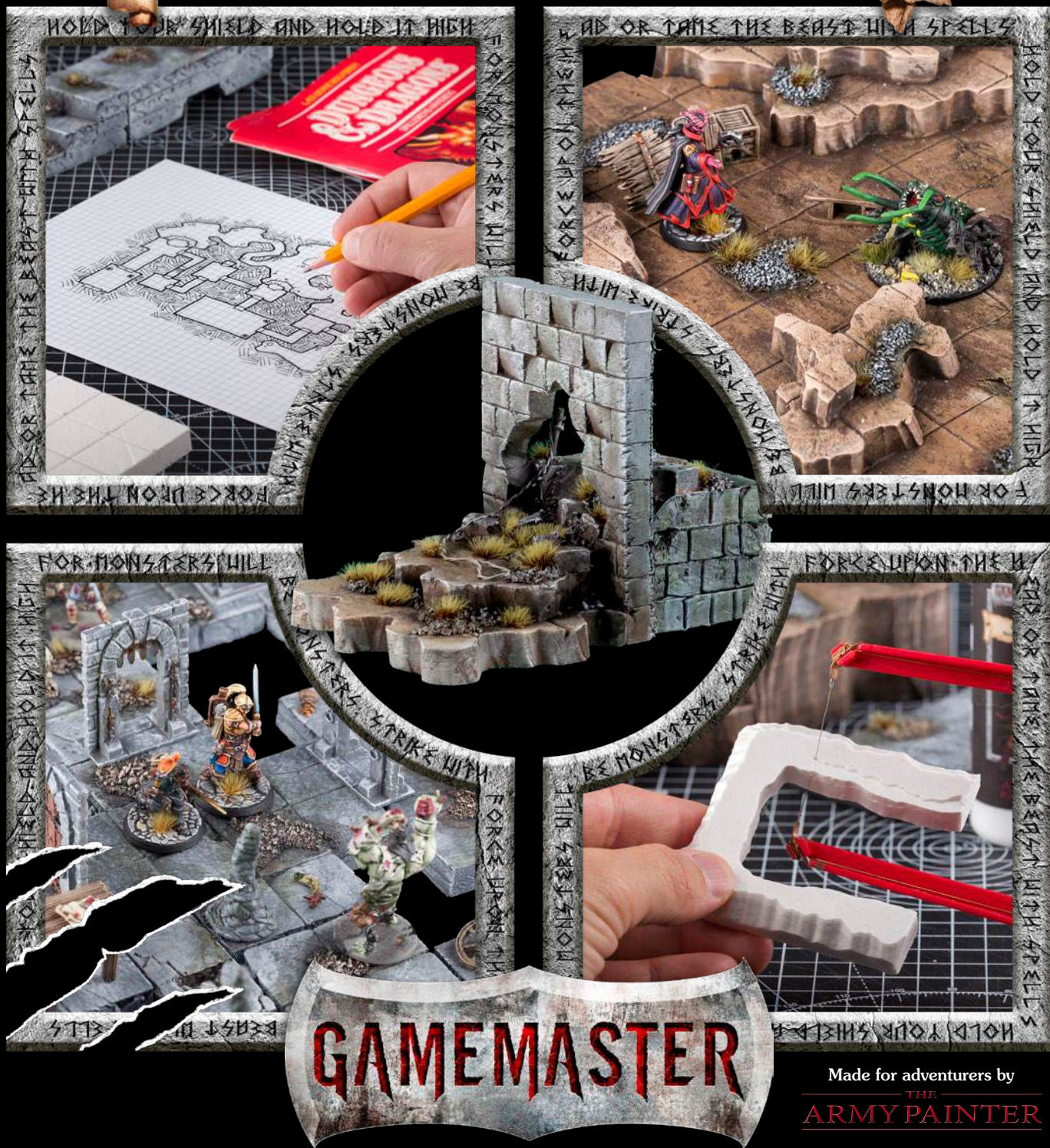


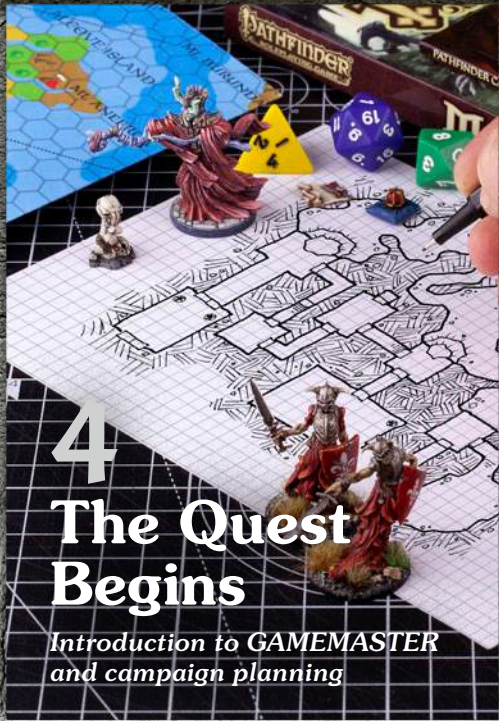
How to build Dungeons & Caverns



GAMEMASTER

Made for adventurers by
THE ARMY PAINTER

HOLD YOUR SHIELD AND HOLD IT HIGH



4 The Quest Begins

Introduction to GAMESMASTER and campaign planning

FOR MONSTERS ALL BE MONSTERS STRIKE WITH ED

SELLS INSTEAD FOLD AND PRESERVE IT

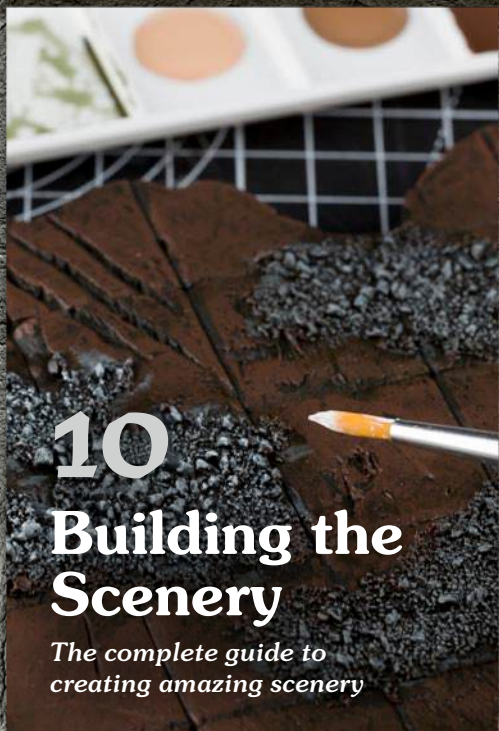


6 In Search of Adventure

Meet the GAMESMASTER party and their adventure

HOLD YOUR SHIELD AND HOLD IT HIGH FOR MONSTERS

POUR UPON THE HEAD OR TAKE THE B

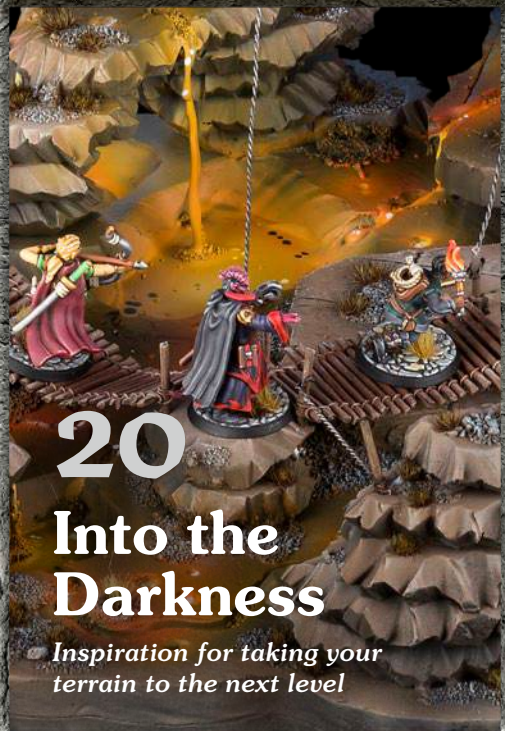


10 Building the Scenery

The complete guide to creating amazing scenery

FOR MONSTERS ALL BE MONSTERS STRIKE WITH ED

RS WILL BE MONSTERS STRIKE WITH T



20 Into the Darkness

Inspiration for taking your terrain to the next level

POUR UPON THE HEAD OR TAKE THE B

How to build Dungeons & Caverns. Revised March 2021. This guide contains photos of miniatures from HeroForge, Gale Force Nine, Mantic Games, CMON, Fantasy Flight Games, North Star Military Figures, Ral Partha Europe, GameZone Miniatures, Otherworld Miniatures, Heresy Miniatures, Dungeon Scenery, Zealot Miniatures and Reaper Miniatures. Several of the miniatures were borrowed from private collectors and we have endeavoured to list every company whose miniatures we photograph. Please contact us if a miniature is not listed here.

GAMEMASTER

IN SEARCH OF ADVENTURE

Dear gamemasters and adventurers

