

DUNGEONS DRAGONS® Accessory

*Foldup Paper Models
Compiled Archive*



Compiled by The Scribe



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Foldup Instructions

Want great terrain but have a tight budget? Enjoy putting together kits or crafts? Like showing off a gorgeous result that doesn't require a large investment in supplies? Paper modeling might be just what you're looking for.

In the months to come, the artistic craftsmen of Wizards cartography department will bring you an ongoing assortment of foldup paper models, including cottages, a castle tower and curtain wall (both whole and ruined), a tent, a graveyard and chapel, and a blacksmith's shop. To dive right in, download the Foldup Instructions pdf file, then download a set of the model files to assemble.

Set 1: Cottages

These cottage designs have a thatched roof and a post-and-beam with stucco construction. They can be used as the core building block structures to form a medieval town or village if produced several times. One of them also works as a farmhouse by itself when surrounded by fields, hedgerows, and a rutted track. The two cottages are composed of four image downloads that together make two cottages.



Set 2: Tower, Intact and Ruined

This tower design is a typical fortification for a small fortress or castle. To make such a castle, combine two or more of these with the upcoming wall section. The tower can also be used as a stand-alone piece for a guard post or a wizard's tower.

Use your imagination, and other uses will spring to mind. The tower is constructed from stone blocks and has wooden flooring, which is shown in the ruined interior part of the building.

The intact tower is designed to fit over the ruined interior like a slipcover. This way if the building is damaged during an encounter or battle, it can be represented instantly!

A matching wall section is featured next month, so you can start to build your own walled city. More to come!



Set 3: City Walls, Intact and Ruined

The fortified wall is designed to work as a flexible construction unit with the tower model from last month. [link to wall section](#) It is very easy to build a full castle or create a long line of defense for your city with multiple copies of this wall combined with several (two or four work well) copies of the tower.

As with the tower, we have provided a ruined section that can stand alone as a ruined wall or be hidden underneath the regular wall and then revealed when the fireball smashes into it!



Set 4: Woodsman's Hut, Intact and Ruined

This model building can be used as a stand alone in a woodland setting, or it could be one of several in a small hamlet inhabited by farm workers or peasants. Another possibility is to place several huts outside the city walls to represent small settlements that remain unprotected by the castle guard.

As with our other models, we have provided a ruined version of the hut that can stand alone as a ruined hut or be hidden underneath the regular hut and then revealed later.



Set 5: A Rustic Bridge for All Seasons

This month's featured model is a sturdy stone-and-wood bridge. Your **Chainmail** models can use it as-is to cross a small creek or stream that's part of the local terrain. The design is modular, so if you need to span a large river, just add extra segments during construction until it's the desired length.



Choose the foundation with wrought-iron gates (page 3) -- perhaps hiding the lair of the bridge's fell guardian - to make the bridge part of the urban landscape. For more rural skirmishes, try the ivy- and moss-covered version (page 4). You could use either option to span a waterway leading into a walled city, or to cross the moat around a local overlord's castle. Or better yet -- try them all!

Set 6: Mausoleum

This month we feature a model of an old mausoleum. This sturdy crypt, built of stone and iron, has grown worn from years of weathering. Protected by Ahmut's Legion, what treasures does it hide? Burial treasures sacred to Ravilla, or arcane secrets of Nerull's cult? Perhaps a secret entrance to an underground catacomb...? Make it the centerpiece of your next **Chainmail** skirmish and find out for yourself!



The first four pages of this model form the building's exterior, with a separate fifth page for the ruined interior walls. Labels on each page make the structure easier than ever to build. Use multiple copies of the old mausoleum along with the ruined walls in Foldup Paper Models Set 3 to create a larger, haunted graveyard setting. That is...if you are brave enough to download!

Set 7: Gothic Graveyard

Now that you have a mausoleum, make your spooky setting complete this month with an atmospheric cemetery. The cool Gothic look of this graveyard's gate makes the members of Ahmut's Legion feel right at home -- and everyone else feel distinctly uneasy. Wrought-iron-reinforced stonework makes for a sturdy wall to slow down invaders from other factions.



This foldup model terrain includes walls, a gate, and grave markers. Depending on the needs of your game, you can create an intimate graveyard or an extensive one by printing out as many pages as you need. Or build a paper necropolis by combining this set with several mausoleums from Set 6.

Set 8: Blacksmith Shop

This month, add a blacksmith shop to your growing town terrain! A smithy is a must for any established village. This one is a sturdy but weathered wattle-and-daub building with a custom-built metal roof. The detail of this piece is so impressive, you can almost hear the sound of metal clanging and smell the fire from the forge. The smith who lives and works here has all the tools needed to produce arms and armor, as well as simple shoeing for horses and minor repairs around the village.



The shop is open air to prevent overheating and features a corral for horses waiting to be shod. The blacksmith shop comes with a base, forge, chimney, main smithy building, shop signs, and horse corral. Also included is a ruined section, which fits beneath the completed model.

Use this model for your next skirmish in a town setting made from these models: the cottages (Set 1), intact tower (Set 2), and city walls (Set 3). You'll be glad you gave this challenging build a try when you see its detailed illustration inside and out!

Each page contains folding and assembly instructions.

Set 9: Versatile Outbuilding

This month we introduce a sturdy new outbuilding, which you can add to your growing foldup town. This half-timbered structure, with its stone foundation and timbered roof, lends some charm and authenticity to your village. Use it as a simple shop, large cottage, or stables.



Set 10: Windows and Doors

As a special bonus this month we're releasing a set of windows and doors that you can cut out and use separately to customize your creations, including the outbuilding. In this bonus you'll find five different door designs and a whole passel of windows, ranging from timber and Gothic styles to iron and more. Give them a look!



Set 11: Medieval Inn

Rest your weary head after a long day of campaigning at this "small inn at the edge of town." This two-story timber structure adds some quaint charm to your growing foldup town. Friendly firelight glows through the generous windows. You can almost hear the bard telling tales around the hearth....



The best thing about this paper model, of course, is that it's quite easy to assemble and looks great in minutes! It works well in conjunction with the upcoming "Town Tavern," or you can use it on its own. Either way, it'll be a great addition to the terrain of your next **D&D** session!

Set 12: Town Tavern

After a hard day of battle, it's time to kick up your boots! This local tavern seems like a nice safe place to toss back a few...or is it?



This fun-to-build foldup kit is designed to join up with the "Medieval Inn" foldup in Set 11. The large, moss-covered structure is full of weathered Old World character. Sit back in one of its many cozy booths by the fire to recuperate and go over your strategies for your next battle!

Use the tavern on its own or as part of your burgeoning foldup town. Either way, you'll definitely want to add it to the terrain of your next D&D session!

Set 13: Rural Church

It's getting late, it's very dark, and dangerous creatures are stirring in the nearby woods. You see the comforting glow of an oil lamp illuminating the windows of a rural church in the distance -- just the sanctuary you need to sleep without fear. The church's cleric may also be help with any questions you may have about the local area. What a relief!



This fun-to-build foldup kit works well in a group with the "Medieval Inn" foldup in Set 11 and the "Town Tavern" foldup in Set 12.

Use the rural church on its own or as part of your burgeoning foldup town. Either way, you'll definitely want to add it to the terrain of your next **D&D** session!

Set 14: Three-Story City Wall

This utilitarian three-story city wall section isn't flashy, but its inherent medieval charm and flexible design make it a fundamental building block in a great number of configurations of terrain. Use it to surround your growing foldup terrain city or provide an obstacle for your gaming group to conquer.



This fun-to-build foldup kit works well in a group with the "City Walls, Intact and Ruined" foldup in Set 3. You'll definitely want to add it to the terrain of your next **D&D** session!

Set 15: Long, Half-Timbered Building

This customizable long, low, half-timbered building provides additional shelter or storage for people or goods. This foldup model is also a fundamental building block structure, and its flexible length lets you size it to fit wherever you'd like to add an additional substructure along a city wall or other building piece.



This fun-to-build foldup kit works well in a group with the "City Walls, Intact and Ruined" foldup in Set 3 and the "Three-Story City Wall" in Set 14. Add it to the terrain of your next **D&D** session!

Set 16: Half Turret and Short Wall

This month, we offer two easy-to-assemble specialty detail foldups to add to your castle wall and residential areas. The half turret fortifies your castle wall and can be added at any point along it in a symmetrical fashion or a less symmetrical one to simulate the more organic look of real-world castles. It also makes a nice addition on either side of a gatehouse entry into a castle. The short residential wall sections, our second offering, can be used to divide up a village or city residential neighborhood. They keep the riffraff out of your noble quarter, or you can use them to create a narrow and dangerous alley.



Set 17: Timber Hoarding

Defend your castle with one or more of these hoardings atop your castle walls. Hoardings are fortifications that provide a great advantage against intruders attacking the walls from below. Historically, hot oil, boiling water, rocks, and more were dropped from behind these siege structures. This customizable long, timber hoarding provides shelter for defenders or during a siege while allowing them to turn the tables on attackers at the base of a wall.



This foldup kit works well in a group with the "Three-Story City Wall" foldup in Set 14. Add it to the terrain of your next **D&D** session!

Set 18: Octagonal Tower (Two, Three or Four Story)

Our octagonal tower of mystery that can serve as a key piece of a castle, a city wall fortification, or a stand-alone wizard or cleric tower. This flexible-format octagonal tower comes in two-, three-, and four-story versions, and two rooftop styles: flat or conical.

It can be used in a group with the three-story city wall foldup in Set 14 or the city walls of Set 3. Add it to the terrain of your next **D&D** session.



Set 19: Cobblestone Roads, Dirt Roads, and Wood Textures

Two kinds of streets, cobblestone or dirt, evoke the medieval feel of the foldup models we offer, so this month we give you a selection of geomorphic tiles to make some roads from. In addition, if you like to customize your building models, you'll appreciate the sheet of five different wood textures to apply to our buildings we've also included. Take the planks and create different accents, tonal sections, and trim on the standard versions of our models



Set 20: Gatehouse

One common feature to medieval castle complexes and walled towns is the gatehouse. We offer one with two raiseable portcullises. Its two stone towers have a crenellated, flat roof that spans them. We also include a ruined version.



Welcome to the World of Fold-Up Paper Modeling!



Roleplaying or miniatures gaming is more fun when you use three-dimensional gaming aids. Nothing can match the feeling as your friends see you place before them the very village or castle their players are about to enter. Paper modeling is an inexpensive method of visually enhancing your game play. The concept is not a new one, but we have improved and adapted the technique. From the beginning, we felt it was important to keep the designs generic. You can always customize models to suit your own needs. What follow are instructions for building the structures pictured here.

Getting Started: Basic Tools and Safety Tips



You need to make a few preparations before you can start building your fold-up models.

First of all, always work in a well-lit area with good ventilation. Make sure you have a suitable surface, such as an old worktable, for all of your cutting. We recommend that you get a good-quality cutting mat like the one pictured here. You can find these at art supply and craft or fabric stores.

Next come supplies. You'll need some clear tape, a pair of scissors, and an X-ACTO knife plus a supply of blades. Of course, cardstock or posterboard is essential for mounting the printouts. As well, it's handy to have a roller or some similar tool, and a few gray and brown markers. Other useful materials include white masking tape, a can of spray adhesive such as Super 77 brand, and some white glue. (Weldbond brand is best for this type of project, as it dries more quickly than others; you can find it at craft stores.) Finally, you'll need a metal ruler or straightedge.

Observe some basic safety precautions when working. Never use spray adhesive indoors unless you have a spray booth. Take care when cutting with an X-ACTO knife: Always cut away from your hand, and change blades frequently--a dull blade can easily slip. Don't rush, and make sure you are well rested before beginning any project. With that said, let's get to it!

Mounting and Burnishing



First, print out the pieces of the desired pattern. (If you have a printer that can print directly onto cardstock, you can skip the spray-mounting process.)

Step 1: Start by applying a thin layer of spray adhesive to a blank piece of posterboard. Don't lay it on too thick! If you prefer, cut the posterboard down to a more manageable size first.



Step 2: Spray a mist of adhesive onto the backs of the printouts. Once all of them are coated, you are ready to mount and burnish.

Note: It's best to let the posterboard and printouts sit for 30 seconds or so after spraying. This will produce a better bond.



Step 3: Carefully lay each printout on the posterboard, art side up. Then flatten it smoothly (burnish), using a roller or rubbing carefully with your hands. Repeat until all the printouts are mounted. To avoid messes, place a piece of plain paper over the printout while burnishing.



Step 4: Using scissors, roughly cut out each mounted piece of art. Scissors alone are enough for most cutting other than the most intricate borders.

Cutting and Scoring



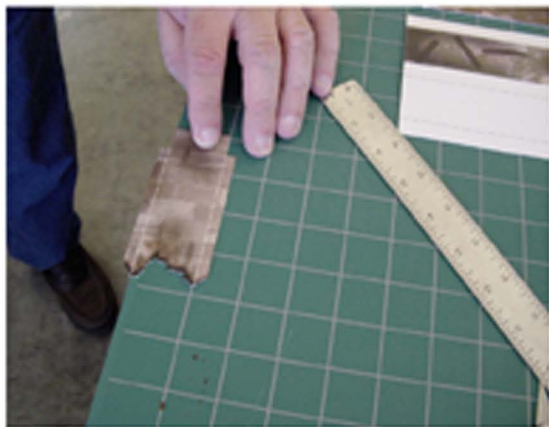
Use the X-ACTO knife to make any special detail cuts, like the one shown.



Step 6: Once you have cut out the artwork, gather all the pieces for the structure you're assembling.



Step 7: Score the folding lines for easier bending of the cardstock. To do this, lay a ruler or straight-edge along the dashed lines and cut along them lightly just through the surface. Don't worry if you cut too deep; you can easily mend it with some clear tape on the opposite side.



Step 8: Lay the scored lines along the edge of your table or cutting surface for folding.

Attaching the Wall Sections



Step 5: Once the bond has set, apply glue as above to a blank white side. Have the two outside wall sections nearby, face down and ready for gluing.



Step 6: Carefully press the glued side of the base onto the bottom of one wall section. Allow some time for the glue to set before fastening the other side.



Step 7: Apply glue along the exposed side of the base, as shown.



Step 8: Gently press the bottom of the opposite wall section onto the preglued base and fasten in place.

Attaching the End Pieces



Step 9: Once both wall sections are attached, check to make sure the structure is level.



Step 10: Test fit the end pieces first.



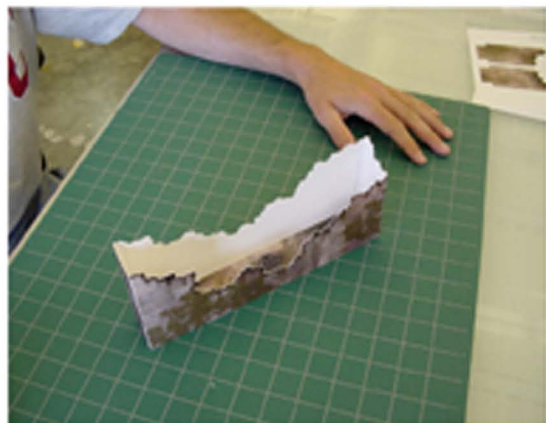
Step 11: Apply glue along the side tabs of one end piece, as shown.



Step 12: Gently slide the end piece into place.

Step 13: Repeat steps 19 and 20 for the other end piece. Hold the glued pieces in place for a few seconds.

Final Details



Step 14: Let the assembled wall frame stand for a while to let the glue set properly.



Step 15: Glue the interior wall pieces onto the completed frame. The final structure is shown here.



Tip: If you wish, use a gray art marker to cover up white edges and fold lines.



You can also use gray or brown markers to create a weathering effect along the broken wall edges. Don't be afraid to customize your model!

House

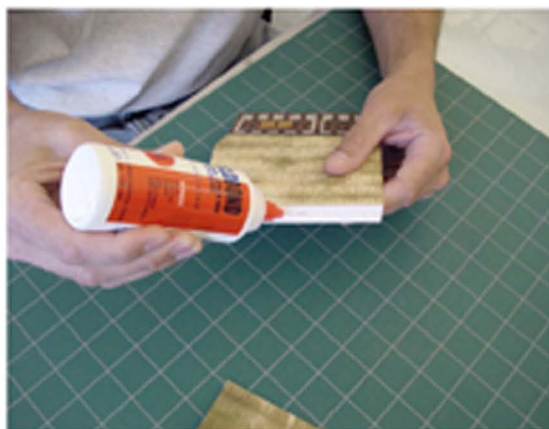
Folding and Gluing



Step 1: Fold the pieces cleanly along the scored lines. Don't force the fold; if necessary, rescore the piece lightly.



Step 2: Using a ruler or straightedge as a guide, cut along the lines provided for inserting dormer windows. Make sure to allow for the width of the cardstock (about 1/16 inch).



Step 3: Squeeze a long thin line of white glue down the roof tab. Then, using your finger, spread the glue smoothly over the entire surface of the tab.



Step 4: Carefully line up and press the two roof lines as shown.

It's a good idea to reinforce the underside of the roof with clear tape. One or two strips should do it.

Attaching the Side Walls



Step 5: The side walls attach to the long walls, which are part of the roof sections. Apply glue as above to the side wall tabs.



Step 6: Carefully press the side wall piece against the two long wall sections, as shown. Allow some time for the glue to dry before fastening the other side. (It sometimes helps to hold recently glued parts together for a while.)



Step 7: Applying clear tape along the inside helps make the model more sturdy.

Attaching the Dormer Pieces



Step 8: Fold the end window dormer piece and slide it into place in the slots you cut earlier.



Step 9: Fold the dormer roof piece and carefully slide it into place over the end window dormer.



Step 10: Fold the side window dormer piece and slide it into place in the slots you cut earlier.



Step 11: Tape the dormer tabs into place on the inside of the model to keep the pieces from shifting.

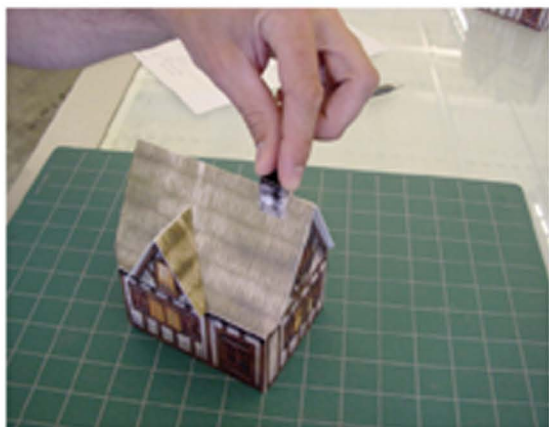
Chimney Preparation



Step 12: Before folding the chimney piece, color the underside with a gray art marker to prevent white from showing.



Step 13: Glue the chimney together. Decide where you want to place it before fastening it to the building.

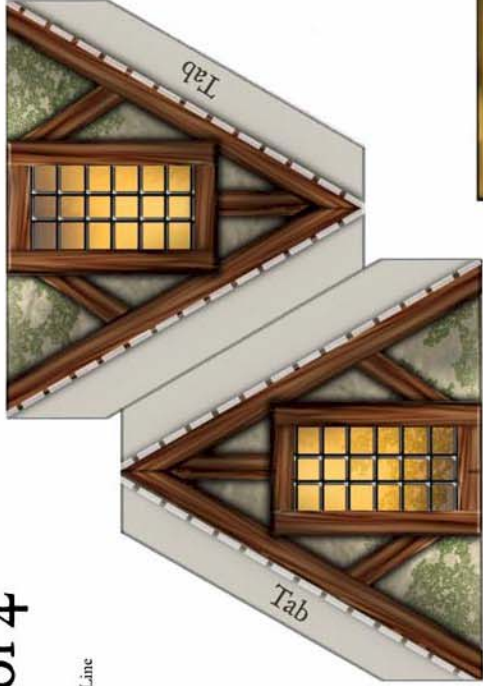


Step 14: Hold the chimney to the building for a few seconds to help the glue bond.

Cottages-Part I of 4

--- Score Line

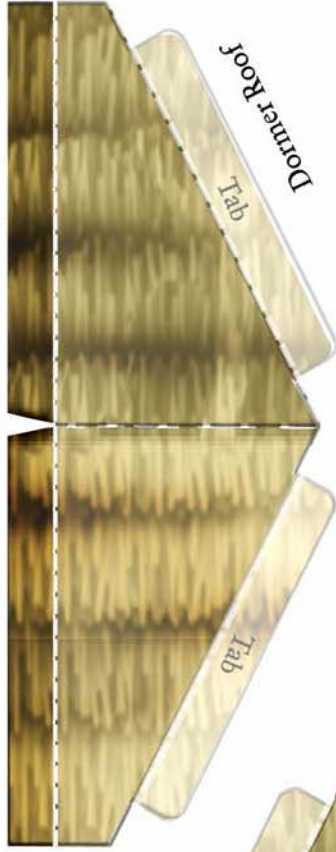
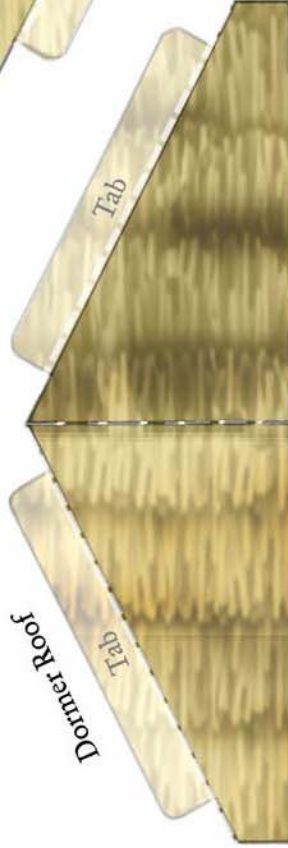
Dormer Window
Score and Bend Tabs



Bay Window
Score and Bend Tabs

➔ Score and Fold Under Roof and Glue in Place

Dormer Window

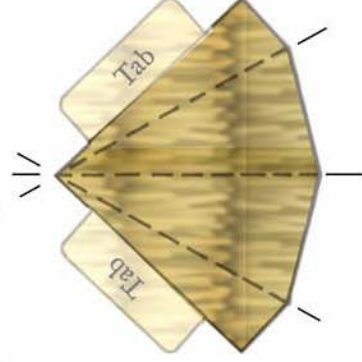


Chimney



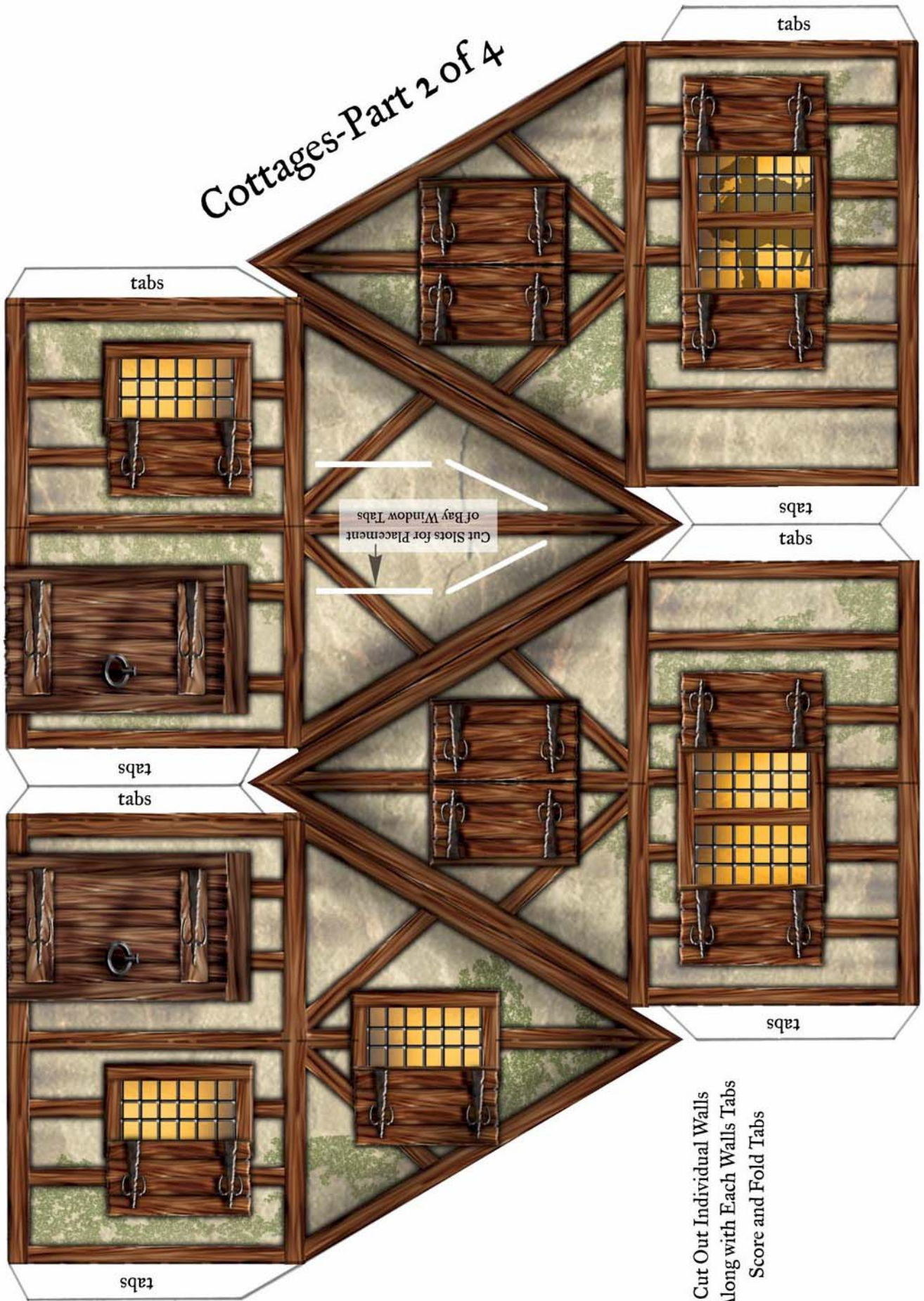
Chimney

Score Dashed Lines and
Lightly Bend



Bay Window Roof
Score Dashed Lines and
Lightly Bend

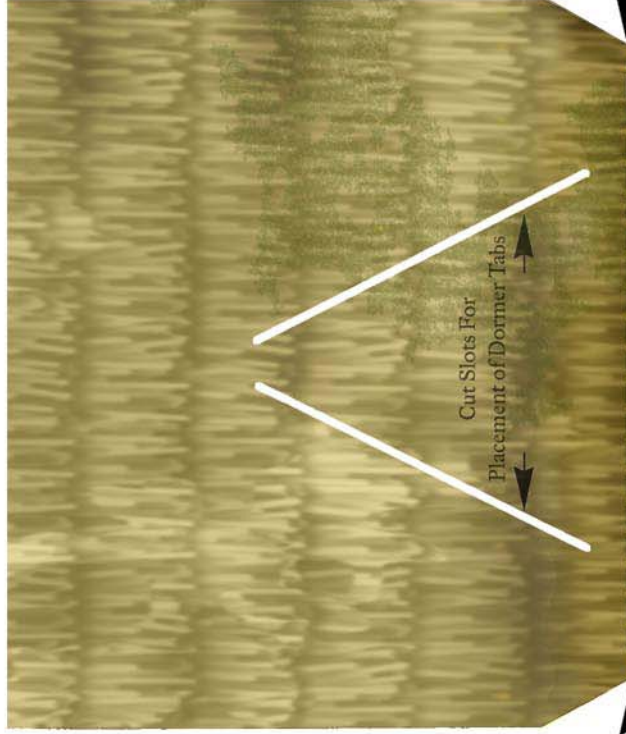
Cottages-Part 2 of 4



Cut Out Individual Walls
Along with Each Wall Tabs
Score and Fold Tabs

Cottages-Part 3 of 4

Score Line

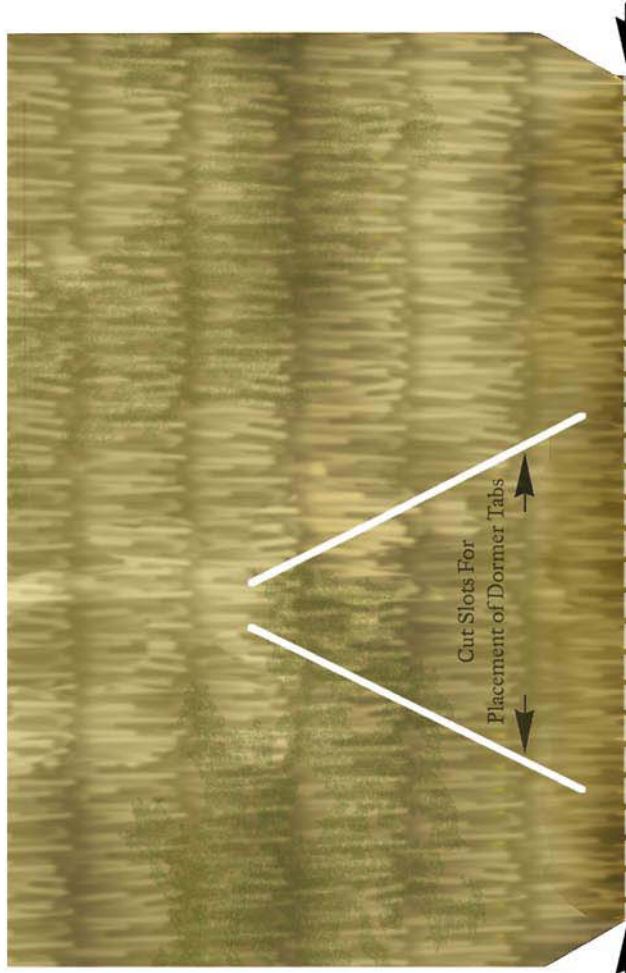


Cut Slots For
Placement of Dormer Tabs

Score Across Here and
Lightly Bend



Cottage 2



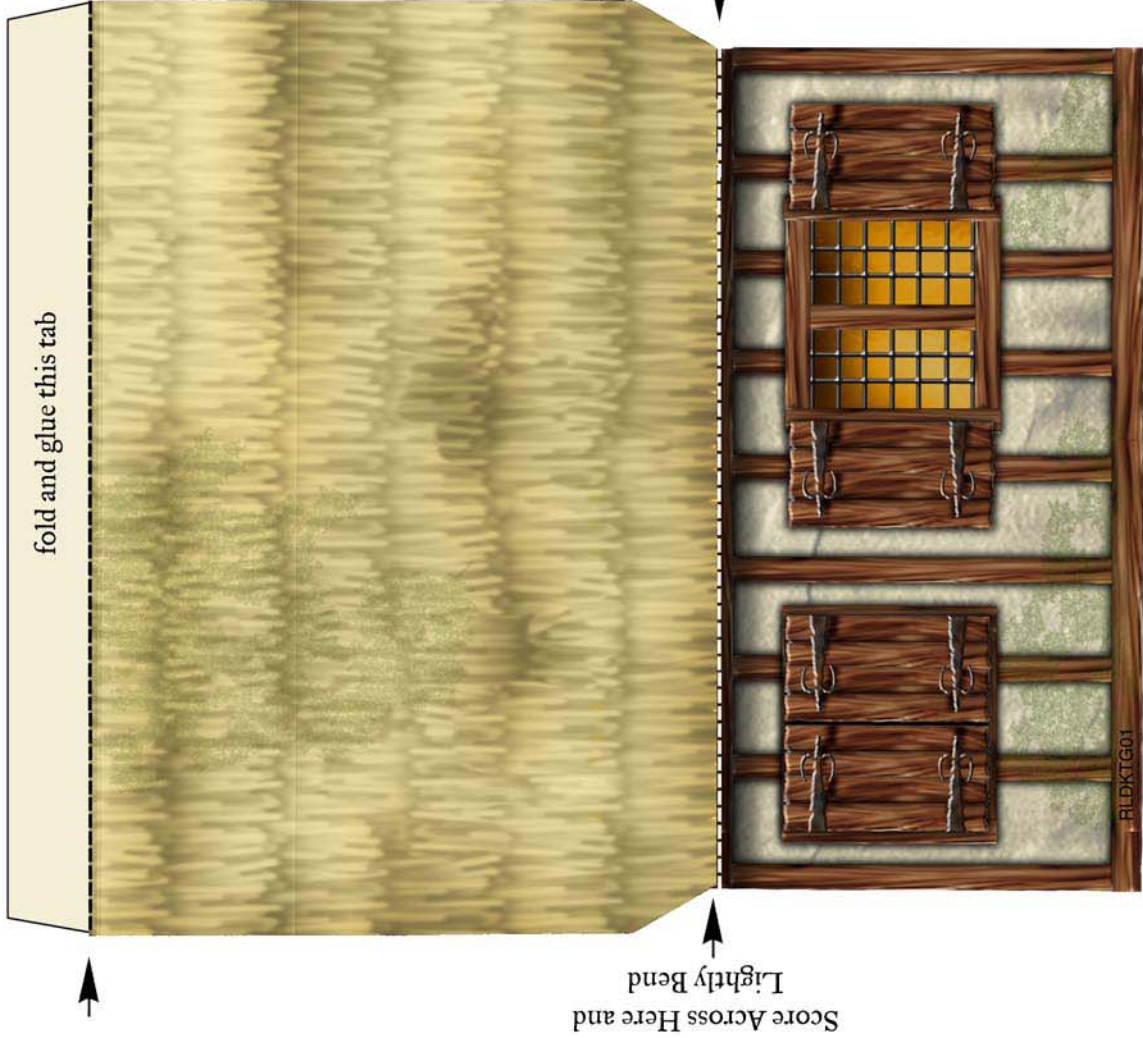
Cut Slots For
Placement of Dormer Tabs



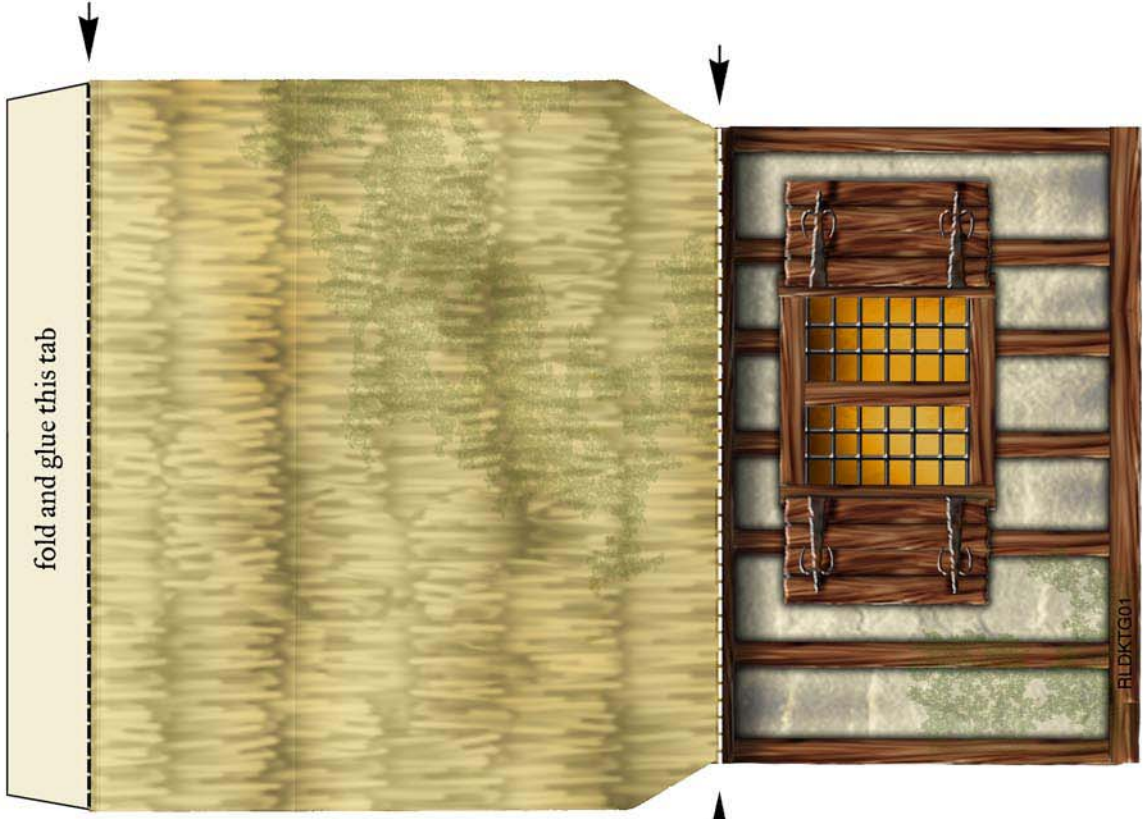
Cottage 1

Cottages-Part 4 of 4

Score Line



Cottage I



Cottage 2

Good Tower

Score Dashed Line and Fold



Good Tower

Score Dashed Line and Fold





Crenelated Tower Top

Score and Fold

Score Line

Ruined Tower Interior

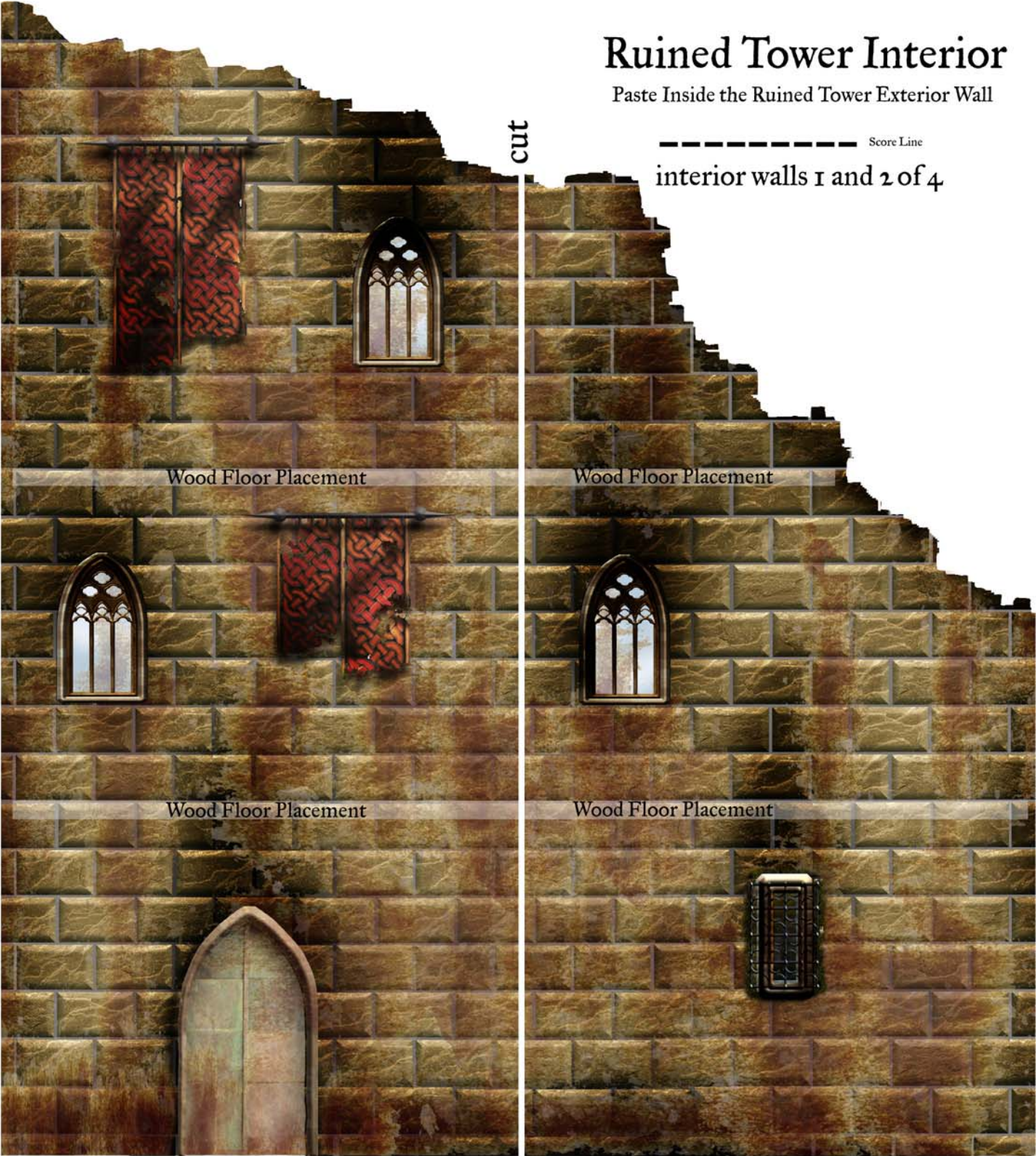
Paste Inside the Ruined Tower Exterior Wall

