

Advanced Dungeon Building using



Casting Instructions for Accessory Molds



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Construction Guidelines



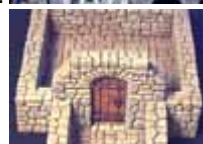
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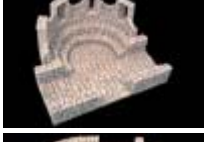


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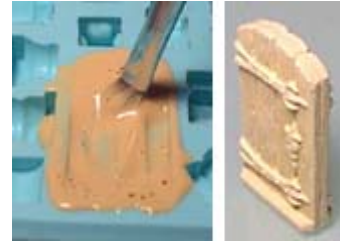
Casting Instructions for Accessory Molds

These instructions are for #71 Fieldstone Accessory Mold.

I strongly suggest dental plaster for these molds. Pieces like the door and recessed arch are very thin and will break if a strong material is not used.

This mold contains a wooden door. **You need to use a stiff brush** to get the air bubbles out. Pour a little plaster into the mold, wet the brush, then work the brush around to remove air bubbles. **Rinse your brush out immediately** and fill the rest of the mold.

1. The door has a small foot on the bottom so when you glue them back-to-back it will stand up on it's own. I wrestled with the door hinge thing for a while. As most of you realize, when you glue the door back-to-back the hinges will be on the wrong side on the back of the door.



At first it bothered me, but then I realized that people wanted to make quick and easy doors that looked good. Making separate hinges and gluing them on was a hassle. Besides, most people can't see both sides of the door at the same time anyway.

One of the **most difficult pieces to remove** is the recessed arch. Be sure that the **plaster is completely set up** before you try and remove it. You might even leave it in the mold a little longer than the rest.

2. Gently pull the mold apart, trying to **pull the flat side of the piece away from the rubber first**. Then push your finger up under the mold to lift the piece slightly. Lastly, **grip the top back corners** and pull the piece out of the mold. If you do break one, let the pieces dry and glue them together later.



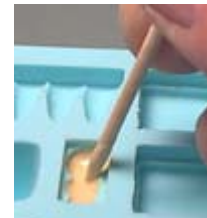
These instructions are for #80 Dragon's Teeth Accessory Mold.

This mold has a steel plate with rivets. To get the rivets to come out you **need a stiff brush**. Pour a little plaster into the mold, wet the brush then work the brush around to remove air bubbles. **Rinse your brush out immediately** and fill the rest of the mold.

- 1.



2. This **decorative tooth piece** is probably the **hardest to cast** without air bubbles on the tips. My best suggestions is to **stretch out the mold** in that area while dripping plaster into it. You can also **use a toothpick** to work the plaster into the tips.



3. The next difficult piece is the **dragon's skull**. You can see small air bubbles in the horns. Once again either **stretch out the mold** before you drip the plaster in or **use a toothpick**.



Lastly I want to mention the **spiral columns**. I've placed **marks on the tops** that you **need to line up** to make the spiral line up.

4. Also, if you **line the marks up**, then spread out the bottom until the **2 marks are face to face**, you can make a continuous half-round spiral to go against a wall. It will even work if you put a 1" and 2" section together.



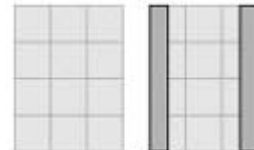
Construction Guidelines

There are many of you who will want to make your own custom pieces. If you follow these basic guidelines, all of your dungeon pieces will line up exactly with the ones I show in this site.

Rule #1

No hallway should start with a grid of less than 3 squares wide.

When you plan a new piece, **lay out full square tiles** to make the floor. When you place your walls on top of the floor tiles, you lose a 1/2" on each side. **Three squares wide will make your average hallway.**



If you made a hallway only 2 squares wide, it wouldn't give you enough room to move your figures around and the floor tiles won't match up.

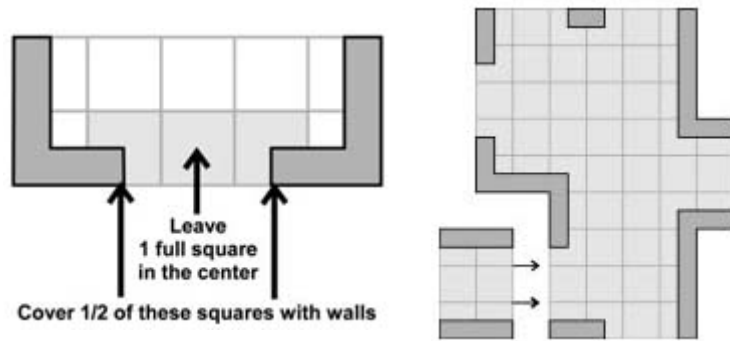
Making your base grid **over 3 wide is just fine**. Here's an example of a grid that's 4 squares wide.



Rule #2

When making an opening, leave 1 full square in the center and cover the outside squares on each side halfway with walls.

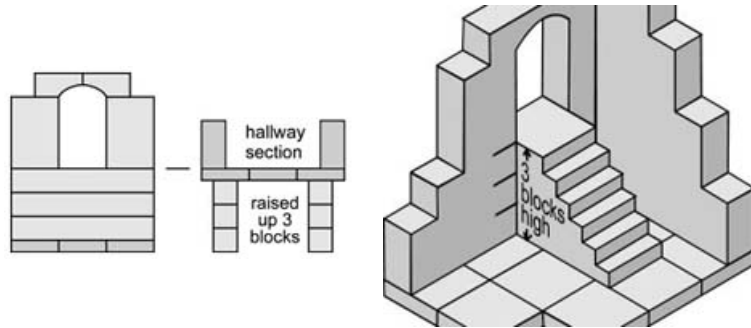
This will ensure that your hallway pieces will fit against your room openings correctly. Even the odd looking room to the right would be functional because hallway pieces would fit into the openings.



Rule #3

The second level is exactly 3 blocks above the floor tiles.

Occasionally you will want to add a higher level to your dungeon for bridges, pit traps and rivers that fall below the floor level. **Landings and raised doorways will be 3 blocks above the floor tiles.** Now you can use a hallway section as a bridge.



Making a Shelf Display

One of the great things about dungeon pieces is that you can use them to display your miniatures on.

If you have a shelf that you store your gaming supplies on, get **3 pieces of 2x4 lumber** the

1. length of the shelf. Most lumber yards will cut it for you.

Set them on the shelf as shown. If you can't get lumber, even old paperback books stacked up will work instead. **Cover the boards** with a piece of **black cloth**.



You can staple the cloth down to hold it in place.

2. **Tape your favorite poster** behind the shelf. I painted this one using an air brush. If you don't have a poster, just **run the cloth up the wall** behind.



Just set your dungeon pieces on the shelf at random. The steps on the shelf will raise the back pieces where you can see them all clearly. Place miniatures wherever you like. Now you have a place to store your dungeon pieces and they can be used to display your miniatures.

- 3.



Modular Doorway

Start with the end of a hallway section. **Sand 2 blocks down** a little and place them where they're shown in red (sanded side against the hallway). **Be sure that you can fit a door loosely between the blocks!**

1.

Do not glue this to the hallway! Just glue the blocks to each other. Also, make sure they **fit loosely in the hallway** (not shoved tightly against the wall).



Glue the remaining blocks on top to finish the arch. **Be sure this piece fits loosely in the hallway!**

2.

While you're at it, glue together 2 halves of the door (found on mold #71).



To finish the door, I'm going to use brown paint. House paint doesn't work as well as **artist's acrylic tube paint**. Artist's paint has much more color in it and you're door will look brighter

3.

Thin the paint a little with water, **paint it on and wipe it off immediately** with a soft rag. The paint will act as a stain.



Finally I **paint the lock and hinges black**. Then I **dry-brushed silver** paint on them. I just left the bottom support on the door brown. At first I thought it should be stone colored, but you don't really notice it that much.

4.

Here's the finished doorway. It's really handy to be able to **move the doorway anywhere you want** in the dungeon.

