A Throne Room DF Set
Posted by monkplayer - 2013/02/15 15:18

_____

Stefan,
I would buy a throne room DF set in an instant. Is there any possibility of designing one? This would be a "must have" set for all of us DF collectors! If you are making a castle DF set then this would be an excellent addition too.

==========

Re:A Throne Room DF Set
Posted by Shadox - 2013/02/16 08:25

_____

Monkplayer,

I once sent DF an email a few years ago asking for the same thing! I would love this. However I called it a Palace Accessory Set. Royal banquet room, throne room complete with dais and thrones. Knights in armor figures, etc. black and white checked floor pieces or marble etc. Different, larger stones for the walls etc.

-Shadox

==========

Re:A Throne Room DF Set
Posted by monkplayer - 2013/02/16 09:49

_____

@ Shadox,
All your ideas sound great. I basically want to the room to exude opulence. And the BONUS minis for pre-orders could be the king and queen throne chairs. DF could easily add some throw rugs to the set as well.

==========

Re:A Throne Room DF Set
Posted by Grim - 2013/02/16 10:08

_____

I for one would not buy this. It is too specialized of a set for me. If it was an accessory set I might. But this is something that would hardly see use in my gaming group. I hate to leave a negative post but I would rather let the company know my true feelings about a project.

==========

Re:A Throne Room DF Set

Posted by jackattack - 2013/02/16 11:12

_____

The great strengths of DF that put it head and shoulders above contemporary fantasy terrain manufacturers, are that it is both modular and generic. The more focused a set is, the less useful it becomes overall. The pieces of a themed set need to be useful in multiple contexts, and when scattered around a larger set-up individually.

As a small accessory set, focusing on architectural elements and essentials, I can see it.

As a full set, with rugs and figures, I can't. There are already a couple of throne room diorama sets out there, and an entire miniatures industry producing knights in armor.

For my money, a throne room needs a raised floor, one or two thrones that fit on the raised floor, double doors or a new arch piece, and a couple of wall pieces with heraldic icons.

==========

Re:A Throne Room DF Set

Posted by Richard 0208 - 2013/02/17 11:38

_____

I agree with jackattack. A range of accessory sets to enhance the basic sets would be perfect. Maybe each set could be 1/3 to 1/2 size of a standard set and allow for customisation of the basic sets to create specific scenes.

My throne room would have a 2 x 4 carpeted floor piece, a raised dais, wall pieces covered in tapestries/ shields etc, a king and queens throne, a falcon on a stand and maybe a fancy window balcony piece.

A torture chamber set with a rack, an iron maiden, brazier of burning irons, skeleton hanging from chains on a new wall piece, a cell door piece etc

A village set with a blacksmiths forge, shop front wall pieces, cupboards, a cooking fire/ hearth, a stocks, a well, pieces to outfit different shops and some shuttered windows.

I would love to see a new advanced builders set with some new big double doors (a new design wooden door, a large stone door and a metal door) pieces for making a large circular room (maybe with the separate wall pieces to fill in where the entrances would go so the room could have one entrance or up to 4) triangular floor pieces to go with the existing diagonal pieces, some new dungeon furniture, simple alcoves and a sets of stair that miniatures can actually climb!

An entrances set would be awesome. Maybe a small and large cave piece, a large portcullis piece, and grand entrance for a temple or castle.

I love the idea of some extra large pieces like the circular stairs that was mentioned for the catacombs set and the waterfall for the rivers set (with the tunnel behind it).

DF is a fabulous product, I already have most sets and will definitely buy more!

==========

Re:A Throne Room DF Set
Posted by Shadox - 2013/02/17 15:10

_____

So prehaps a Basic Rooms and Passaegs set with different stone work to e more generic with some options available? maybe an AB4? I am thinking Big cut stone. This could be used as a dungeon or palace or castle. however make this set with removealbe or changable floor tiles. Provide 3 or 4 options for floors. This could be used for multiple rooms in a castle, dungeon etc.