----- Score Line

interior walls 1 and 2 of 4

cut

cut

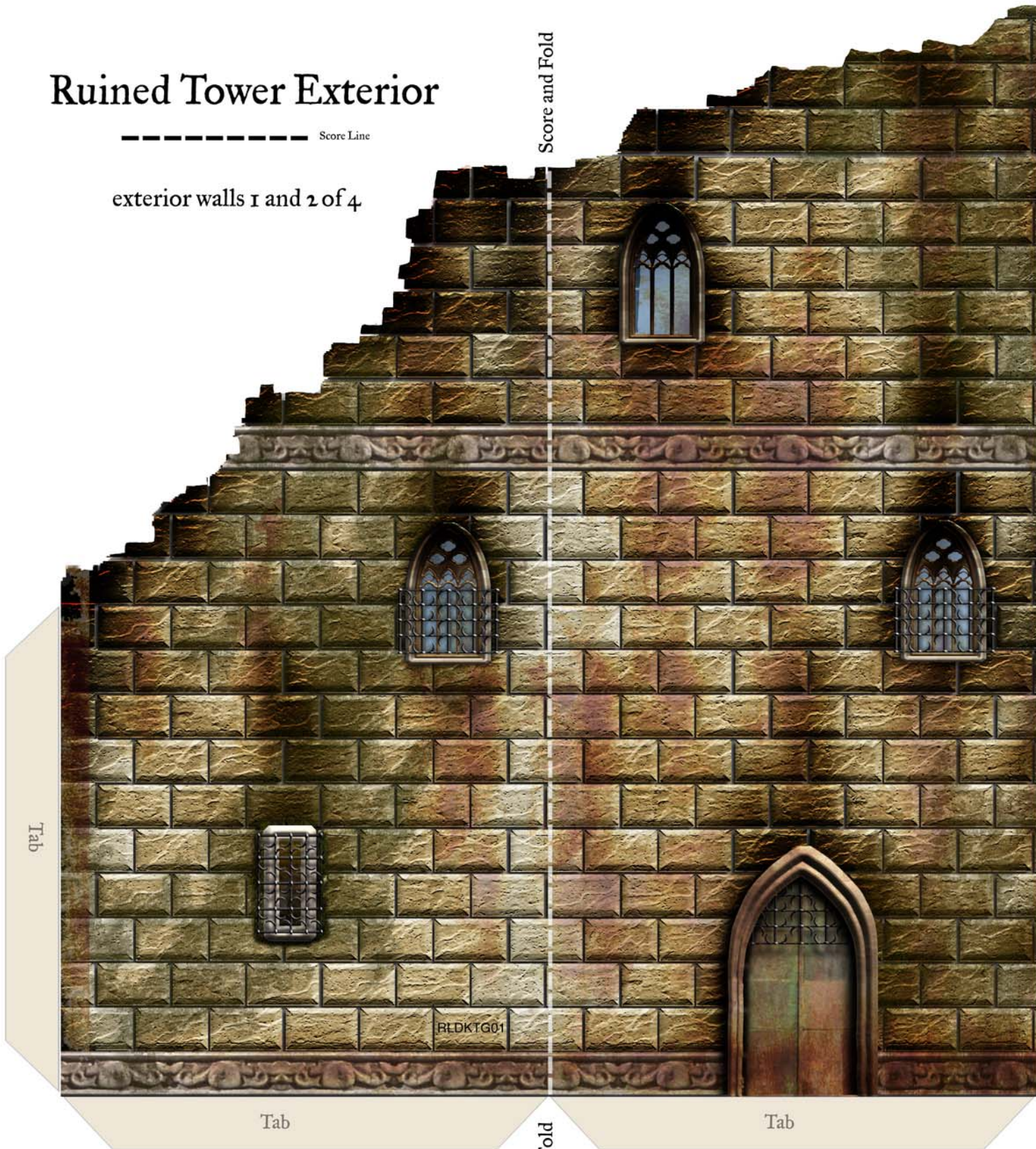


Ruined Tower Exterior

----- Score Line

exterior walls 1 and 2 of 4

Score and Fold



RLDKTG01

Tab

Tab

Tab

Score and Fold

Ruined Tower Exterior

----- Score Line

exterior walls 3 and 4 of 4

Score and Fold

Tab

Tab

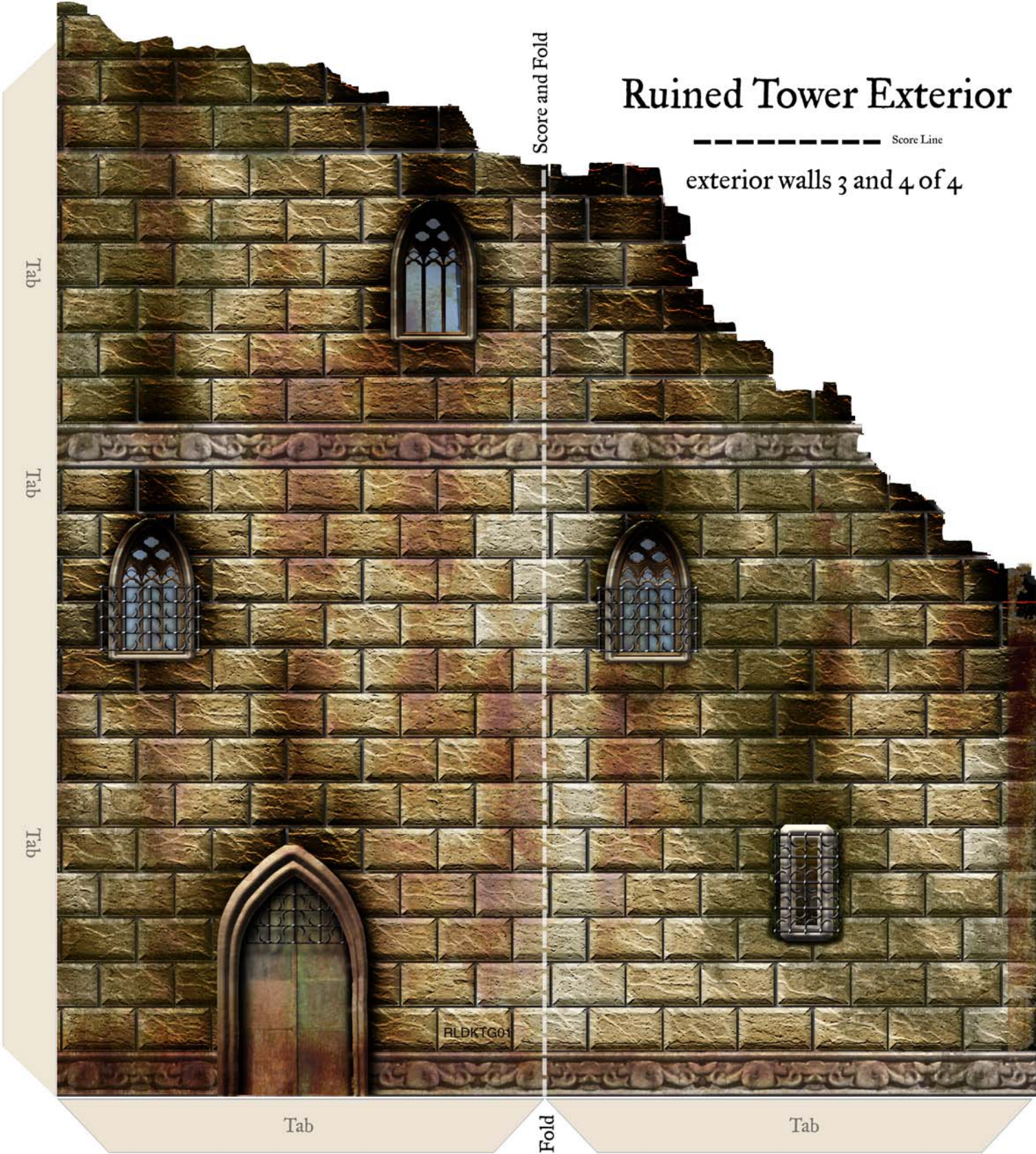
Tab

Tab

Tab

Score and Fold

FLDKTG01

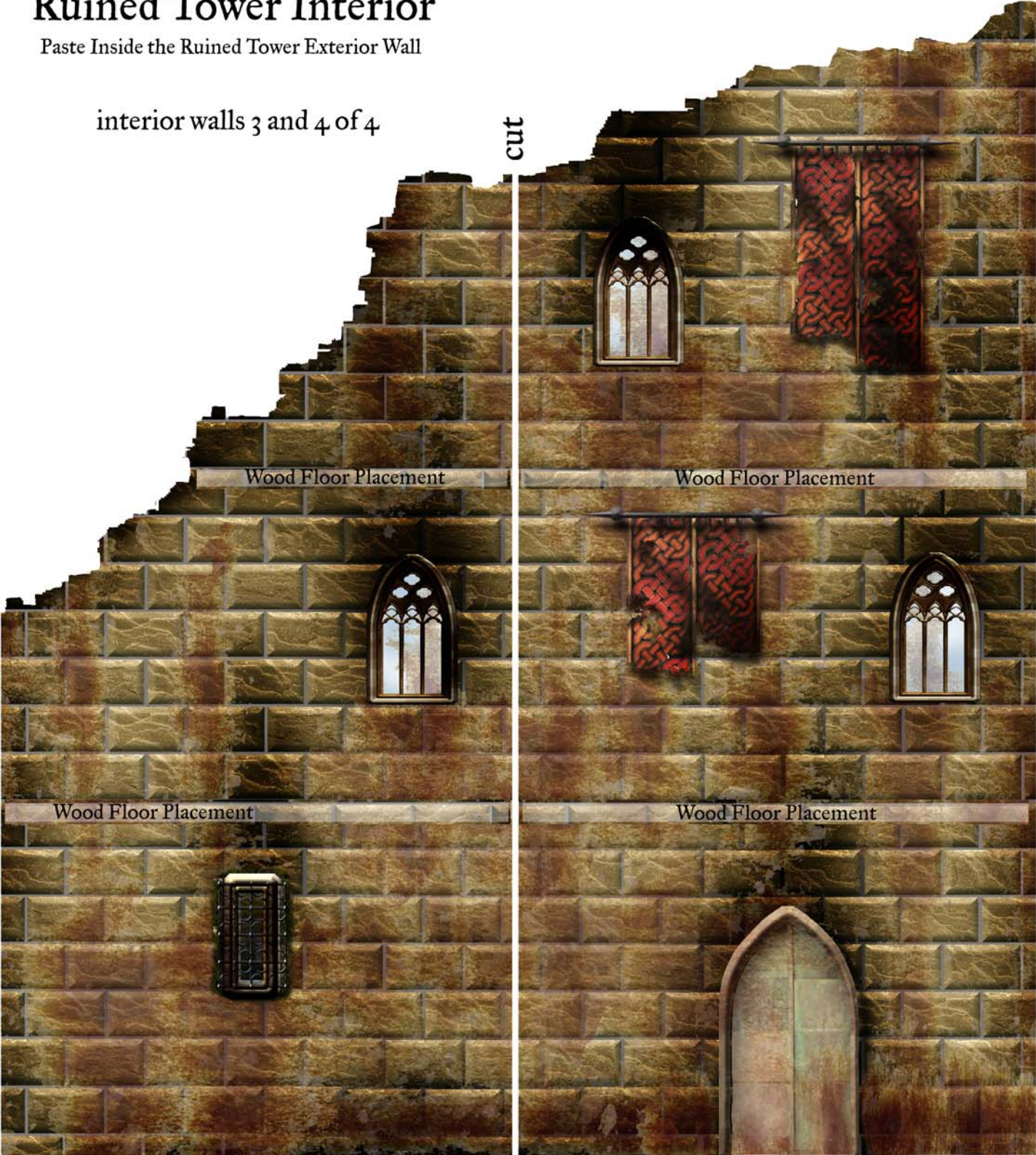


Ruined Tower Interior

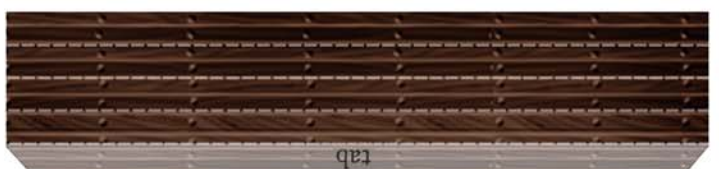
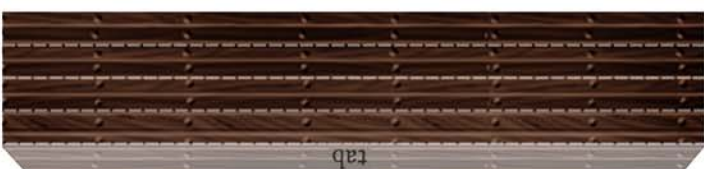
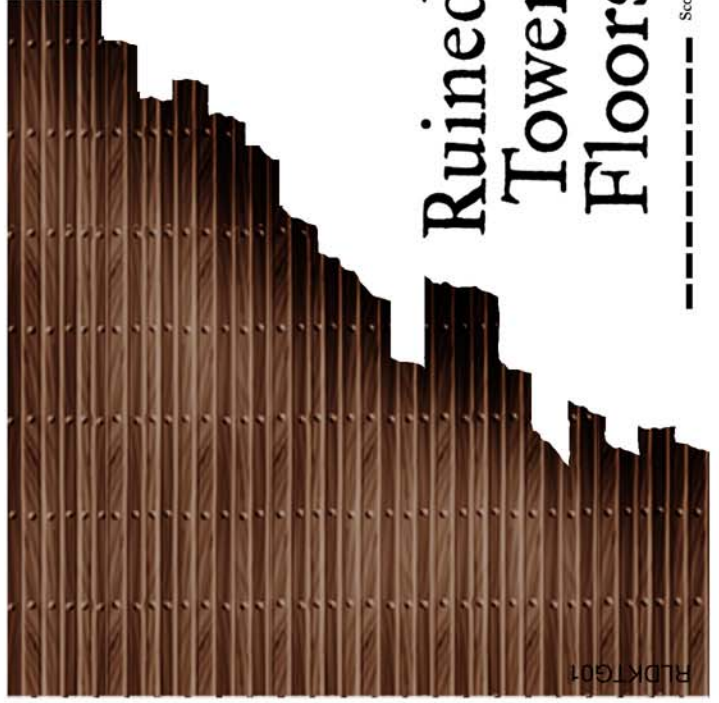
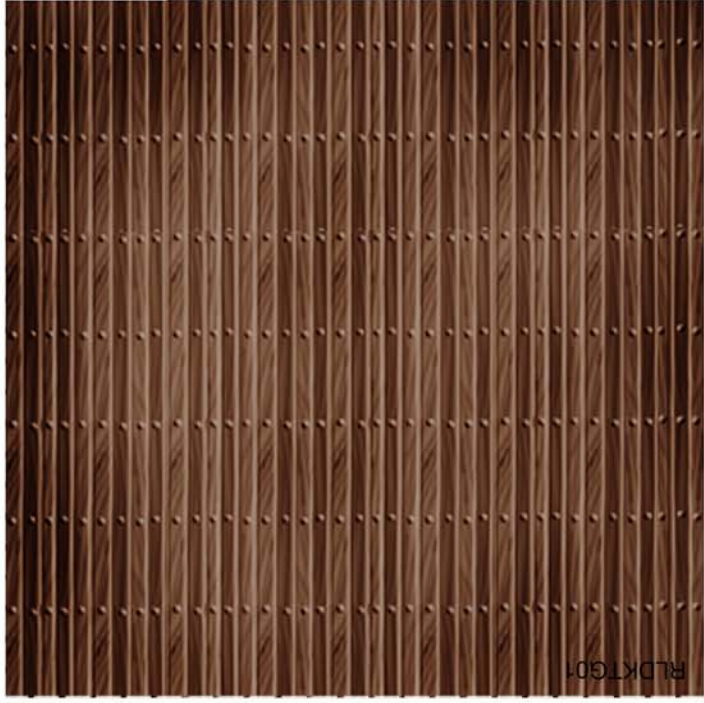
Paste Inside the Ruined Tower Exterior Wall

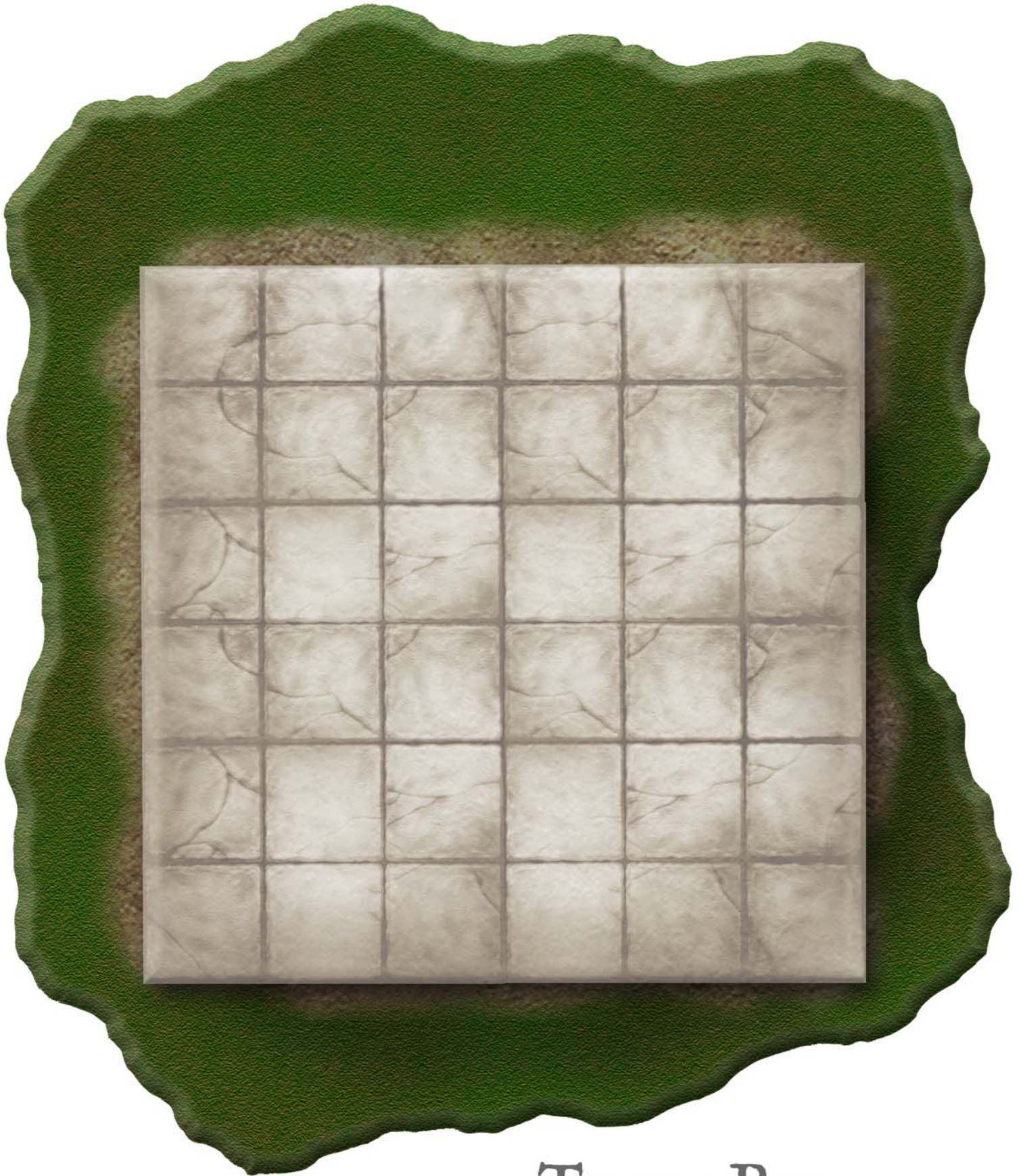
interior walls 3 and 4 of 4

cut



cut

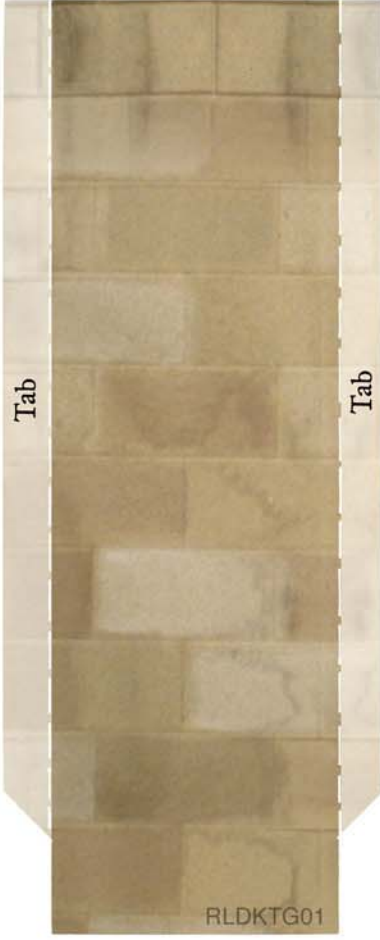
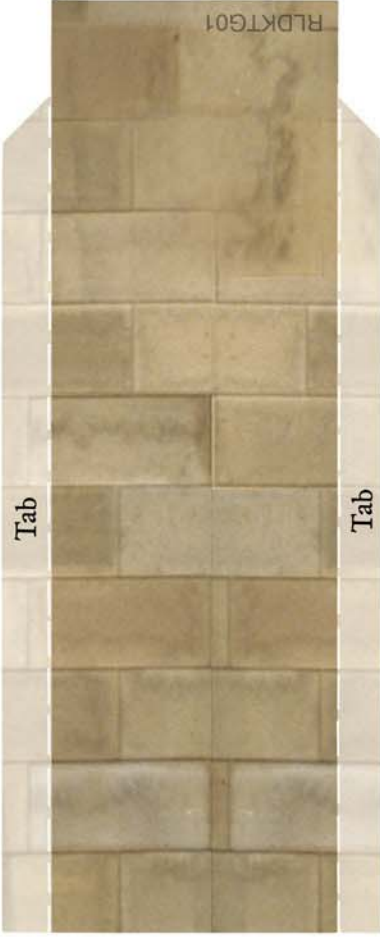




Tower Base

Good City / Castle Wall-Part I of 2

Good Ends of Walls



Score and Fold Dashed Lines



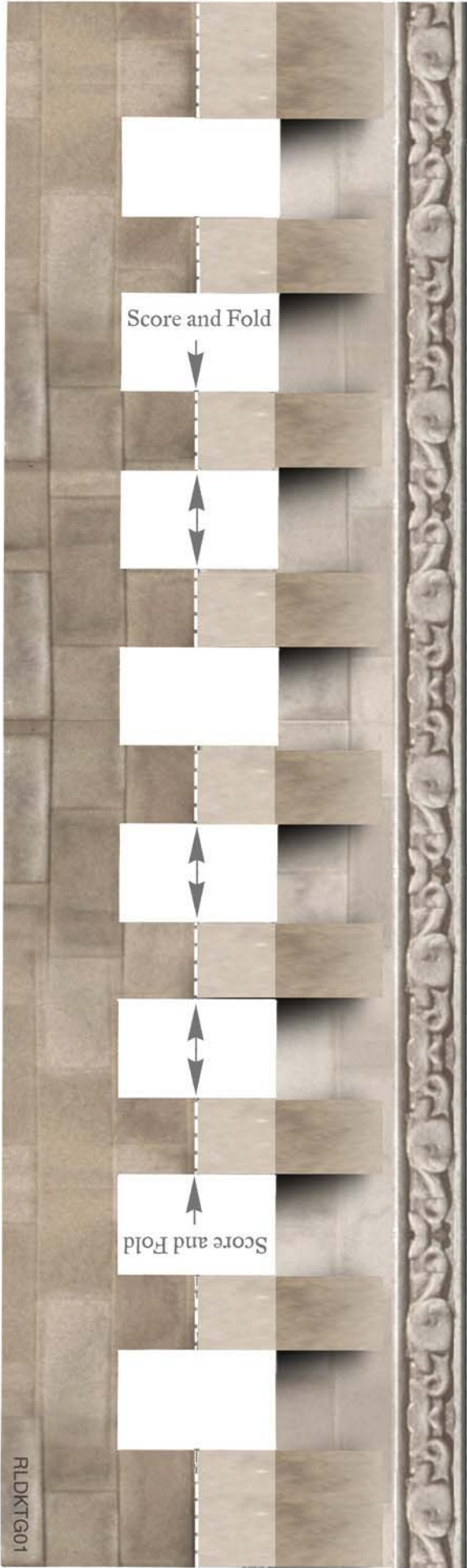
Score and Fold Dashed Lines

Score Line

Top of Good Wall

Good City / Castle Wall-Part 2 of 2

----- Score Line



Place Part [A] over Part [B], [the Thickness of The Decorative Trim] Over This Shadow

