

Basic Dungeon Setup

Posted by toddc929 - 2013/12/08 17:38

Hey Guys

First time I have posted photos of one of my dungeons. I also posted pictures of the village my PC's are starting out in. It's called Grey Hollow. They are 1st level and are going to explore the Tomb of the Mad Wizard. It has a undead theme and is filled with lots of traps. Also have a band of Orc's threatening the village. I plan on posting more in the future, the pictures aren't great so I would appreciate any advice. Thanks

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Re:Basic Dungeon Setup

Posted by unclebilly - 2013/12/08 18:20

Don't see any pics.

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Re:Basic Dungeon Setup

Posted by jackattack - 2013/12/08 18:28

1600 pixel maximum width/height, 500kb max size.

Your picture preview window may have a resizing function, if that's the issue.

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Re:Basic Dungeon Setup

Posted by ldp - 2013/12/09 18:11

I don't see any pics either - in either Firefox or Chrome.

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Re:Basic Dungeon Setup

Posted by Fizzikx - 2013/12/09 21:11

I like your general idea for a setup. You should really check out these miniature Orc Tents if you want your players to visit the source of the strife:

http://www.thomarillion.de/index.php?seite=katalog&sprache=gb_&modell=orkzelt1_&pos=3

http://www.thomarillion.de/index.php?seite=katalog&sprache=gb_&modell=orkzelt2_&pos=3

They come unpainted but they paint very easily and are amazing once done.

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Re:Basic Dungeon Setup

Posted by toddc92 - 2013/12/10 18:09

I will try again

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Re:Basic Dungeon Setup

Posted by toddc92 - 2013/12/10 18:25

Here is the new photo

http://www.dwarvenforge.com/images/fbfiles/images/resized_dungeon_2.jpg

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Re:Basic Dungeon Setup

Posted by toddc92 - 2013/12/10 19:28

Here is the rest of the pictures

http://www.dwarvenforge.com/images/fbfiles/images/resize_dungeon_1.jpg

http://www.dwarvenforge.com/images/fbfiles/images/village_1.jpg

http://www.dwarvenforge.com/images/fbfiles/images/resize_dungeon_3.jpg

http://www.dwarvenforge.com/images/fbfiles/images/village_2.jpg

http://www.dwarvenforge.com/images/fbfiles/images/resize_dungeon_4.jpg

http://www.dwarvenforge.com/images/fbfiles/images/village_3.jpg

http://www.dwarvenforge.com/images/fbfiles/images/resize_dungeon_5.jpg

http://www.dwarvenforge.com/images/fbfiles/images/village_4.jpg

http://www.dwarvenforge.com/images/fbfiles/images/resize_dungeon_6.jpg

http://www.dwarvenforge.com/images/fbfiles/images/village_6.jpg

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Re:Basic Dungeon Setup

Posted by Fu-Man Chu - 2013/12/12 20:42

Cool entrance! Did you make that yourself?

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Re:Basic Dungeon Setup

Posted by toddc92 - 2013/12/13 12:48

Yes I did. I made the brick work and skull from Hirst arts mold. The hilltop I made from modeling clay. The mushrooms are from mega-miniatures. The skeletons are games workshop skeletons. I put it all on a cardboard base with the back cut out to fit into Dwarvenforge passages.

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Re:Basic Dungeon Setup

Posted by ebrandeis - 2013/12/14 09:49

Where did you get or how did you make the grey stone play mat?

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Re:Basic Dungeon Setup

Posted by Keeblerorc - 2013/12/14 11:23

Cool Stuff Todd.

I have that same Game Mat from MKP battlefield Accessories and love the erratic pattern Hex pattern. Im pretty sure you can still buy them from Monday Knight Productions or www.Mondayknight.com

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Re:Basic Dungeon Setup

Posted by toddc92 - 2013/12/14 12:17

I have 2 of the mats. They come from a line called cavernscape. I don't think they are in business anymore.

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