Blacklight + Ice Caverns = The Underdark?

Posted by Frog - 2013/01/28 15:23

Have any of you Ice Caverns owners ever tried a black-light on the set?

I am thinking it would make them look like the Underdark. Under a blacklight, the white & clear paint scheme would likely result in a Underdark glowing effect!

If it works, it would be another feature that Dwarven Forge could use to help sell the set.

I'm not sure how you would take pictures of it if it does work.

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by jackattack - 2013/01/28 18:18

With a digital camera on a tripod, short delay on the shutter, and the "fireworks" setting, I think...

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Shadox - 2013/01/28 21:04

I am going to test mine with an invisible glaze and try to take a picture or two. Stay tuned.

-Shadox

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Frog - 2013/01/29 08:14

Shadox wrote:
I am going to test mine with an invisible glaze and try to take a picture or two. Stay tuned.

-Shadox

Awesome!!! It may not work, but in theory it really seems like it should!

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Shadox - 2013/01/29 21:51

I am running an adventure called "The Devil is in the details." It is an adventure that I wrote for pathfinder levels 8-10. The adventure was setup beautifully by the players and I had to do zero work.

During the previous adventure where they were hunting a ghost in haunted ruins they ran across an evil cleric. In his chambers he had a book describing how to force devils, who had been banished from the prime material plane by their death for 1000 years, to consume a body of a mortal and swap with them physically. The mortal is transported to the home plane of the devil, presumably killed or tormented and the devil is free again on the prime material plane. (Jordan fans will be familiar with turning a channeler against their will to the shadow)

The process required the cleric to dupe a person into bringing a silver piece to him. The piece of silver would be turned to gold in an evil ritual. The next day the person would have to bring 2 silver pieces, the next 3, and so on until the 36th day the person would bring 36 silver pieces. The person was told to save all the gold pieces in a special "leather" bag made from the skin of a murdered person.

All sorts of stories and lies from the cleric were used to dupe individuals, from the promise of all the gold to the idea that they would be rewarded by the gods. The cleric did everything he could to force the villagers to do as he told them.

After all the coins were collected, (I will let you do the math but let's just say it was a unique number of gold coins) and placed into the bag the cleric would complete the spell and the person would begin to transform over a 1d20 hours into the devil. Once transported back to the prime material plane the devil would disperse the coins to intelligent creatures. Anyone who received the coins could manipulated by the devil. More good = more coins to corrupt.

The players researched a method of detection to find all the coins to reverse the spell to banish the devil again. Any persons, creatures, beasts, etc who came into encounter with the coins would “reflect” the spirit of the devil when encountering the “mists of shadow” Basically this was a new spell where the mage tore a rift in the prime material plane that let the “light” of the shadow plane to “shine “ through. A person infected with the devil curse would glow red.

Snow beast reflecting the devil influence after "mists of shadow" cast.

http://www.dwarvenforge.com/images/fbfiles/images/pict1.jpg

Ice cavern piece with invisible glaze on one square with blacklight

http://www.dwarvenforge.com/images/fbfiles/images/pict2.jpg

Ice cavern piece with invisible glaze on one square no blacklight

http://www.dwarvenforge.com/images/fbfiles/images/pict3.jpg

Ice cavern under blacklight with ice section

http://www.dwarvenforge.com/images/fbfiles/images/pict4.jpg

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by Shadox - 2013/01/29 21:59

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There are several invisible glaze products. I searched and tested many red ones. The best is invisible clear color by wildfire. I have had such a great response from my players that I am buying there other colors (expensive at $40 a 4oz bottle) to hightlight books in the thomarillion library I am painting for detect magic and other cool things. The nice thing is it is clear so it gives me a multipurpose prop. I plan on creating a glowing underdark cavern setup with drow structures and shrooms etc glowing.

-Shadox

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by VladTaltos - 2013/01/30 08:27

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Wow! Glazing your DF so it glows under a blacklight is brilliant.There sre so many uses for this idea.The fact that it is a clear glaze as to not harm the original look of the DF when absent of the the blacklight is perfect. Thank you for sharing this idea as I cant wait to use it too.I really like the idea of the detect magic on the bookcases. I can see this technique being used when the Ranger or Barbarian uses a Survival check to track footprints.Or the party finds a wand that magically shows the path free of monsters through a section of the dungeon.It shows a way pass the monsters but leads them to the Traps! Time to break out the Grimtooths Traps books.