RLDKTG01

Ruined City / Castle Walls Exterior Walls

Paste in Interior Walls Before Assembly

RLDKTG01

interior walls

RLDKTG01

Ruined City / Castle Walls

Paste onto Exterior Ruined Walls Before Assembly

RLDKTG01

interior walls

Ruined City / Castle Wall

interior floor of wall

Side Tab

Bottom Tab

Side Tab



Tab

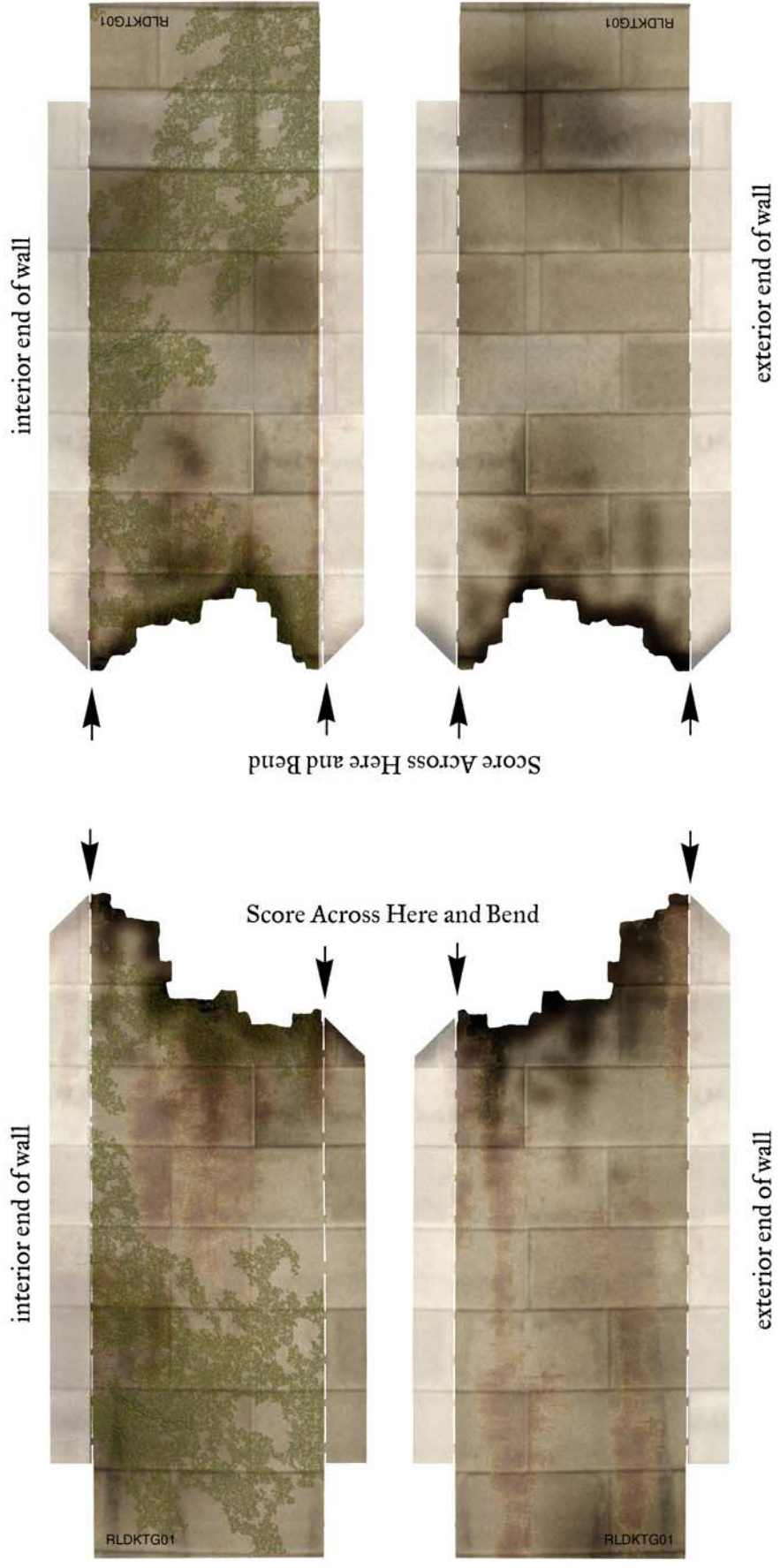
Score and Fold Dashed Lines

Score Line



Ruined City / Castle Wall

Score Line

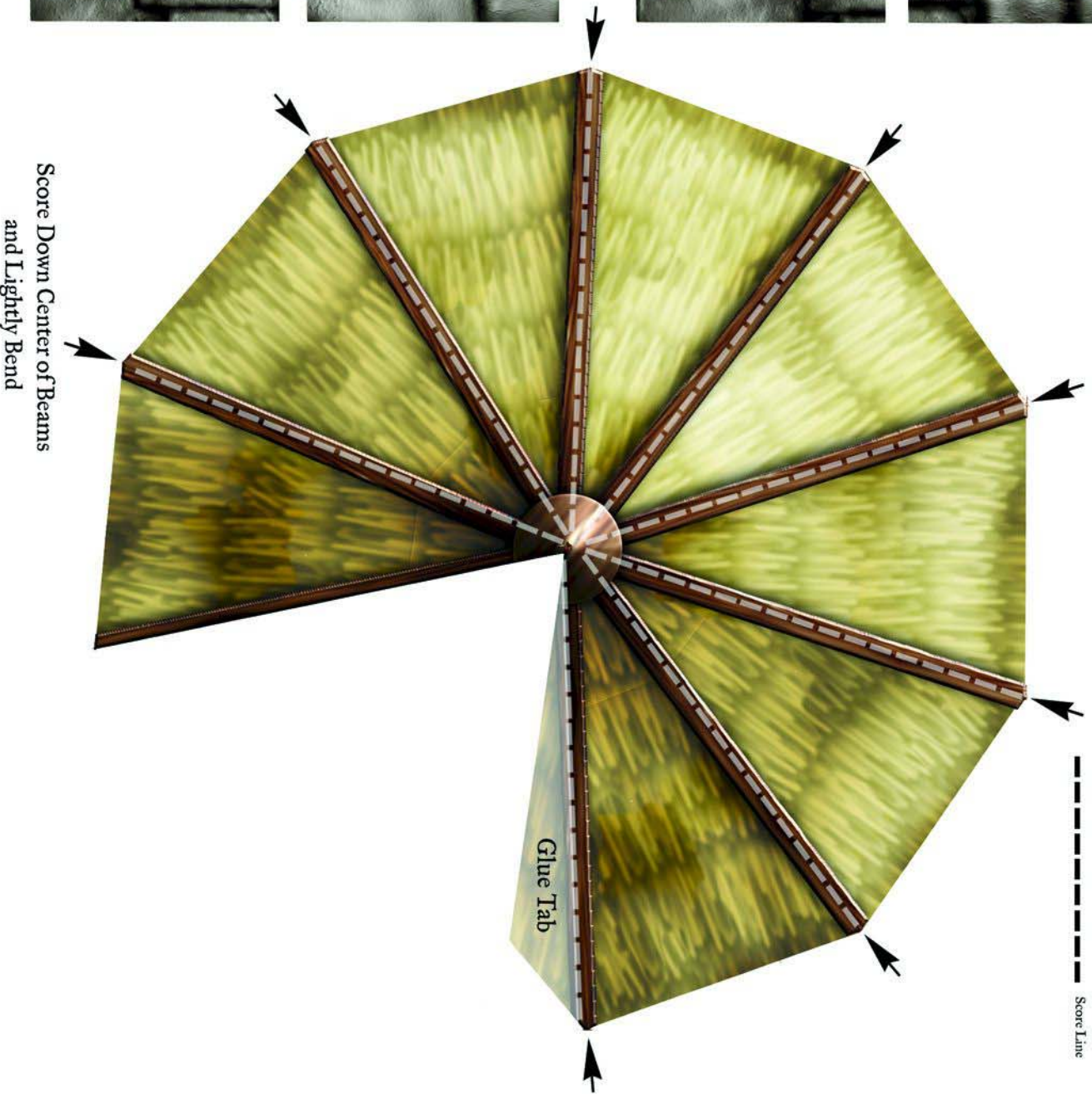




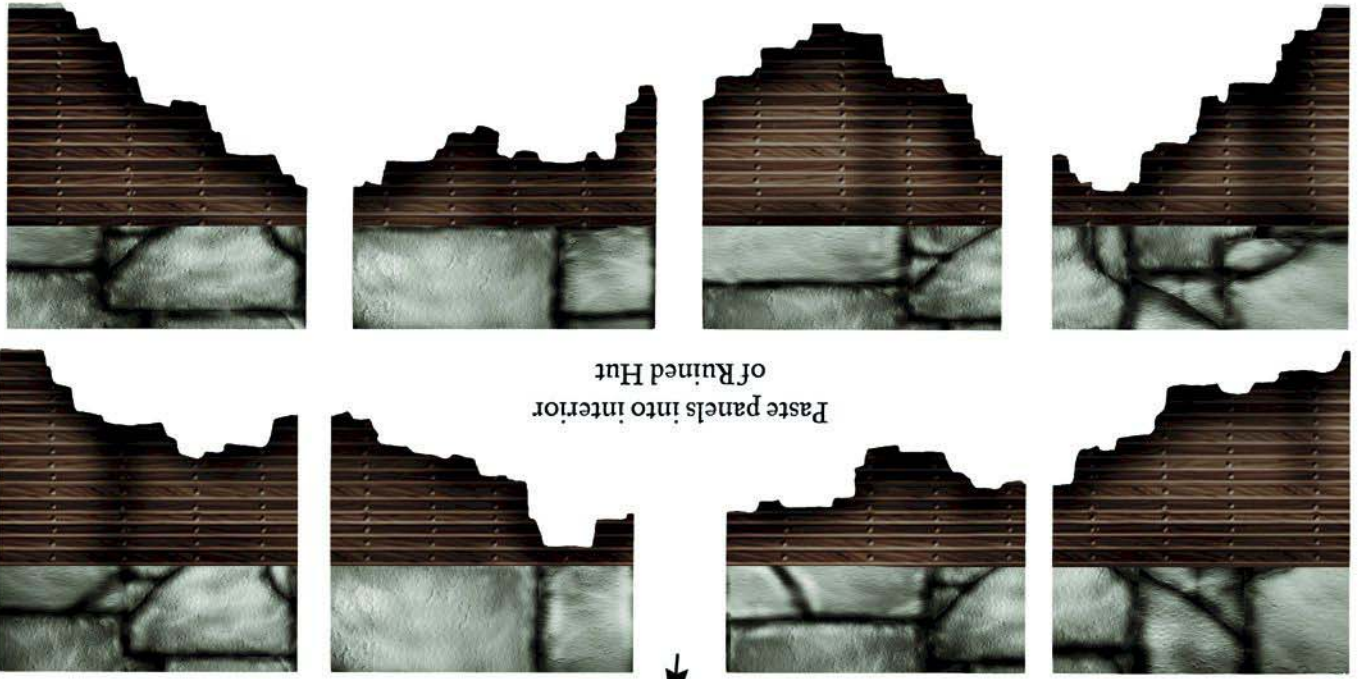
Glue Bottom of Wall to This Base

Woodsmen's Hut-Part I of 2

--- Score Line

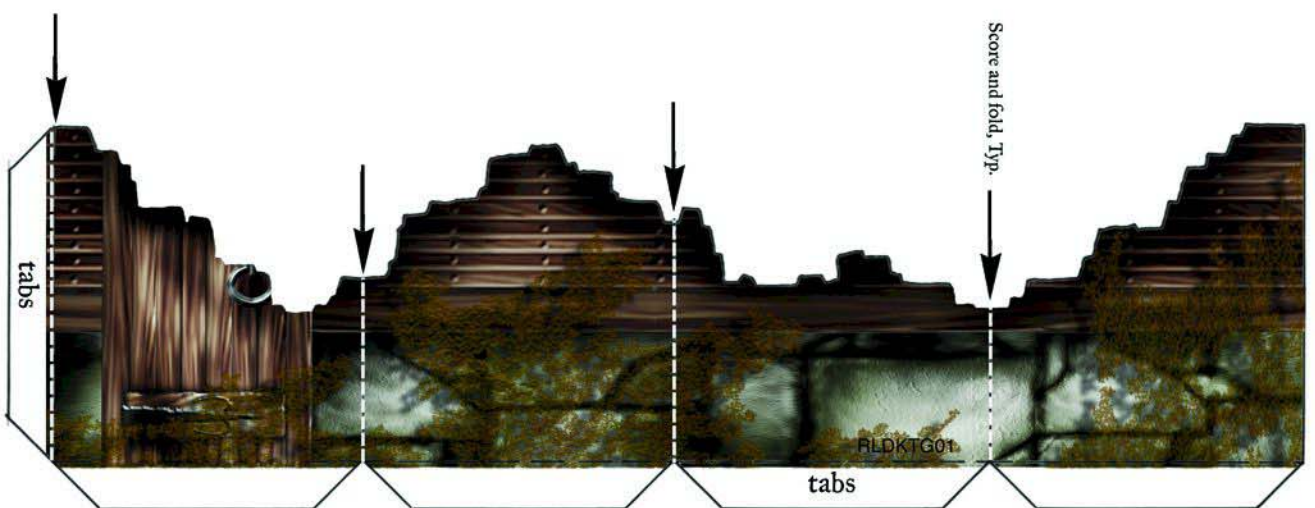


Paste panels into interior
of Ruined Hut

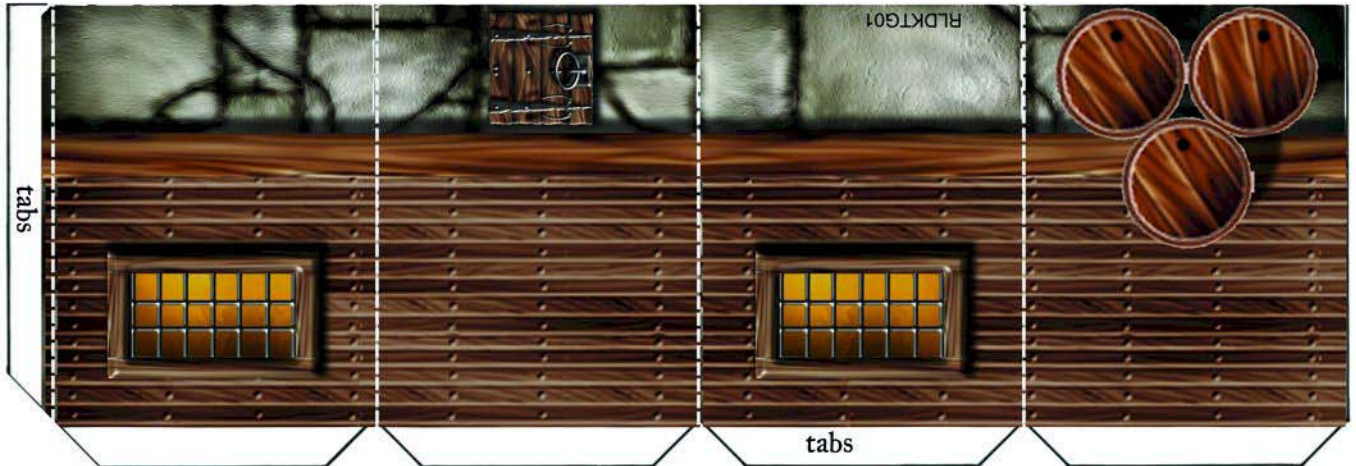
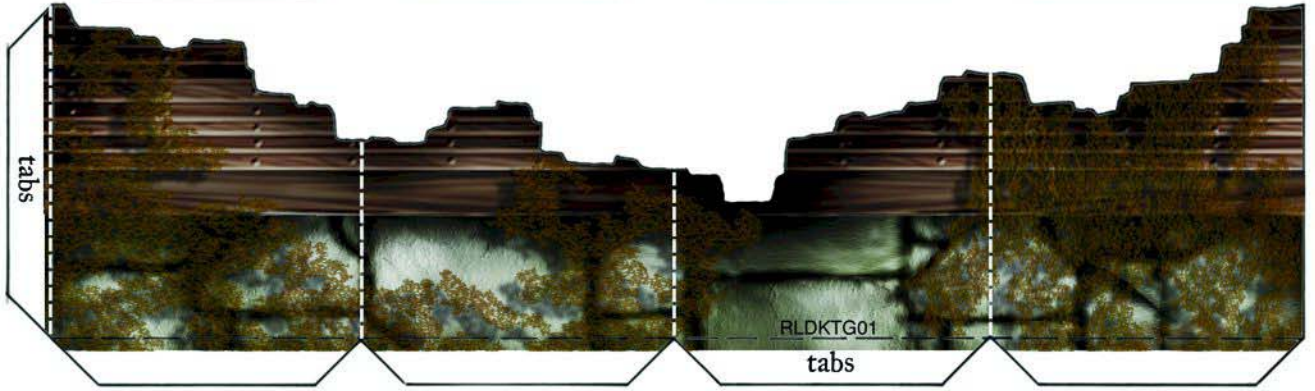


Woodsmen's Hut-Part 2 of 2

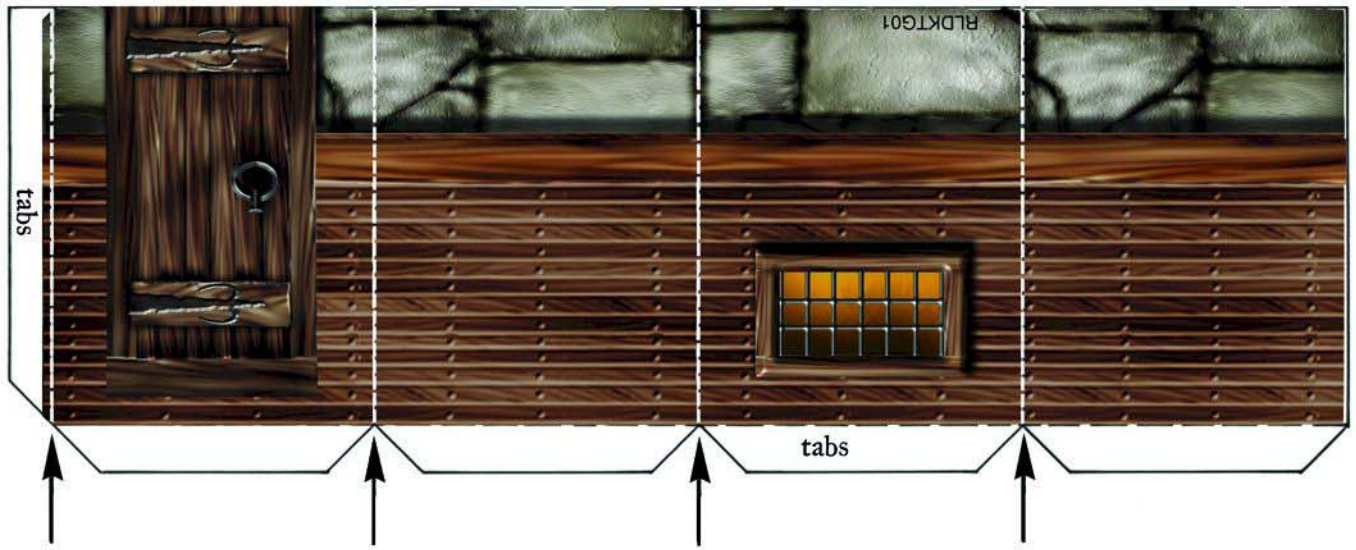
----- Score Line

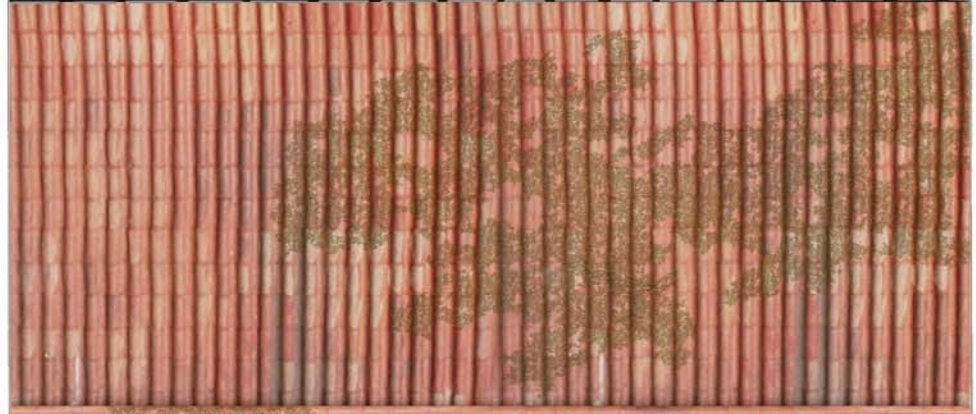
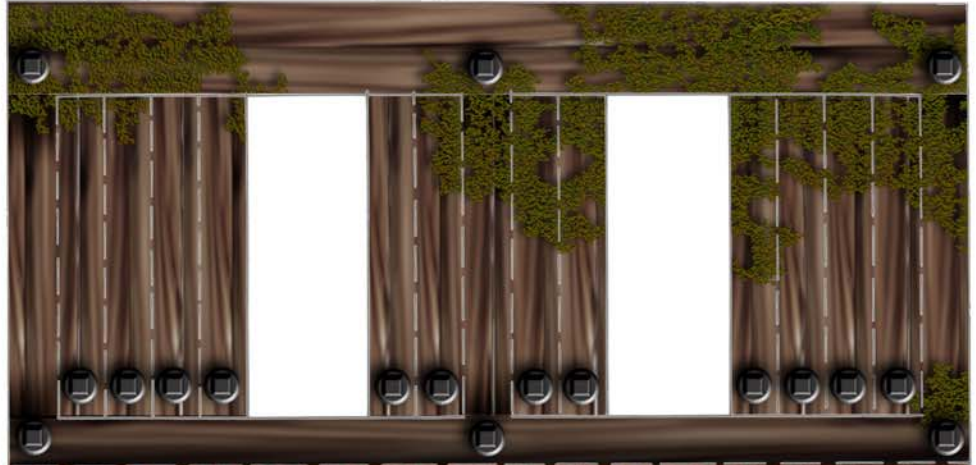
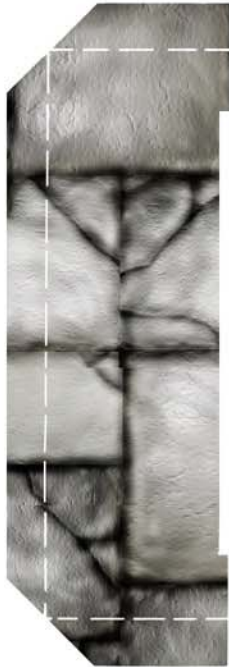
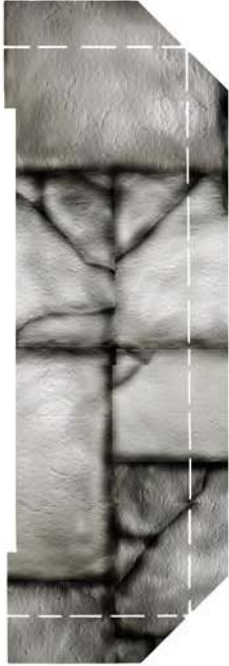


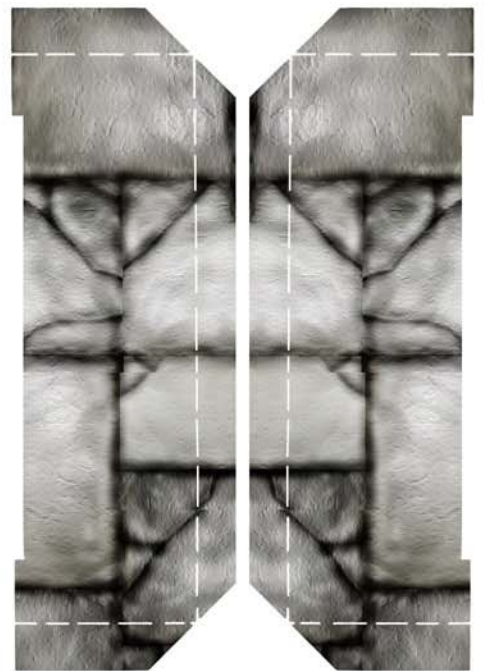
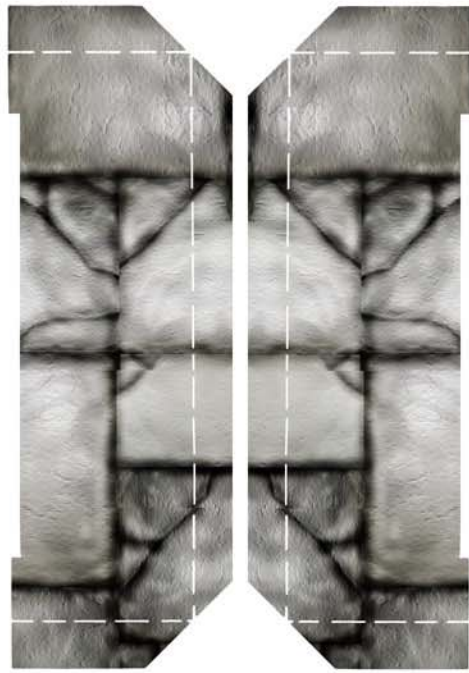
[Exterior] Walls to Ruined Hut

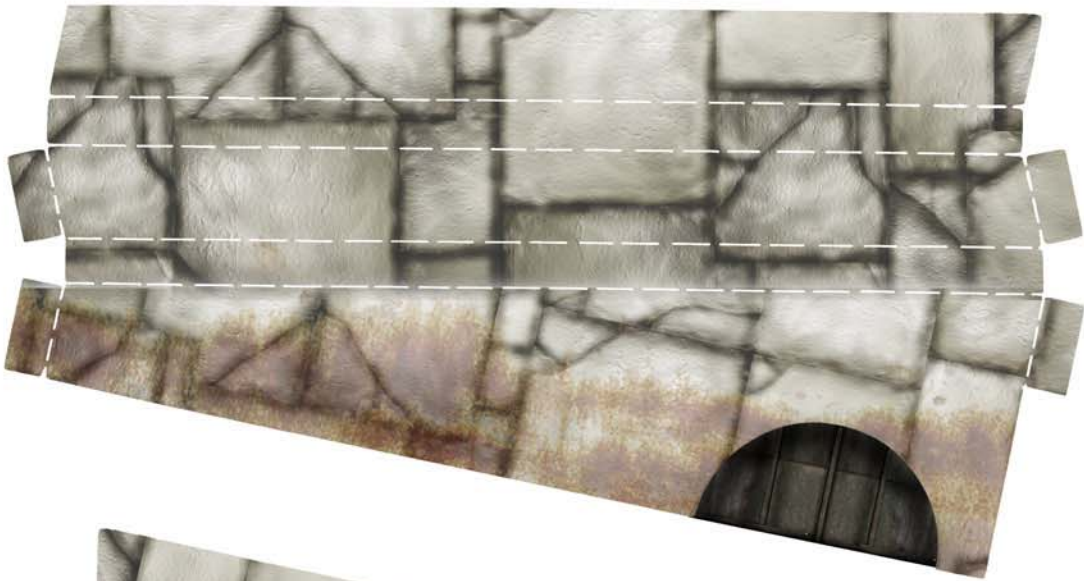
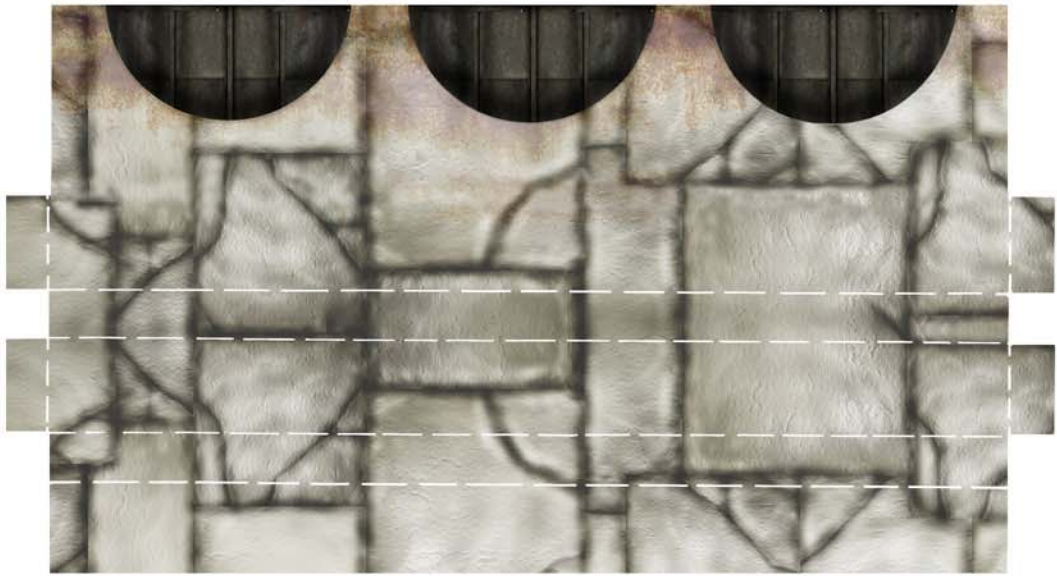


[Exterior] Walls to Good Hut





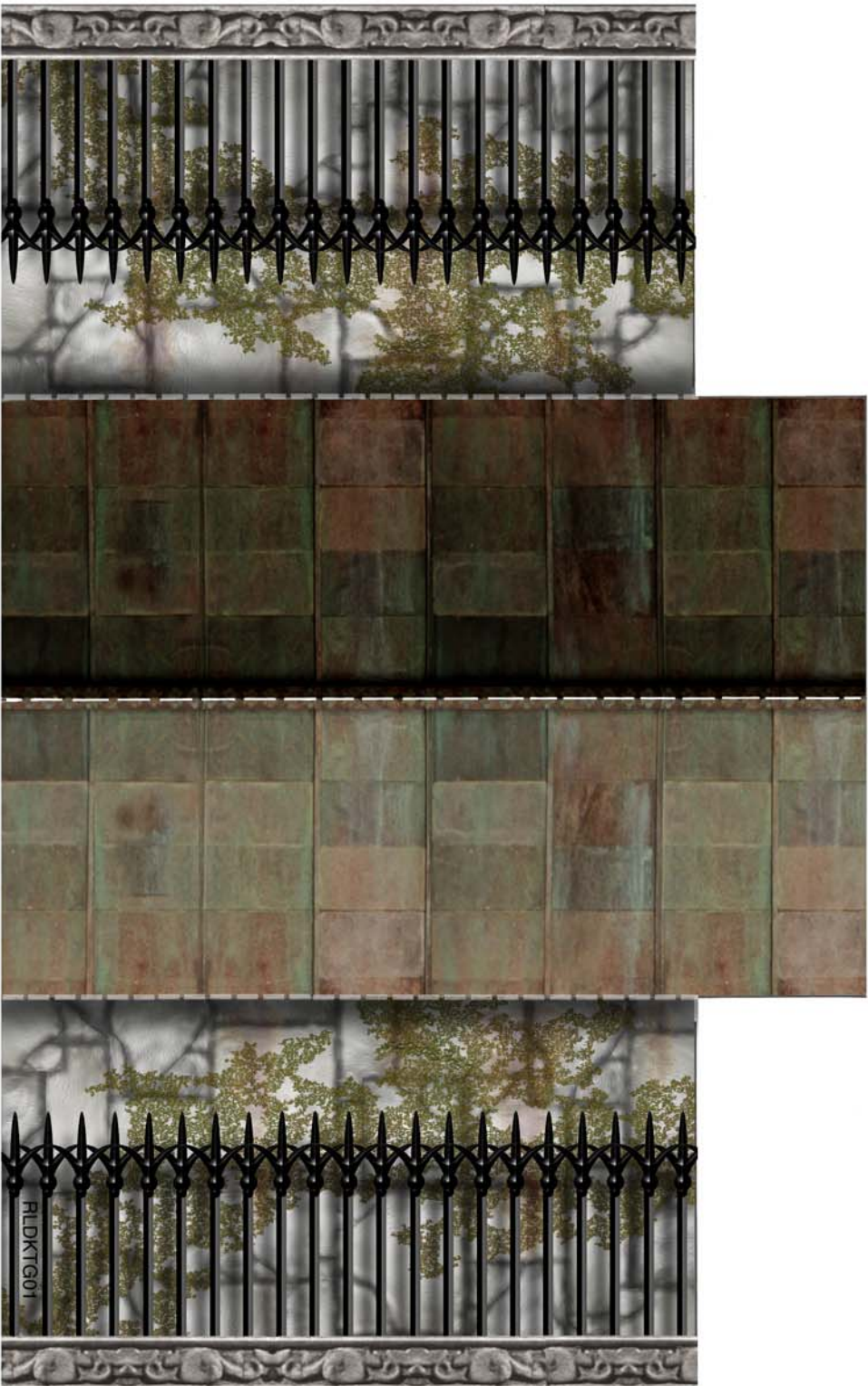






Mausoleum Roof and Walls Part I of 4

Score Line



Score and Fold Here

Score and Fold Here

Score and Fold Here

RDLKTTG01

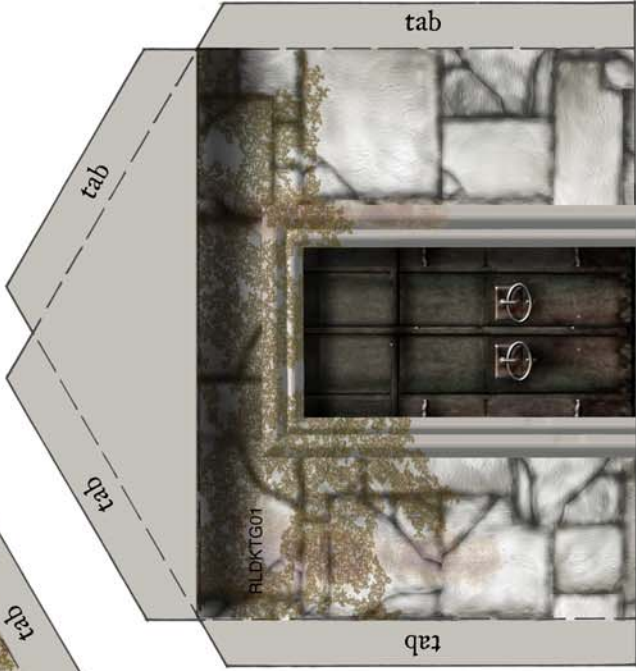
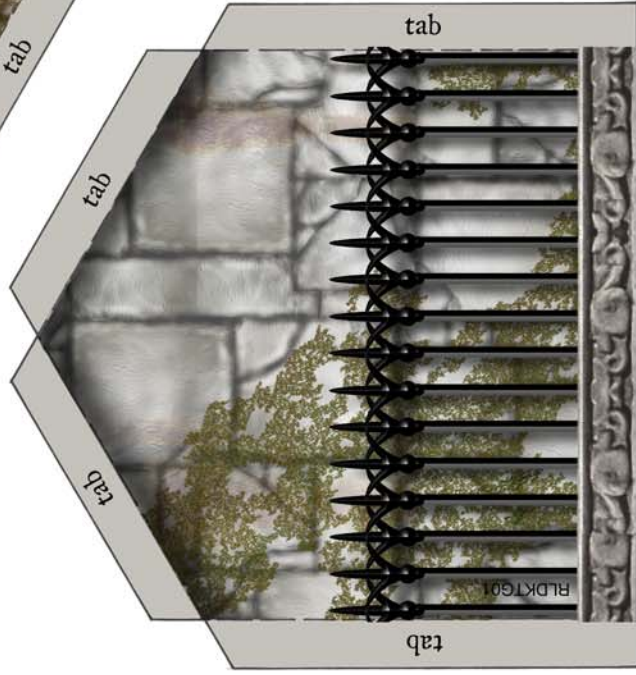
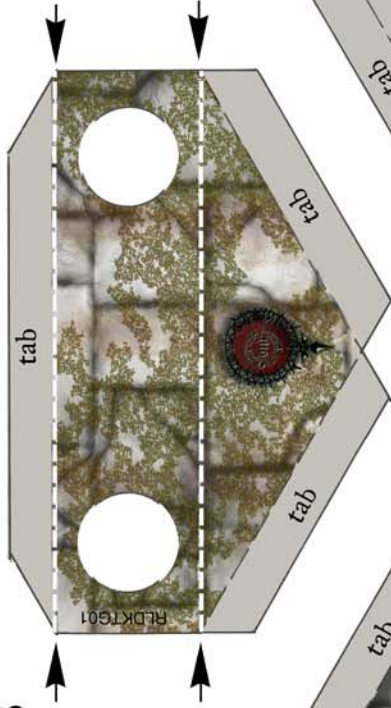
Mausoleum Walls

Part 2 of 4

Mausoleum Entryway Overhang

Align Tops of Columns
to White Circles Provided

Score Across Here and
Lightly Bend



Score and Fold All Dashed Lines

Mausoleum Base-Part 3 of 4

RLDKGTG01



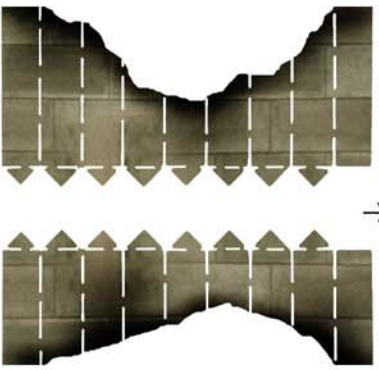
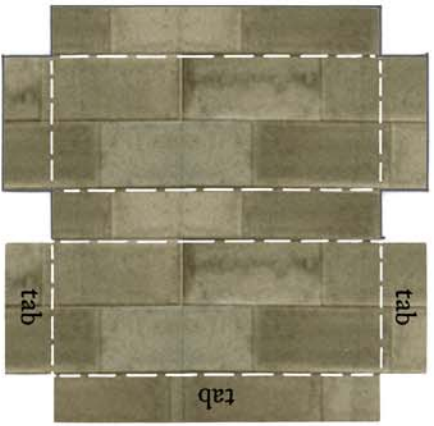
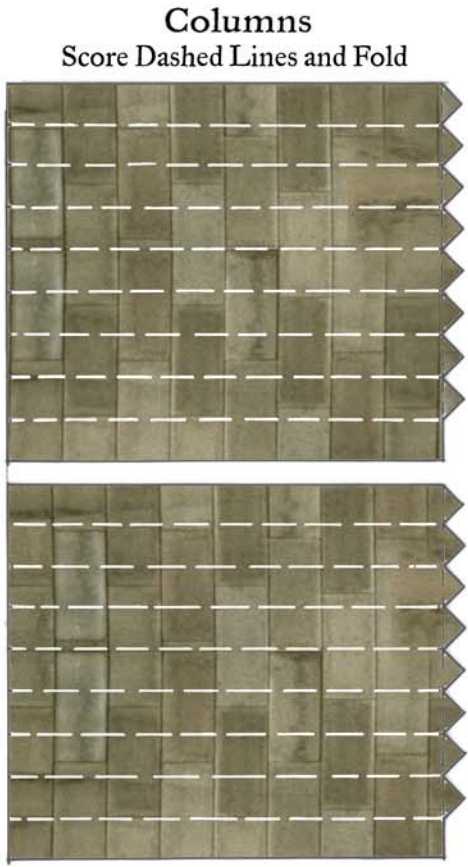
Score Line

tab

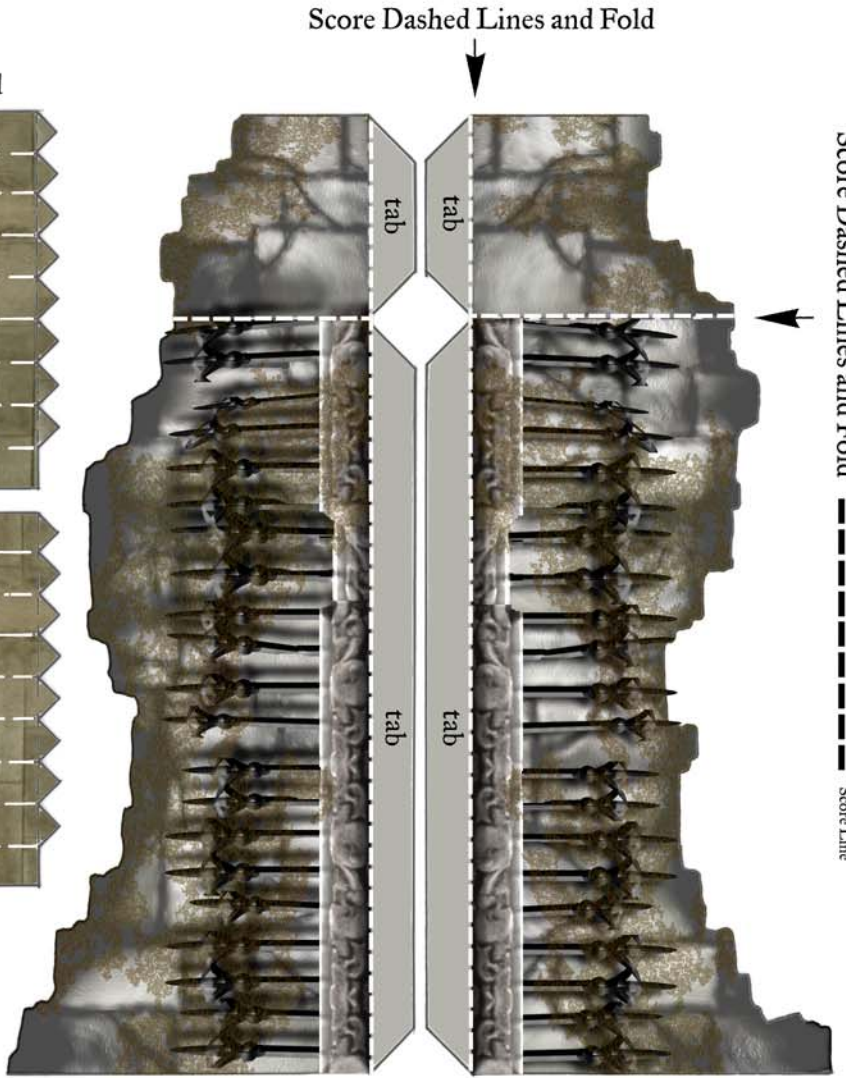
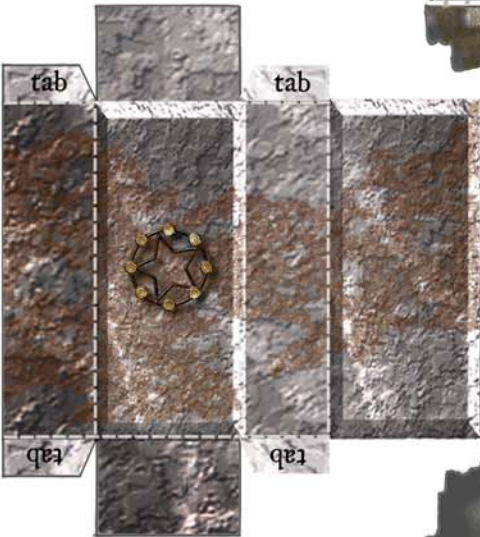
tab

tab

Mausoleum Ruined Walls / Columns / Sarcophagus - Part 4 of 4



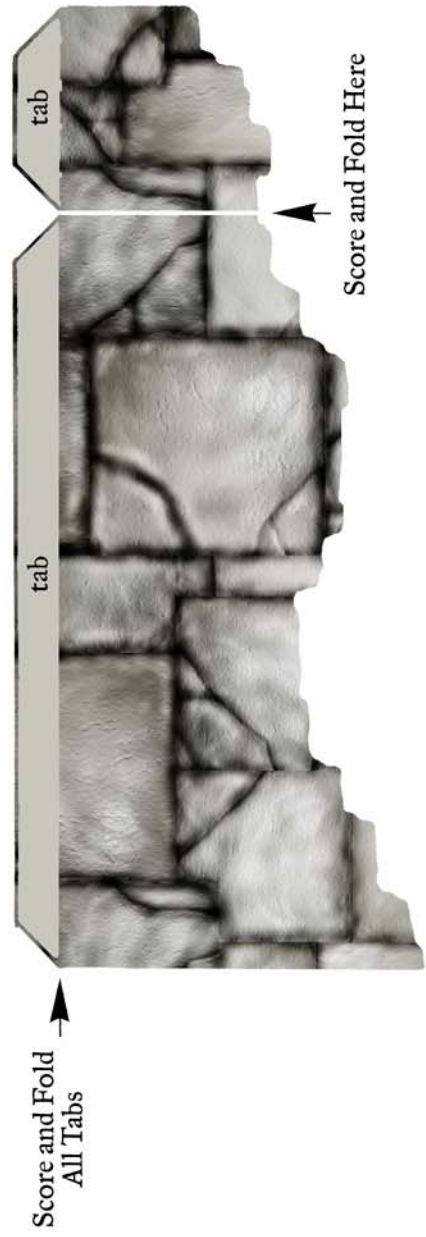
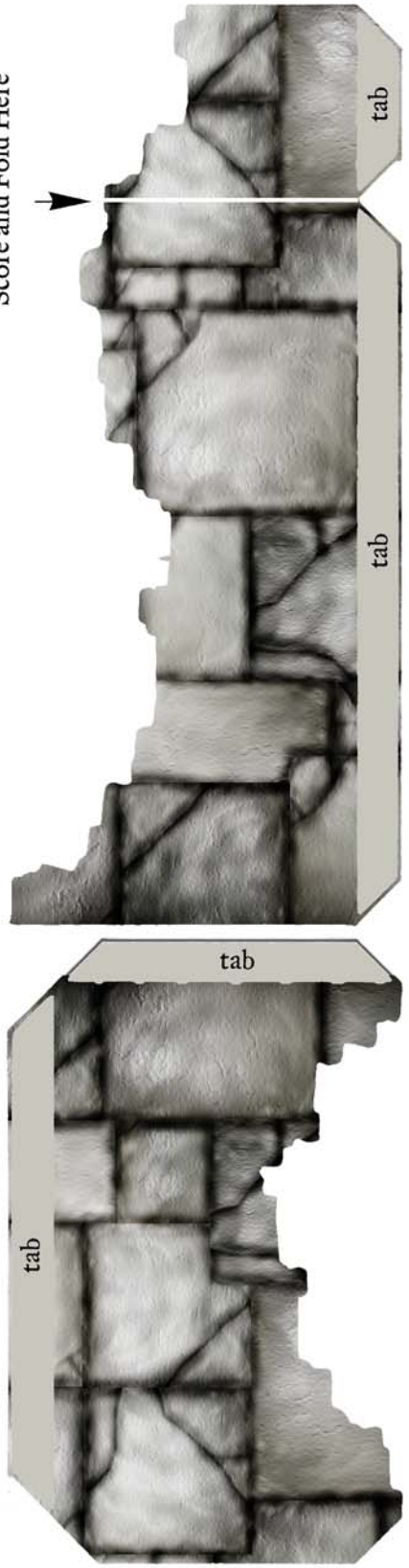
Ruined Columns
Score Dashed Lines and Fold