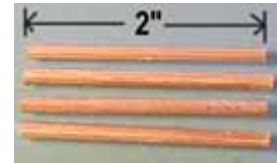


Modular Gates

For these gates you will need the **sloped blocks** and **grate builder blocks from mold #71** (fieldstone accessory mold).

1.

Also get 4 kabob skewers, dowel rods or fireplace matches cut to **2" lengths**. Be sure these will fit into the holes of the blocks.



Sand down 2 regular blocks. Just like the previous door, we want this to easily fit into a hallway section.

2.

Glue the blocks down to a piece of cereal box. The sanded side of the blocks should be facing outward to the left and right.



When the glue dries, **trim off the excess** cereal box and set the piece in a hallway section. Make sure it **fits loosely**.

3.

Put a dot of **glue on the ends of the sticks** and place them in the holes. Cap off the sticks with another grate block. Also glue the blocks as shown. **Don't glue them to the hallway!**

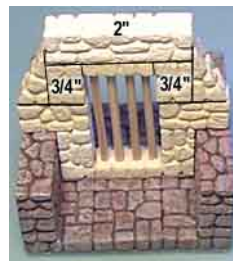


Glue the blocks as shown. The **3/4" blocks are on end**.

4.

When dry, paint the stone color first. Then paint the bars black and dry-brush them with silver.

Now you have movable gates you can use to trap your characters into a hallway section or keep them out of secret rooms.



Wooden Door Sections

- For this you will **need these decorative pieces**. The door can be found of **mold #71** (fieldstone accessory mold) and the spikes are on **mold #80** (dragon's teeth accessory mold). The arches are already on mold #70.
- 1.



Glue a 1 x 3 grid of tiles down to a piece of cereal box. Stack and glue 2 blocks on each side

2. Sand down 2 blocks (shown in red) and glue them against the sides. **Place a door between these blocks** to make sure there is room for one later on.



Glue the arches on top. **Glue the spikes** back-to-back and place them on top of the arch. Finish the top center with a flat tile.

3. **The door should set loosely inside the arch** so you can remove or open it any time you like. Painting instructions for the door are on the previous page of instructions.



Steel Door Sections

1. You will need **4 steel plate sections from mold #80** (dragon's teeth mold) to make this piece.



Glue the steel plates back-to-back and one on top of the other to make the door.

2. For the frame, **glue a 1 x 3 grid of tiles** down to a piece of cereal box. Stack and glue the blocks shown. **Be sure the door fits loosely** by placing it between the blocks while you build. When you paint the model, the door will be an even tighter fit.



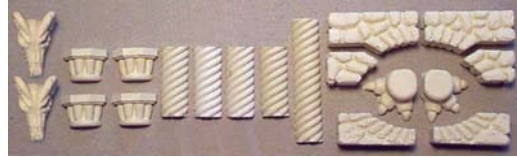
Glue on the flat tiles shown in red. Also **glue on a 2" piece** across the top.

3. Paint the door solid black. Then dry-brush silver on top of it. You can even glue a thin piece of clear rigid plastic to the bottom of the door to help it stand on its own.



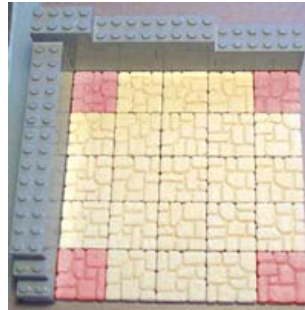
Dragon Arch

- You will need the following pieces from **mold #80**, 2 dragon skulls, 4 pillar caps, 5 twisty pillars and 2 claw feet. From **mold #71** you need two of the 2" arches. From **mold #70** you need two of the largest arches.
- 1.

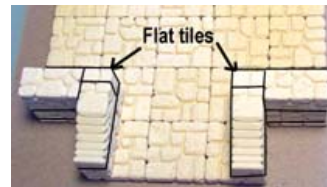


Start with a **5 x 5 grid** of floor tiles. **Do not glue the tiles shown in red!** They're just used to get the sides straight.

- 2.
- When dry, remove the red tiles and **glue down blocks on the back corners** as shown. Use a guide to help get the corners straight.



- 3.
- For the **front corners**, here's the first and second rows that go on. The second row includes large arch pieces from mold #70 turned upside-down.



- 4.
- These decorative piece go together to create the arch. **Set the arch** where it belongs, **glue the arch** together, but **don't glue it to the room!**

You want to remove the arch later on so you can paint it. Also **glue the dragon skulls** down where shown.



Here's the finished painted room. Be sure to **trim off the excess cereal box** from the bottom **before you paint it**.

- 5.
- To make certain details stand out, **I painted them a solid cream color**. This includes thing like the dragon skulls, claws on the feet, the spikes and the twisty pillars.

After you paint the room and arch separately, **glue them together** for the finished piece.



Pillartooth Hall

You will need the following pieces from **mold #71**, 3 pillar bottoms, 6 pillar tops and 3 pillars. From **mold #80** you need 4 large teeth and four decorative caps.

1. From **mold #80** you need 4 large teeth and four decorative caps.



2. **Glue down a 3 x 6 grid of floor tiles to a piece of cereal box.**

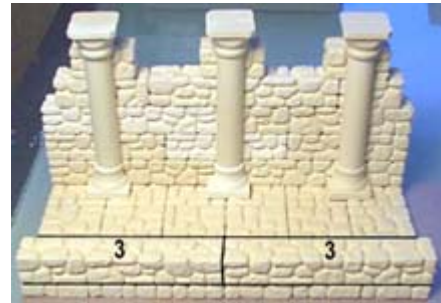
Also **glue together the back wall** as shown.



Glue the back wall onto the floor. Along the front, **glue two 3" wall sections**.

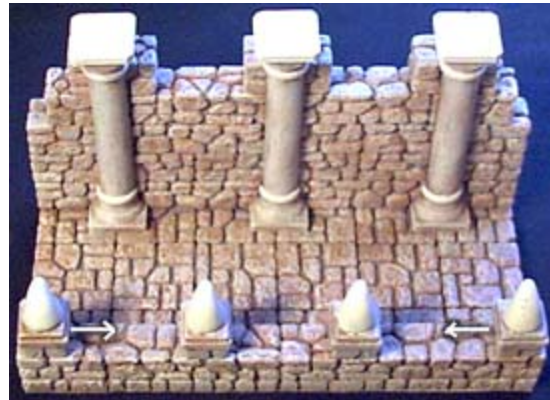
3. On the back wall, glue **3 column bases** and **3 columns** on top of them.

Glue the 6 column tops back-to-back to make 3 complete caps. Glue these to the tops of the columns, **halfway overlapping onto the back wall**.



4. On the **front wall** place four small flat tiles, the decorative caps and the large teeth. **Move the outside teeth in** a little. If they stick out, you **may not be able to butt another hallway section** against this one.

I used cream colored paint to highlight the pillar caps (and rings) and also the large teeth.



Largepillar Hall

1. From **mold #70** you will need 2 of the largest arch pieces and 2 skulls. From **mold #80** you need 3 spikes, 2 flat caps, 6 column pieces and 2 column bases.



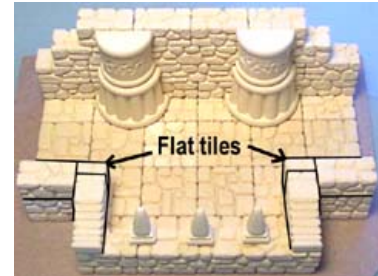
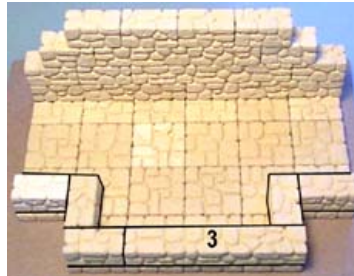
2. Lay out a grid of 4 x 6 floor tiles. **Do not glue the tiles shown in red.**



2. When dry, **assemble and glue the back wall** as shown.



3. **Glue the pieces along the front** as shown.
On the back wall, **glue the pillar bases and pillars.**



4. Glue the **remaining pillar pieces back-to-back**. Now glue them on top of the pillars, **overlapping the back wall** halfway.
The front is finished with the **2 decorative caps, skulls and 3 spikes**.