Welcome to a world of endless possibilities! Get ready to venture into overwhelming cavern systems and dungeon complexes along with our five heroes. This guide will show you how to build any subterranean setting - for any RPG system or skirmish miniature game. As you follow our heroes' quest, they will teach you how to create their surroundings. From mould-streaked, crumbling dungeons, through murky caves, and across a lava river into the dragon's lair. With the help of our heroes and the GAMEMASTER: Dungeons & Caverns Core Set - you'll be able to create any setting for your roleplaying party.

So arm yourself with GAMEMASTER XPS Foam Board and the versatile Hot Wire Cutter and let the adventure begin!



Hjalgrum

Mountain Dwarf
Cleric

Freya

Human
Fighter

Zherxik

Tiefling
Warlock

Korleen

Human
Rogue

Dayrik

Wood Elf
Ranger



The Quest Begins

When setting out on a new adventure, whether you descend into murky caverns or tread the pass of ancient dwarven mines, the creation of your dungeon is vital in bringing your adventure to life! GAMEMASTER allows you to build a labyrinth of corridors that can tire and confuse even the most cunning players.

While our party of heroes prepare for their quest, The Army Painter's very own gamemaster, CEO Bo Penstoft, will tell you more about the GAMEMASTER series and the custom tools included.



Bo Penstoft, Gamemaster & CEO, The Army Painter.

Roleplaying games truly are what originally started the avalanche of geekiness that later became The Army Painter. I have always loved building worlds; drawing maps and imagining the people, creatures and cultures living in them. As I grew up through the 80's, me and my friends devoured every

single Sword & Sorcery book out there. When that tantalizing red basic Dungeons & Dragons set hit us, we barely knew how to read English. But we wanted to play it so badly, that we taught ourselves. Remember, this was before Google translate ...