Score Dashed Lines and Fold - - - - - Score Line

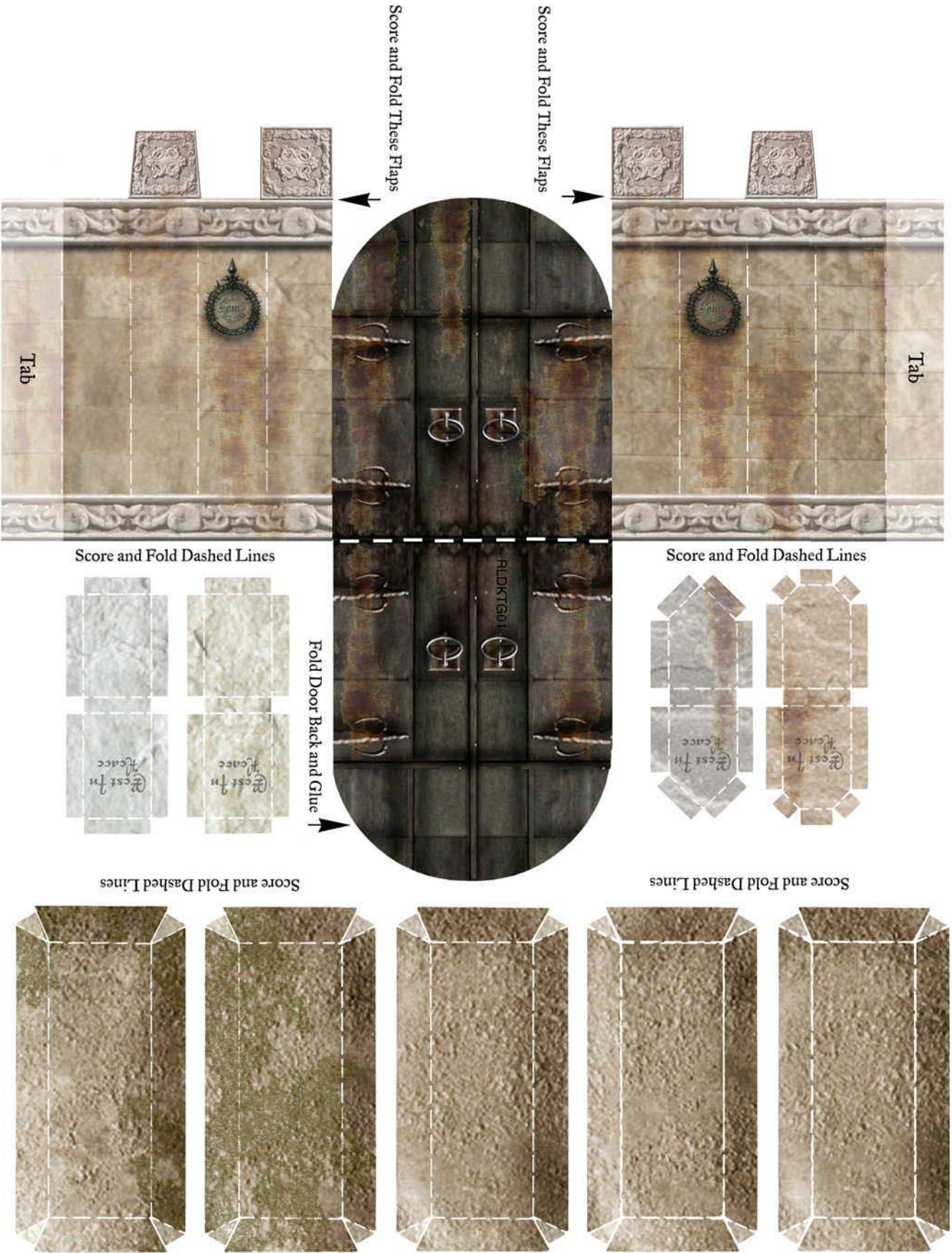
Mausoleum Ruined Interior Walls

Score Line



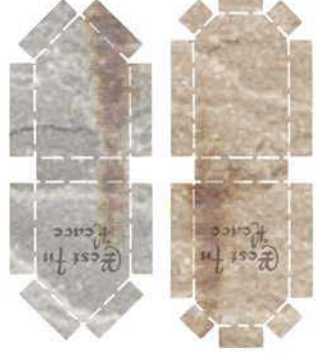
Cemetery Gate and Graves / Gravestones

----- Score Line



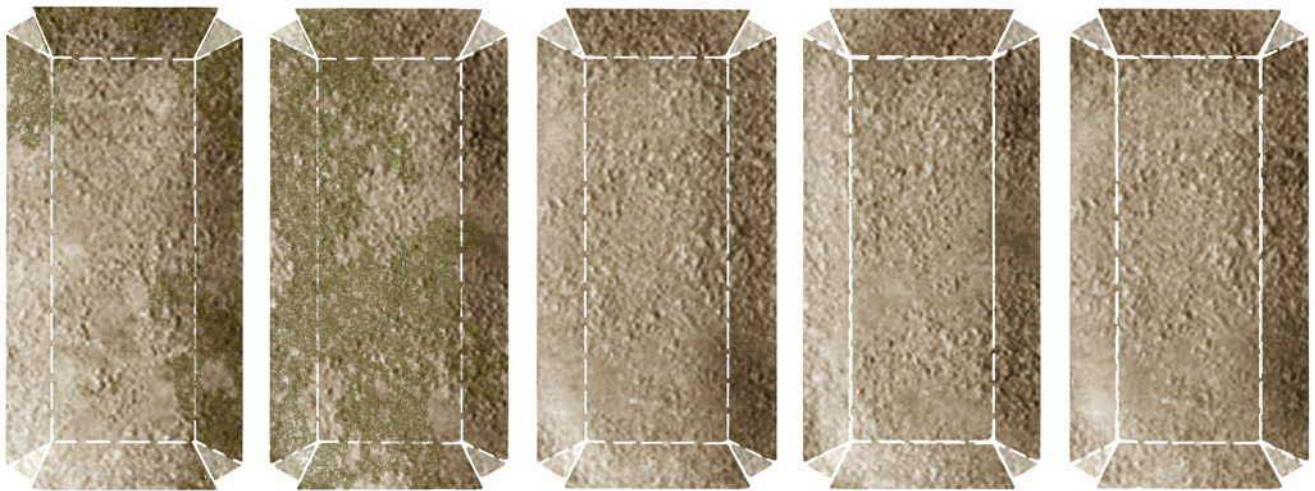
Score and Fold Dashed Lines

Score and Fold Dashed Lines



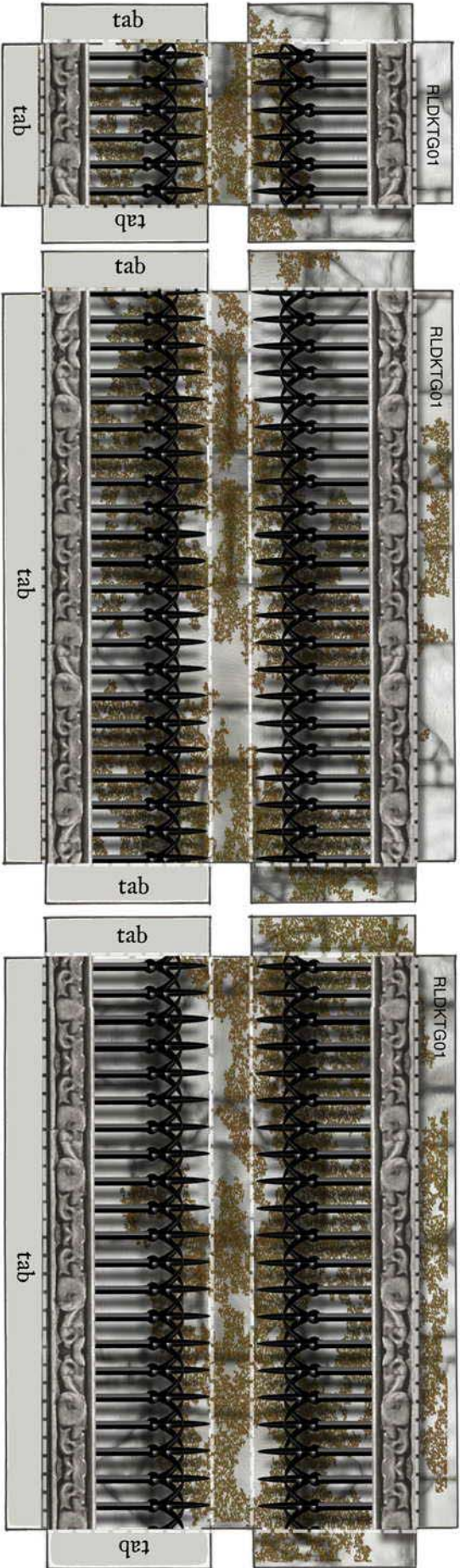
Score and Fold Dashed Lines

Score and Fold Dashed Lines



Cemetery Walls

----- Score Line
----- Score Across Tabs and Fold



Base

Place
Main Building
Here

Place Forge
and
Chimney
Here



Exterior sides to main building



TAB Fold tabs inward to support rooftop

TAB Fold tabs inward to support rooftop



RLDKTG01

Corral side of building (this side faces fire pit and chimney)

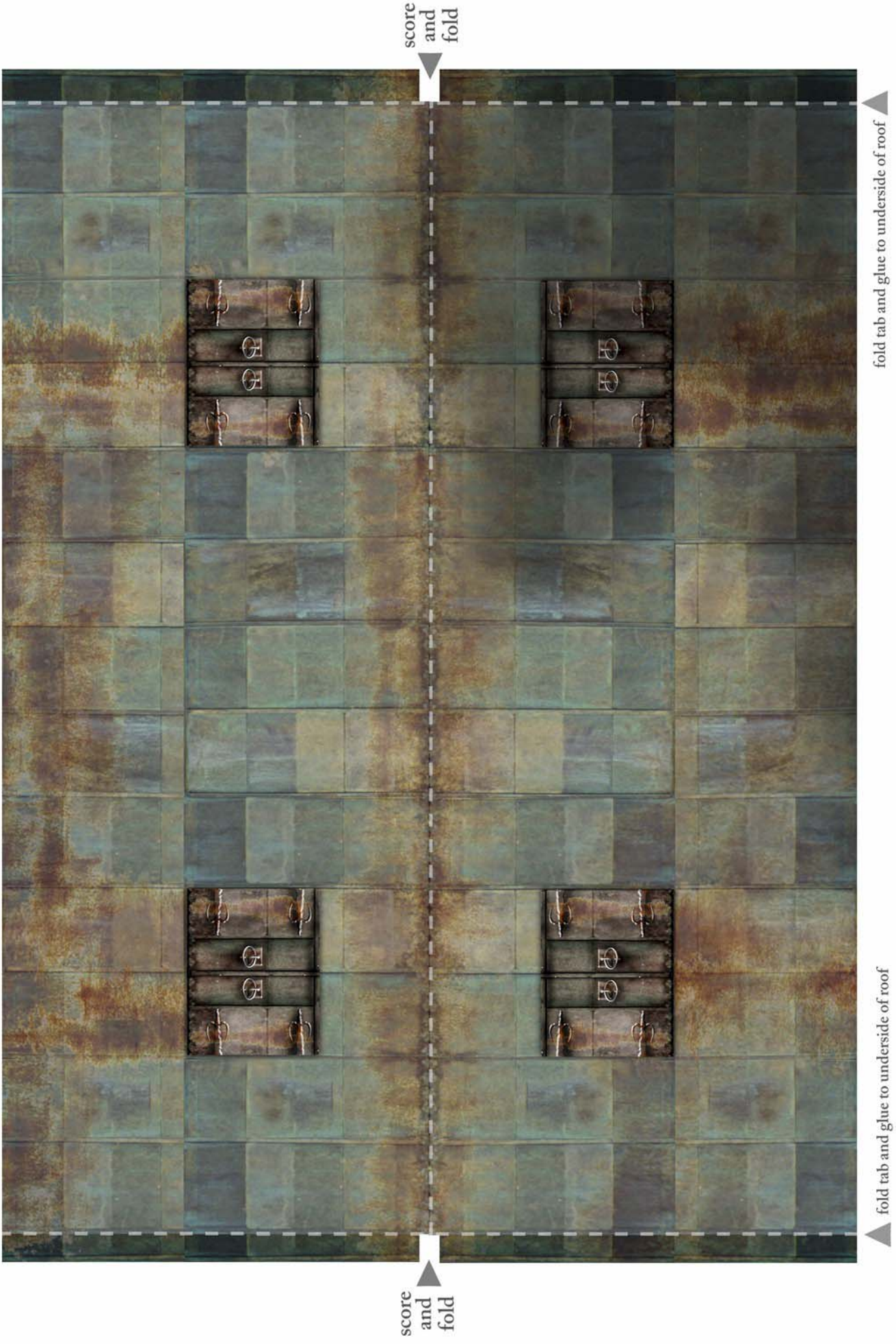
Exterior Ends to main building

score and fold tabs inward (tabs support rooftop)



DKRLTG02

Main Rooftop



score
and
fold

score
and
fold

fold tab and glue to underside of roof

fold tab and glue to underside of roof

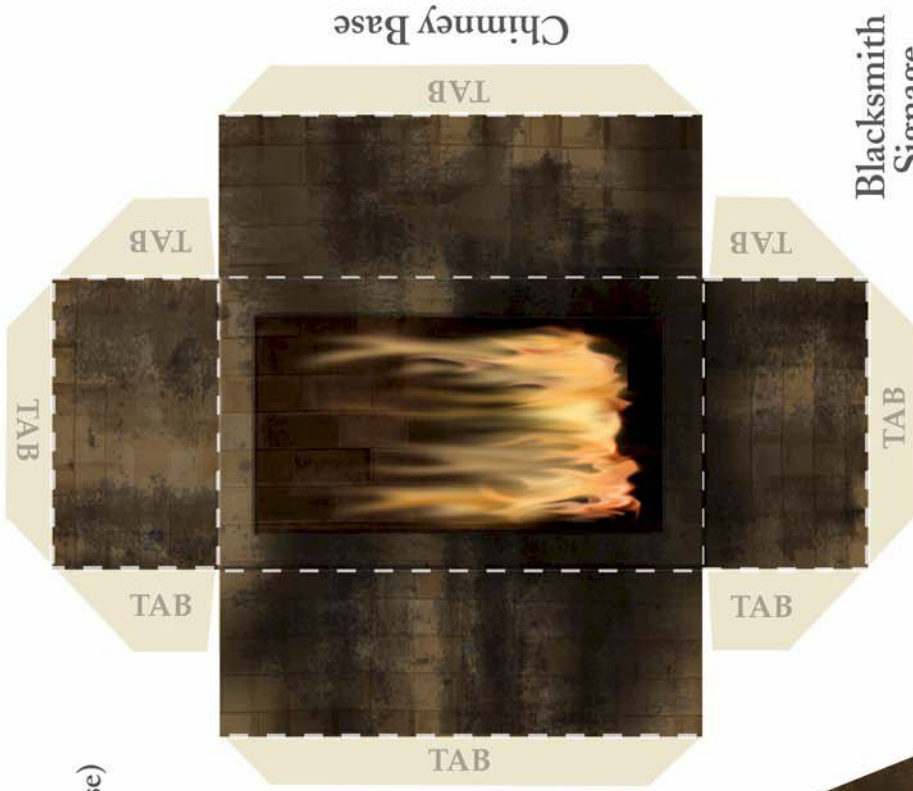
Blacksmith Signage



score and fold

score and fold

Destroyed Chimney (glue onto chimney base)



Chimney Base

Blacksmith Signage



score and fold



score and fold

score and fold

Chimney (do not glue onto chimney base, this smoke stake slips over destroyed portion of chimney)

Interior Floor (place over tabs at bottom of interior walls and glue)



DKRLTG02

Interior Wall

Exterior Wall



Paste Exterior Wall together
with Interior Wall

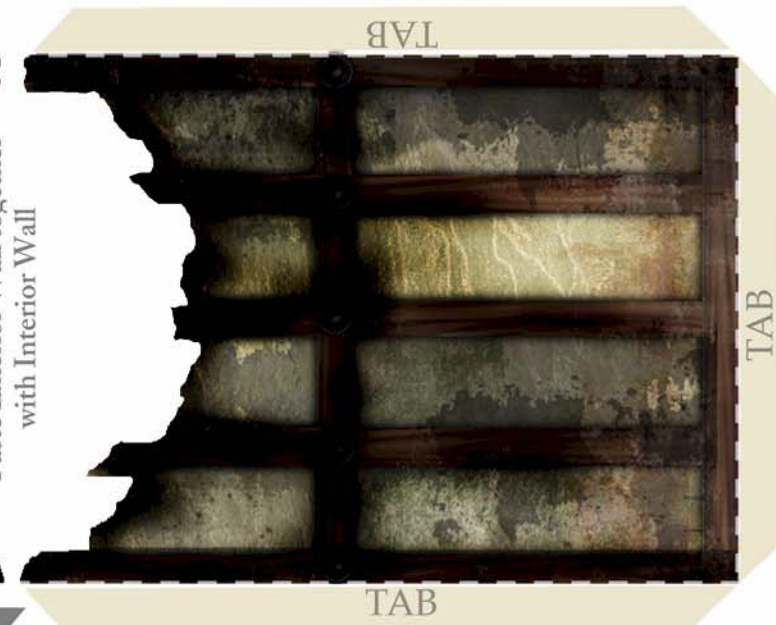
TAB

TAB

TAB

Interior Wall

Exterior Wall



Paste Exterior Wall together
with Interior Wall

TAB

TAB

TAB

▼ Fold tab inward so that it is inside
the interior of the building

Forge Area / Corral Roof (front)



Fold tab and glue to underside of roof

Fold tab and glue to underside of roof

Railings of various lengths (score, fold and glue then place where indicated onto posts)

Railings

Railings of various lengths (score, fold and glue then place where indicated onto posts)

DKRLTG02



TAB

Glue tab to building

Glue tab to building



Posts Short posts for inside corral (see post placement on base art)

Top of post

Use tabs to support roof



Exterior ends of corral

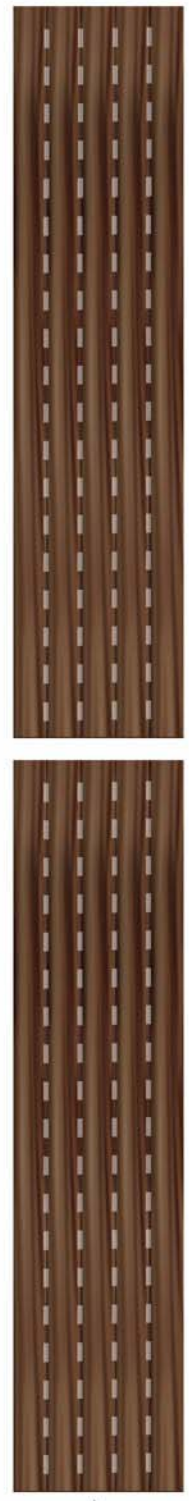
TAB

TAB

Indicates where railing is glued horizontally to posts

Place this beam across tops of posts inside the corral

Place this beam across tops of posts inside the corral



Use tabs to support roof



Fold inward and glue to create a single post

Exterior front of corral

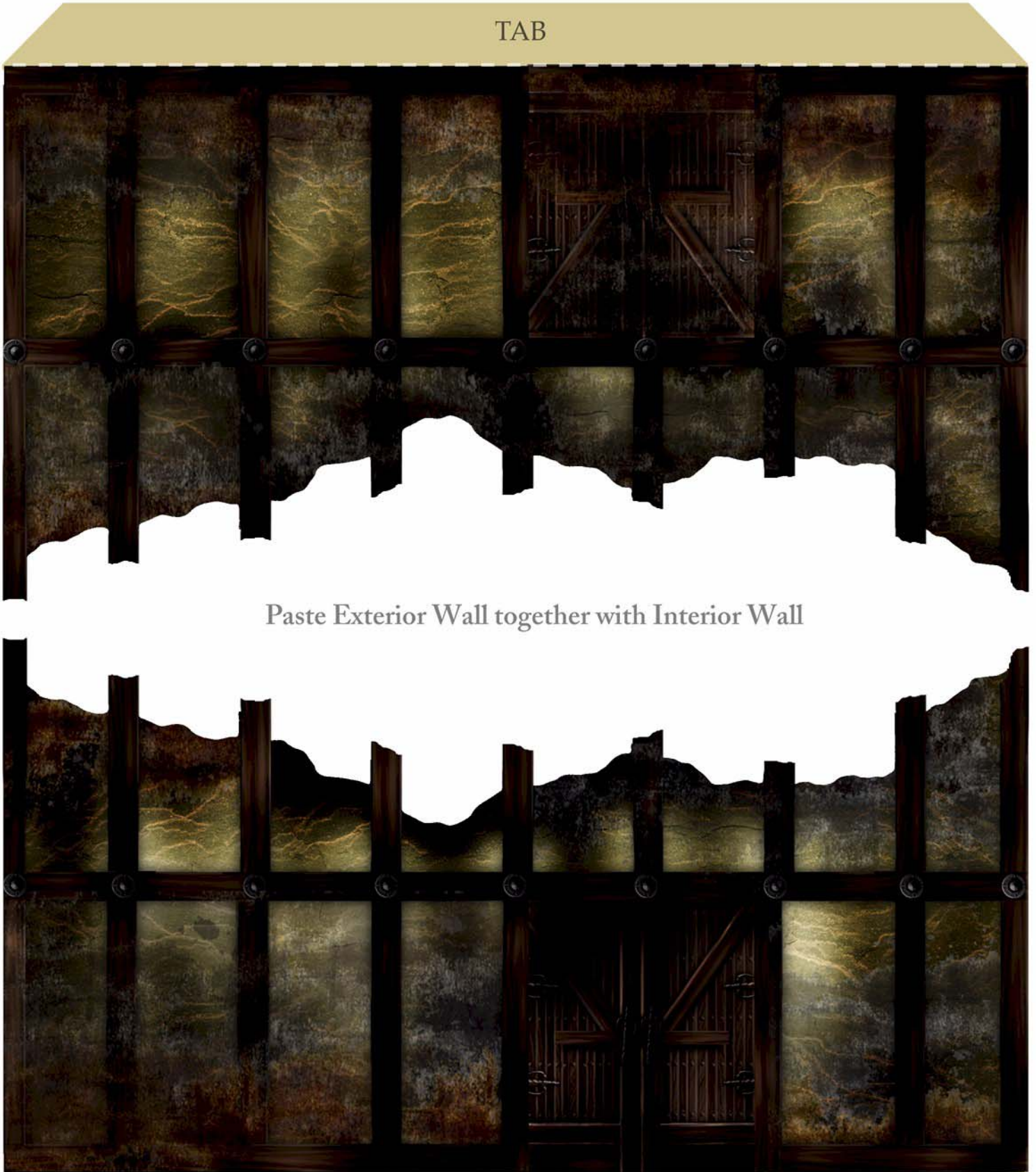
Fold inward and glue to create a single post

DKRLTG02

Exterior Wall

Fold tab inward so that it is inside the interior of the building

TAB



Paste Exterior Wall together with Interior Wall

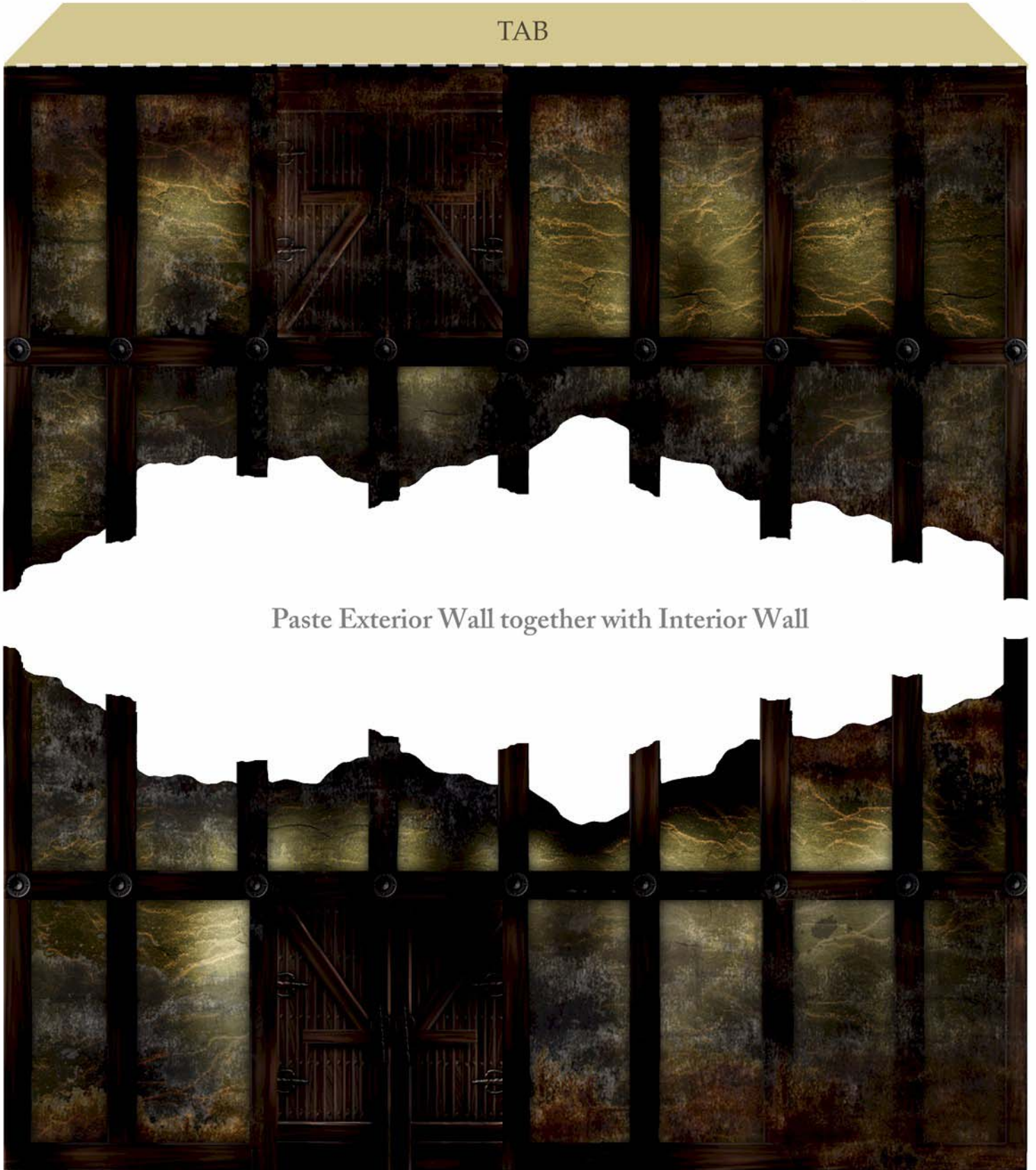
Interior Wall

DKRLTG02

Exterior Wall

Fold tab inward so that it is inside the interior of the building

TAB



Paste Exterior Wall together with Interior Wall

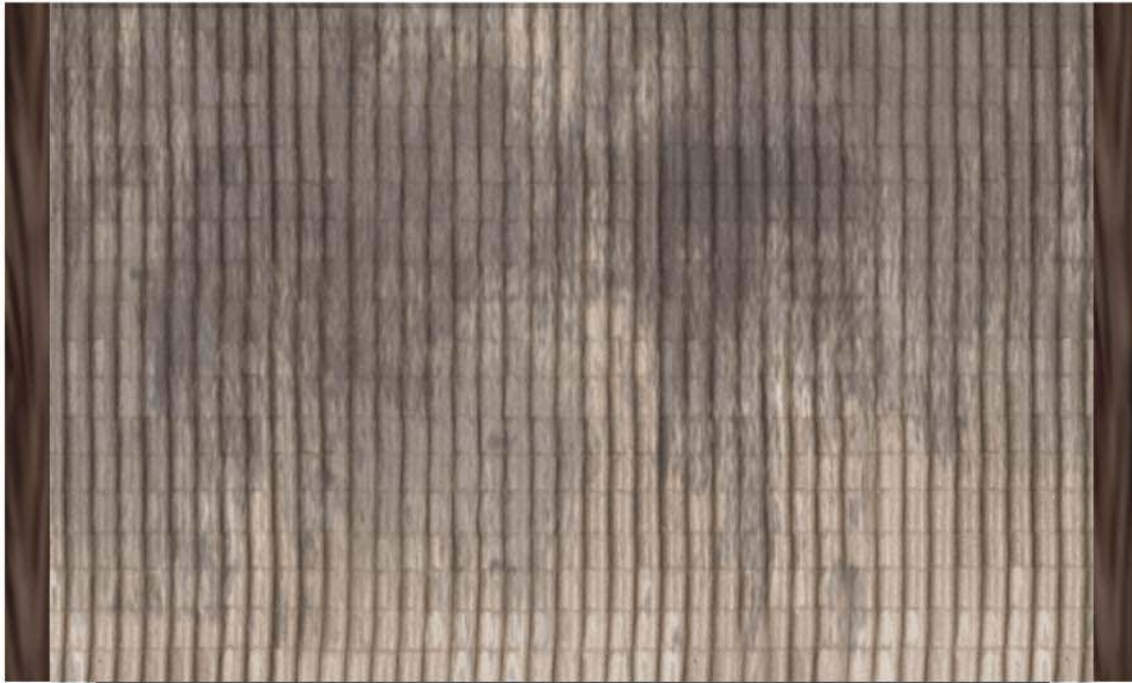
Interior Wall

DKRLTG02

Half Timbered Structure #1

----- = score and fold

roof cap



roof and wall

Half Timbered Structure #2

----- = score and fold





Windows (open and shut / non-lighted and lighted interiors)