When painting this piece, I **accented** the pillar rings, spikes and skulls **with a light cream color**.



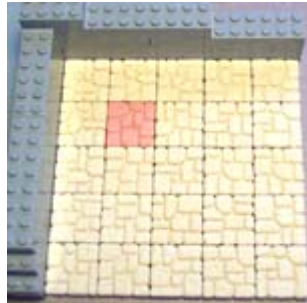
Corner Rail Room

- You will need these decorative pieces.** From **mold #70** 1 skull, 4 small, 2 medium and 2 large arches. From **mold #80** 4 twist stands, 3 square teeth, 3 square rail blocks, 1 claw foot and 6 rail sections. From **mold #71** curved step pieces, 2 step sections and 8 recessed arch pieces.
- 1.



Glue a 5 x 5 grid of tiles down to a piece of cereal box. **Do not glue the tile shown in red!**

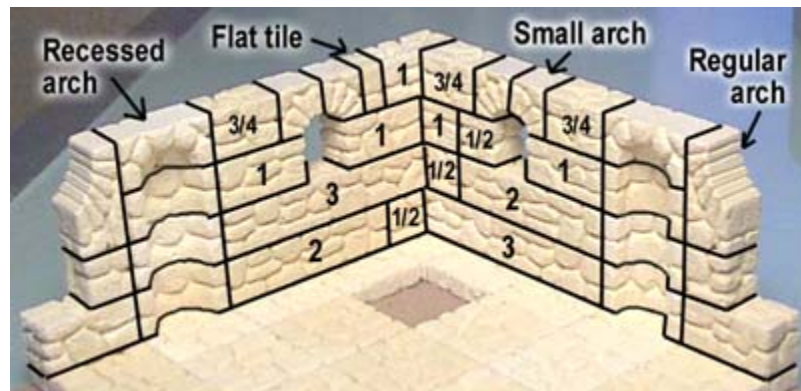
2. After the floor is dry, **remove the tile** and **sand down the sides** a little. You want it to fit loosely so it can be removed easily after it is painted.



Glue these pieces to form the back wall.

Please note that the **3" pieces go behind to form the back corner.**

3. You don't have to use the exact same pieces I did. As long as they add up to the same length then everything will work out fine.



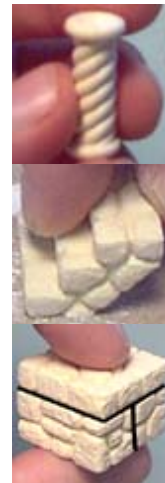
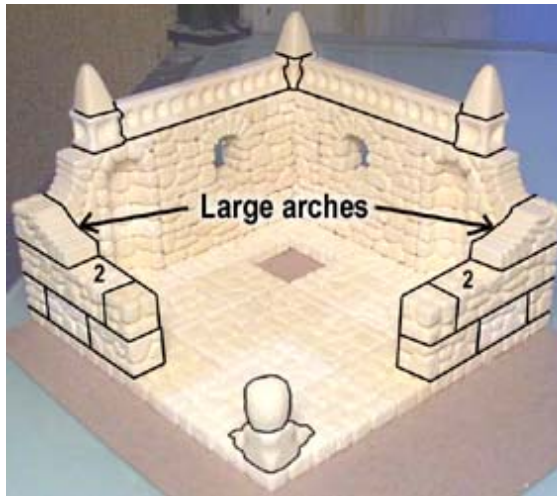
Add the remaining pieces shown on the photo. The **bottom front is finished** using the claw foot and a skull.

Glue together halves of the twisty posts to **make 2 complete posts**.

4.

Sand the sharp bottom edge off of **2 step sections** so they will set flat on the floor.

Make a square base by gluing 2 regular blocks with 1 square flat tile on top.



Take the **square base** you just glued (above right) and glue the **2 sanded step pieces** onto the sides.

5.

Glue the **curved step pieces** onto the gap in the front to complete the step section.



Paint the twisty posts and steps separately. After the room is painted, **glue the twisty posts** down but **leave the steps loose**.

6.

They can be removed to reveal the secret passage under the stairs.



Up Level Room



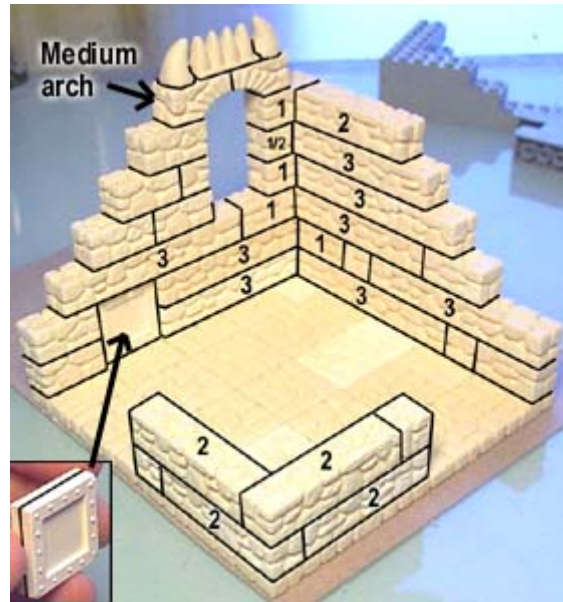
You don't need very many decorative pieces for this room. From **mold #70** you need 2 medium arches. From **mold #80** you need 2 steel plates, 2 spike sets and 2 teeth.

1.

Start with a **5 x 5 grid of floor tiles** glued to a cereal box.

Glue the **steel plates** back-to-back. **Glue down the blocks as shown on the photo**

Glue the teeth on top of the doorway back-to-back. They don't line up exactly, so match up the teeth as best you can.



2. To make the stand that goes in front of the doorway, you will need the following pieces. From **mold #71**, 8 short column pieces. From **mold #80**, 8 column bases, 6 large spikes and 3 small spike sets.



Glue together two platforms made of 4 tiles each.

3. Add the pieces onto flat tiles, but **don't glue the 2 halves together yet!** You'll want to paint them first, and then glue them together.



Here's the final photo with the stand. **Don't glue it into the room.**

4. The stand can be a protected or forbidden area of the dungeon. It can also be a place for monsters to pop out and fire at you characters.

You can also add a stairway (instructions below) to lead your characters to an upper level.

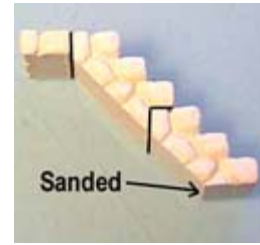


Stair Section

This is how to make a stair section. The **width of the stairs should be thinner than normal** so it can fit into any hallway or room.

1.

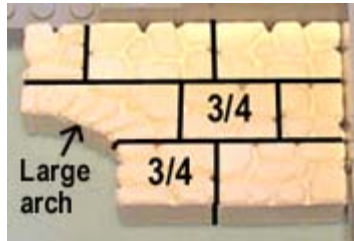
To do this, you have to **sand the sides** of 2 step pieces and a flat tile as shown. Also, **sand the sharp corner** off the bottom step. **Glue these together.**



2.

For the **sides of the stairs**, glue the pieces shown. **Make 2 of these sides.**

Glue the sides onto the stairs.



Here are the steps placed in front of the doorway. **Don't glue them down!**

3.

It's important to **sand the steps thinner** when making them so they can easily fit in any hallway section (second photo).



