cavern variants. They're simply gorgeous!!!!!

I'd love an expansion set for the caverns!

Mushrooms/fungi
More stalagtites shapes
Alternative floor pieces, including larger free standing pools/pits
Mine type pieces e.g. railway tracks and mining carts
An outside cavern mouth transition piece (like RoTA)
Natural rock stairs that rise to cover a 4 by 4 piece
Some natural rock shelves/platforms that can be placed next to walls
More "plonk down" wall variants

Dave

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Re:Caverns
Posted by jackattack - 2012/05/23 06:45

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Would a "cavernous arch" do double duty as internal feature and as a transition between cavern interior and outdoor exterior?

I'm picturing a freestanding feature, or possibly something on a 2"x4" base (if that doesn't totally bollix up cavern layouts). One low arch, one high arch, and one arch over water would give us plenty of options and variety.

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Re:Caverns
Posted by jgardner44 - 2012/06/21 19:16

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I agree with David's request for more cavern expansion elements. His list is great above!

I really hope we see a fungus, mushroom cavern expansion set. Perhaps with some large mushrooms as a tile central piece that figures can climb up for an encounter.

Also I would love to see a crystal themed cavern expansion set someday as well.

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Re:Caverns
Posted by Ninthgoose - 2012/06/22 06:19

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Yes the caverns are some of the nicest pieces for me too.
It would be nice to see some more accessories for them.

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Re:Caverns
Posted by jgardner44 - 2012/06/23 18:54

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The cavernous river set is one of my favorites and here is why...

I love the removable walls that allow you to set upt he cavern so many different ways. Also I love the reversible nature of the stalagmites and stalactites wall portions. However, I would LOVE to see a double high reversible stalagmite and stalactite section in a future set. These would be good cave entrances and just be fun to add some more height to the cavern sets. I mostly would like to see taller stalagmite and stalactite building sections in the future. Towering rock formations are just so cool in cave sets.

Would anybody else be happy to see something like this?

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Re:Caverns
Posted by Harneloot - 2012/06/23 20:38

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You mean like what is in the Chasm set?

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Re:Caverns
Posted by jgardner44 - 2012/06/23 23:00

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I was actually thinking about the Hanging Stalagtite Opening pieces. I would like to see one like that with the multiple stalagtites, but about twice the height/lengh of the stalagtites.

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Re:Caverns
Posted by KenM - 2012/06/27 19:06

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One piece I would love to see is a cavern entrance. We have a realm of anchents entrance, and with WE3, a door for a dungeon, building. But IMO we need a generic cave entrance.

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Re:Caverns

Posted by jgardner44 - 2012/06/27 21:05

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I agree, entrance pieces add alot to a set. I feel really bad I missed out on othe realm of the ancients entrance piece. That was something I think every DF owner should have had a chance to buy.

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