DKRLTG02

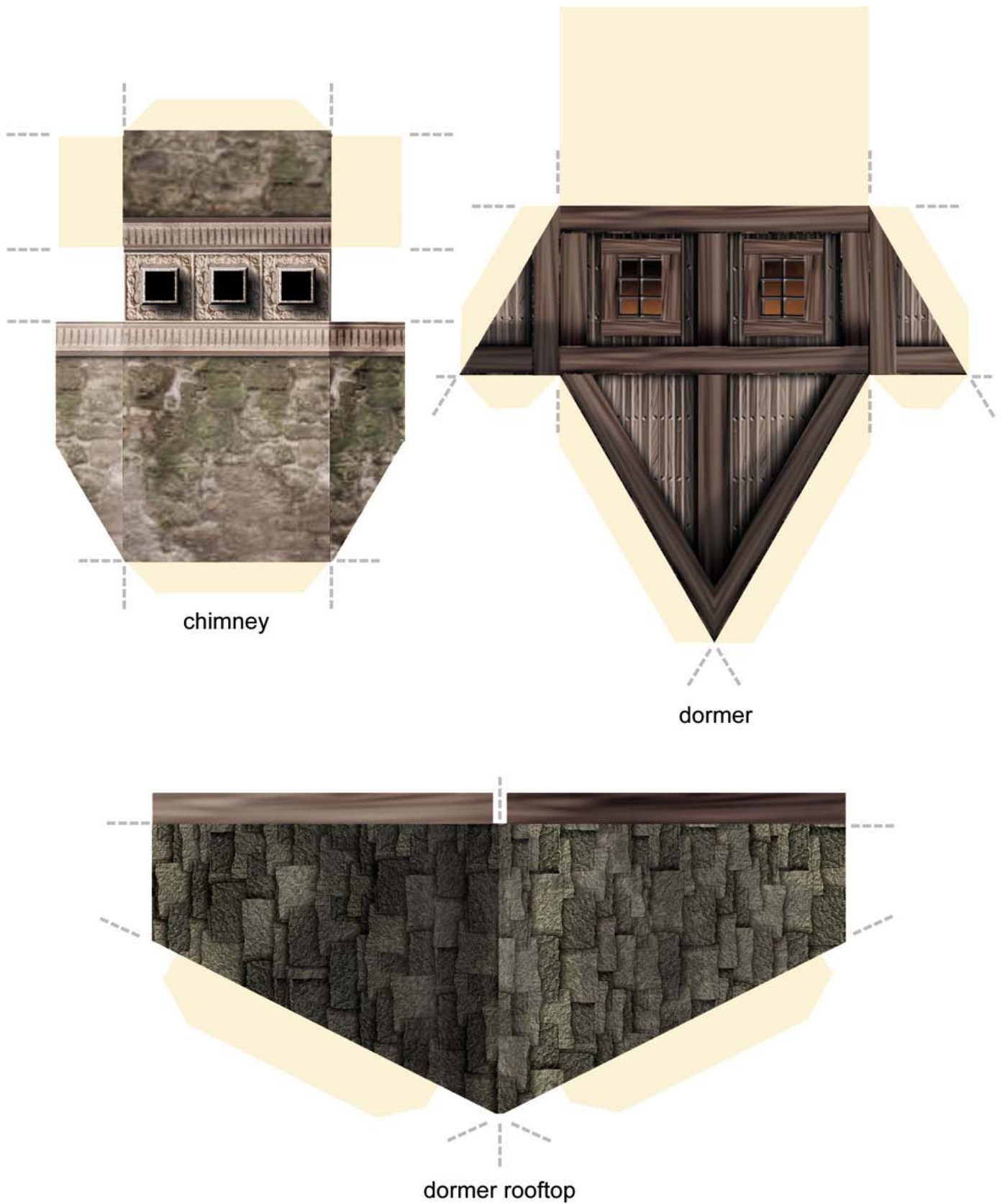
Doors (various doors including dungeon,castle,barn and exterior wood doors)



DKRLTG02

Medieval Inn Inn chimney / dormer / dormer rooftop

— — — — — = score and fold



print out two sheets



— — — — — = score and fold

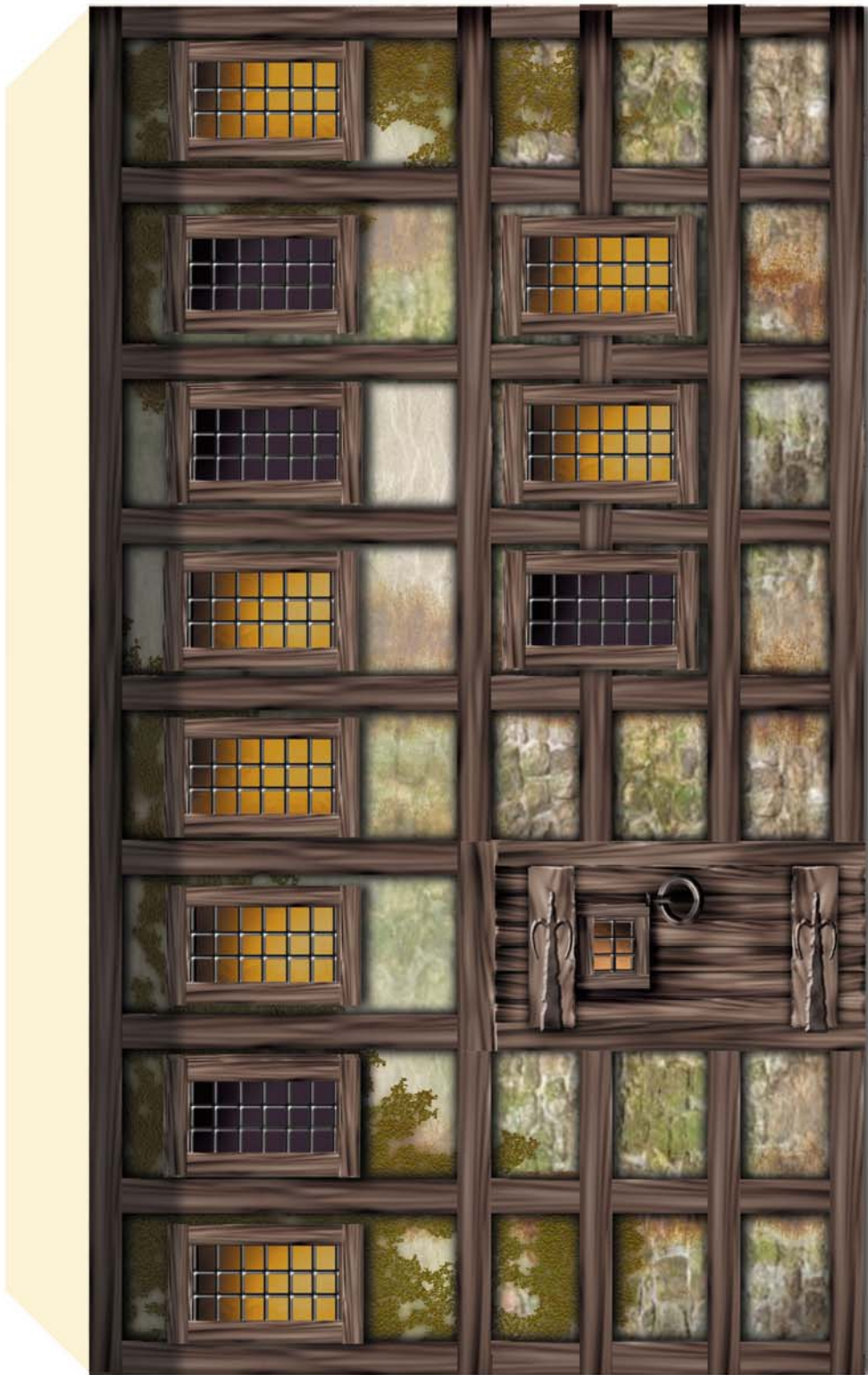


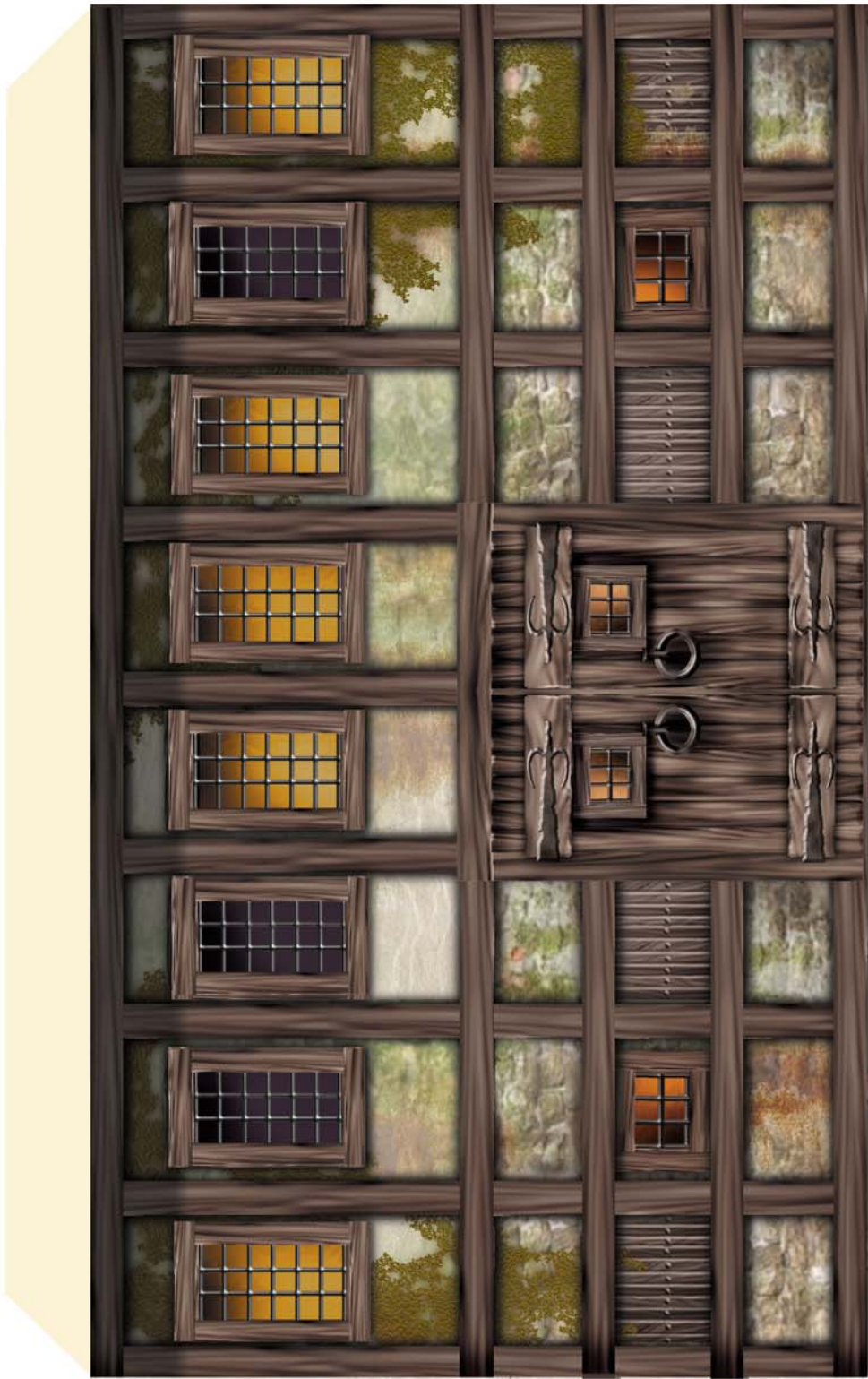
Inn End Walls

— — — — — = score and fold

print out two sheets

DKRLTG02















DKRLTG02



Score and fold tab over roof edge.
Use as template to cut notch from roof edge.

Tavern Rooftop

— — — — — = score and fold

Cut out notch (see instructions on tab) from one sheet only.
This sheet will be used for the front entry.

Tavern Chimney

place chimney at end of tavern
with the least amount of windows.

— = score and fold





use this slot for chimney

Tavern Rooftop

— = score and fold

Use this sheet with Chimney

*Tavern
covered entry*

— — — — — = score and fold



DKRLTG02

Tavern Entry Roof

— — — — — = score and fold





BACK



FRONT

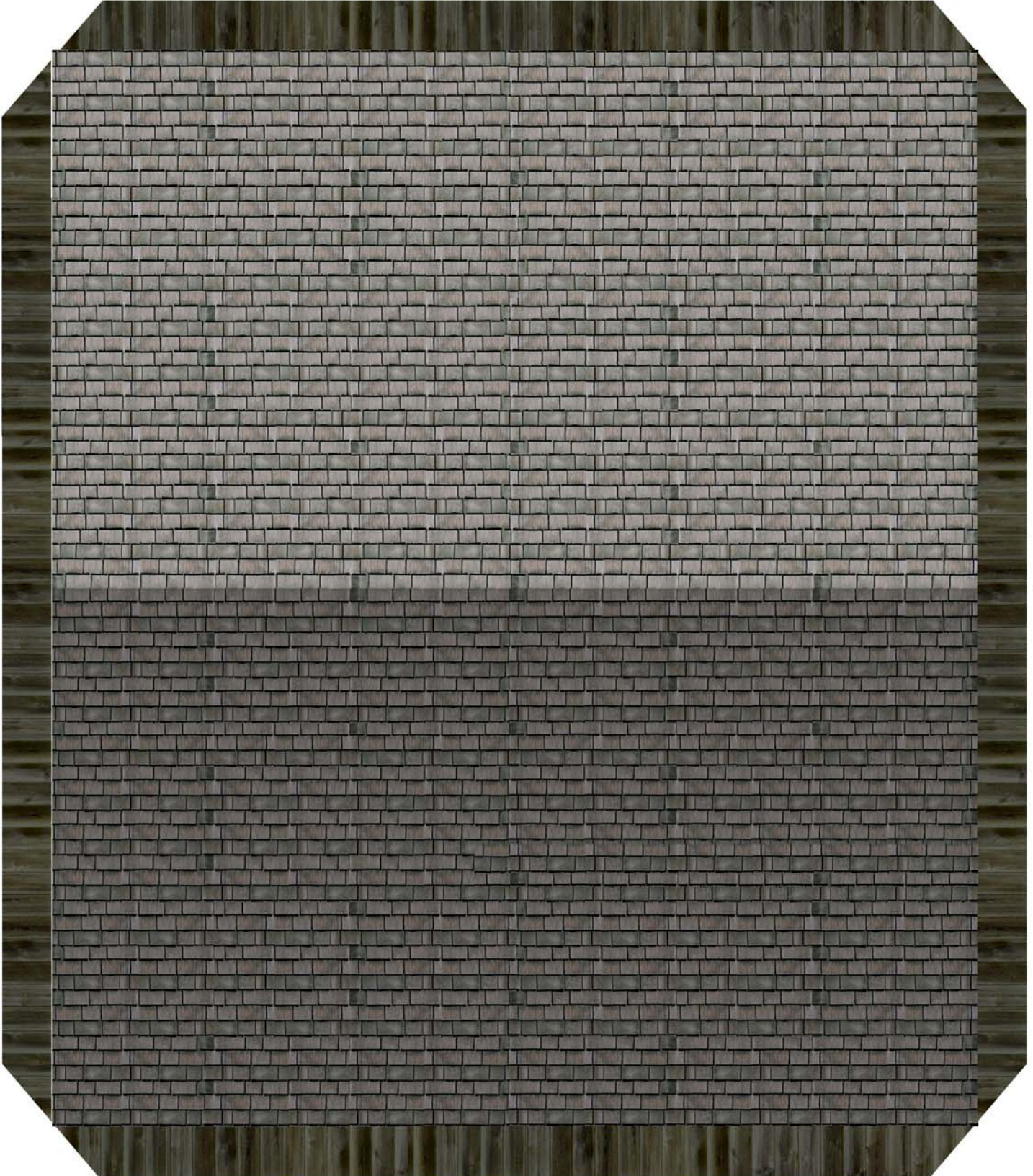


SIDE

Rural Church

rooftop

----- score where indicated with dashed line.

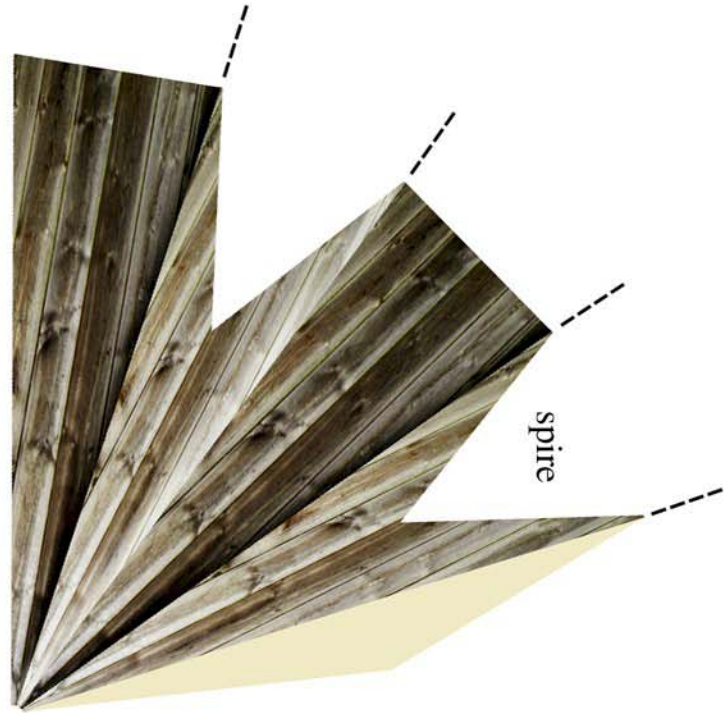
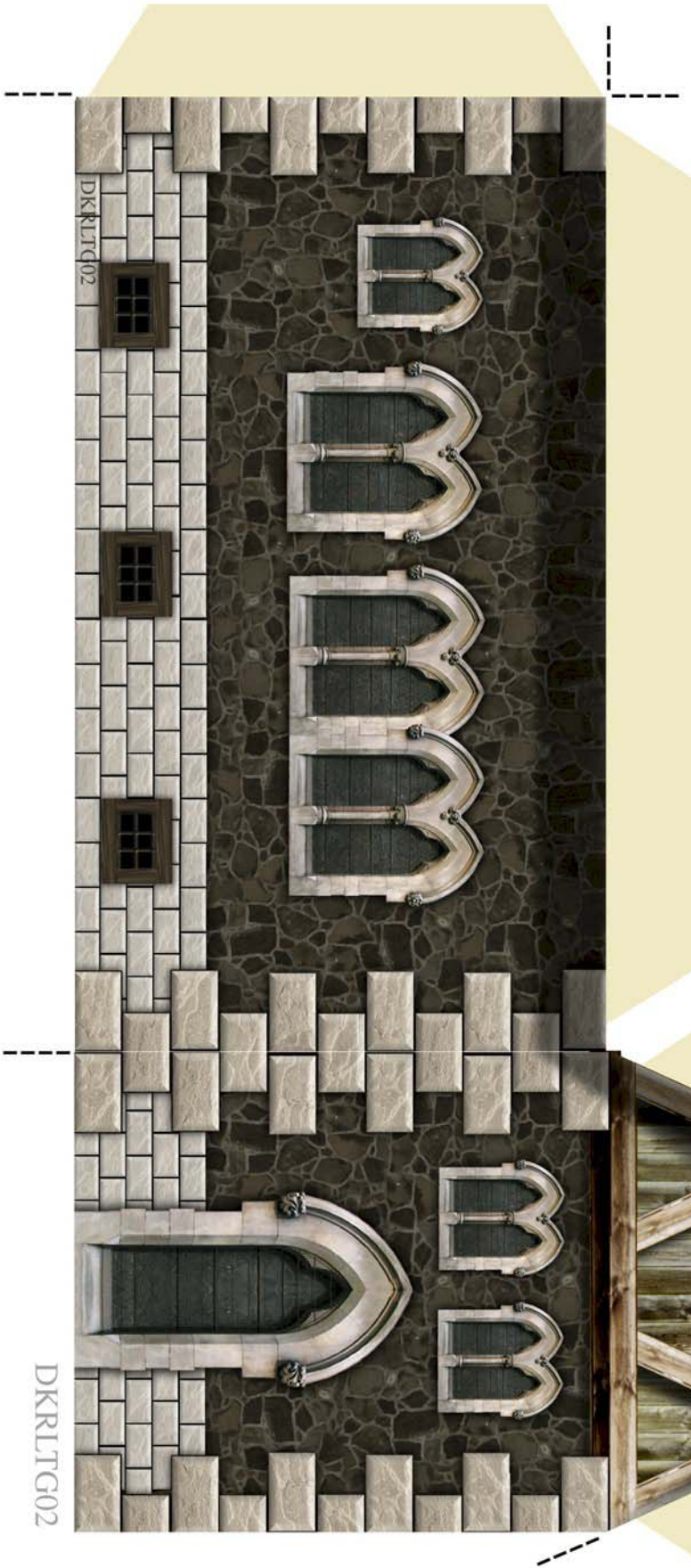


DKRLTG02

Rural Church

walls #1 and #2

----- score where indicated with dashed line.



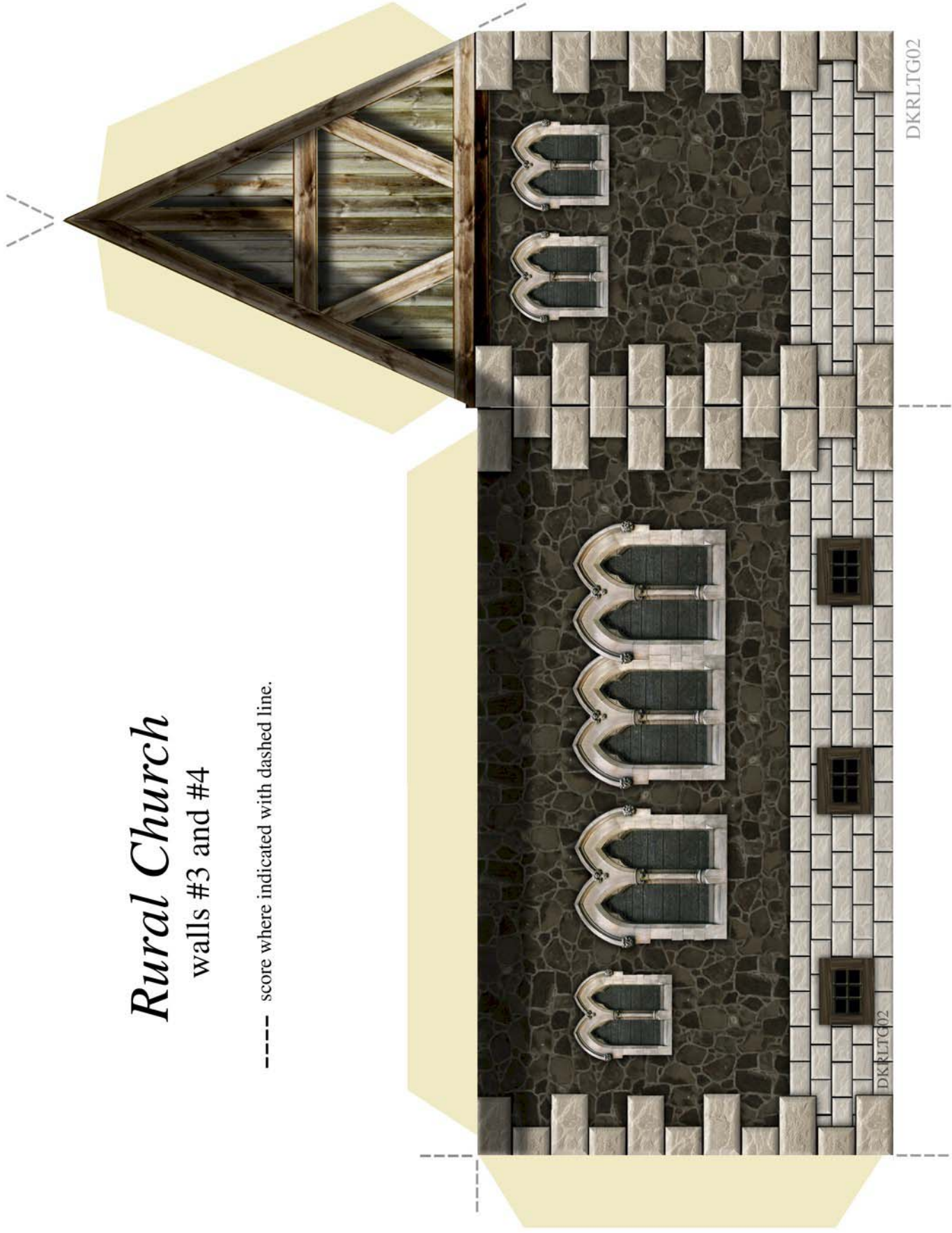
DKRLTG02

DKRLTG02

Rural Church

walls #3 and #4

----- score where indicated with dashed line.

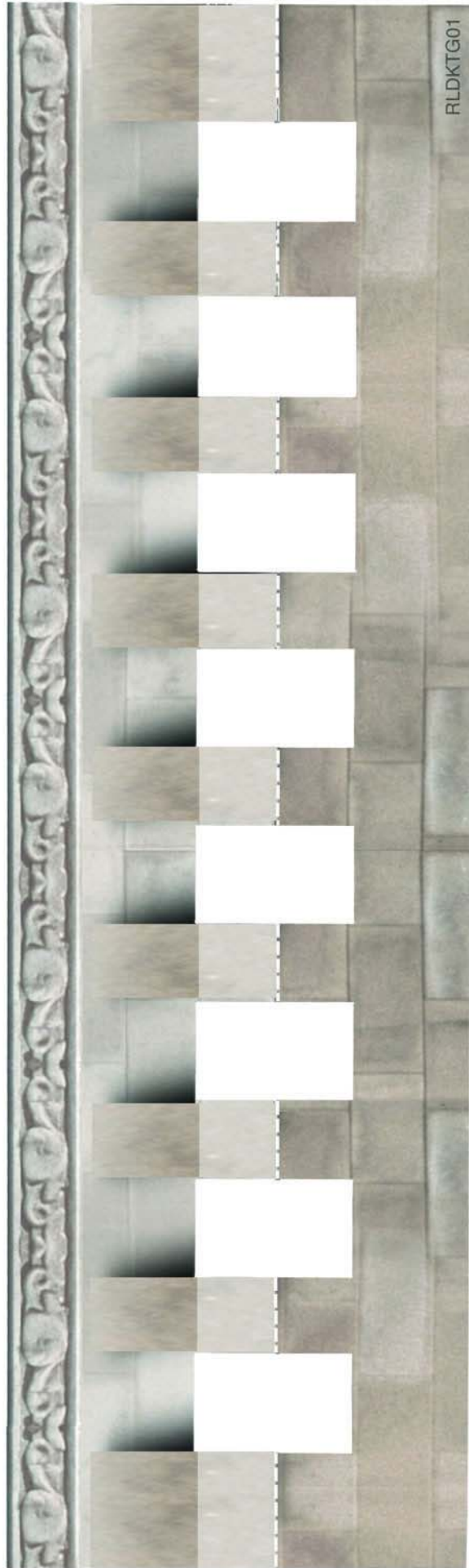








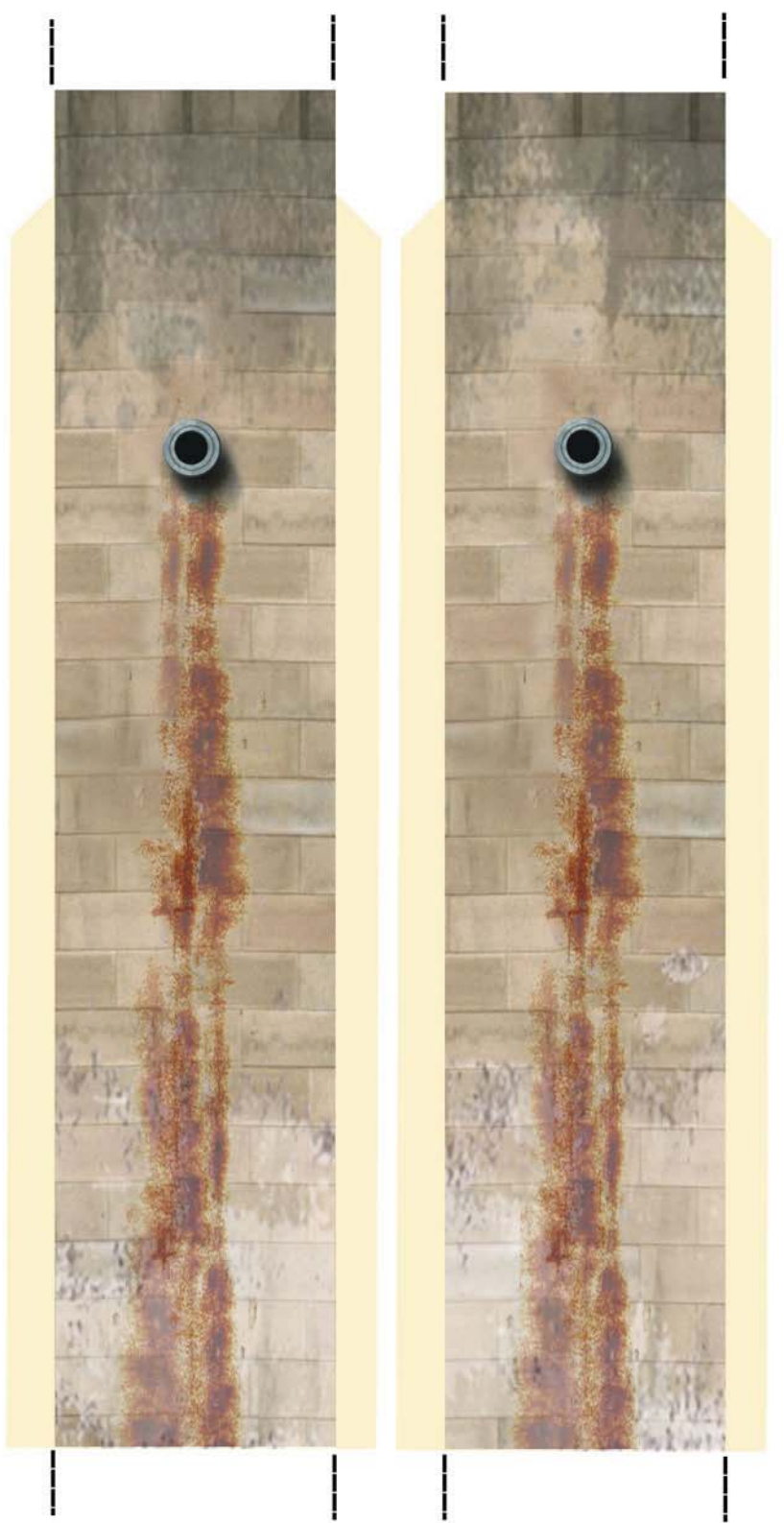
Three-Story City Wall (print out two per wall section)



*Three-Story Wall End Pieces
and Crenelated Top of Wall*

(print out two per section of wall)

— = score and fold



Wall Crenelated Wall Top and Top Walkways

(print out two crenelated wall tops per wall section)



Side Tab

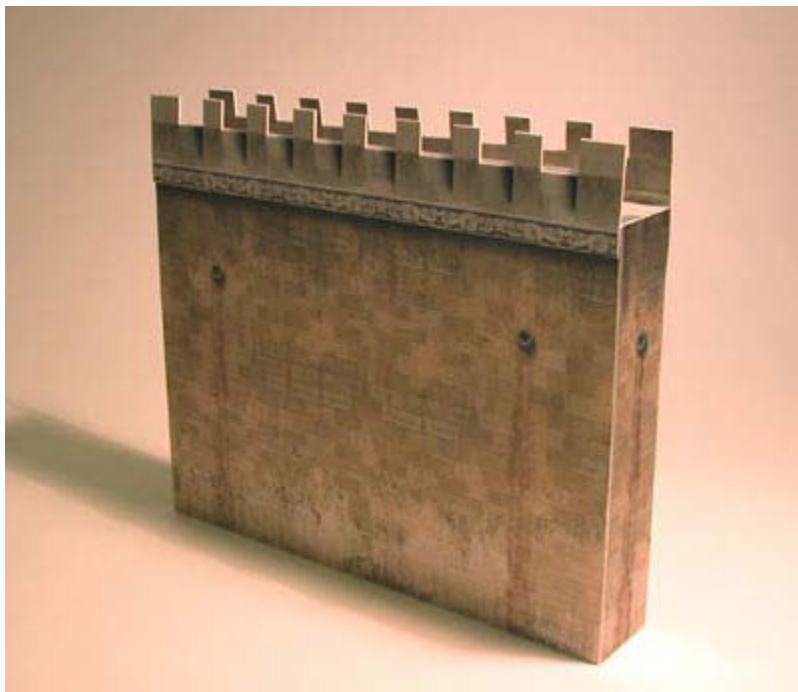
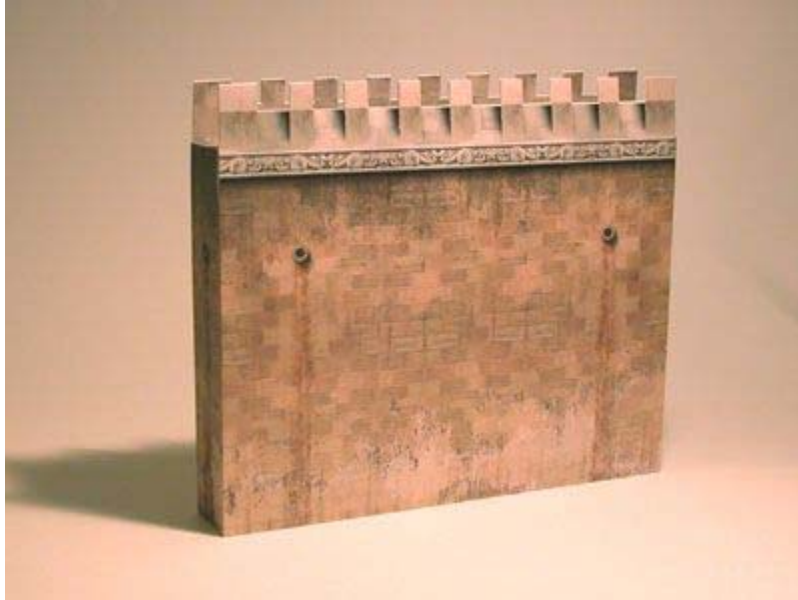
Bottom Tab