Our adventures had to be packed full of valiant heroes and gruesome monsters, of course, so getting into miniature painting was only natural. We went on to delve deeper into more complex systems like Rolemaster, but eventually the time for roleplaying seemed to evaporate as the duties of adulthood manifested themselves. Then finally – about 10 years ago – I rekindled the old roleplaying flame along with my old gaming group. From the youthful quests I embarked on in my early teens, to the veteran endeavours of my 40's, I have always wished to be able to bring the

worlds I created in my mind to life. And this is why I created GAMEMASTER. No more gridded mats, no more soulless 2D representation of your roleplaying environment. Now you can build anything you can imagine in 3D! I handpicked these tools; the Hot Wire Foam Cutter, the unique XPS Foam Boards, the paints and brushes etc. to make it easy and approachable for anyone to build the caverns and dungeons in this guide. As you flip through these pages you'll find guides and tricks to use the tools and further process the foam in your pursuit of even richer games. But this is just the tip of the iceberg. Follow us on YouTube and Facebook – as we create the roleplaying game of our dreams.

I've absolutely loved creating GAMEMASTER and my only regret is being born about 30 years too early to have this great set available when I was a teenager.





The keys to gamemaster

Three products in the GAMEMASTER range are very unique and unlike any other hobby products on the market today. Our hand-held Hot Wire Foam Cutter, XPS Foam Board and uniquely formulated water based Terrain Primer that doesn't corrode polystyrene based materials. These are the three keys to what GAMEMASTER is all about.



Hot Wire
Foam Cutter



Dungeon & Subterrain
Terrain Primer




XPS Foam Board



Throughout this guide you will encounter QR codes like this. Open the camera app on your smartphone and point it towards the code. Some older phones will need the help of an app from your app store. Should you be unable to scan them you can find all the videos in this guide on [youtube.com/theartypainter](https://www.youtube.com/theartypainter).

In Search of Adventure

The temperature drops sharply as the our party cross the threshold of the heavy, wooden doorway into a damp dungeon. Zherxik recklessly throws a spell forward, almost slipping on the mouldy, slanted floor. The frigid chamber resonates with the sound of bones cracking as Freya draws her heavy blade and obliterates the horde of skeletons guarding the entrance. There, rugged grey corridors lead in every conceivable direction and the party choose which way to go ...

 Click here to watch
How to paint Freya

The terrain pieces will be mostly flat, so add furniture, debris, and other objects to elevate the look of your dungeon. Go to [page 19](#) for a list of suppliers.

Freya Caldwell

Our fair-haired warrior can be a bit aggressive and sometimes quite drunk. She has the appearance of an angel – until she speaks ...

GAMEMASTER allows you to create amazing dungeons and caverns in four easy steps. We call these *Texture*, *Cut*, *Paint*, and *Done*. On [page 11](#) we will teach you how to *Texture* the XPS Foam into rocky cavern and eroding stone floors. The pieces are then *Cut* into modular, reusable sections on [page 12](#). On [pages 13 to 15](#) we teach you how to *Paint* that perfect cavern look and in the *Done* section and the *Delving too Deep* chapter on [pages 16-19](#) you can enjoy advanced techniques and even more inspiration for your adventures to come.



[Click here to watch How to paint Zherxik](#)



[Click here to watch](#)

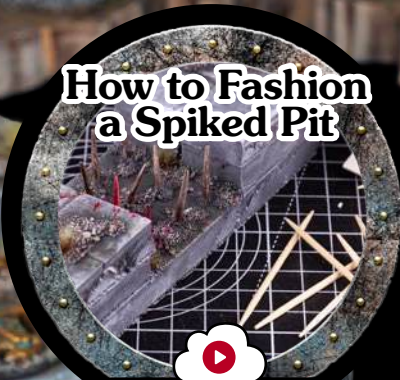
Sometimes greater rewards awaits for those brave enough to overcome dangerous obstacles like this slippery slanted floor.

Zherxik Ekrai

Our Warlord is often reckless with his theatrical spells. He likes to dish out the hurt and often loses sight of his party's safety in his pursuit of inflicting the maximum amount of pain.



How to Fashion a Spiked Pit



Click here to watch

You can create mould using our Subterrain Wash. This will make your dungeon appear even more damp and clammy. Learn how on [page 21](#).

The arcane monolith empowers the lich and his minions. In the advanced section on [page 21](#) you can learn how we created it.

Click here to watch
How to paint Hjalgrum

Hjalgrum Iron-Oath

He may be a Dwarf, but his impact on a battle is huge! always leading the fight, he is stoic, proud, and fiercely loyal. His protective spells have saved the party on more than a few occasions.



GAMEMASTER isn't just for gamemasters. Gather your RPG group and share the joy of co-creation. Let the party build the more generic parts like straights, bends and doorways and construct the nasty traps and dragon caves yourself. It's the perfect activity to get everyone in that adventurous mood!



How to create water

[Click here to watch](#)



[Click here to watch How to paint Korleen](#)



[Click here to watch How to paint Dayrik](#)

Korleen Memsayrik

Our thief chose her adventurous ways over a boring life of luxury. Before setting off on the quest, she took with her an heirloom sword stolen from her father. Although young, Korleen's experience and skill is unmatched.