Skull Bridge

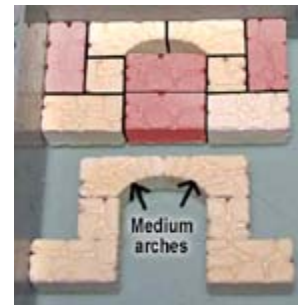
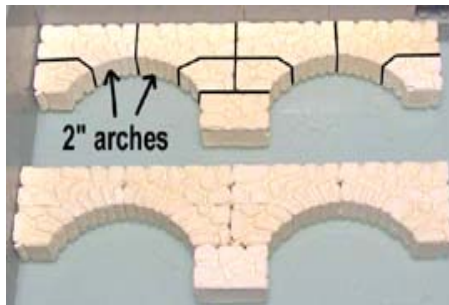
- You will need these decorative pieces.** From **mold #70** 4 medium arch pieces and 6 skulls. From **mold #80** 6 column bases and 4 teeth sets. From **mold #71** four complete 2" arches.
1. Lay out a **3 x 6 grid of floor tiles** and glue them down to a piece of cereal box.



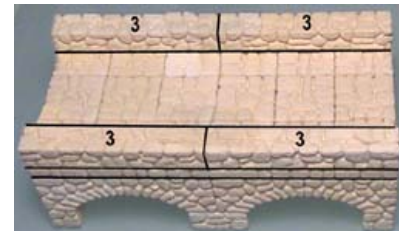
2. Lay out a **3 x 6 grid of floor tiles** and glue them down to a piece of cereal box.
Let it dry completely. This will be the floor of the bridge.



3. Create **two long sides** of the bridge using the four 2" arches. Add a 1" block to the bottom middle of the arch pieces.
The ends of the bridge use the medium sized arches. **Do not glue the pieces shown in red!** They are used to help you line things up. **Make 2 of these ends.**



4. Glue the sides together and glue the flat tiles on top.
Next, glue 1 row of stone on each side for the bridge railing.



5. The last step is to **add the pillar bases, skulls and teeth** sets onto the top railing. When painting, I used a cream color for the skulls, teeth and parts of the pillar bases.
Feel free to make the bridge as long as you want. You could also make a right-angle bridge just as easily. Tiles left out or hinged downward could make interesting traps for the bridge.



Grate Hallway

1. The only extra pieces you need for this room are the 2" arch and 2 grate builder blocks from **mold #71**.



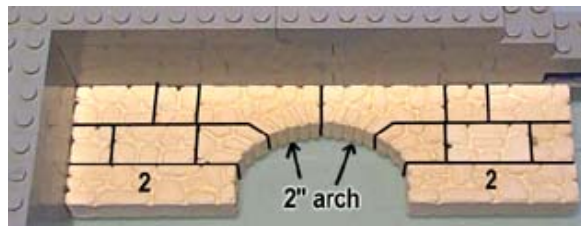
You'll start with a **3 x 6 grid** of tiles with a few exceptions.

2. Notice that on the top middle you have the 2 grate builder blocks and two 1/2" tiles to make it work out evenly. Glue these down to a piece of cereal box.



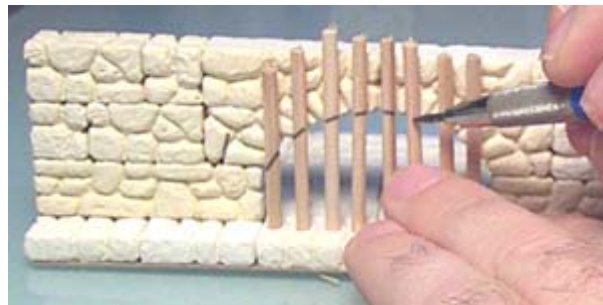
Lay out and glue these pieces to **form the back wall**.

3. **Let it dry completely** before you go onto the next step. You will need to use it as a guide.



For the bars, you will need to use **match sticks, kabob skewers, dowel rods or plastic model sprues**. **Don't glue them in**, just set them in the holes as far as they will go.

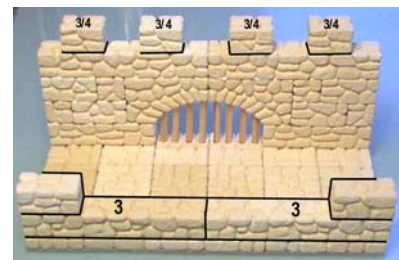
4. **Place the back wall** on top of the floor tiles as a guide. Use a pencil and **mark each of the pieces** just a little shorter than you need.



Cut the pieces to length using wire cutters or a hobby knife. **Glue them in the holes** and also place a dot of glue on the tops.

5. **Glue the wall section** on top of the floor tiles.

Glue the remaining pieces onto the hallway.



Here is the completed hallway section.

6. After the stone was painted, I gave the **bars a coat of black paint**. Then I **dry-brushed silver** on top.



Steel Trap Hall

You will need these decorative pieces.

From **mold #80** 4 steel plates. From **mold #71**

1. 2 long angle pieces, 4 pillar caps, 2 pillar bases, 2 smooth pillars and 6 recessed arch pieces. From **mold #70** 3 skulls.



Glue the tiles shown

down to a piece of cereal box. **Do not glue the tiles shown in red!** When dry, remove these tiles to leave a hole.

- 2.

Lay out the 4 steel plates

on a piece of cereal box and draw around them.



Cut out the square of cereal box about **1/8" smaller than the outline**. Lay the steel plates **face down** and glue it to the back. There should be a gap around all sides as shown.

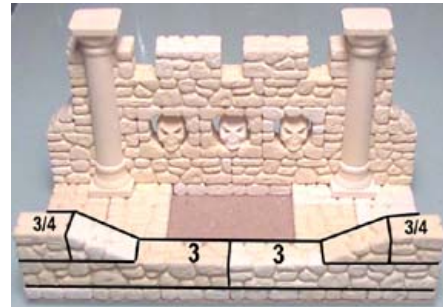
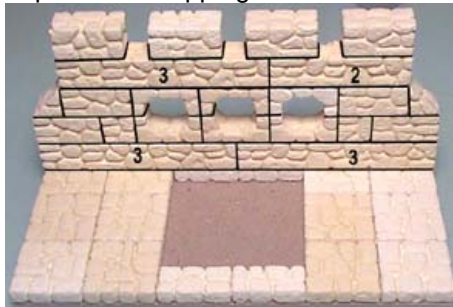
- 3.

When completely dry, **sand the edges down** so the steel plates will **easily fit into the square hole** in the floor.



Glue the remaining pieces shown. Glue the pillar caps back-to-back, then glue them on top of the pillars overlapping the back wall.

- 4.

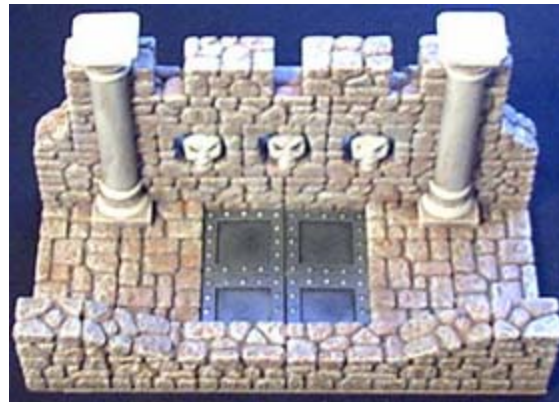


Here's the finished piece.

Remove the steel plates for a pit trap, or **include them** and keep the characters guessing as to what will happen when they cross the hall.

- 5.

The steel plates are painted black first then dry-brushed with silver paint.



Window Tee Section

You will need the following decorative pieces. From mold #70, 8 small arches. From mold #80, 8 twist stands.

1. twist stands.

Glue a 4 x 5 grid of floor tiles to a piece of cereal box. Do not glue the tiles in red!



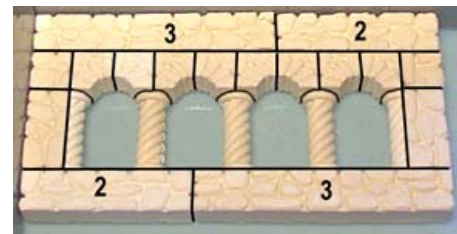
2. Remove the 2 red tiles and glue the pieces shown onto the floor. These photos show the first and second rows.