Then possibly have an accesory suite like we had for the taverns. The accessory suite could have 2 different dais, maybe square and then maybe 8 pointed star or something. 2 throne chairs, and some of the other things others mentioned.

We do have a stackable catle working in the background...

-Shadox

==========

Re:A Throne Room DF Set
Posted by BlackLotus - 2013/02/18 10:51

_____

Shadox wrote:
Monkplayer,

I once sent DF an email a few years ago asking for the same thing! I would love this. However I called it a Palace Accessory Set. Royal banquet room, throne room complete with dais and thrones. Knights in armor figures, etc. black and white checked floor pieces or marble etc. Different, larger stones for the walls etc.

-Shadox

Put up some photographs or drawings of actual thrown rooms, and I start working on some elements for the project...

==========

Re:A Throne Room DF Set
Posted by Moonkiller - 2013/02/18 23:49

_____

Richard 0208 wrote:
I agree with jackattack. A range of accessory sets to enhance the basic sets would be perfect. Maybe each set could be 1/3 to 1/2 size of a standard set and allow for customisation of the basic sets to create

specific scenes.

My throne room would have a 2 x 4 carpeted floor piece, a raised dais, wall pieces covered in tapestries/ shields etc, a king and queens throne, a falcon on a stand and maybe a fancy window balcony piece.

A torture chamber set with a rack, an iron maiden, brazier of burning irons, skeleton hanging from chains on a new wall piece, a cell door piece etc

A village set with a blacksmiths forge, shop front wall pieces, cupboards, a cooking fire/ hearth, a stocks, a well, pieces to outfit different shops and some shuttered windows.

I would love to see a new advanced builders set with some new big double doors (a new design wooden door, a large stone door and a metal door) pieces for making a large circular room (maybe with the separate wall pieces to fill in where the entrances would go so the room could have one entrance or up to 4) triangular floor pieces to go with the existing diagonal pieces, some new dungeon furniture, simple alcoves and a sets of stair that miniatures can actually climb!

An entrances set would be awesome. Maybe a small and large cave piece, a large portcullis piece, and grand entrance for a temple or castle.

I love the idea of some extra large pieces like the circular stairs that was mentioned for the catacombs set and the waterfall for the rivers set (with the tunnel behind it).

DF is a fabulous product, I already have most sets and will definitely buy more!

I like the idea of more accessory sets:

All of the above mentioned sets sounds really awesome!!!

==========

Re:A Throne Room DF Set

Posted by granpappy77 - 2013/02/19 13:10

_____

The idea of a "throne room" is a little too open an idea, IMHO. What is a throne room but a symbol of what its ruler and its kingdom truly are? A king who is simple and brutish would likely care little for a beautiful palace with art and tapestries and luxuries. To depict that, you could take the standard dungeon line and put a simple (but ample) throne on a platform in a large hall, perhaps with a large wooden table for his warriors to feast from. You could make throne rooms out of many of the different DF sets, depending upon who (or what) was declaring themselves king of whatever- all DF would need to do would be to ensure that sets had a way to make large enough platforms to set a throne on.

As for your tpical idea of a king in a fantasy realm, MBS works fine for most and RotA isn't too shabby either, if you avoid using some of the more "ruined" pieces.

==========

Re:A Throne Room DF Set

Posted by jackattack - 2013/02/19 13:28

_____

A simple, brutish king might have a plain throne room, but he might also have (what he thinks is) a beautiful and ornate throne room. He might decorate it with weapons and shields from his vanquished foes as a show of strength, or with their greatest seized treasures as a show of wealth, or with their greatest works of art as a show of refinement.

A throne room might represent what a king is, what he thinks he is, what he wants others to think he is, or what he wants to be.

So yes, it is very open-ended.

==========

Re:A Throne Room DF Set

Posted by monkplayer - 2013/02/27 14:59

_____

I really like the idea of an accessory set! This gives us options on being flexible with the use of it and DF has the option to add more items, tiles, walls in the future.

==========