Dayrik Thalanaya

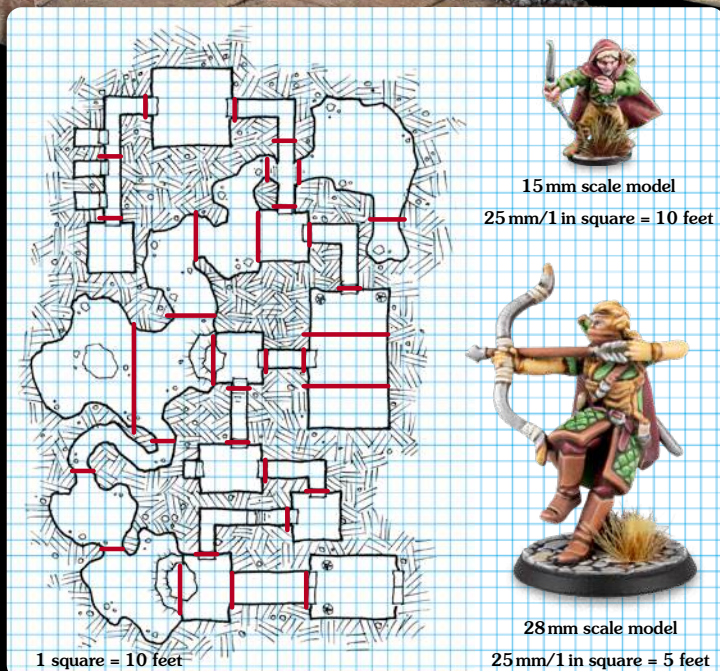
Wood Elves are known for their speed and agility, but Dayrik's acrobatics are exceptional even for his own race. Like a blur in the wind, he moves with grace and rarely takes (or misses) a shot with both feet on the ground.

A snare is hidden in the tufts.
Learn how to create rope and the
brick wall on pages 20 -21.

Building the Scenery

While our party discovers a hole in the dungeon walls and make their way down into the dark depths of the caverns we will show you how to create a cavern tile to use in the adventure. That means it's time to arm yourself with foam, glue, and scenery knife – and not let anything but your imagination hold you back! This chapter will guide you through the four easy steps you should follow to transform XPS foam into cavernous rooms, corridors and dank dungeons. From the basic techniques of texturing, cutting and painting to the advanced section where you'll learn to master lava, marble, water and much more. Lastly we'll give you a glimpse of what can be done when adding just a few extra product from The Army Painter range. Chances are when you first introduce your players to the GAMEMASTER terrain you have created, they will want more!

We recommend you spend some time dividing your adventure into modular tiles. You want to create features that will come up often in your adventures, such as straight corridors and bends, narrow and wide, rather than larger pieces that only fit the adventure you are working on right now. Look at our example map and where we have planned “cuts” using red lines for inspiration. Often maps will be drawn with a scale of 1 square representing 10 feet. We recommend creating terrain with a 1:2 ratio where two squares of 25 mm or 1 in is one square on your map. That way you can play with 2 different scales of minis; 28 mm where 1 square = 5 feet and 15 mm miniatures where 1 square = 10 feet. The latter can scale your regular sized dungeon to epic proportions.



Texture



Start out by gently sanding the surface of the foam, using random motions, to remove the pattern created by the production process, beware that you don't create repeating patterns that aren't intended, or are too pronounced.



Use the Scenery Knife, and then a pencil which widens the gap to create your gaming grid. Don't cut too deep. We recommend 25 mm or 1 in squares for your grid, which fits well with 28 mm scale miniatures, with each square representing 5 feet.



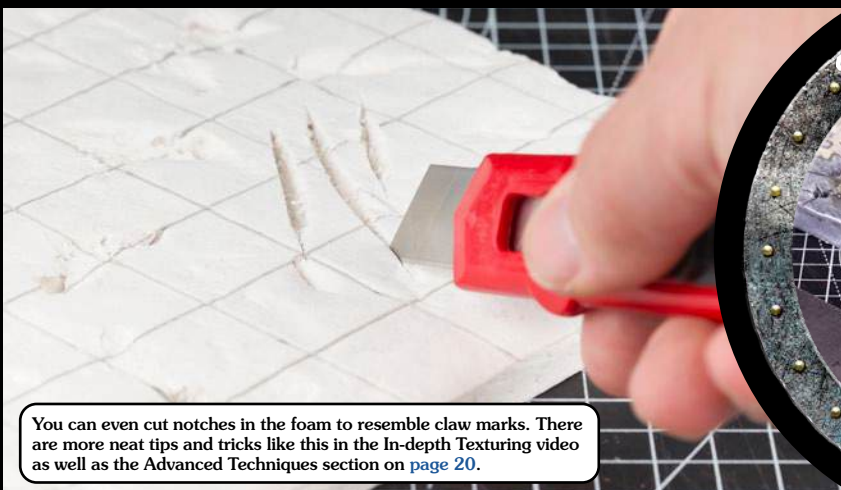
Use rocks or broken bricks to create interesting textures that will make it easier to paint realistically.



Having large broken areas of the surface will only help sell the effect of a cavern, so don't hold back.



You can also create cracks and crevices by drawing firmly with a pencil.



You can even cut notches in the foam to resemble claw marks. There are more neat tips and tricks like this in the In-depth Texturing video as well as the Advanced Techniques section on [page 20](#).



[Click here to watch](#)

Cut



Cut the texturized foam into the modular shapes that we planned for our adventure using the method described on [page 10](#). If you want straight cuts you should use the steel ruler to guide the Scenery Knife while keeping your fingers safely on the other side.



2x
C-type
Not
Included

Since we're making a cave, use the Hot Wire Foam Cutter instead and loosely trace the shape, while not caring too much if we follow the line. Press the button to heat the wire and work the wire slowly through the foam.