Next we will make the back wall.

3. Glue 3 of the twist stands together and glue the remaining 2 to the flat side of a regular block.

When dry, assemble the wall section as shown.



4. Here's the finished piece.



Altar Room

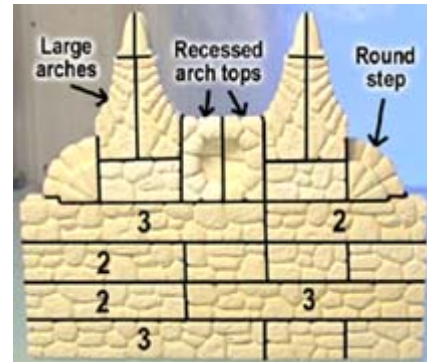
For the room you will need these pieces. From **mold #70**, 6 large arches. From **mold #71**, 2

1. recessed arch tops, 2 short rail pieces and 2 round step sections. From **mold #80**, 4 small spike sets and 2 large teeth.



2. Glue down a **5 x 5 grid of tiles** to a piece of cereal box.

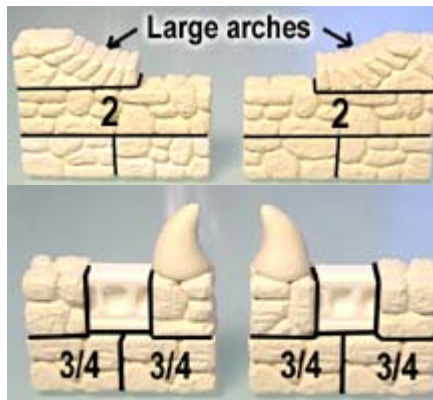
For the back wall, glue the pieces as shown.



Assemble and glue **two side wall pieces**.

Assemble and glue **two front pieces**.

3. Now **glue all of the pieces** onto the room. The altar (shown in red) will be assembled next. It can be removed so you can place other items in the room.



The **top half of the altar** is made from a large column base glued to two circular step pieces.

The **base of the altar** is made by gluing the tiles shown down to a cereal box and gluing the dragon skulls on. **Let each half dry** you combine them.

- 4.

Here is the completed altar room. The altar can be removed so you can use it for other things.



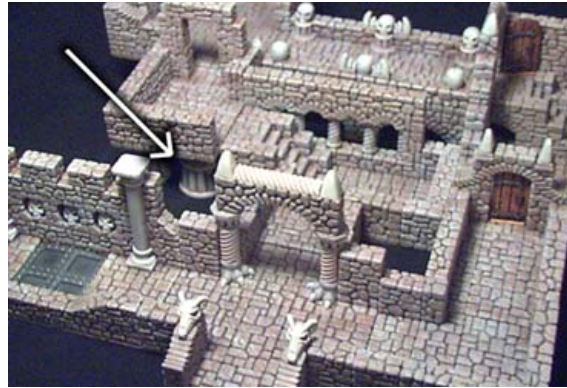
Room Supports

These little supports can be used to place **hallways and rooms up to the next level**. These were made from



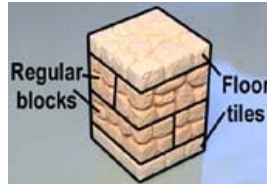
1. **mold#80** using the large column base pieces and column spacers.

Supports can be made using any pieces that **stack up to 3 blocks high**. The arrow points to supports holding up a hallway and room.

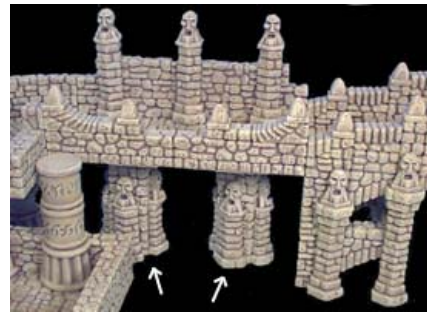


2. These supports are made **using the Bridge Mold (#74)**. Start by stacking **4 regular blocks between 2 floor tiles**.

Finish the outsides with **pillar bases, hex pillar halves and faces** as shown.



3. These can be used separately or stacked on top of each other for sections that are twice as tall.



The Entrance

For the entrance you will need these pieces. From **mold #70**, 2 large arches and 2 regular arches. From **mold #260** and 6 of the smallest tiles. From **mold #74**, the column and arch pieces shown, 2 step pieces and 2 small spike decorations. For specific **information on the arch pieces**, refer to the Fieldstone Bridge building instructions.

1.



Glue together these **floor tiles** to form the base of the entrance.

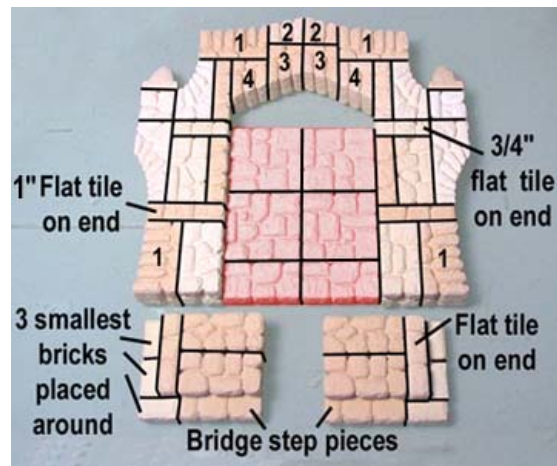


The photo on the far right shows the main arch. **Do not glue the pieces shown in red.** These are used to help keep the entrance straight.

2.

There are several places where **flat tiles are turned on their edge**. Two of these tiles are 3/4" long (from the floor tile mold #260).

The bottom pieces use **step blocks from the bridge mold**. They also use 3 of the smallest blocks on each side (from the floor tile mold #260).

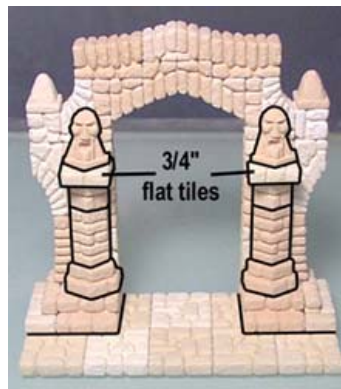


Glue the main arch onto the floor tiles.

Complete the entrance by adding the column bases, columns and faces onto the front. There are 3/4" flat tiles under the faces.

3.

Here's a photo of the finished entrance.



Bridge Pillar Hall

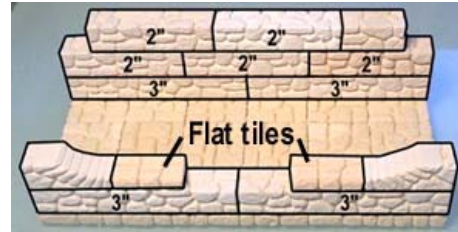
You will need these decorative pieces.

1. From **mold #70** 2 large arches.
From **mold #74** 3 pillar bases, 3 long pillar sections, 6 short pillar sections, 6 faces and 4 decorative spikes.



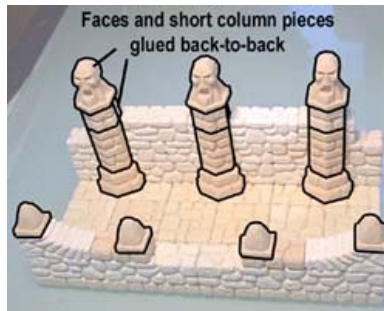
Glue the tiles shown to
make the floor.

2. **Glue the long blocks and arches** as shown on the second photo. I made these walls out of extra blocks. If you run out of long blocks, feel free to substitute shorter blocks instead.



Glue the column pieces, faces and decorative spikes to finish the piece. The **faces and short column pieces** are glued back-to-back.

3. Here's a photo of the finished hall.



Burial Chamber

You will need the following **decorative pieces**. From **mold #70**, 8 small arches and 6 medium arches.

