

## Wondering what to buy with 360\$ around first.

Posted by Whyteboi - 2012/06/06 01:50

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Hello everyone, I am new to dwarven forge and have a few questions, I am just wondering what should i start with, the dungeon stuff or the medieval stuff or the caverns, im not quite sure what i should start with, any suggestions are great! What would benefit me the most for D&D games I guess. Also I am wondering if I will get charged money like tax when i get the order to Canada ottawa ??? thanks everyone...

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## Re:Wondering what to buy with 360\$ around first.

Posted by rydendragons - 2012/06/06 05:31

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I allways get most use out of the cavern sets, and the classic d ungeon sets. then start to pick up the limted Edition sets before they are gone. cause once they are gone it is hard to get your hands on them again

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## Re:Wondering what to buy with 360\$ around first.

Posted by Ninthgoose - 2012/06/06 13:11

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My suggestion for getting started with that kind of budget. Would be.  
2x Room and Passage sets, then save the change and get a room set.

My reasoning behind it is.

Caves are nice, but you need more than one set to get a good layout going, and you can always just "pretend" the mastermaze walls, represent caves.

Same with the medievil sets, nice, but to get you going, you can easily use the mastermaze rooms to replicate a tavern/hall etc.

Last week at our gaming club, i put out a layout using Two room and passage sets and one room set. I will try and post the photos shortly so you can see what you can make with those three.

The room and passage set is also the greatest value for money out of set in my view. You get a lot of pieces, that are very adpatable at a reasonable price. A couple of room and passage boxes, would make a good "core" to any collection, then on, from there, you just focus on how you want to expand it,ie, if you want more room pieces or more fancy pieces like the wicked additions etc.

If you start with those, you an then look to get a cavern set, or two later. But bolting on a cavern to a dungeon gives you a lot more usability and options.

That is the way i would do it if I was starting out fresh.

The way I did in reality, was I got a deluxe room, and a room and passage and a wicked addition 2 as my start. Until I bought more sets with wall pieces, I hardly used the wicked additions, as I didn't have enough corners often to do what I wanted.

So, grab two room and passage, then a room set when you can. And you have a good "dungeon" basis with those three. From then on, well think what type of dungeon or caves you want and pick up the sets as you can.

There is nothing wrong with the cave sets. Infact some of my favourites. But you will get more use out of the room and passage for general layouts in my opinion.

Enjoy!

Edit. Photo link here;

<http://28mmheaven.blogspot.co.uk/2012/06/dungeon-bashing-with-warrior-heroes.html>

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## Re:Wondering what to buy with 360\$ around first.

Posted by jls304 - 2012/06/06 22:32

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1 room and passage set, 1 room set 1 wicked editions 2 set.

I personally prefer making big rooms so I would favor the WE2 set but the room and passage set is a great value and will cover a lot of table space.

The cavern sets are awesome and a must, but you are better off starting with the more versatile dungeon set.

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## Re:Wondering what to buy with 360\$ around first.

Posted by patoumonde - 2012/06/06 23:21

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Hi,

Being from Canada myself, i would recommand you prepare yourself for a significant charge for Shipping and for taxes. You'll have a 10% surcharge for taxes upon delivery.

With 360 \$ you'll be able to buy around 280\$ worth of DF stuff. The rest will go to the gouvernement and the post office.

280 \$ For DF

50 \$ for shipping

30 \$ for taxes

Pat

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**Re:Wondering what to buy with 360\$ around first.**  
Posted by biowizard - 2012/06/06 23:29

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Whyteboi, Patoumonde,

I'm a Canadian too, working still in the US for the next 3 months. I get to travel frequently to Montreal, where I'll be heading back soon, and I would not mind providing a US shipping address for now and a partial delivery service free-of-charge to anyone interested.

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**Re:Wondering what to buy with 360\$ around first.**  
Posted by biowizard - 2012/06/06 23:33

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p.s. With both the Room Set & Room and Passages Set, from the "Classical Dungeon Set" line of products, you can't go wrong!

But then, when you see the awesomeness of these products, you'll probably ask for more! ;-)

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**Re:Wondering what to buy with 360\$ around first.**  
Posted by jackattack - 2012/06/07 16:35

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My overall "strategy" with DF purchases is that I want two of each set, and three or four of the ones with specialty pieces I really want multiples of.

For the gamer on a budget that's even tighter than mine, I recommend one of each set, starting with the basics. Let your at-the-table experience with those guide your future purchases.

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**Re:Wondering what to buy with 360\$ around first.**  
Posted by patoumonde - 2012/06/07 16:59

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That's very generous of you. I'm not planing to order until the next new set comes out though. But i'll

keep the offer in mind :)

Pat

biowizard wrote:

Whyteboi, Patoumonde,

I'm a Canadian too, working still in the US for the next 3 months. I get to travel frequently to Montreal, where I'll be heading back soon, and I would not mind providing a US shipping address for now and a partial delivery service free-of-charge to anyone interested.

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## Re:Wondering what to buy with 360\$ around first.

Posted by jericho - 2012/06/07 17:56

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Assuming that you only have \$280 after shipping and taxes I would recommend getting 2 room and passage sets. That is what I started off with and it allowed me to build small dungeons. You can dress them up with really cheap dungeon decor from megaminiatures (tables, chairs, book cases) or you can get some better quality stuff (albeit higher price) from PSOM, Thomorillion, or Grendel.

If you are able to squeeze one more set in there I would go with one of the WA sets. My perfect beginner purchase list:

1. 2 rooms and passage sets
2. Wicked Additions 1
3. Wicked Additions 2

2 and 3 allow you to make bigger rooms without forcing you to use up all of your floor and wall tiles and give you some pieces that provide some nice touches to your dungeons.

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