Dwarven Forge - Dwarven Forge Generated: 1 August, 2014, 20:42 Free Standing Walls Posted by Crimson_King_of_the_Tower - 2014/01/04 17:32 Hello all it just occurred to me that I can't buy any extra free standing walls like the ones in the KS. Does anyone know if there are any plans to be able to or are there just the ones from the KS? Re:Free Standing Walls Posted by JasonYoung - 2014/01/05 07:53 Well they did say that none of the pieces in the KS were exclusives and that they would all be available later. So I would imagine they just haven't quite figured out how they want to package them. I doubt there is a huge clamor for free standing walls at the moment. The people who were in the KS got a pretty good amount of free standing walls. But I am sure they will turn up in one format or another! Personally I want more Secret Doors and I wouldn't mind having more Portcullis either. But I have plenty of regular doors so buying a Doors pack at the moment seems a bit silly. I am sure more packaging options will arise over time but I haven't heard of anything specific so far. Re:Free Standing Walls Posted by jackattack - 2014/01/05 08:05 I think freestanding walls could be sold in packs of ten.

If narrow passages are produced by gluing a freestanding wall onto a standard straight wall piece with floor, then we may see freestanding walls with narrow passages.

Re:Free Standing Walls Posted by jchunick - 2014/01/05 10:15

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Jason`	Youna.	wrote:

Personally I want more Secret Doors and I wouldn't mind having more Portcullis either.

My least favourite piece is the secret door... the huge gap between the door and wall is way too obvious. Compare that to the Hirst Arts secret doors which look virtually indistinguishable from regular walls, see here, and here.

Re:Free Standing Walls

Posted by JasonYoung - 2014/01/05 10:34

@jchunick

I actually find that in practice they work just fine.

I am ALL for my players paying close attention! If they are peering down at each piece then I have their attention. That's a good thing. =)

I have no problem using this to my advantage at all.

- 1.) If they are paying close attention... that's good.
- 2.) If they "spot" a secret door... that's not bad. It's kinda like what might happen if they were actually dungeon exploring!
- 3.) You can feel 100% free as a DM to hammer players for being silly! Swap that door out for a trap! Put a trap in front of the door! Let them play into your evil hands!

Re:Free Standing Walls Posted by Null - 2014/01/05 10:59

The sense of déjà vu is strong here. I too was wondering what happened to the freestanding walls. While I don't need any immediately, I find they're useful enough that I will want more when I'm ready to expand.

And regarding secret doors, I thought the gap was too large at first, but they're remarkably hard to spot when you have 3 to 5 sets on the table. If the secret doors were truly indistinguishable, I'd have to tear everything down to find them again. As they are, I can't complain.

Re:Free Standing Walls

Posted by jackattack - 2014/01/05 11:05

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I'm a bit leery of substituting player perceptions for character perceptions. Which is why I tend to swap out regular walls for secret doors and traps once they have been located through gameplay.

If it isn't actually meant to be secret, then I don't bother. Such as a rotating wall that captive monsters are released from.

Or f it is key to a combat, I also don't bother. Such as putting a secret door at the far end of a wall full of arrow slits.

Re:Free Standing Walls

Posted by kodiakbear - 2014/01/05 12:18

I am no KS expert, so I am asking if they do not sell a item retail can they include it in a second KS.

Such as the free standing walls and pools. while they do not really fit in a cavern setting could they be used as a add on in the second KS to allow DF to get more people into the KS?

Re:Free Standing Walls Posted by Crimson_King_of_the_Tower - 2014/01/05 13:22

I just recently found a GREAT use for them and wanted to get more but realized I couldn't buy them which I found a little weird since there are obviously molds for them since we got some. I'm sure Stefan and Jeff have reasons I just hope I can pick some more up in the future!

Re:Free Standing Walls Posted by LordDust - 2014/01/05 13:51

As to KS rules, I have seen several kickstarters offer existing merchandise as an addon, just never as part of the reward. It also seems to be the rule of thumb that such things cannot be the bulk of the offerings. I do not know what the official language says in their legaleese, but given how many have gone through unmolested with such, I would expect no problem with it.

The main problem is that they would need enough orders to justify firing up that set of molds again to avoid increased costs and potential losses. They could do like Reaper and put out the disclaimer that if there are insufficient orders for a given addon the amount for that will either be refunded or credited toward another option.

Edited for spelling typos.

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Re:Free Standing Walls Posted by dartagnan4 - 2014/01/05 13:59
I would like to see an expansion pack that includes:
4 Short Free Standing Walls 4 Standard Free Standing Walls 8 Pillars 4 pedestals
Re:Free Standing Walls Posted by Crimson_King_of_the_Tower - 2014/01/05 15:18
That would be great I would buy a few of those add-ons
Re:Free Standing Walls Posted by JasonYoung - 2014/01/05 15:54
@Crimson King of the Tower.
What is this great new use you speak of? =-)
Re:Free Standing Walls Posted by Crimson_King_of_the_Tower - 2014/01/05 18:34
JasonYoung wrote: @Crimson King of the Tower.
What is this great new use you speak of? =-)

It's nothing amazing but if you drill a couple holes in a normal wall tile then the bottom of a free standing wall put pegs in both and put a layer of greenstuff between the walls you get a really nifty double height wall without having to destroy a whole other wall tile with floor.

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ichunick wrote:

Crimson King of the Tower wrote:

Lol sure did I am doing some work with some and will post some pictures once I get them to the point I want!!

You know what would go great with those double decker walls? A nice, big tapestry!...;-)

I'll post one here once I get it done.

Thats one of the reasons I was making the higher walls so that way I could hang tapestries out from the wall instead of just flat against it like you see in great halls and the like...if any of that makes sense lol

Re:Free Standing Walls

Posted by jchunick - 2014/01/09 14:26

jchunick wrote:

Crimson_King_of_the_Tower wrote:

Lol sure did I am doing some work with some and will post some pictures once I get them to the point I want!!

You know what would go great with those double decker walls? A nice, big tapestry!...;-)

I'll post one here once I get it done. So, here's the first version using pretty much all the material I bought for the finished product (click to embiggen). I'm using a canvas material here. I have a thinner linen material, which I seem to have misplaced so I have to find it before making another one. The only parts missing are the 3 other tassels (I just ran out of time last night), but I'll get those added tonight. The one should give you a pretty good idea, though.

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

The canvas doesn't bring out the detail very well since the weave is very coarse. It would probably work best with a worn out, old, burnt or ripped tapestry.

This initial test turned out so well that I'm seriously considering making them to sell. I'm working on some mounting brackets and telescopic stands so they can be 'free standing' in a single (not double-decker) wall setting.

I'm going to get a new topic started a bit later (have to go out and do some running around, first) so I'll post a link here once that's done and you all can let me know how interested you are in purchasing so I can get an idea if this little project is worthwhile... gotta fund my DF addiction somehow!

***** EDIT ******

Forgot. I already started a 'Tapestries' topic. Here it is:

http://www.dwarvenforge.com/forum?func=view&catid=520&id=59889

Re:Free Standing Walls Posted by jasdotcom - 2014/01/10 09:57

1 03ted by jasabtcom - 2014/01/10 03.31

Dwarven Forge - Dwarven Forge Generated: 1 August, 2014, 20:42 I like where this idea is headed! Great job so far!!