This Idea really Rocks the Free World!

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by Frog - 2013/01/30 10:48

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While your pics show that by themselves the tiles don't really reflect the blacklight like I thought, your idea of glazing in your setup really works well. Thanks for the pics and ideas! (I don't think I will do this to my sets even though it appears it would cause no harm)

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by dndgamer - 2013/01/30 20:54

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Wow, this is a really good effect to use...thanks Shadox.

Shadox, would the clear glazing work on clear plastic film? My thinking is to coat the clear plastic film with the glazing and then cut out the shapes I need. You think this'll work?

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Stefan - 2013/01/30 23:12

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Totally awesome! I wonder how that would look applied to the lava of the Hellscape....I will have to try that!

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Shadox - 2013/01/31 04:39

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Thanks for all the wonderful feedback. I think that is my first ever YRTFW!

I am on the road so I cannot try the plastic film but want to try it over the weekend. What type of film? Saran wrap?

I have some lexen that I bought as I really like the idea that biowizard recently posted. I will try the glaze on that surface to see if that works also.

I never thought of glazing the hellscape. I want to try this as soon as I get home.

In the meantime I was talking to my children, who are FINALLY getting into gaming about creating an underdark village. We are going to start this weekend. I am not sure how much we will get done but it will be fun. I will post picts when we finish. It may be a while since I am painting 2 libraries, and 3 goblin city sets. I want to finish those first and still have about 2-3 weekends to finish those.

-Shadox

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by Dwarf - 2013/02/02 02:03

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Please also post pics of your finished goblin city sets. I have now completed 5 and a half of those and am planning on getting myself another 2 sets...

- Dwarf

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by Shadox - 2013/02/02 11:01

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I have finished 2 sets. and all the figures from the main set. I am in the process of putting together my setup and determine if I need 2 or more sets. I think all I need is 2 more. I also have to create the surrounding caverns from Styrofoam. I want to create a stop motion short film when I am done. However I thought I would post a few teasers...

http://www.dwarvenforge.com/images/fbfiles/images/goblin1.jpg
http://www.dwarvenforge.com/images/fbfiles/images/goblin2.jpg
http://www.dwarvenforge.com/images/fbfiles/images/goblin3.jpg
http://www.dwarvenforge.com/images/fbfiles/images/goblin4.jpg
http://www.dwarvenforge.com/images/fbfiles/images/goblin5.jpg
http://www.dwarvenforge.com/images/fbfiles/images/goblin6.jpg

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by Dwarf - 2013/02/02 12:29

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Excellent work, Shadox!

Your painting skills Rock the Free World. I especially like the goblin king. I can see you also bought a box of Storm of Magic Terrain which reminds me I also have those lying around here somewhere, unpainted.

Good thing I am on vacation next 2 weeks...

- Dwarf

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Re:Blacklight + Ice Caverns = The Underdark?
Posted by Shadox - 2013/02/02 17:19

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Thank you. All my painting skills were learned on this forum over the years. Every time someone posts painting tips I print them out and try to paint a few figures. After a while it gets easier.

better pics

http://www.dwarvenforge.com/images/fbfiles/images/new1.jpg

http://www.dwarvenforge.com/images/fbfiles/images/new3.jpg

http://www.dwarvenforge.com/images/fbfiles/images/new2.jpg

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by jchunick - 2013/11/16 07:36

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Dwarf wrote:
Please also post pics of your finished goblin city sets. I have now completed 5 and a half of those and am planning on getting myself another 2 sets...

- Dwarf

I'm new to miniatures and trying to learn where the good stuff is. I'm curious where I can find these goblin city sets? I'm plugging that term into google and not having any luck.

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Re:Blacklight + Ice Caverns = The Underdark?

Posted by shadbelly - 2013/11/16 08:38

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Games Workshop:
http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat970017a&prodId=prod1830016a

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