Side Tab

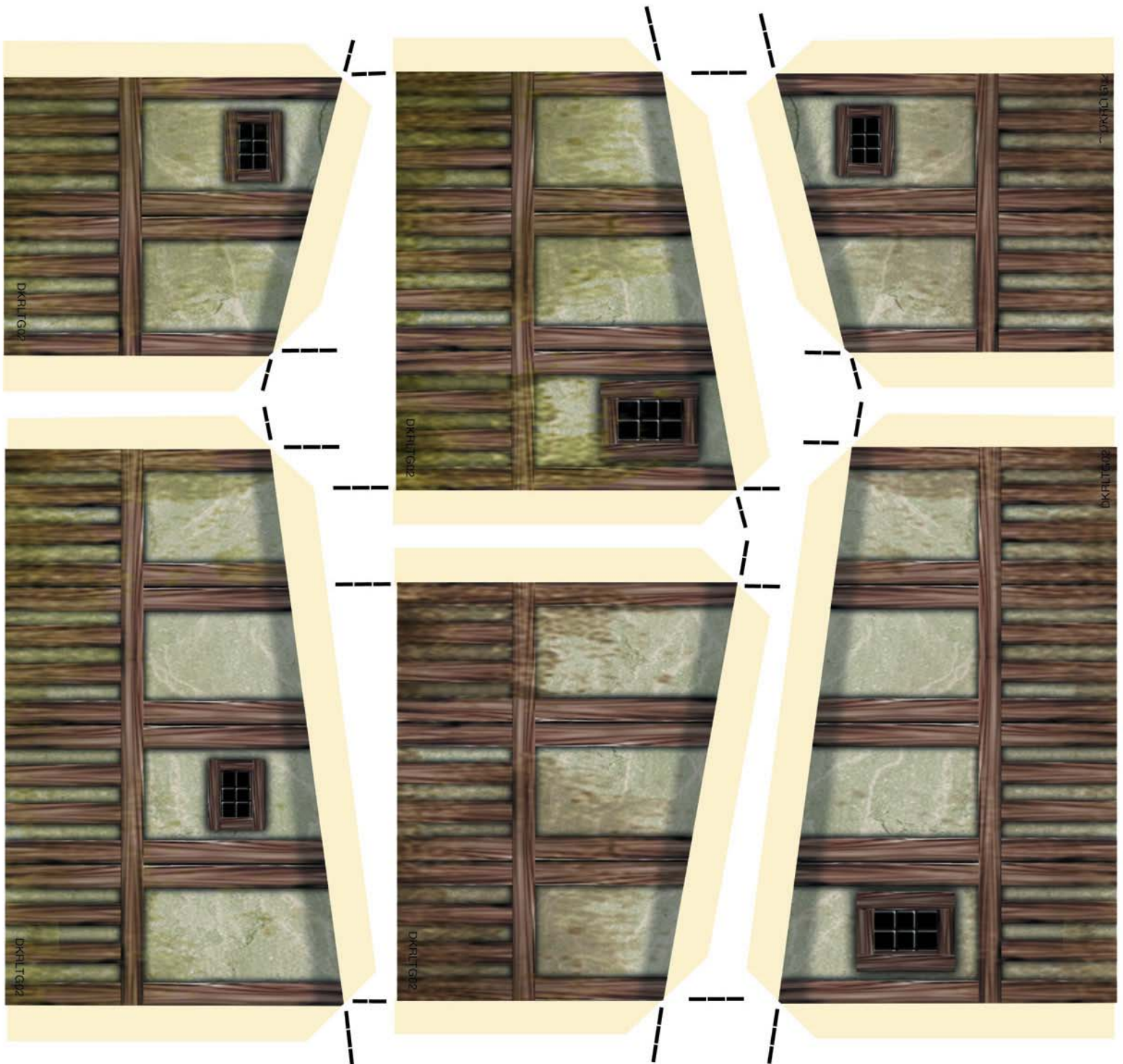
RLDKTG01

Tab

----- = score and fold



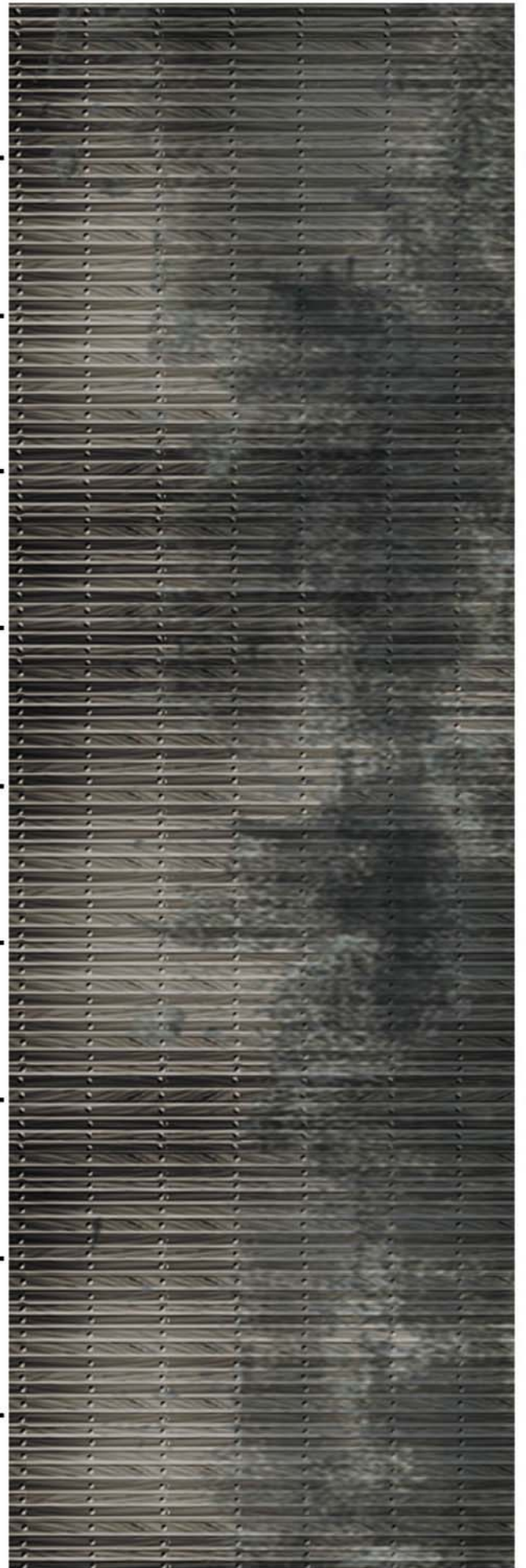
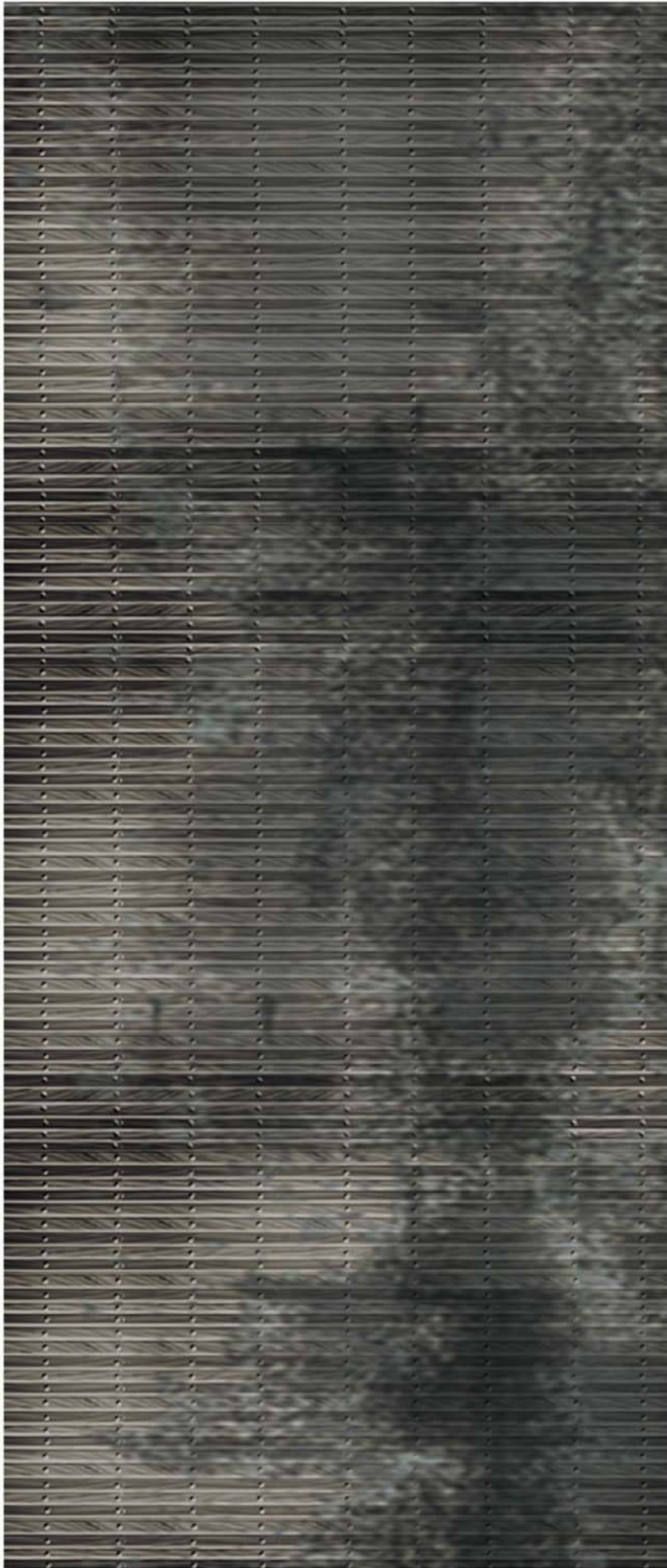
Customizable Sized Half-Timbered Structure
(end pieces)



(cut to desired length)

Customizable Sized Half-Timbered Structure

(various roof pieces)



Customizable Sized Half-Timbered Structure (side and roof pieces)

--- = score and fold

(cut to desired length)

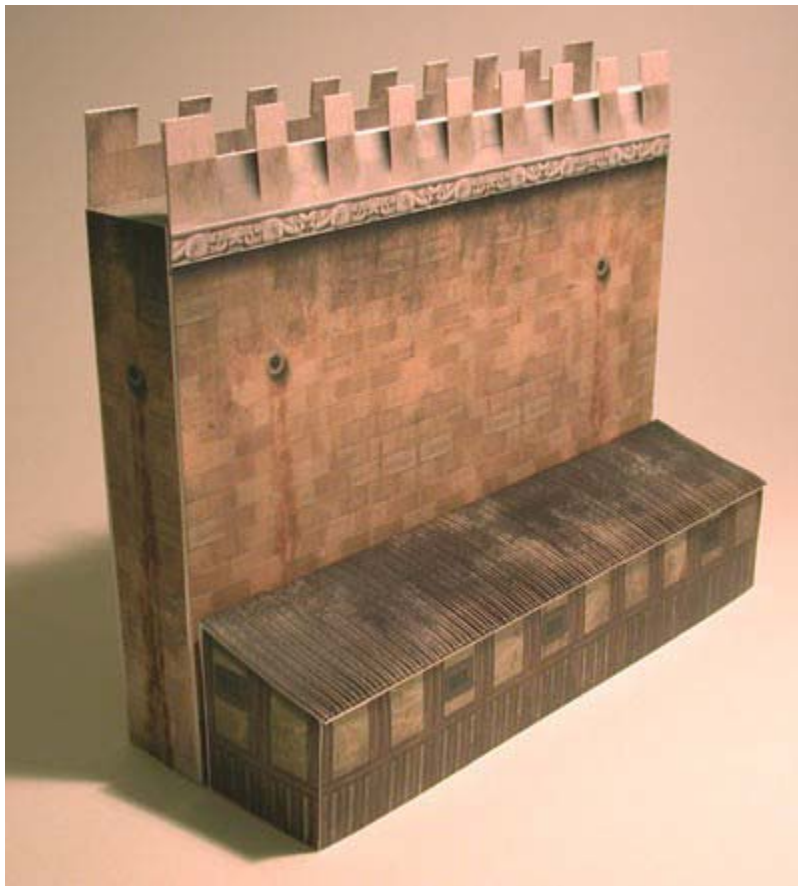


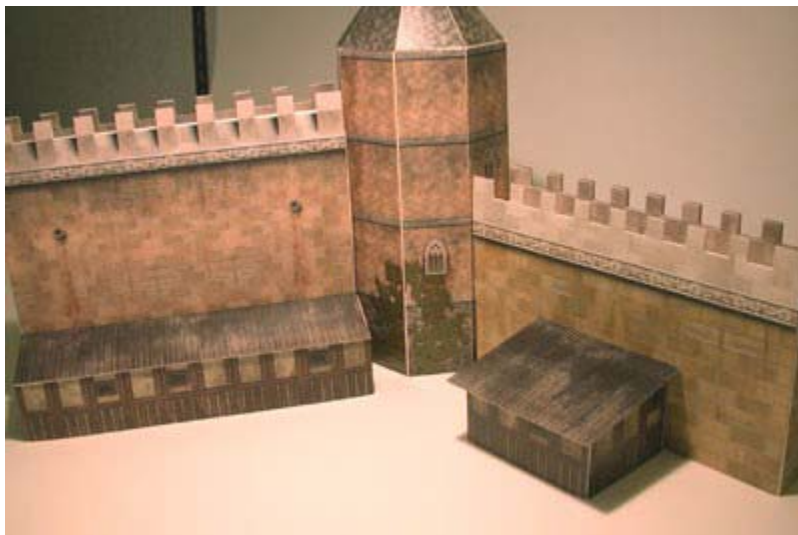
(cut to desired length)



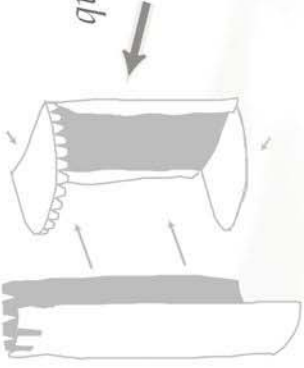
(cut to desired length)



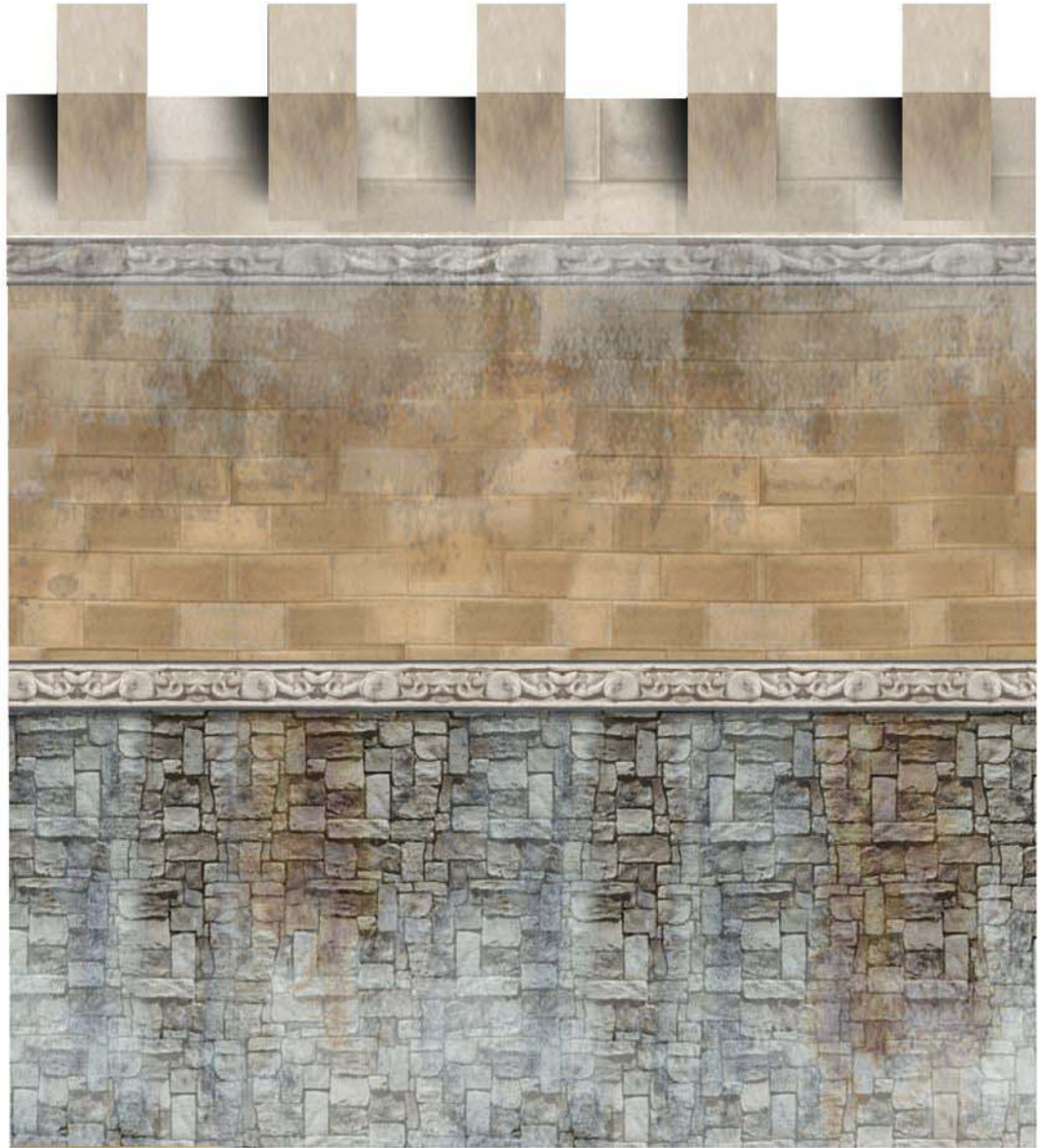




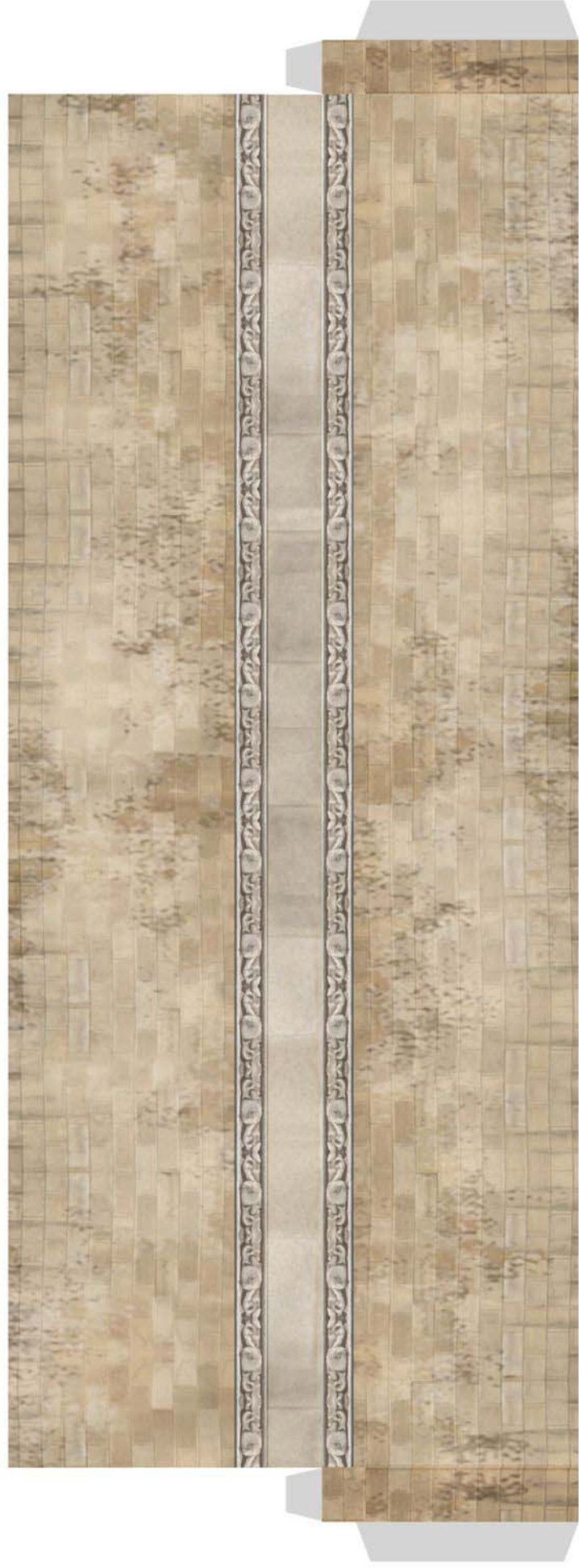
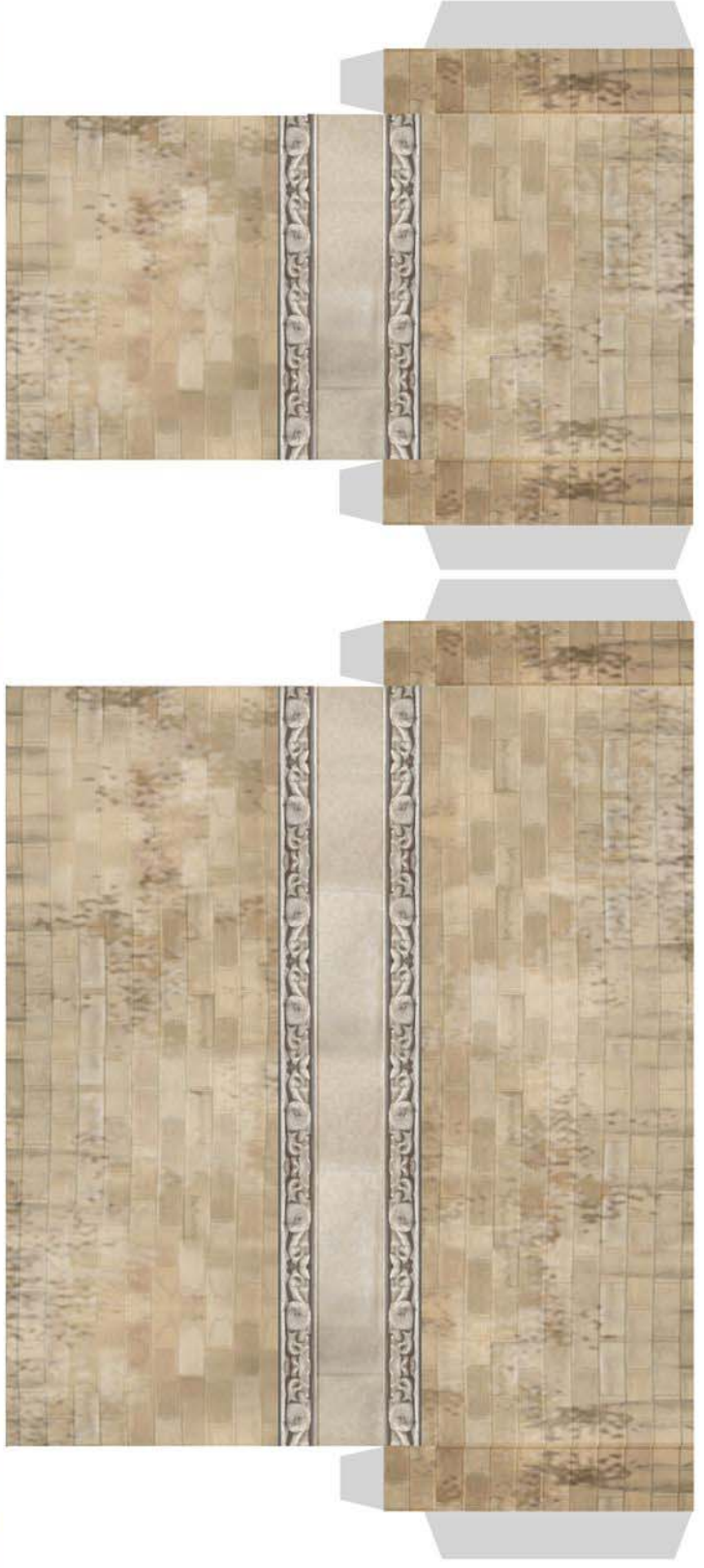
quick reference assembly

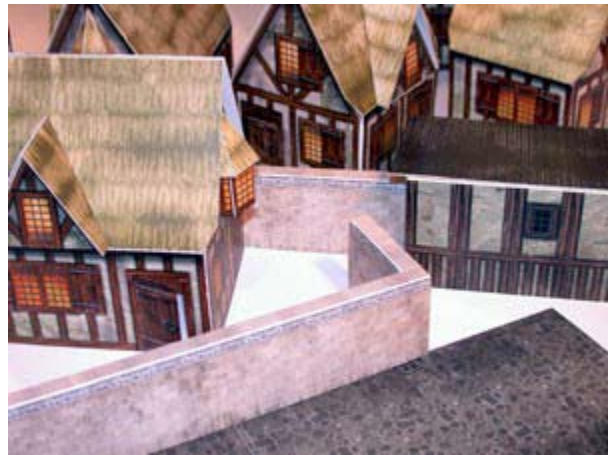


interior center piece
(for support only)



Residential Wall Sections



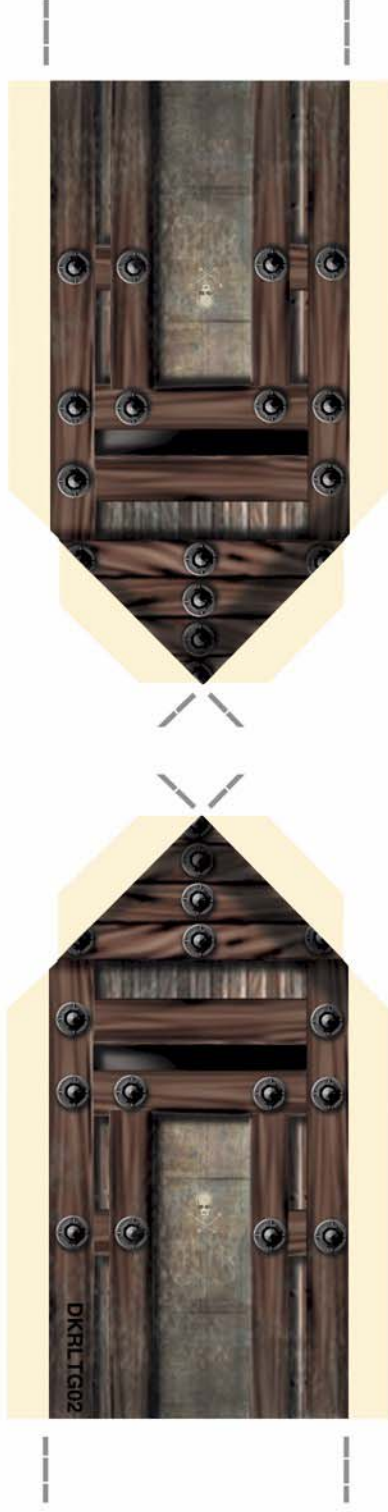




----- = score and fold

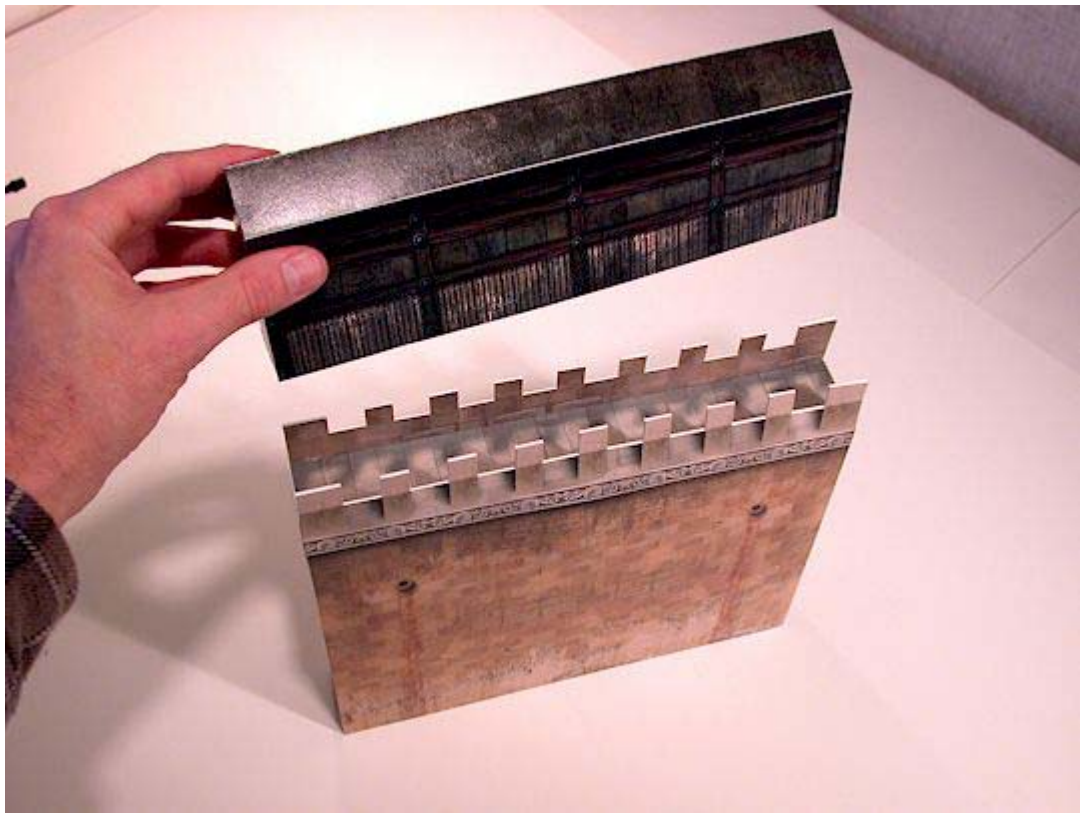
Boarding [part #1 of 2 parts]

----- = score and fold



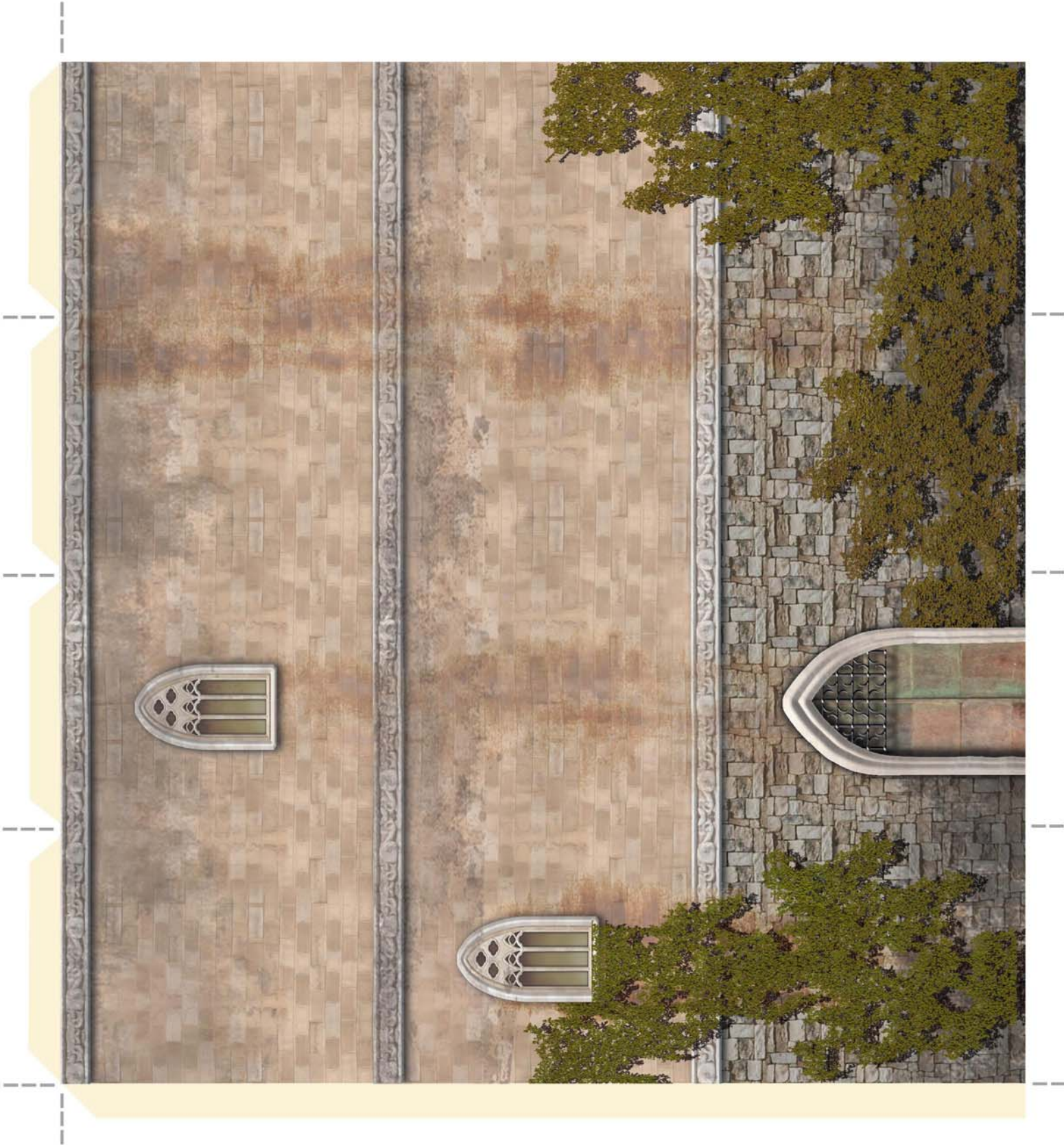
Hoarding [part #2 of 2 parts]







print two sheets to build one tower



print two sheets to build one tower

Octagon Tower

(four story)



part B (glue to part A) print out (2) times

print two sheets to build one tower



Octagon Tower

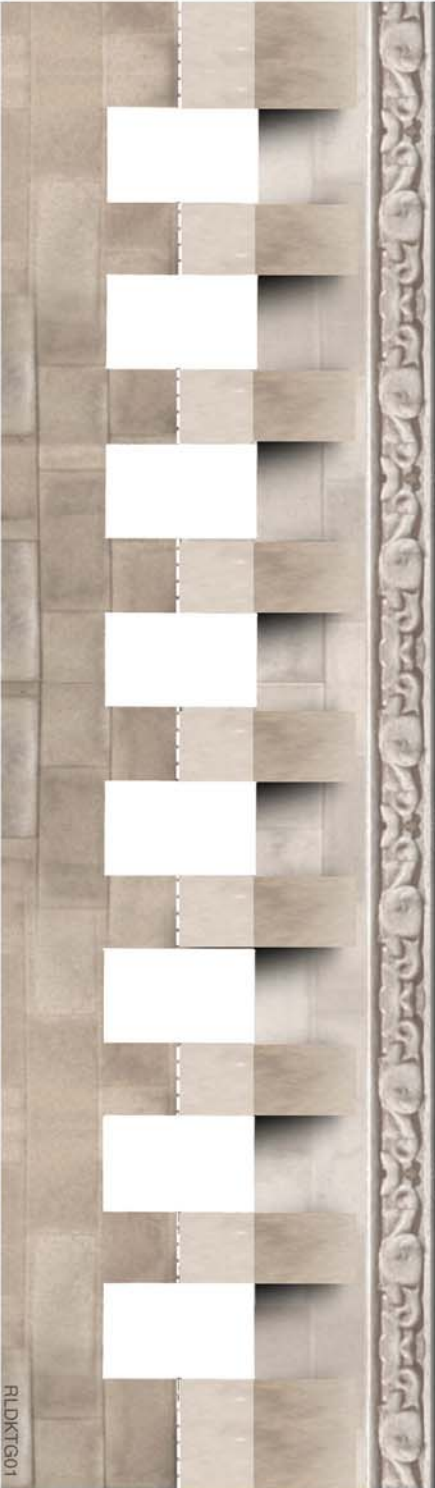
(four story)

part A (glue tab to part B)