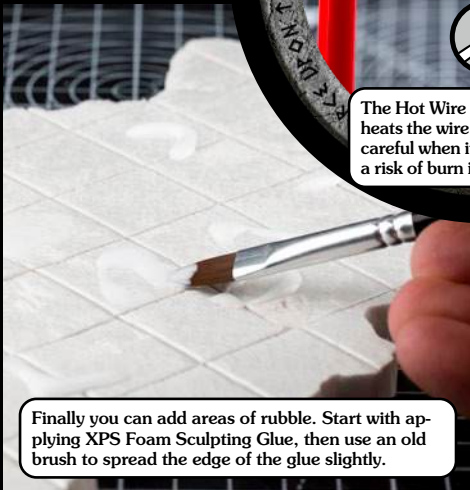
Make straight cuts on the parts you want to connect to other pieces.



Here are some finished pieces. By moving the cutter in random curves you can make great cave walls. Remember to work gently, pulling too hard risks damaging the cutter!



The Hot Wire Foam Cutter heats the wire to 300°C. So be careful when it is hot as there is a risk of burn injury.



Finally you can add areas of rubble. Start with applying XPS Foam Sculpting Glue, then use an old brush to spread the edge of the glue slightly.

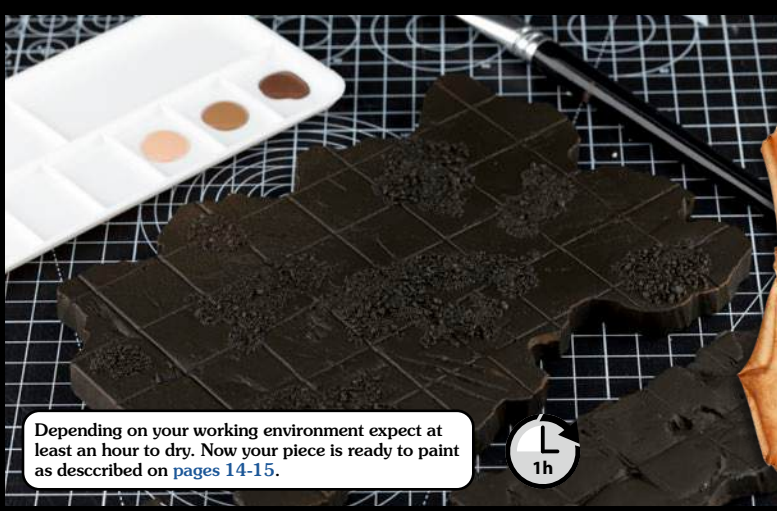


Then apply Scenery Sand on the glued areas, pressing down with a finger to build up the rubble. You can use the rubble to hide any mistakes or areas you don't like. Gently tap the loose sand off and leave the glue to dry for a couple of hours before proceeding.



Paint

Now the magic begins! Your well-planned, map pieces will transform into stunning terrain ready to be undertaken by a fearless party. First you need to prime the pieces with the unique GEMMASTER Terrain Primer which will form a perfect matt foundation and make the next step (painting!) much easier. Using the dark tint of the GEMMASTER Subterrain Wash makes the creation of shadows and other effects a walk in the park. The perfect triads of GEMMASTER Dungeon and Cavern paints to ensure, gorgeous looking dungeons and caverns that stands out on the gaming table.



Using Terrain Primers

1. Shake in a circular motion for 1 minute.
2. Use in a well-ventilated area such as the great outdoors.
3. Hold the Terrain Primer at a distance of 10-15 cm from the foam.
4. Start with the nozzle pointing away from the foam. Then spray in a passing motion.
5. Empty nozzle upside down.

Depending on your working environment expect at least an hour to dry. Now your piece is ready to paint as described on [pages 14-15](#).

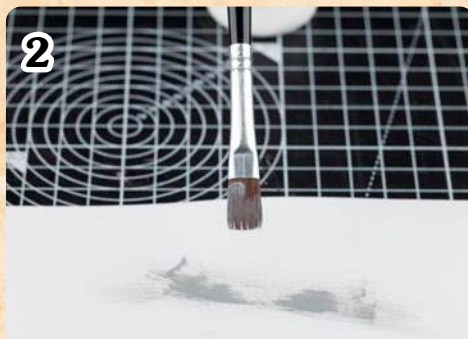
Paint



3 steps to perfect drybrushing



Make sure you load the bristles with paint, not just the tips.



Keep wiping paint off on a paper towel until almost no paint get left on the paper.



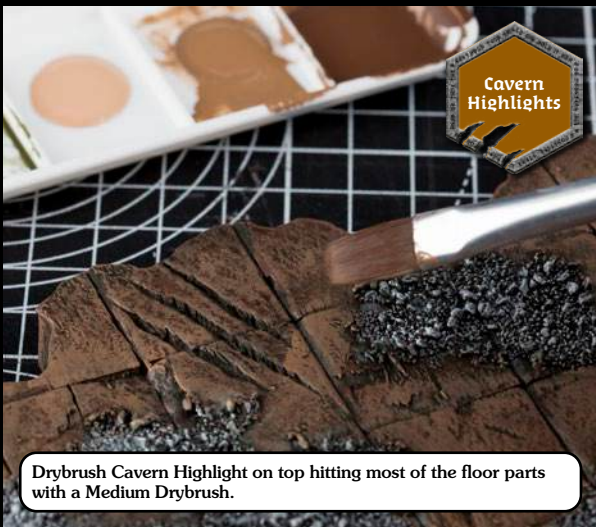
Gently brush the paint on the surface trying to hit the edges.



Drybrush Dungeon Highlight on to the rubble, and don't fear hitting the floor. It will get covered up later.