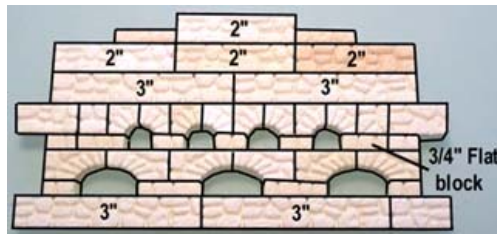
- From **mold #74**, 2 complete large arches, 2 spike decorations, 4 heads, 4 column pieces and 4 column bases.

Glue a **5 x 7 grid** of floor tiles to form the base.



Assemble and glue the back wall as shown. There are only **two 3/4" flat blocks** on this wall (on opposite sides). The other flat blocks are 1/2" and 1" flat blocks placed on their side.

-
-

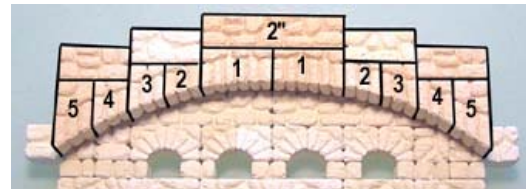


Also glue together **two full pillars**.

-
-
-

Glue the **large arches** and additional blocks onto the top of the back wall as shown.

If you **run out of 2" pieces**, just use more shorter blocks instead.

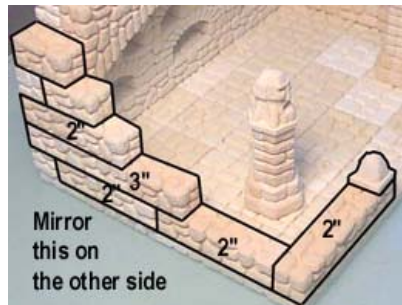


Glue the **back wall to the base** and add the blocks onto the side and front.

Mirror these blocks on the other side as well.

-
-
-
-

Don't glue the columns down until after you paint the model.



Tall Stair Room

For the room you will need these pieces. From mold #70, 4 large arches, 2 medium arches and 1 skull.

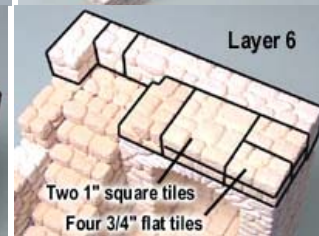
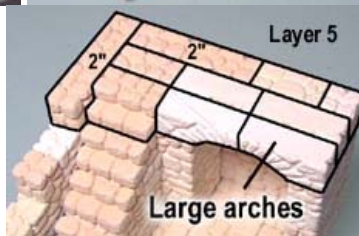
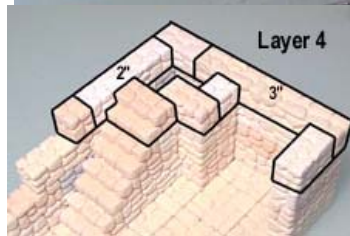
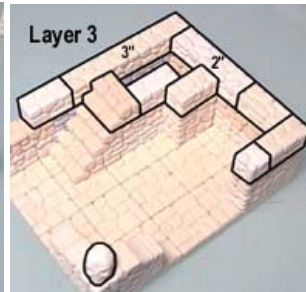
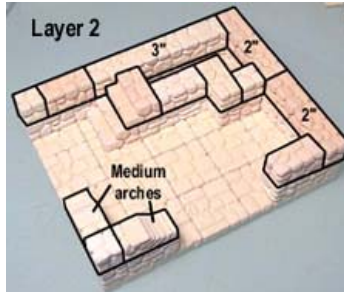
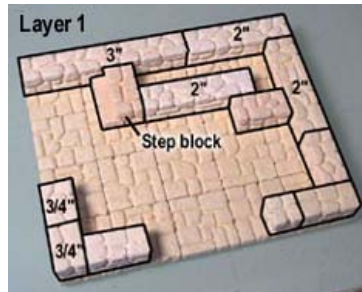
1. From mold #74 you will need 6 step blocks.

Make a 4 x 5 grid of floor tiles as the base.



Assemble and glue the blocks on for each layer shown.

- 2.



3. Here's a photo of the finished stair room. The large arch serves as a support for the walkway above and as a nice alcove for a statue. You could also gate off the area as a holding cell.



The Fallen Bridge

This model needs a lot of special blocks. All of these blocks are from **mold #74**.

You will need: 6 full column pieces, 8 column bases, 2 short column pieces, 4 faces, 6 decorative spikes and all of the arch pieces shown.

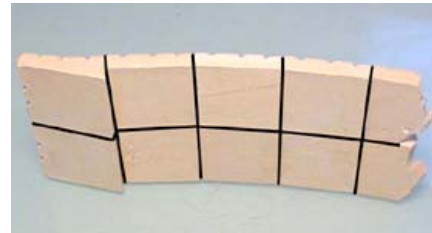
1. decorative spikes and all of the arch pieces shown.

For specific **information on the arch pieces**, refer to the Fieldstone Bridge building instructions.



2. Using a pair of pliers, **break the ends off 2 walkway tiles** from the bridge. Make sure the "side" is facing you just as it is in the photo.

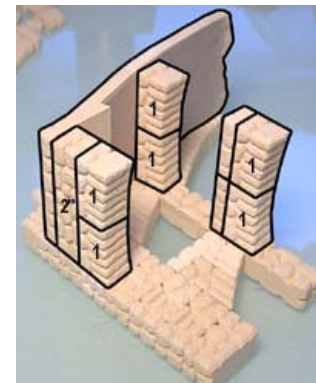
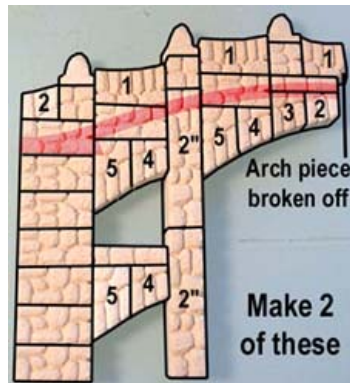
Glue together the walkway as shown, using the broken tiles on the end.



3. **Make 2** of these bridge side pieces. The arch piece on the top right is **broken off** on the end.

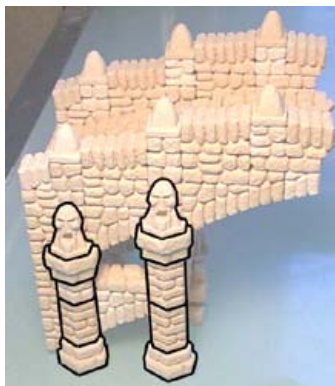
The **red area** shows where the walkway will be glued into place.

3. **Glue the walkway in and add the blocks for supports.** After building other models, I always had extra #1 arch pieces left. If you run out of #1 arch pieces, use some of the other arch pieces instead.



Glue the other side of the bridge on and add the column pieces onto the sides.

4. Here's a photo of the finished bridge section. If you like, mirror the other half to make a complete bridge instead of a fallen one.



The Circular Staircase

For the stair case you will need these pieces.

From **mold #70**, 8 angle blocks and 1 skull. From

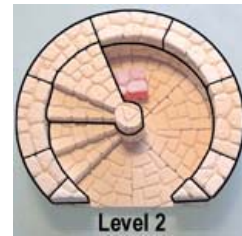
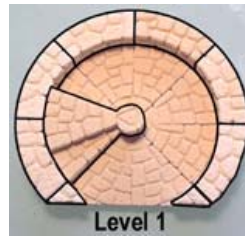
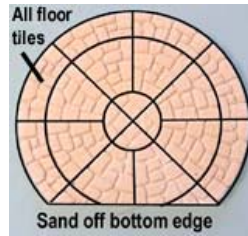
1. **mold #72** you will need 6 circular step blocks.

For specific **information on the circular pieces**, refer to the 4" Fieldstone Tower instructions.