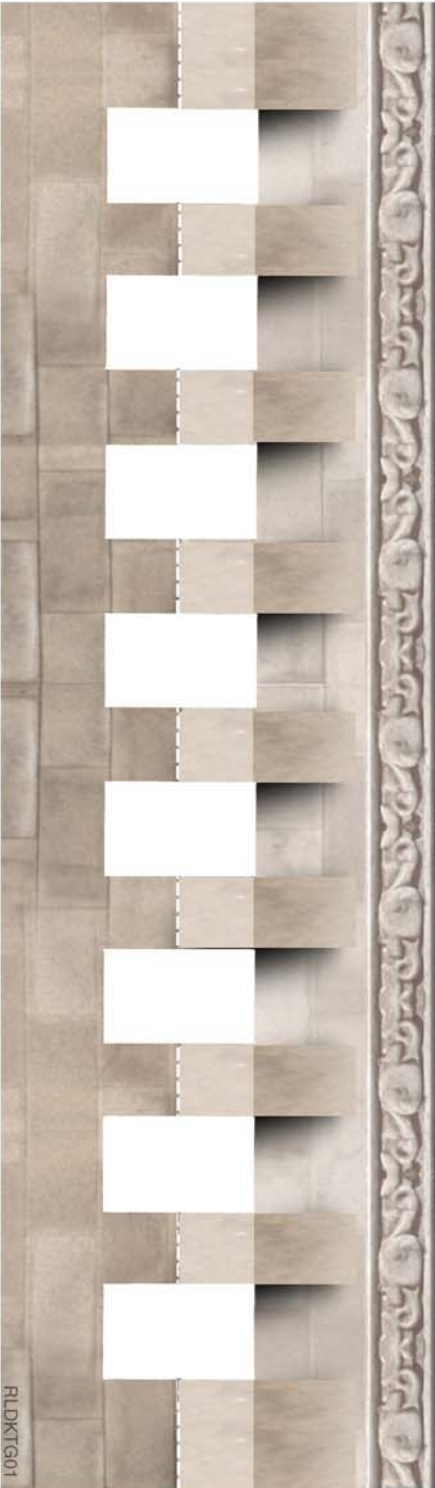
print out (2) times

print two sheets to build one tower

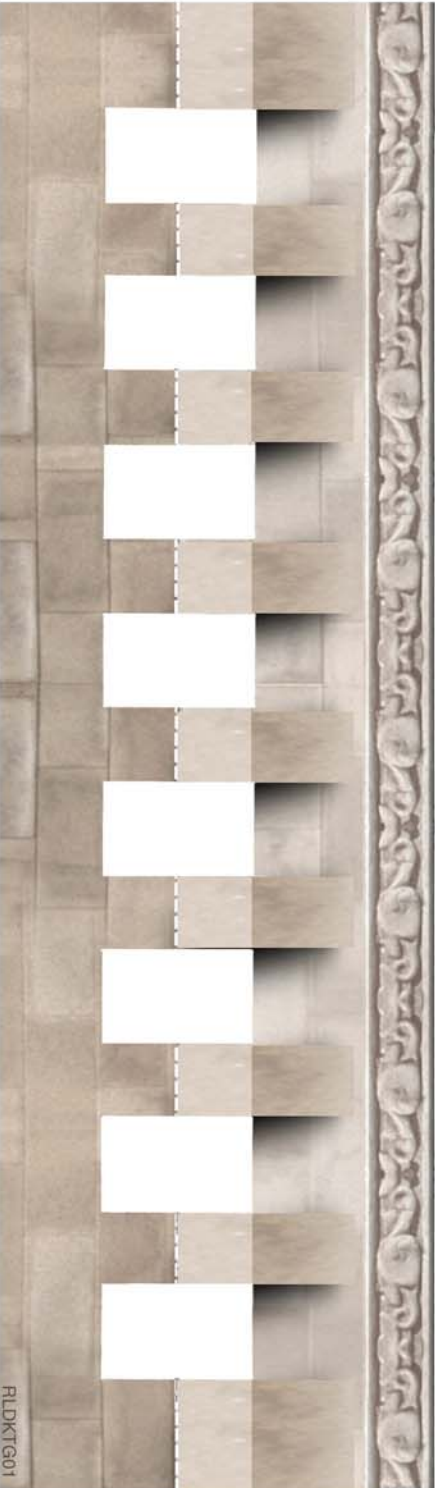
two required for each tower top



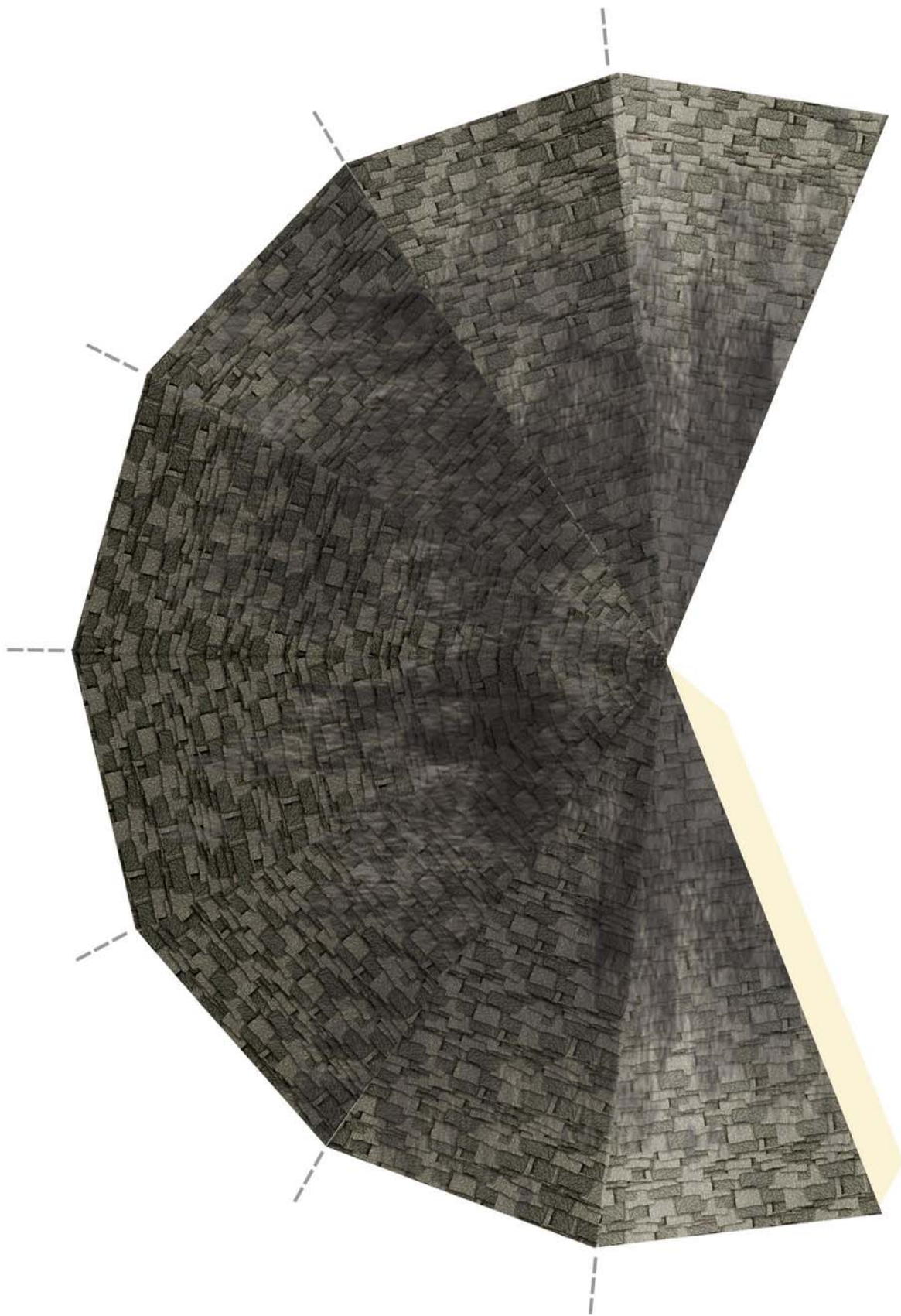
RLDKGTG01

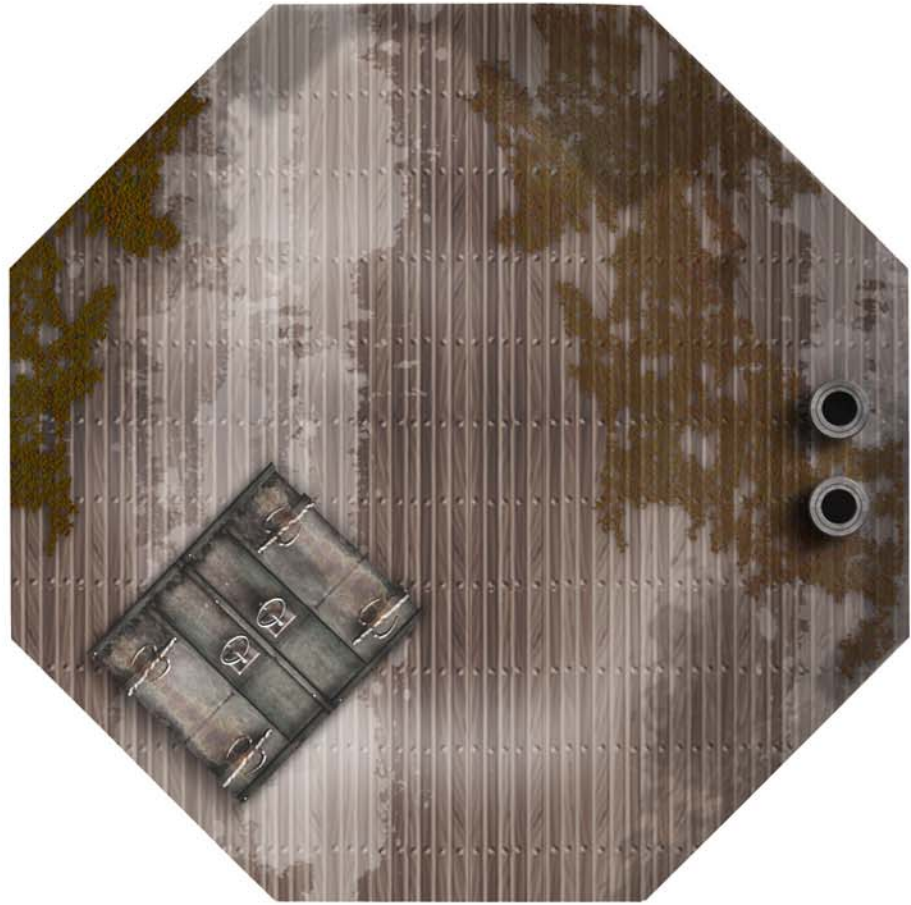


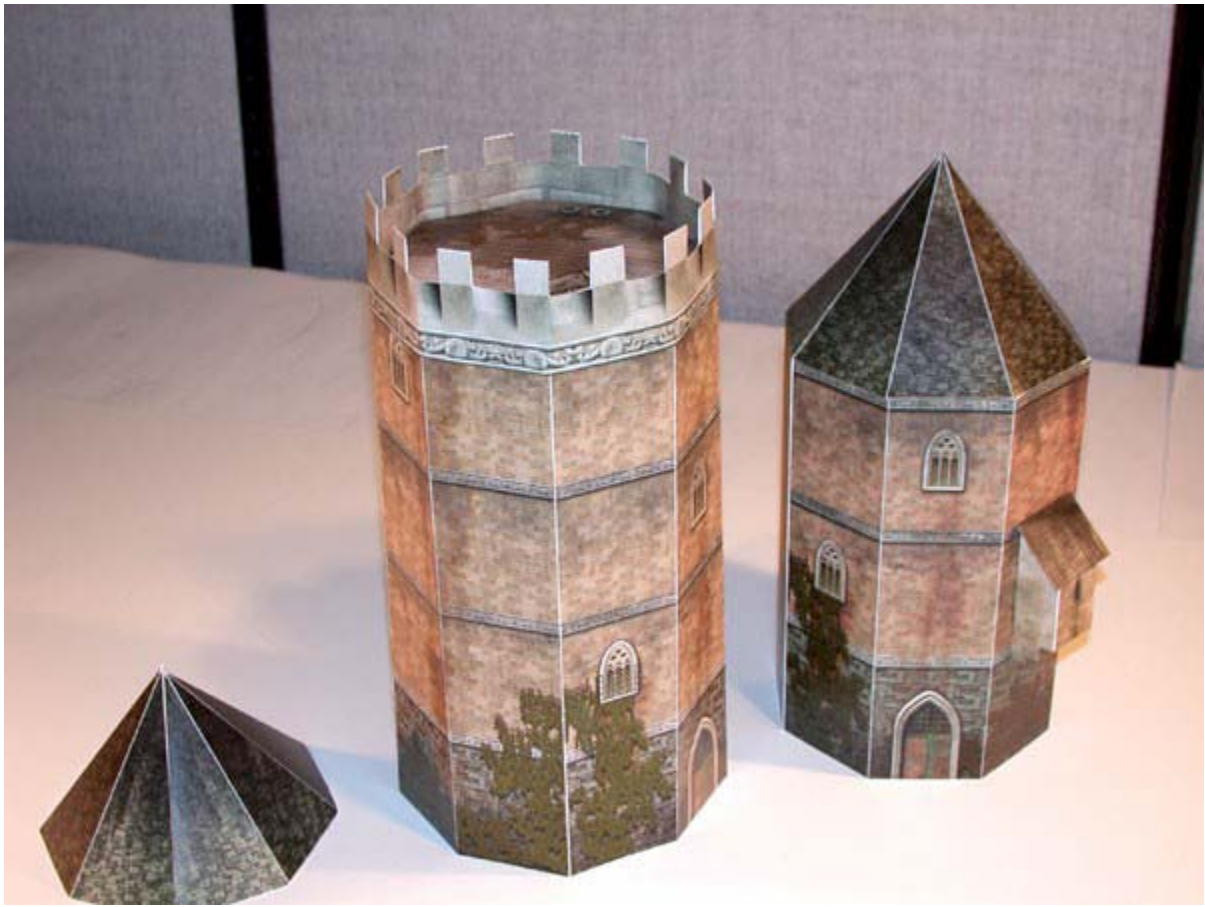
RLDKGTG01

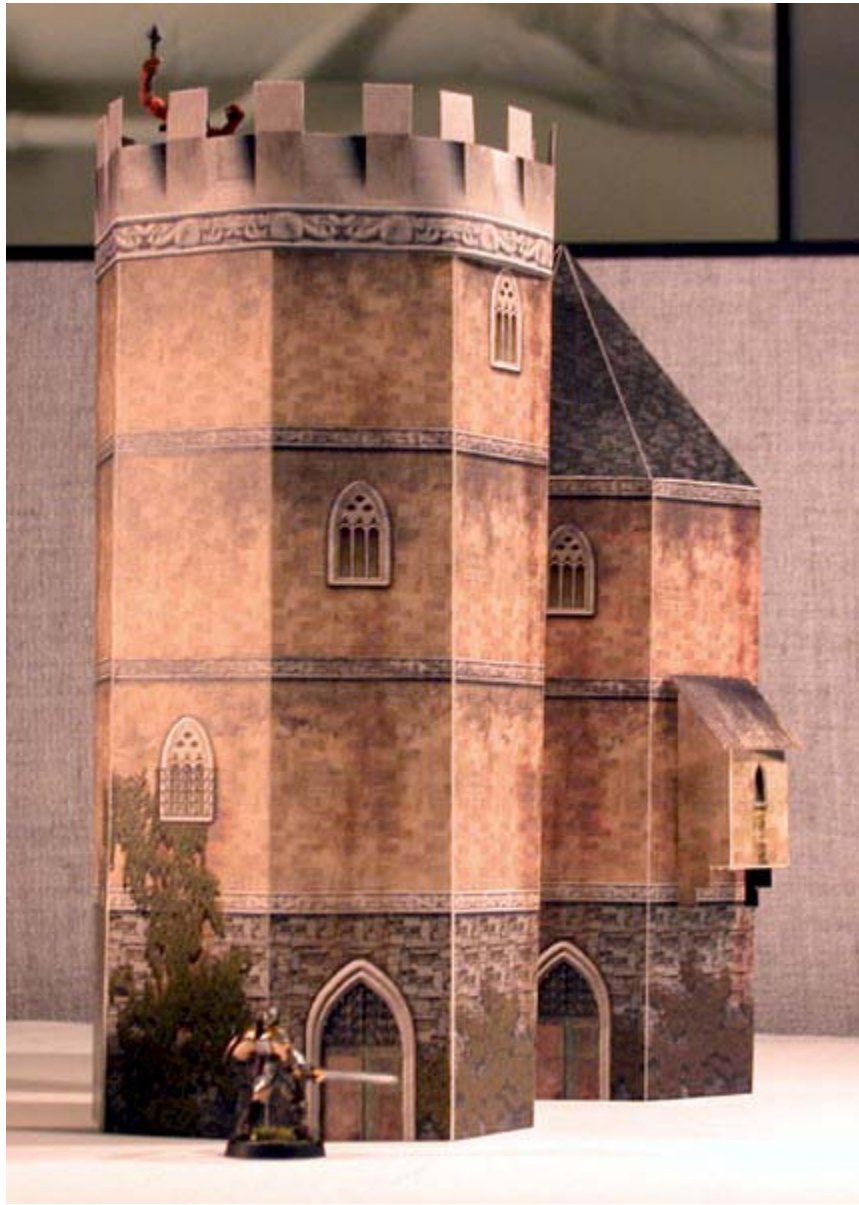


RLDKGTG01







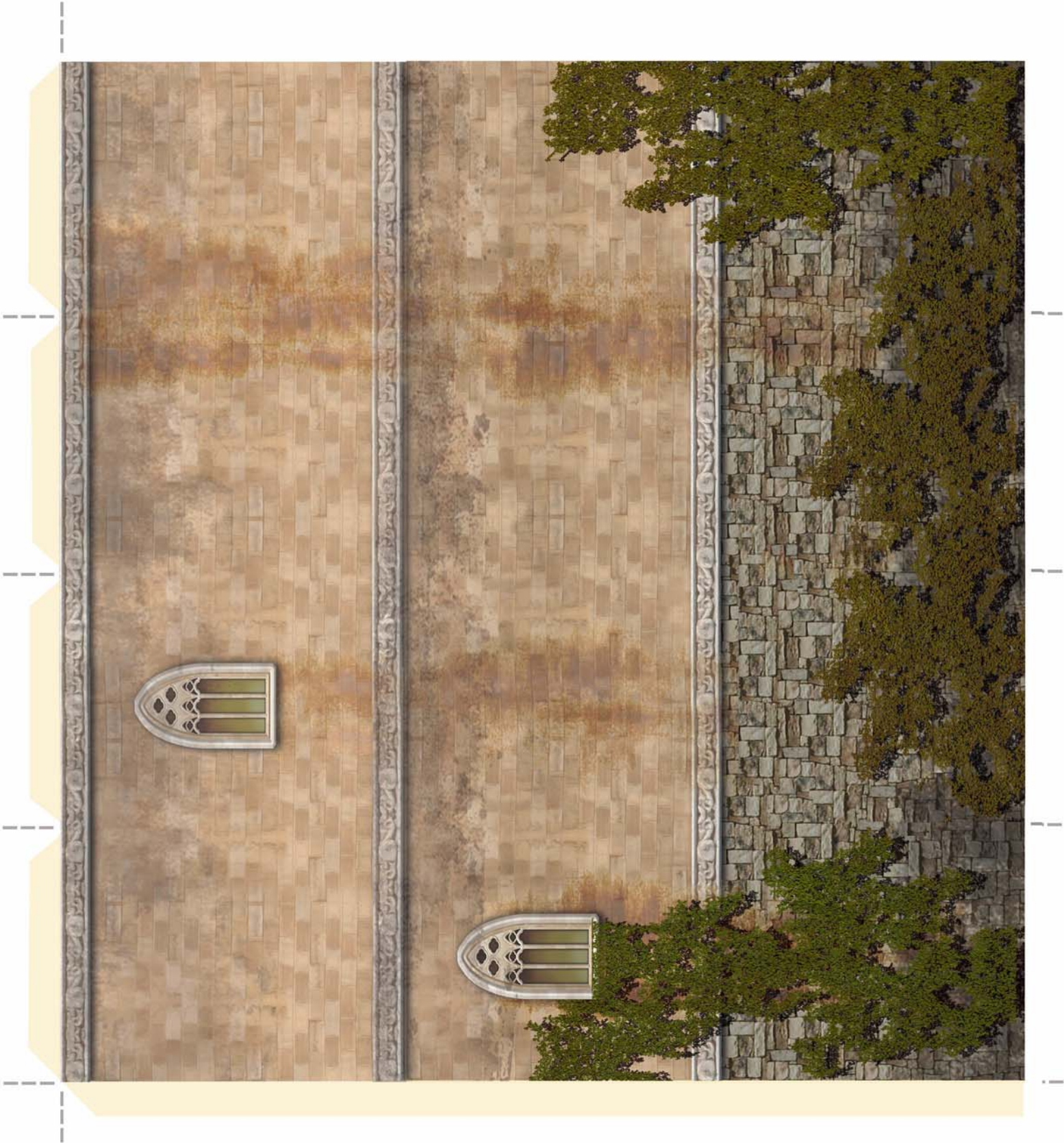








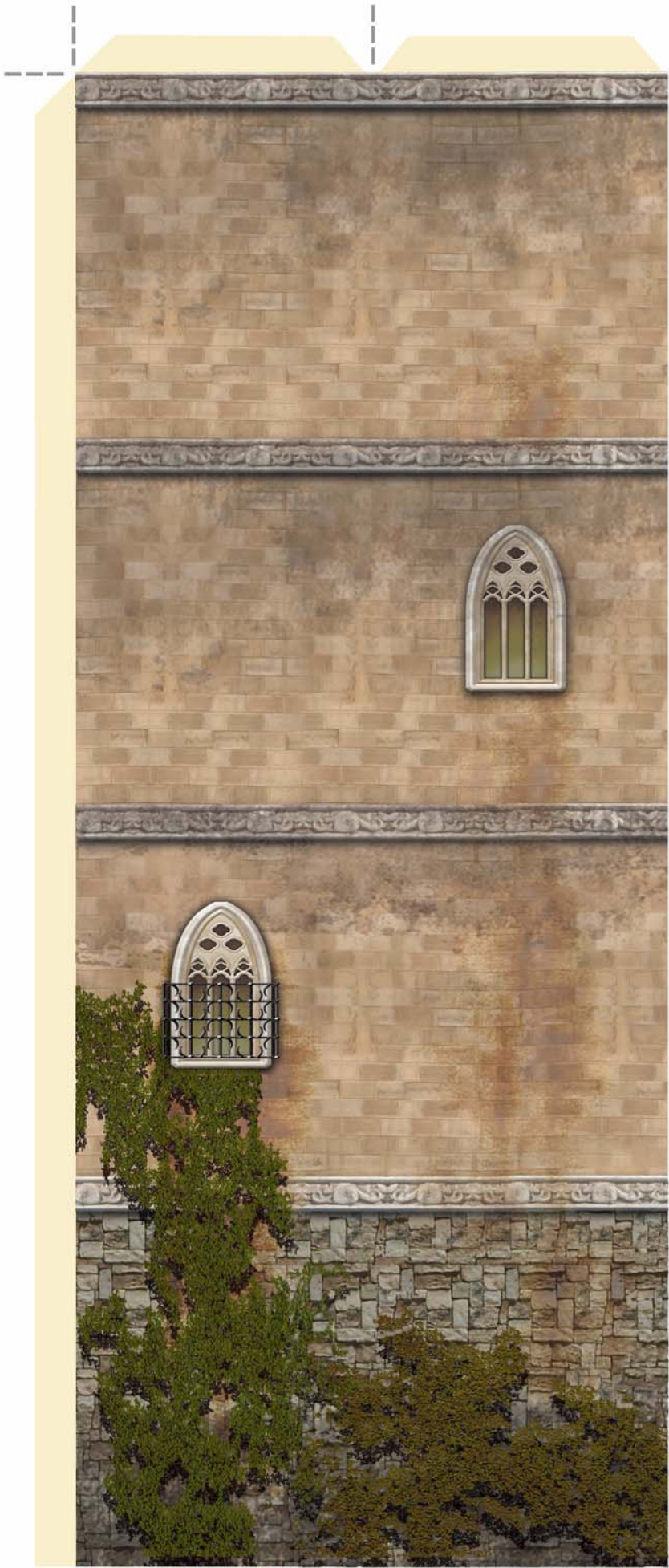
print two sheets to build one tower



print two sheets to build one tower

Octagon Tower

(four story)

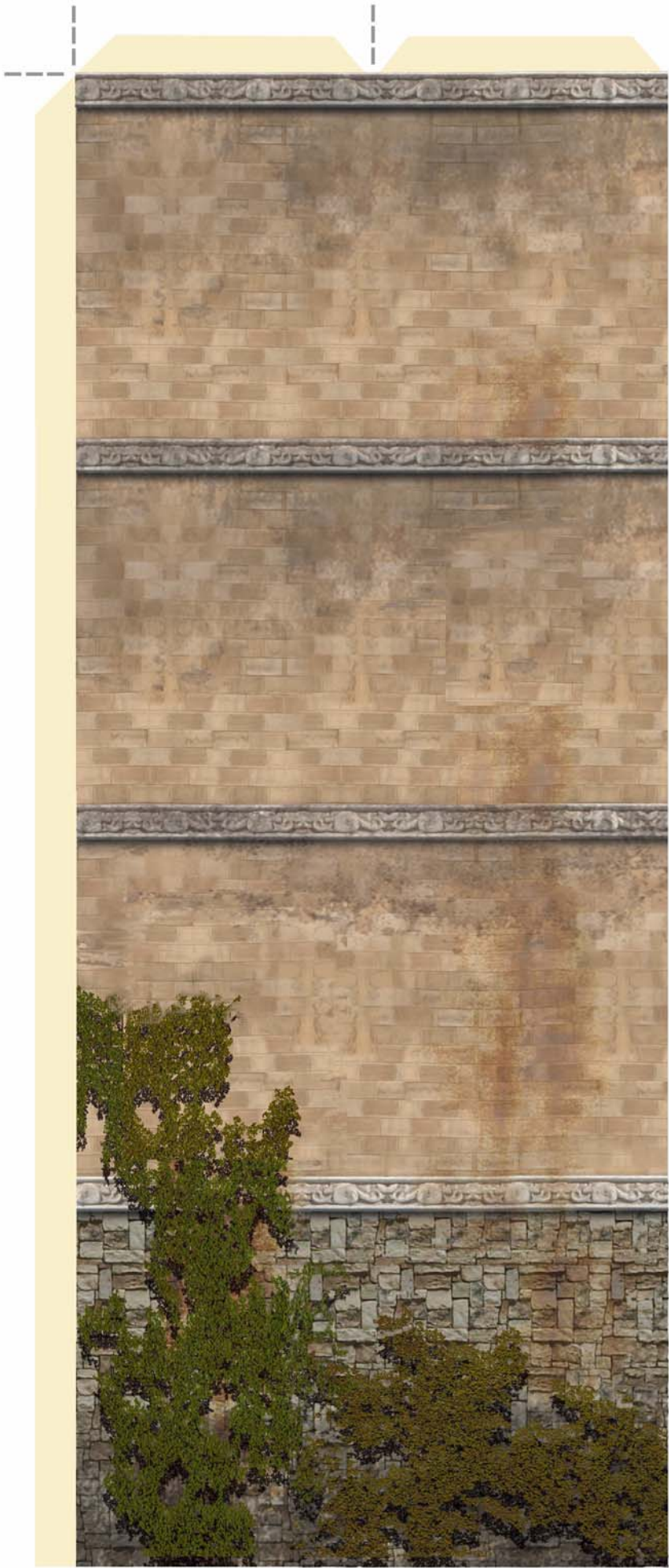


part B (glue to part A) print out (2) times

print two sheets to build one tower

Octagon Tower

(four story)

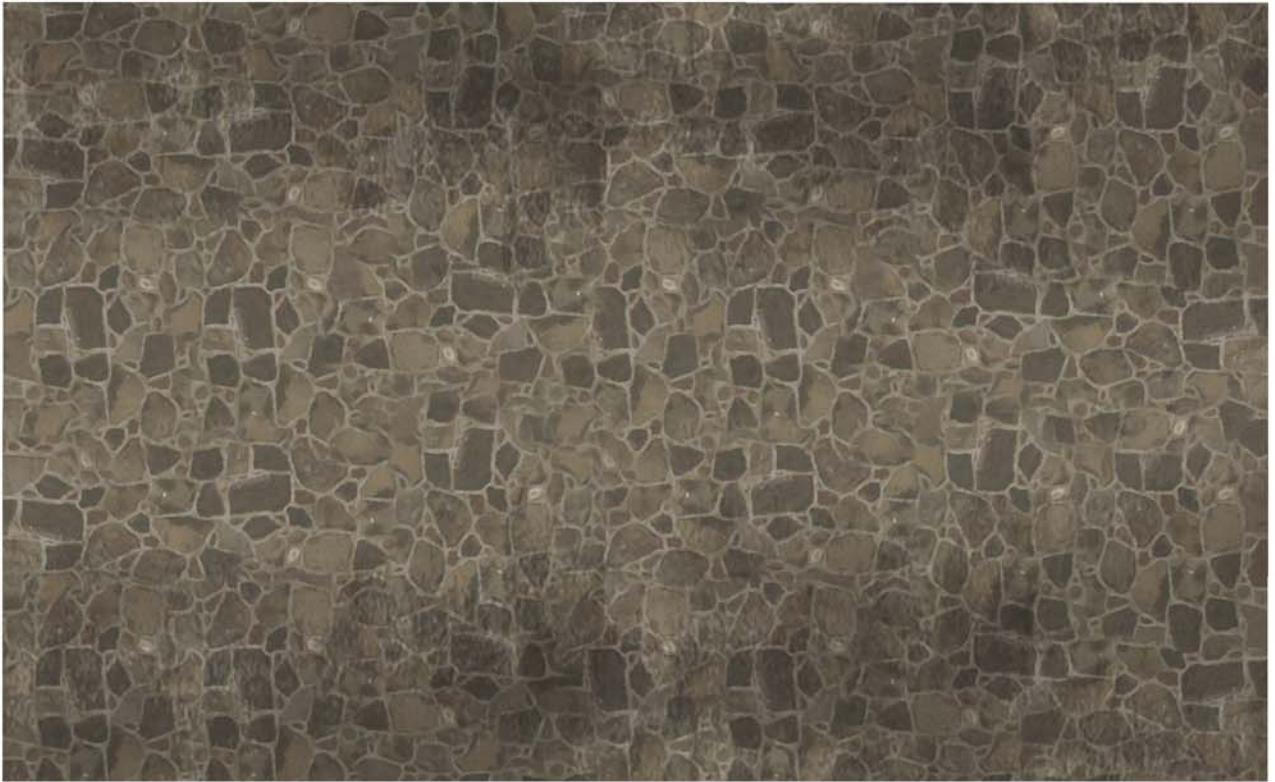
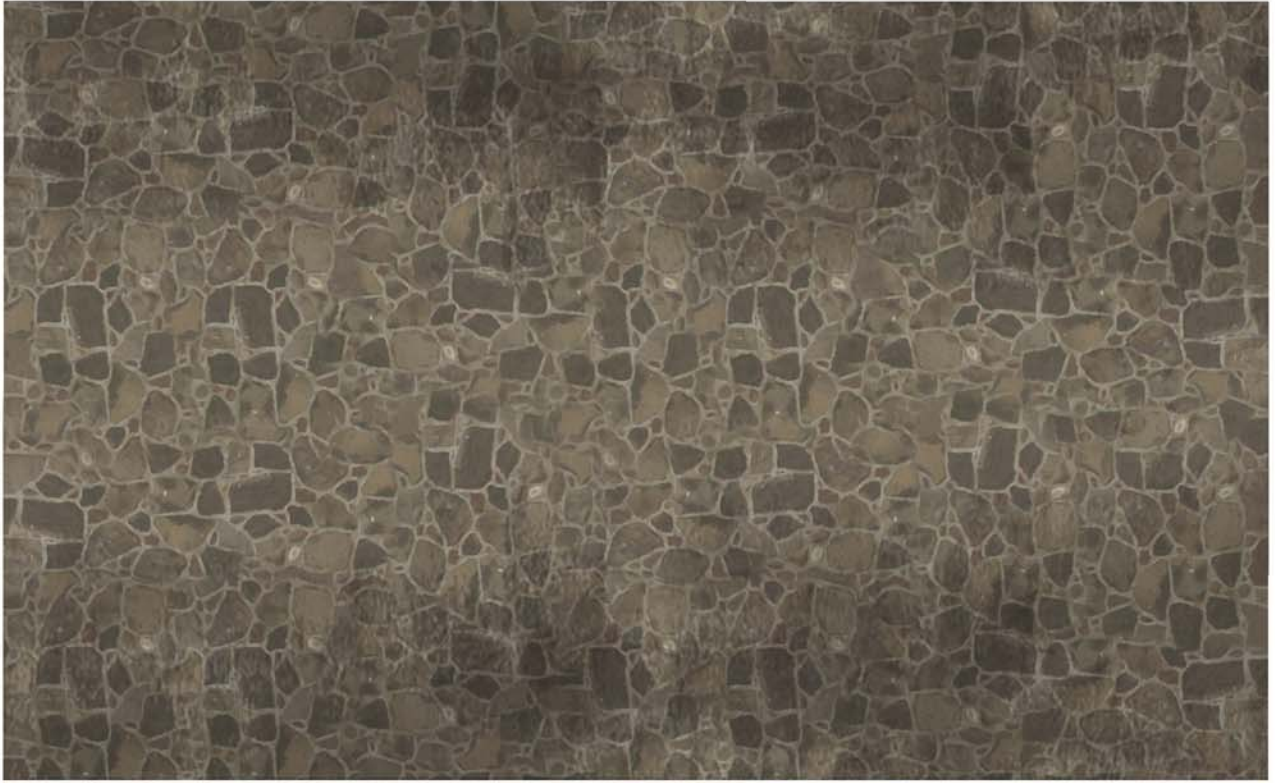


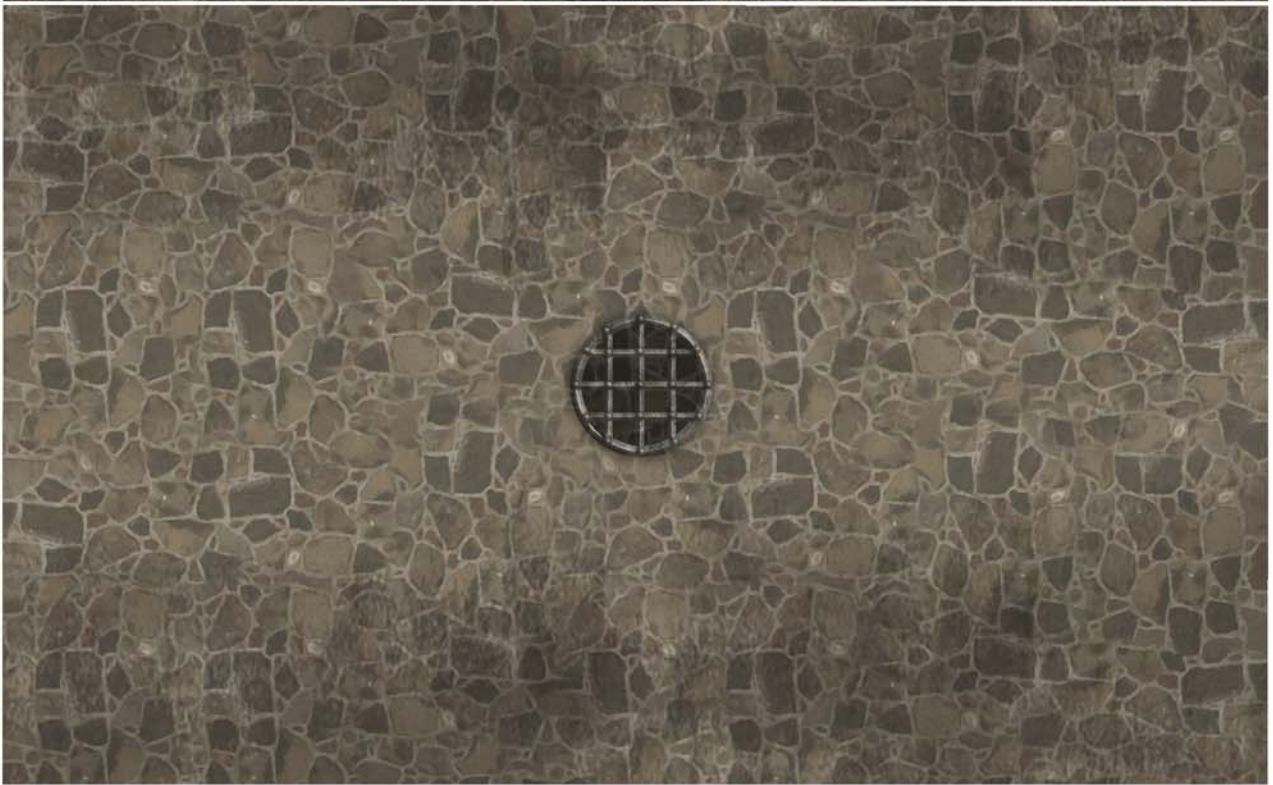
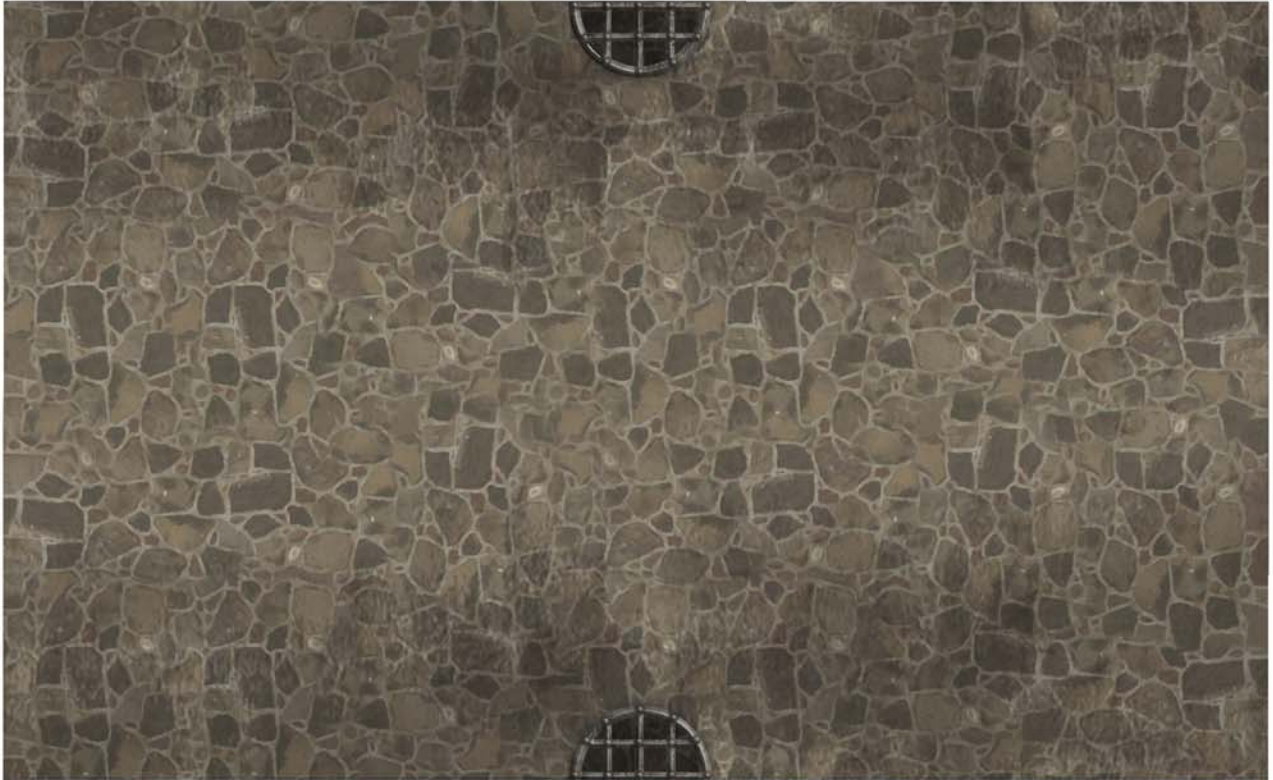
part B (glue to part A) print out (2) times