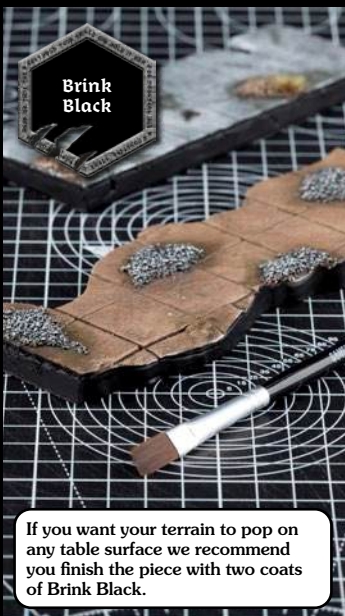
When the first layer dries, gently drybrush the Dungeon Effects on the most raised edges of the Scenery Sand.



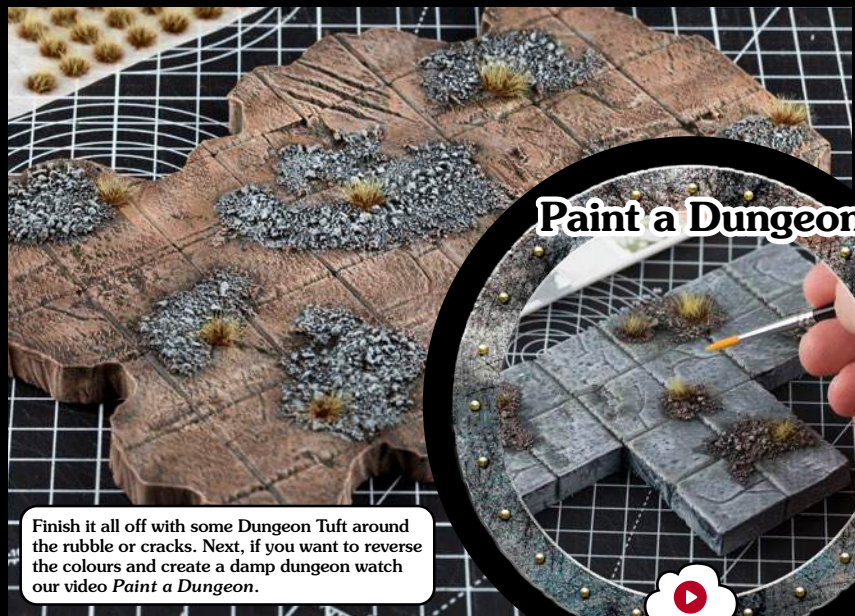
Drybrush Cavern Highlight on top hitting most of the floor parts with a Medium Drybrush.



Repeat after the first layer dries with Cavern Effect to hit only the most raised parts using the Wash Brush. You can make the edges even lighter by applying some Dungeon Effects.



If you want your terrain to pop on any table surface we recommend you finish the piece with two coats of Brink Black.



Finish it all off with some Dungeon Tuft around the rubble or cracks. Next, if you want to reverse the colours and create a damp dungeon watch our video *Paint a Dungeon*.

[Click here to watch](#)

Done


Creating your first terrain pieces was of course just the beginning! As our heroes forge ever deeper through the ruined corridors, they find themselves on the treshold of a smouldering glow. Dayrik loads his bow, as Hjalgrum bravely leads the party into a realm of danger ... and possibilities. Venturing beyond this point will give you the opportunity to level up and guide you on your quest for varied scenery. From staircases to rivers of lava with just a few extra tools in your bag. Are you ready?

Adding decorations

If you want to spice up your terrain with furniture, pillars, statues and other decorative dungeon fixtures you can find sculpts sold by these companies: Mantic Games, WizKids, Tabletop Art, Zealot Miniatures, Dwarven Forge, Dungeon Scenery, and Irongate Scenery

Create an acid pool

[Click here to watch](#)



Make your adventure even more immersive by adding stairs, ledges, and cliffs with your GAMEMASTER foam to elevate your game play.

Sometimes having friendly supporting characters in an adventure can create a nice change in pace for the party. This one however, needs saving before he can be of any help!

Large scratch marks create an eerie atmosphere as it hints on what the party may encounter next.

into the darkness

Rivers of molten lava threaten to singe Korleens cape as she steps off the ledge of a wobbly, suspended bridge. Above them towers a great and sinuous dragon, glowering down on the reckless intruders who have dared to enter her lair. Surrounded by equal amounts of peril and beauty, our party prepares for battle.

Constructing a bridge



Click here to watch

Use drops of Brink Black and Dungeon Effect to create patches of light and cooling rock on the lava.

The bridges over the lava are creaky and scorched. We show you how to create the rope tying them together on [page 21](#).

As you venture beyond the paints included in the GAMEMASTER Dungeons & Caverns Core Set and supplement with colours from the Army Painter Warpaints Range. The realm of possibilities expands exponentially. Here we've added Vampire Red, Mars Red, Mythical Orange, Daemonic Yellow, and Red Tone to create the lava threatening the safety of our heroes. The tufts used are The Army Painter Scorched Tuft.

Vampire Red

WP1460

Mars Red

WP1436

Mythical Orange

WP1442

Daemonic Yellow

WP1107

Brink Black

Dungeon Effects

Red Tone

WP1138



Click here to watch
Painting metallic dragon scales



Make a lava lake



Click here to watch

Advanced techniques

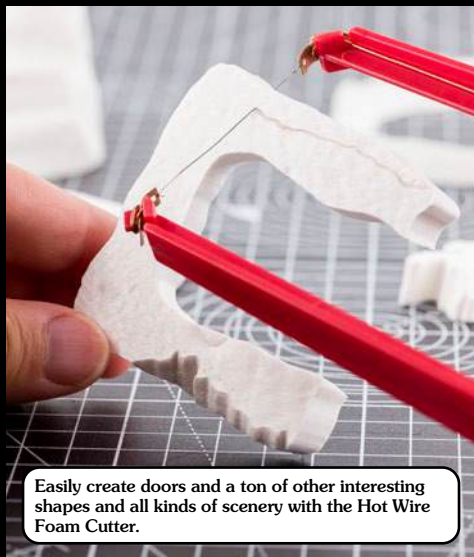
In this last section, we want to showcase some helpful tips and tricks you can use to level up your dungeons and caverns. If you've followed the tutorial, starting on [page 10](#), you should have no problems understanding the ideas we convey in the captions underneath each image.



