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How are you using the GT Secret Door pie
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Posted by luckyjoe - 2013/10/27 21:20

Hi, folks. We were looking at the Secret doors we got with our KS Sets. I think they are really cool and love the way the whole wall section swivels. Can't wait to paint them up. However, it is obvious there is a secret door in that wall. Do you DM's replace a section of regular wall with that piece if the players find a secret door? Or use the secret wall piece with the subsequent metagaming? I'm thinking I'll probably do the first option, but wanted to know what everyone else was doing?

Re:How are you using the GT Secret Door piece? Posted by jackattack - 2013/10/27 21:30

I am a firm believer in using a standard wall tile until detection rolls have been made, then replacing it with a secret door.

The only time I use them in the initial set-up is if the spinning door isn't so secret, or if it will come into play immediately. (I have an idea to make a long, narrow room with three or four secret doors on either side, from which the ambushes spring.)

Re:How are you using the GT Secret Door piece? Posted by brvheart - 2013/10/27 21:50

I likewise swap them out as needed especially since I only have 3 of them in all of my sets. I am fond of stair stepping during play, meaning I will set up some of the rooms and borrow pieces from them as the players move through the dungeon. Makes it easier to not have so many sets up at once. I will have a map with all the DF pieces needed for the entire level already done.

Re:How are you using the GT Secret Door piece? Posted by luckyjoe - 2013/10/28 08:42

Thanks, guys. I appreciate the help.

@brvheart: I can see how stair-stepping will be necessary, and it doesn't bother me to do it. I have the players make a map as they go, so rooms being cannibalized for the next few is what we're used to.

@jackattack: I like that idea about the long room with multiple secret doors. I could also see using the obvious secret doors in such a room to lead PCs to a trap or big roomful o' monsters. :)

Re:How are you using the GT Secret Door piece? Posted by GriffinTamer - 2014/01/03 14:15

Dwarven Forge - Dwarven Forge

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I agree with Null: it's all about manipulating expectations. Generally I do the swap, though.

Though I've been roleplaying since I was knee high to a grasshopper, I'm relatively new to gaming with full 3D layouts and miniatures (hurrah Game Tiles) and I love the way you can surprise players by setting up just what they see, not everything that's actually there, until they find out the hard way...

I've said it elsewhere but I'll say it here too: I wish there was a way to buy individual secret doors (or sets of just secret doors); I'd grab a bunch immediately. They're just fabulous for adding these sorts of twists to an adventure.

Re:How are you using the GT Secret Door piece? Posted by JasonYoung - 2014/01/03 18:14
Here's the deal on secret doors.
They aren't as obvious as you think and even if they can be spotted that's a good thing
Let me tell you why
The first time you just drop it into a layout the players won't likely notice.
If the DO notice guess what your players are paying attention! That's a good thing.
If they don't notice they get to be surprised and it's like magic!
From that point on they will be watching attentively for secret doors that's a good thing.
You can always swap the door out for a trap etc.
Have fun with it!