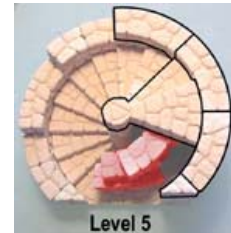
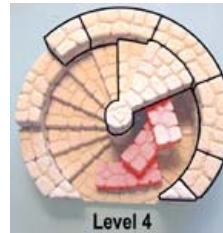
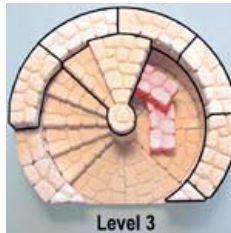


Start by **gluing together the floor tiles** to form the base.

2. **Do not glue the first row down!** Just glue them to each other. You will need to paint under the stairs later on.



3. **Do not glue the blocks shown in red!** They're used to hold up the stairs and will be removed later.

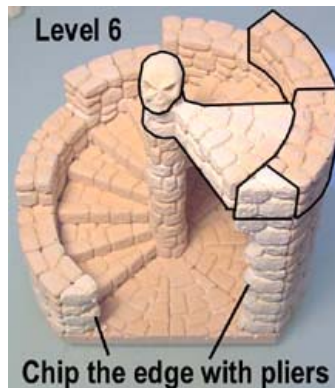


After you glue the last level on, you may also want to **chip the edge** of the angle blocks with pliers.

If you don't, the blocks will make the opening a little smaller than a hallway section and might look odd.

- 4.

Here's a photo of the finished staircase. It can be used as an entrance into your dungeon, or as a way up to the next level.



Making a Floor Tile Mold

If you try to use the circular molds for dungeon pieces, you'll discover one very big problem. You **never have enough floor tiles!** The circular molds are meant for towers mostly, which need a lot of wall blocks and very few floor tiles. That's the reason there aren't very many on a mold.

1.

My suggestion is to **make a mold of complete floor tile sections.** Not only will it be much quicker to cast and assemble, but since the sections will be cast in a one large piece, the floors will be much stronger as well.

The first step is to **glue the floor tile pieces** down to something sturdy. I'm gluing them down to a piece of heavy paper board.

2.

I've also sanded down a couple of the spiral staircase blocks to just one step. That way I can make a spiral staircase go up in either direction.



3.

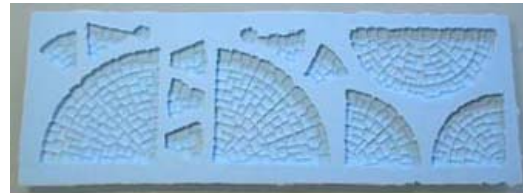
Use a stiff bristled paint brush to **paint a thin layer** of silicone rubber mold making material over the blocks. Make sure it goes into all of the cracks and holes. Rinse the brush out with paint thinner.

For information on mold making silicones and where to find them, check out the mold making page on this web site.



I used Legos to form an outside box around the pieces. This will keep the silicone rubber from leaking out. Pour enough silicone over the blocks to cover them completely. When the rubber is cured you'll have a large floor tile mold.

4.

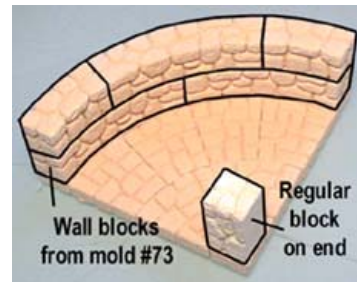
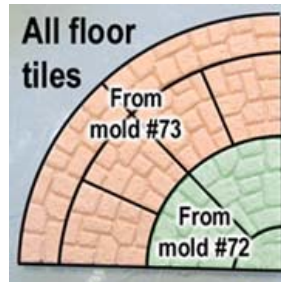


Simple Round Corner Section

You will need molds #72 and #73 to make this corner section. It will save you a lot of time if you make a mold of the floor section as stated in the article above.

1.

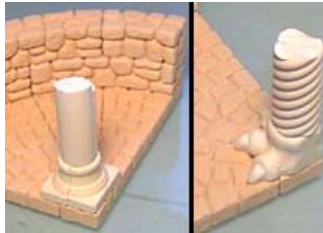
Place a regular block on end to fill up the corner spot.



Feel free to add **different types of posts** onto the corner of the piece. The first photo is a broken column piece from **mold #71** and the second is a claw foot and spiral column from **mold #80**.

2.

The final photo is the finished painted piece.



Short Stair Room

For the room you will need these special pieces. From mold #70, 2 medium arches. From mold #72, 4 transition pieces and 2 circular stair pieces.

1.

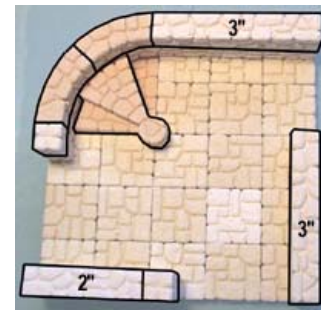
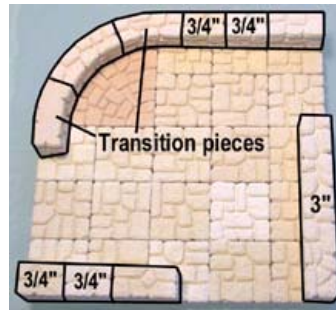
For information on the transition pieces, see the page about mold #72. **Glue together the floor tiles** as shown from the base.



2.

Glue down a first layer of blocks. The **transition pieces** are used to connect a curved wall into a straight wall.

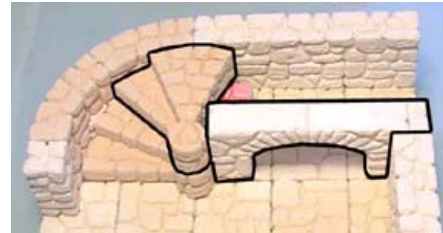
When you put down the second row of blocks, add the **spiral stair block** as well.



3.

Glue together the archway and let it dry.

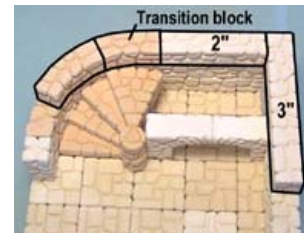
Add another circular step block and glue the archway into the room as shown. **Do not glue the block in red.** This block is used to hold up the stair until the glue dries.



4.

Glue 2 regular blocks together and set them in the opening. **Do not glue them into the wall!** You want it to fit loosely, so you can **remove the blocks** for a secret passage later. **Sand them down** a little if needed.

Add the next row of blocks shown.



5.

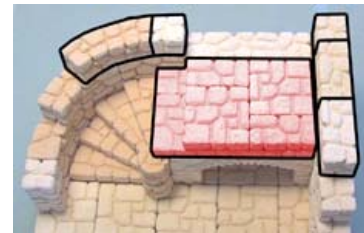
Glue together the floor tiles shown. When dry, stack these 2 slabs together to form the top walkway of the stairs.



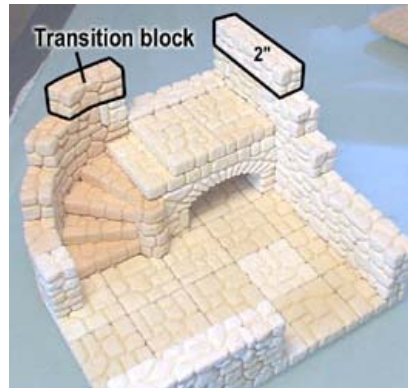
6.

Place this slab over the arch but **do not glue it into place.** You will need to remove it so you can paint under the arch easily. Also, you will want to access this place later on to show the secret passage from the inside.

Also **add the other blocks** around the outside wall as shown.



- Add the last 2 blocks to finish the piece.
7. Here's what the finished room looks like.



Altar of Sacrifice

This room uses **circular pieces from mold #72**. You will also need a few other special pieces as well.