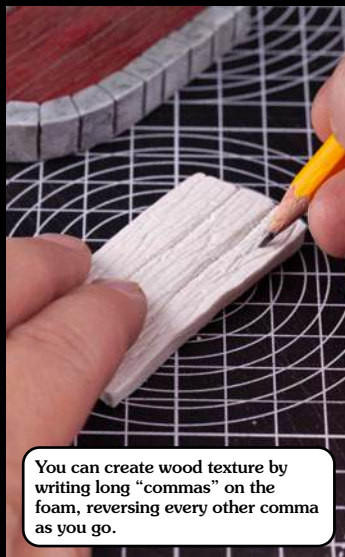
Glue layers of foam together to create stairs and plateaux. This will give the terrain more depth. The XPS Foam Sculpting Glue needs to dry overnight. Especially when glueing large surfaces together.



By following our general tutorial, starting on [page 11](#), we created this staircase. Notice how we worked with both cracks drawn with a pencil and texture from a broken brick. The Scenery Sand is strategically placed to hide the glued areas.



Easily create doors and a ton of other interesting shapes and all kinds of scenery with the Hot Wire Foam Cutter.



You can create wood texture by writing long "commas" on the foam, reversing every other comma as you go.



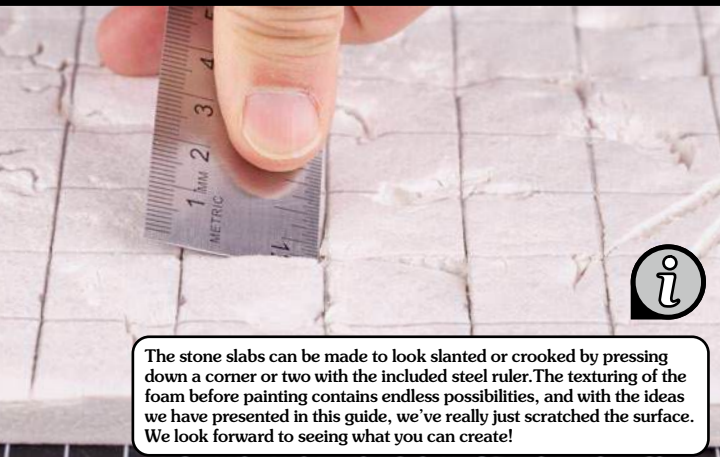
Or you can create runes by cutting them with the knife and then widening the gaps with a pencil afterwards.



Painting marble

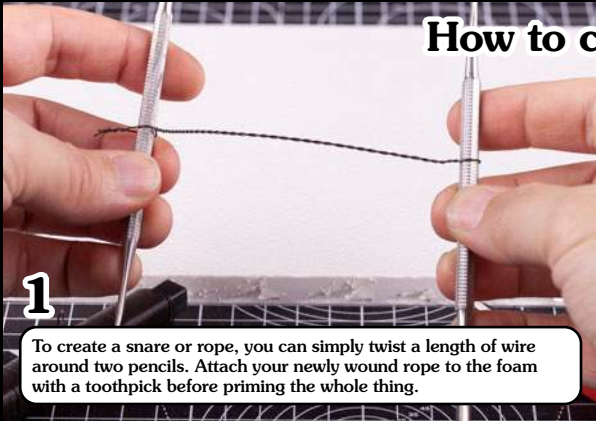


[Click here to watch](#)



The stone slabs can be made to look slanted or crooked by pressing down a corner or two with the included steel ruler. The texturing of the foam before painting contains endless possibilities, and with the ideas we have presented in this guide, we've really just scratched the surface. We look forward to seeing what you can create!

How to create rope



1

To create a snare or rope, you can simply twist a length of wire around two pencils. Attach your newly wound rope to the foam with a toothpick before priming the whole thing.

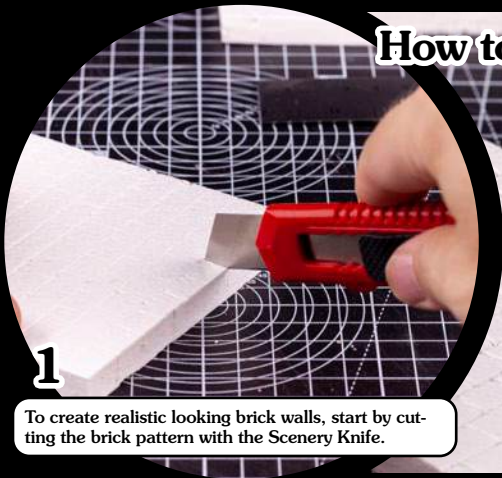


2

After priming, you can drybrush some Cavem Effect on to the rope to create a nice, highlighted effect.