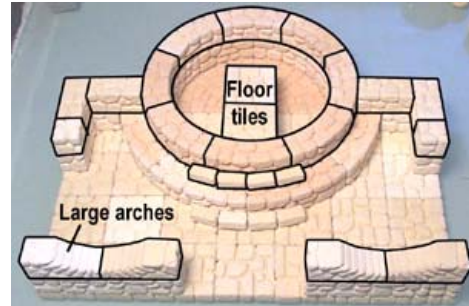
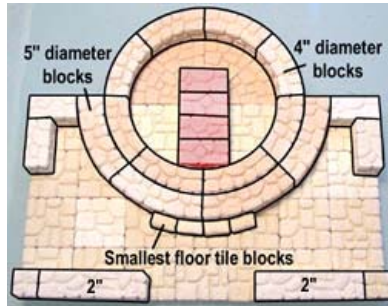
1. From **mold #260** you will need 8 of the smallest bricks. From **mold #70**, 6 large arches and 8 skulls.

Glue together the floor tiles as shown for the base.



Glue down the pieces as shown.

2. **Don't glue down** the blocks in red if you want to remove the altar slab later.



3. Continue adding the pieces shown to finish the model.



I've added dark brown and red to the slab for blood stains. You can also remove the slab and put a pool or fountain in the bottom instead.

- 4.



The Observatory

For the room you will **need molds #72 and #73**. The special pieces shown are from **mold #73** which are 4 braces, 2 transition pieces and 8 arrow slits.

1.

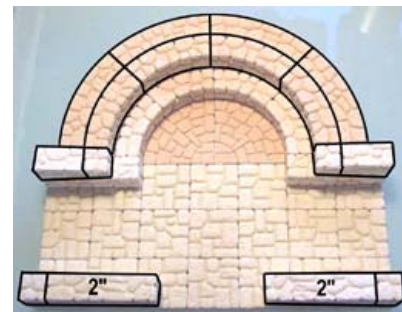
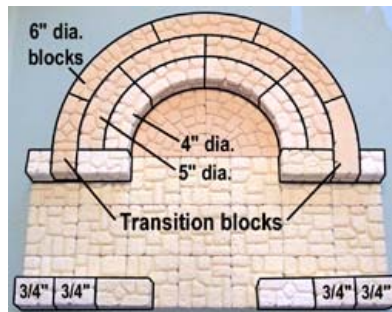
For information on the transition pieces, see the page about mold #73. **Glue together the floor tiles** as shown form the base.



Glue the blocks down for the 1st and 2nd levels. The 4" and 5" diameter blocks are on **mold #72**.

2.

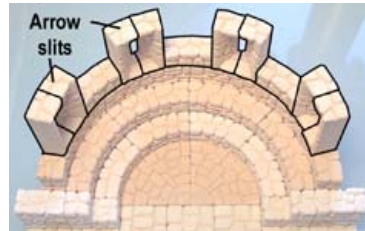
The 6" diameter blocks and transition blocks are on **mold #73**. Notice the transition block on the right is **placed upside down**.



The **back side** is the only part that continues up further.

3.

Place the **arrow slit blocks** and shorter 6" blocks in between them.



The last pieces are the decorative teeth. Take one of the teeth blocks and **break it in half**.

4.

Place the broken pieces on each end. Place the remaining teeth blocks in between the arrow slits.



Here's a photo of the finished observatory.

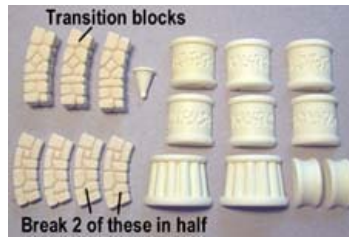


The Pool

The special pieces shown from **mold #73** are 3 transition pieces. From **mold #72** you will need 4 of the flat floor tiles. From **mold #70** you will need a torch scone and from **mold #80** you will need the large column pieces shown.

1. and from **mold #80** you will need the large column pieces shown.

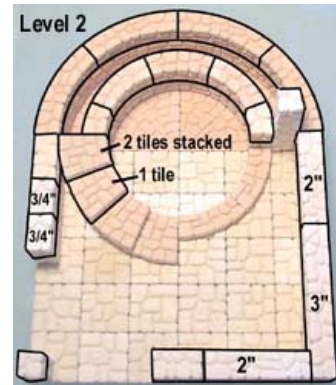
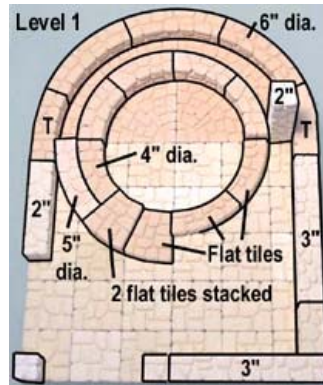
Glue together the floor tiles to form the base, as shown in the second photo.



On **level 1** the pieces marked with a "T" are **transition pieces**.

2. You will need a **5" diameter block** from mold #72 in the first photo. This helps fill the gap under the stairs. There is also a **2" long block** standing on end.

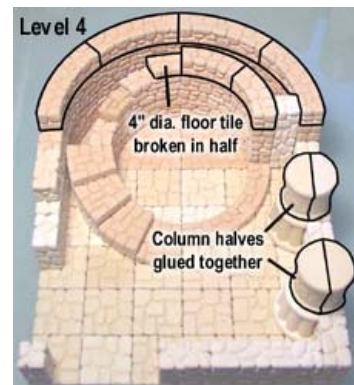
The **first 4 steps** will be made up of floor tiles. Some are single and some are 2 tiles stacked together.



On **level 3** the piece marked with a "T" is a **transition piece**.

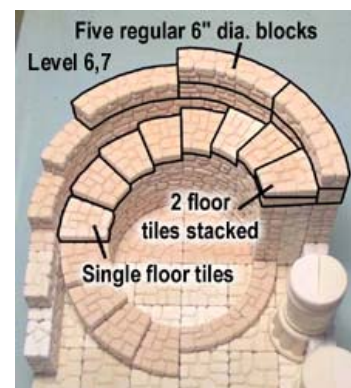
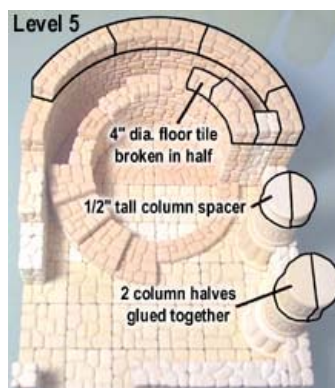
3. There are a few places you will need to **snap a 4" diameter flat tile** in half. These will be placed under the floor tiles to help them step up as they should.

On **level 4**, glue 2 halves of the columns together and place them on the column bases.



Continue adding blocks as shown. One column will continue up with another column block. The **other column will use the 1/2" spacer block**. We will end up setting a walkway on top of this column.

4. **Add the floor tiles to make the steps.** The top step is actually 2 flat tiles stacked together. Don't worry if there are gaps under the steps. Once the model is painted you won't really see them.



For the **upper walkway**, glue together floor tiles to make 2 slabs. Stack the slabs and add the extra blocks, but **don't glue it to the model yet!**

5.

We're going to use plaster for the pool. **Spray the pool area with water.** You must **really soak it** for this to work. Spray the area several times, each time letting the water soak in until the **area stays shiny and wet.**



Mix some plaster as you usually do and pour it into the pool area. **Shake or tap the model** to get the plaster to flow in nice and level.

6.

If the **plaster thickens** and doesn't reach the sides, **spray the top with water** and continue to tap the model until it levels out. If you would like a quiet pool of still water, leave the plaster just as it is.



For **ripples in the water**, put a paint brush handle into the plaster and **gently stir it** as the plaster thickens. It **won't take long** for the plaster to set up.

7.

Glue the walkway into place after the model is painted. **Paint the pool** a blue-green color and **make the top glossy** by painting it with acrylic gloss medium or clear fingernail polish.



A Few Photos

Here are a few photos showing possible layouts of the dungeon. Hopefully there's enough variety in these dungeon building articles to give you ideas for your own custom pieces.