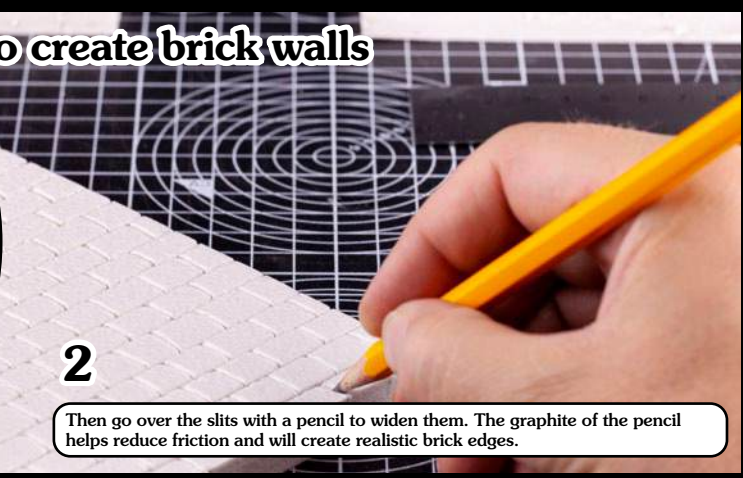


How to create brick walls



1

To create realistic looking brick walls, start by cutting the brick pattern with the Scenery Knife.



2

Then go over the slits with a pencil to widen them. The graphite of the pencil helps reduce friction and will create realistic brick edges.

Painting mould



You can paint a thin layer of Subterrain Wash that will look like mold growing on the damp dungeon stone slabs. This kind of colour variation really helps bringing your dungeon to life.



Drag the Subterrain Wash down walls or stairs to really sell the effect of mould growing where water trickles along the walls. By utilising all the tips on this page, we created this transition piece of terrain, complete with a snare trap, brick patterns, and mould. Use ideas like this to move your characters from one thematic setting to the next.

THE ARMY PAINTER

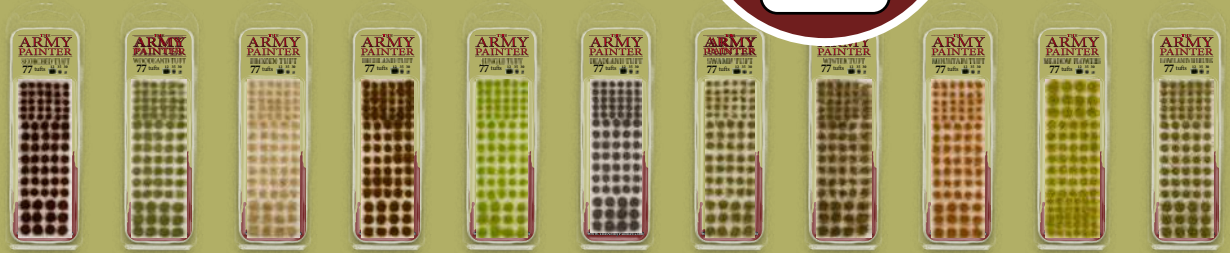
Mega Paint Set & Hobby Starter Set

The Army Painter range of basing materials vastly expands your range of options in your terrain creation projects. Whether you need a new colour of grass tufts for your dungeon or you're planning an adventure into a stinky swamp or a snowclad forest The Army Painter has got you covered. Our range of Warpaints similarly gives you a ton of high quality painting options to expand upon the colours found in the GAMEMASTER Dungeons & Caverns Core Set.



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Scorched Tuft Woodland Tuft Frozen Tuft Highland Tuft Jungle Tuft Deadland Tuft Swamp Tuft Winter Tuft Mountain Tuft Meadow Flowers Lowland Shrubs



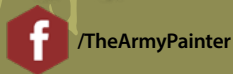
Summer Undergrowth

Battlefield Rocks

Battlefield Snow

Battlefield Steppe Grass

Brown Battleground



GAMEMASTER

IN SEARCH OF ADVENTURE

Our new GAMEMASTER range offers supplementing products to the Dungeons & Caverns Core Set. All you need to build any terrain for your next roleplaying adventures.



XPS Foam Scenery
Booster Pack

2x
C-type
Not
Included

Hot Wire Foam Cutter
GM2001

Terrain Sprays



NOLZUR'S MARVELOUS PIGMENTS

OFFICIAL PAINTING SERIES

The official GF9 D&D® Painting Series called: Nolzur's Marvelous Pigments, will offer you a perfect starting palette of the basic "must-have" colours to paint your player characters. On top of all this, each paint set comes with a fantastic miniature absolutely FREE!

Each D&D® Paint Set includes high-quality paints, toned specifically to match all the creatures that the set is themed around. All four sets will contain unique colours that aren't available in our other paint ranges, perfect for any dungeon or cavern dwelling monster.



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FREE MINIATURE WITH EACH PAINT SET





Endless hours of adventure await you!

Whether you descend into murky caverns or tread the pass of ancient Dwarf mines – the **GAMEMASTER: Dungeons & Caverns Core Set** allows you to create any setting for your roleplaying party.

Both fun and extremely easy to build, this set has absolutely **EVERYTHING** you need to build any subterranean setting – for any RPG system or skirmish miniature game.

Arm yourself with specially manufactured XPS Foam Board and a versatile Hot Wire Foam Cutter, and don't let anything but your imagination hold you back! Find everything needed to conjure up any dungeon or cavern complex you might want in this guide. Make it modular and reuse it countless times in different patterns to create overwhelming cave systems – or make that highly unique *Lair of the Silver Dragon* or the *Frozen Cave of the Owlbear* – anything is possible!

Do it yourself or with your party – once you cut and create your first magic portal, you'll never look back!

Made for adventurers by

THE
ARMY
PAINTER

This guide is free,
please take one!