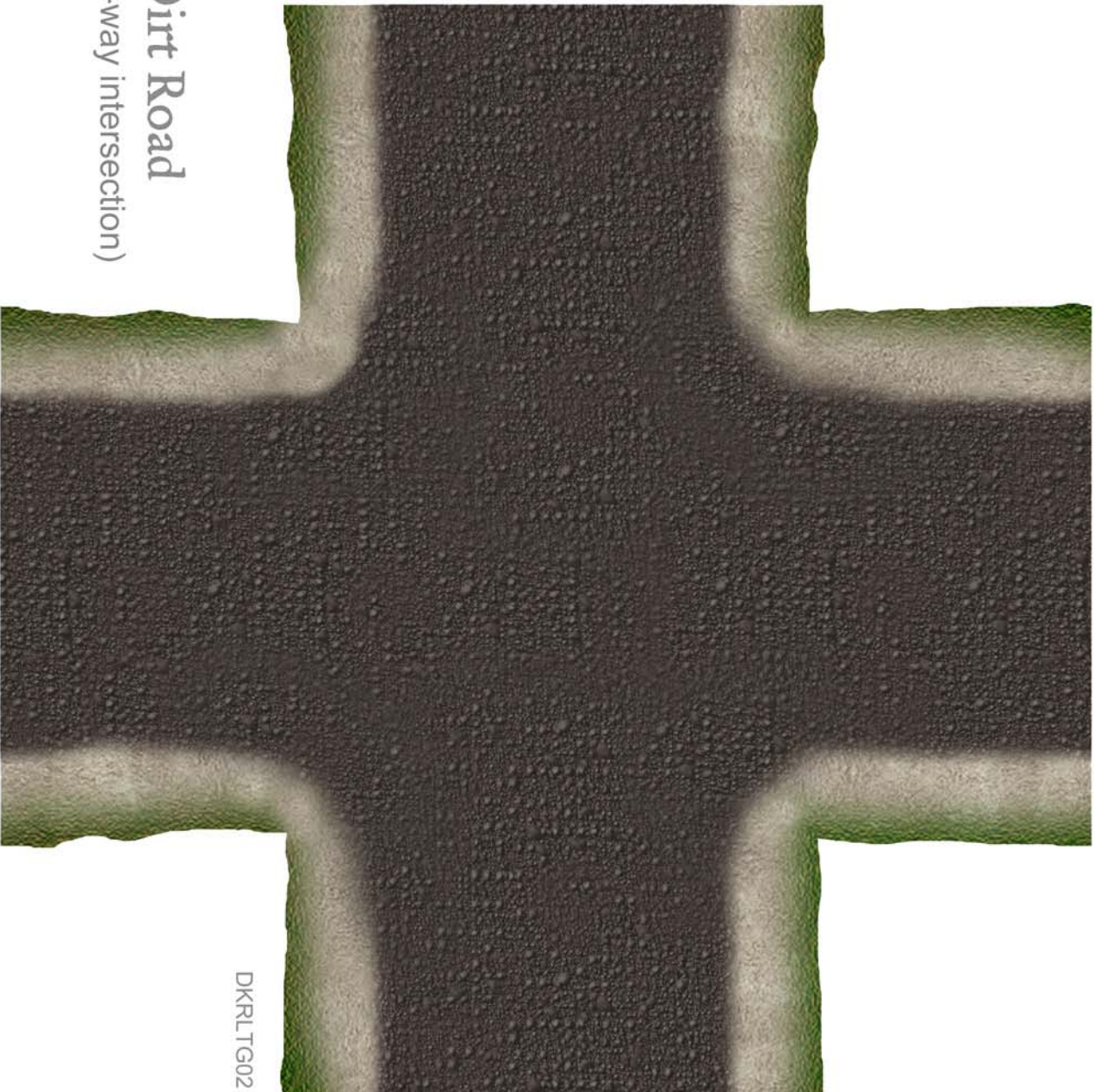
print two sheets to build one tower





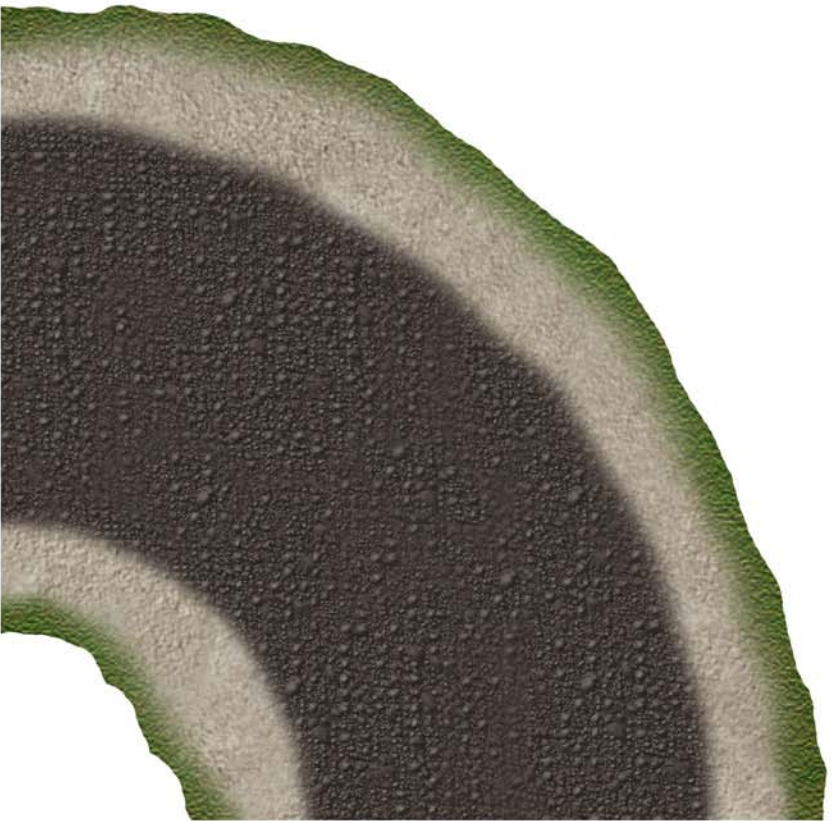






Dirt Road
(4-way intersection)

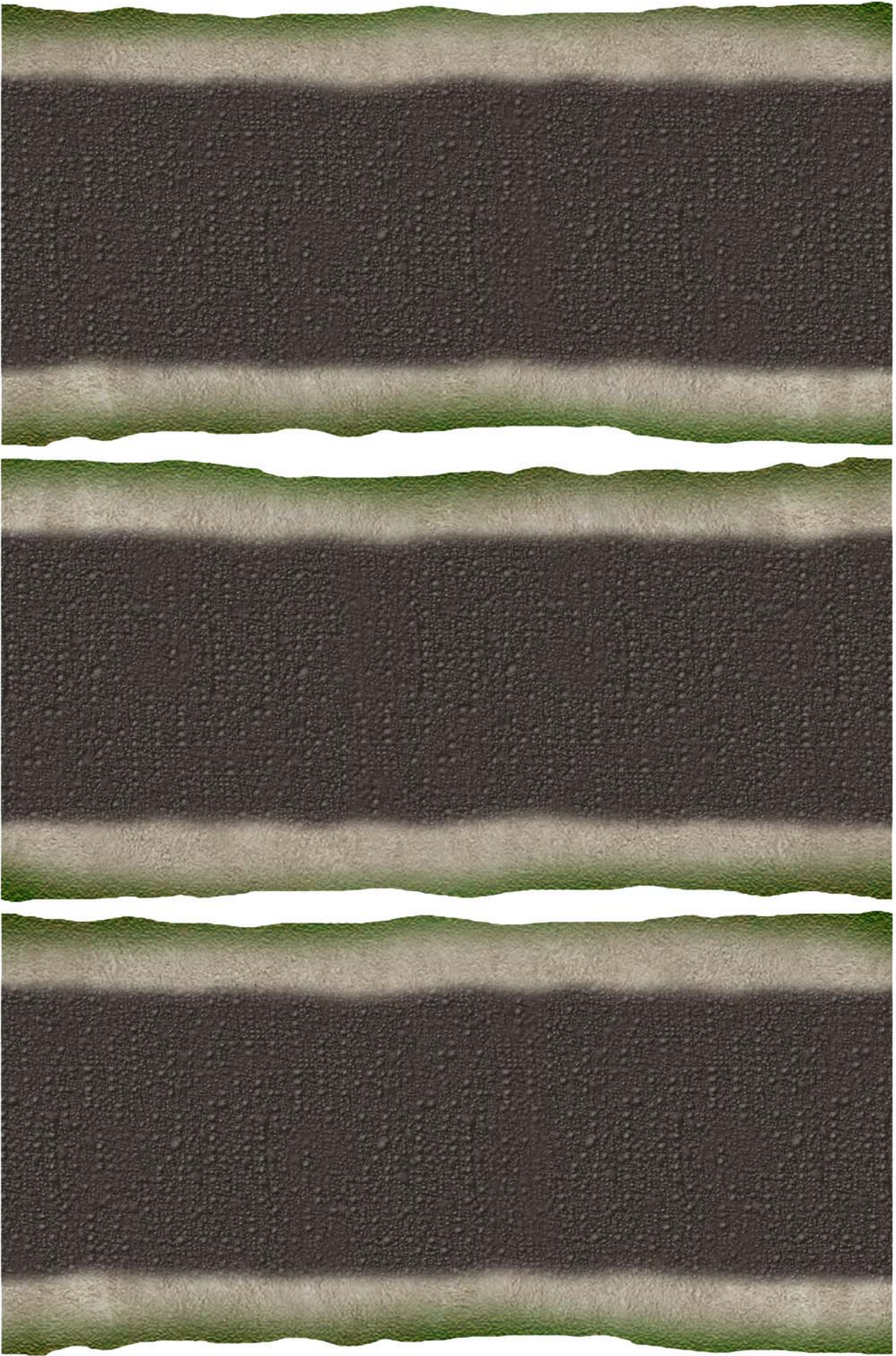
DKRLTG02



Dirt Road
(small radius curve)



DKRLTG02

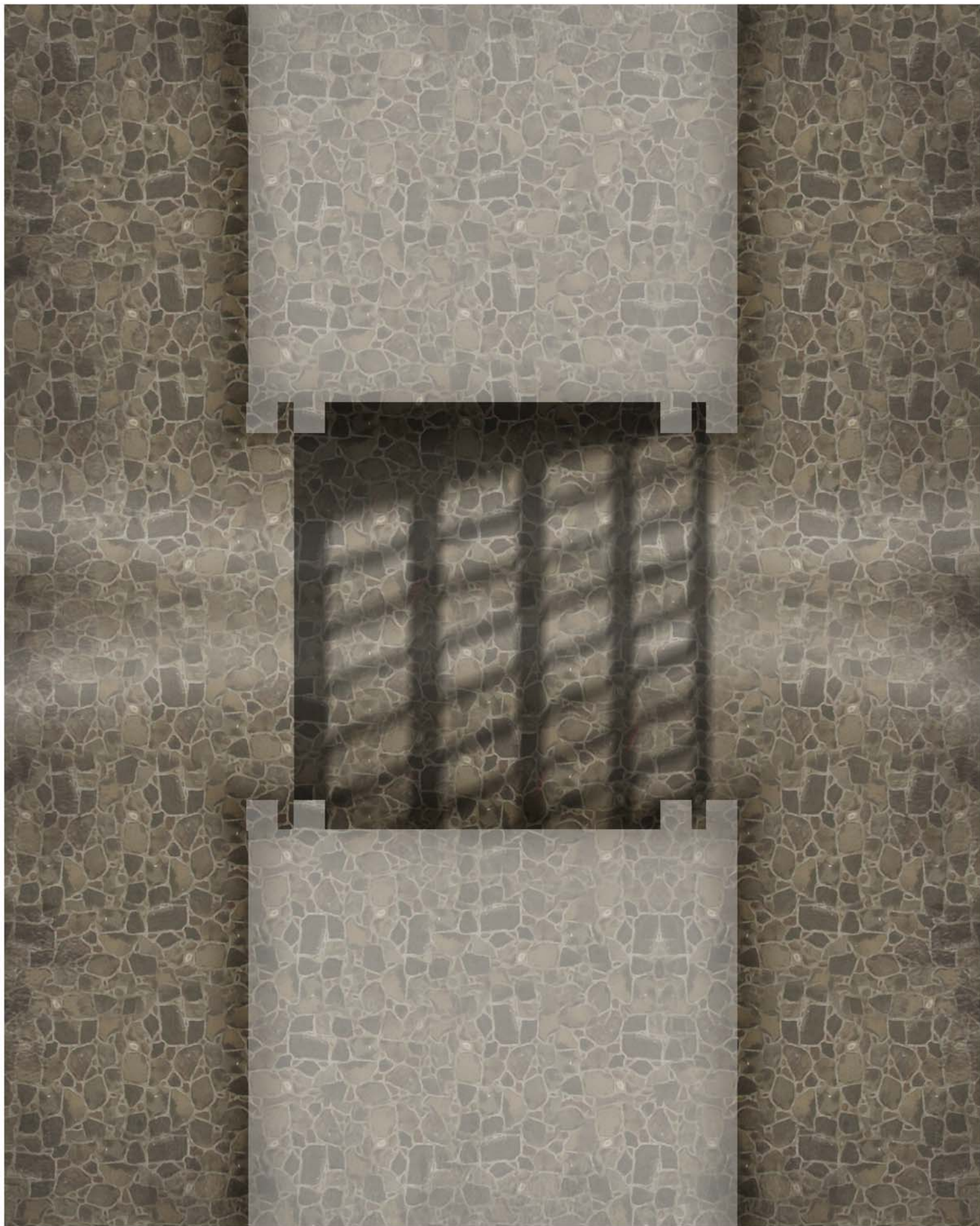


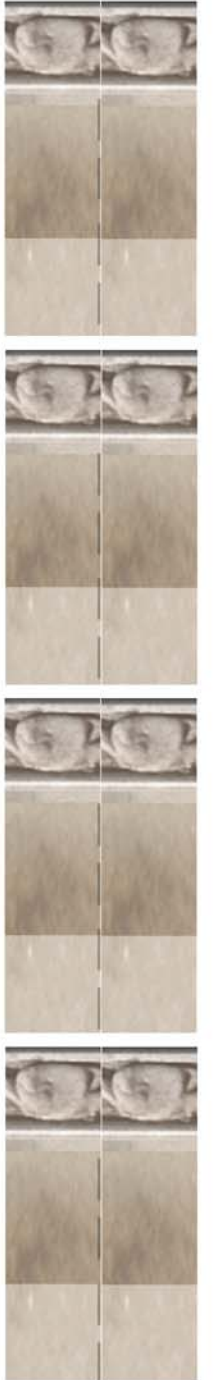
Dirt Road
(straight sections)

DKRLTG02

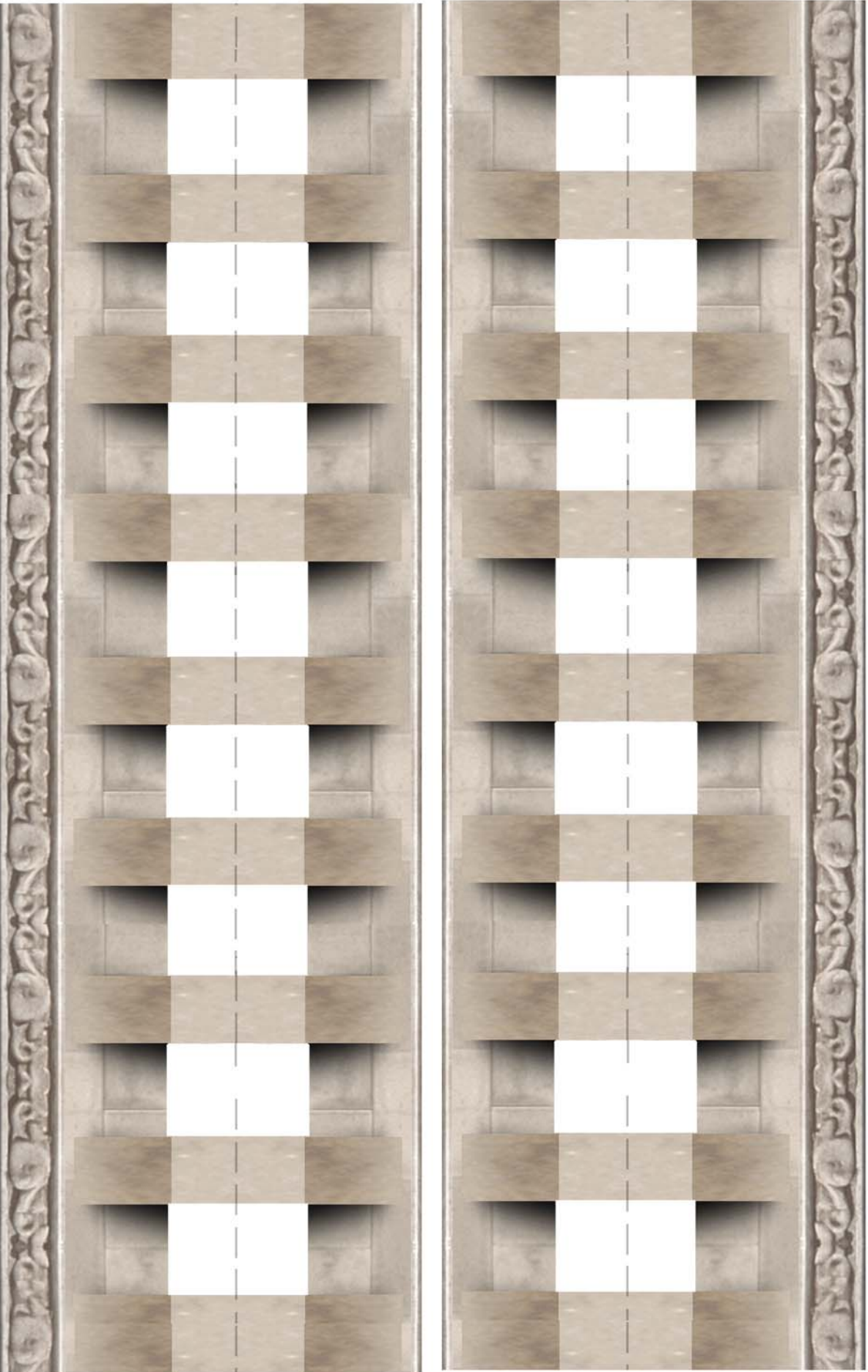








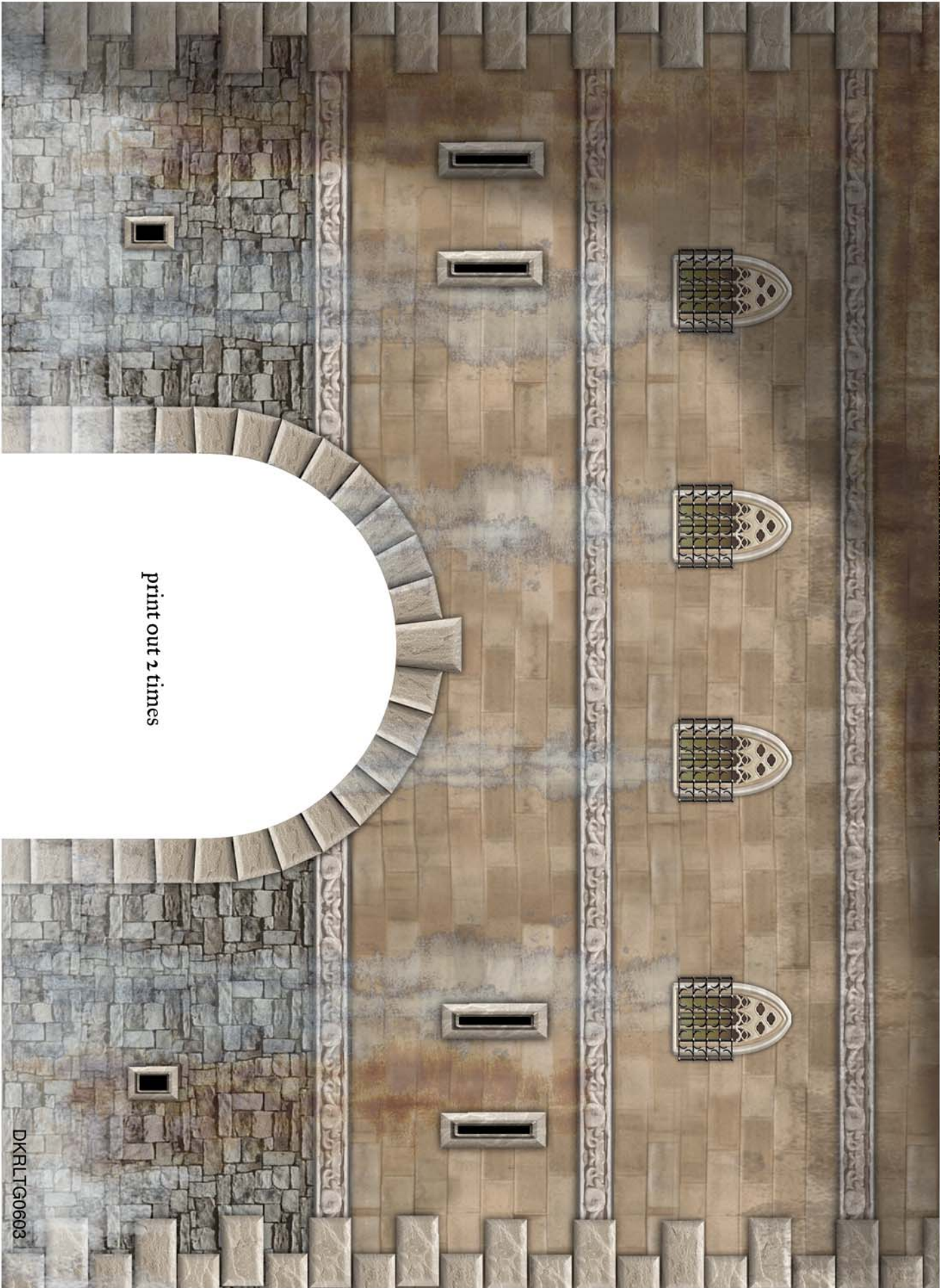
Corner pieces



CRENELLATIONS

TAB

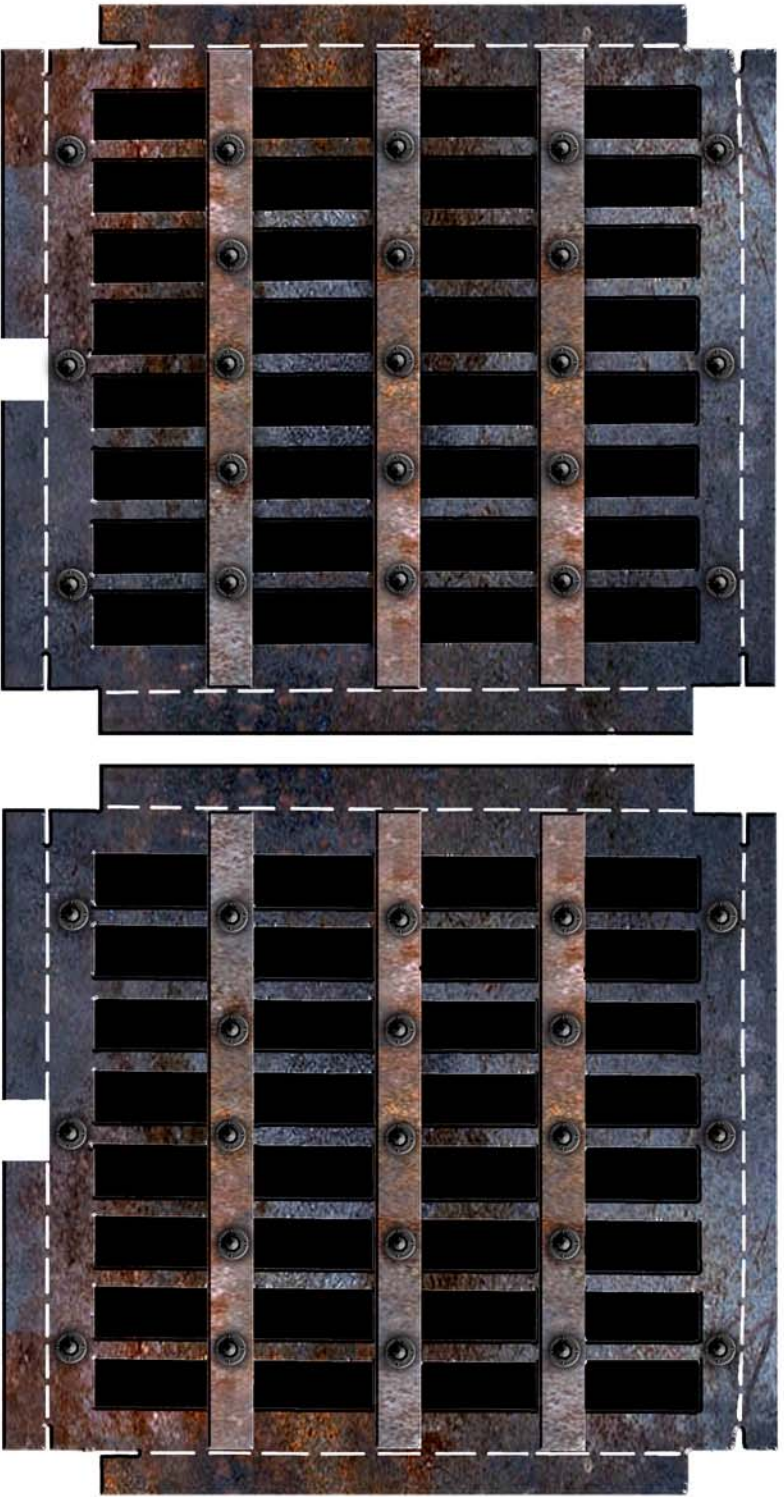
fold tab inward, this supports the top



print out 2 times

DKRLLTG0603





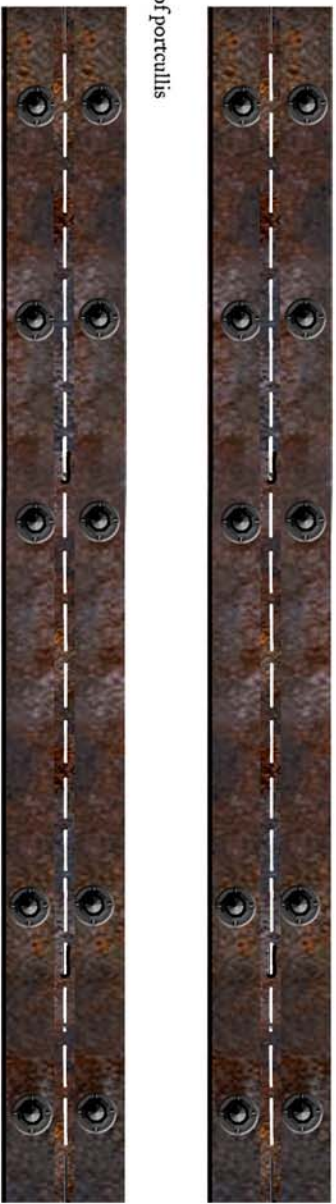
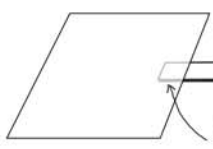
I.
score, fold over, and glue to
create portcullis lift handle



2.
bend over top of lift handle



3.
glue to back of portcullis



RUINS

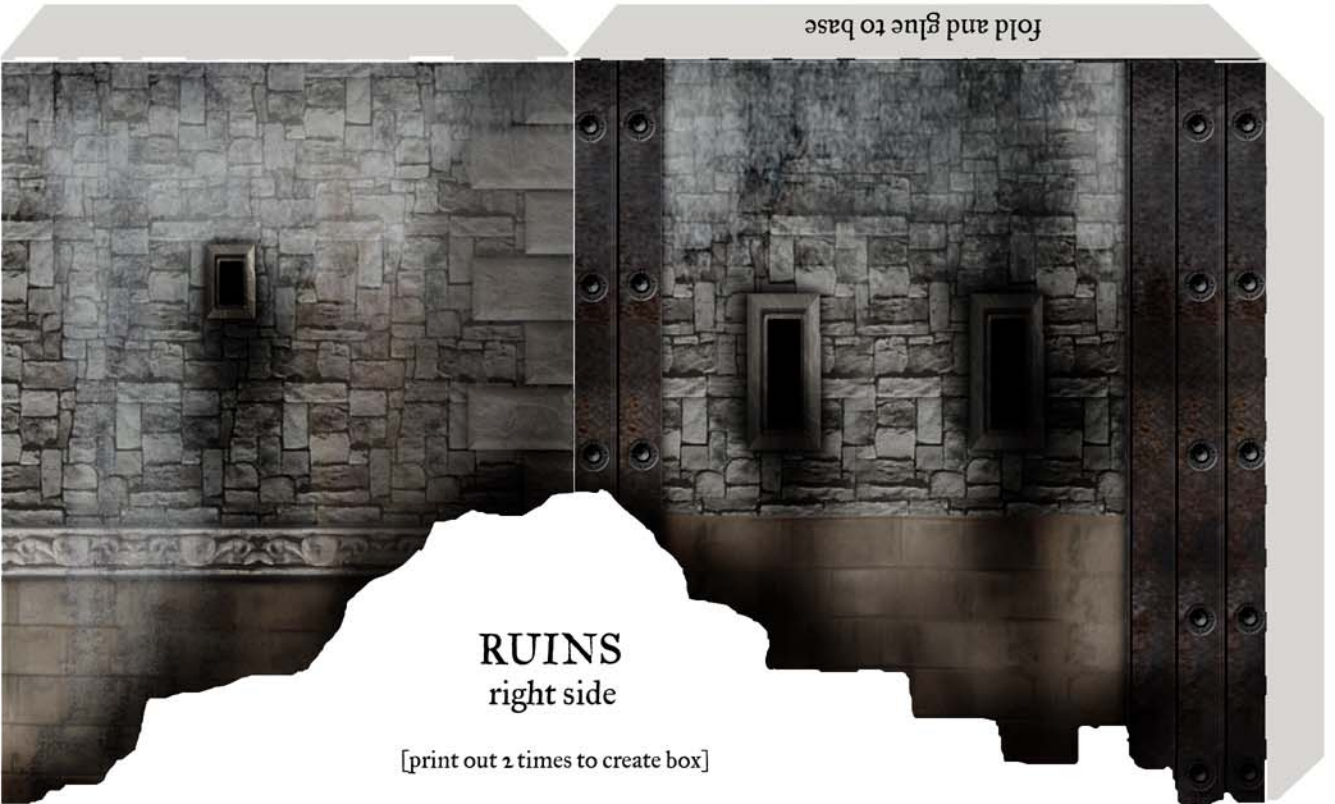
left side

[print out 2 times to create box]



fold and glue to base

fold and glue to base



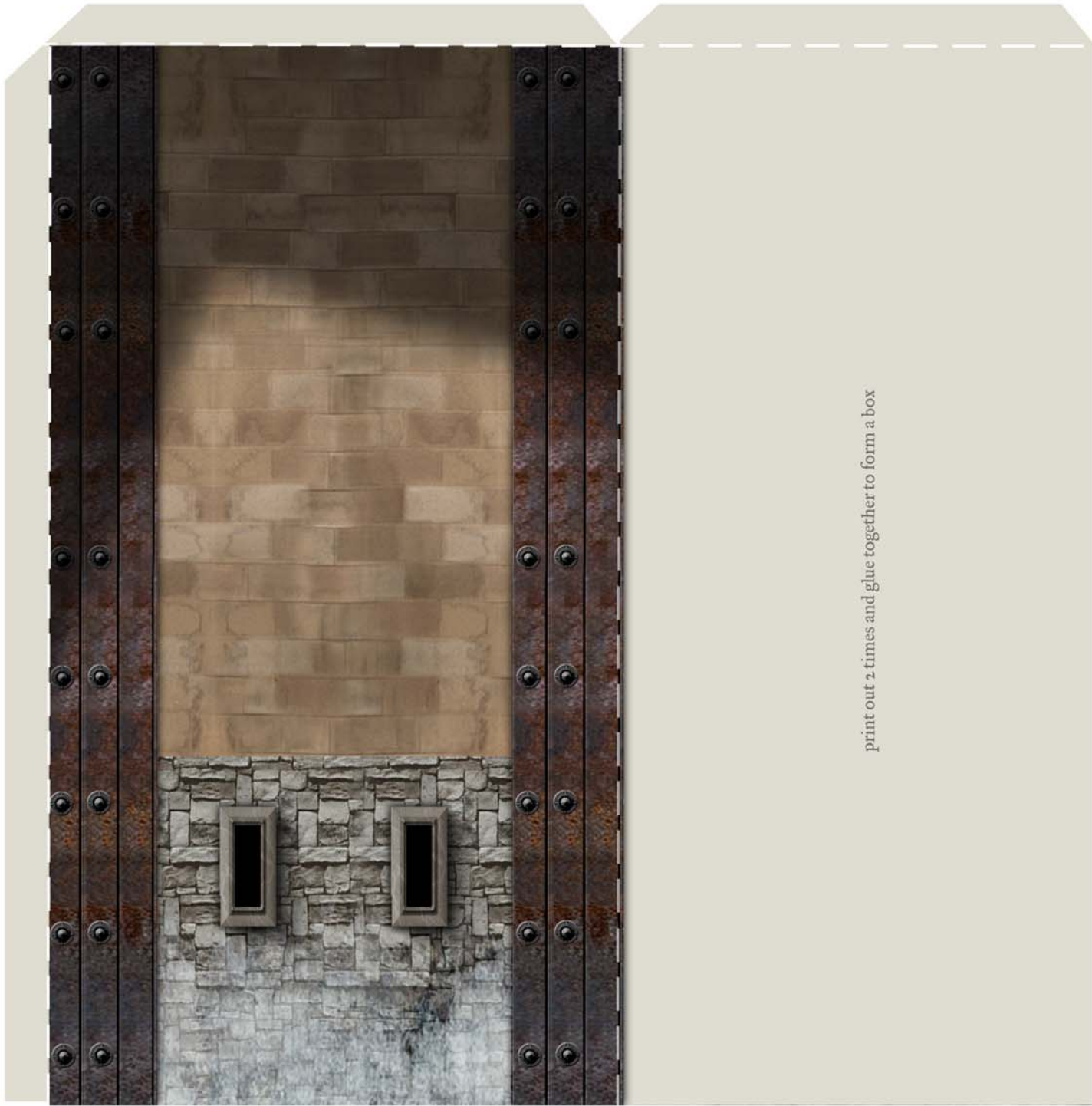
RUINS

right side

[print out 2 times to create box]

print out 2 times and glue together to form a box



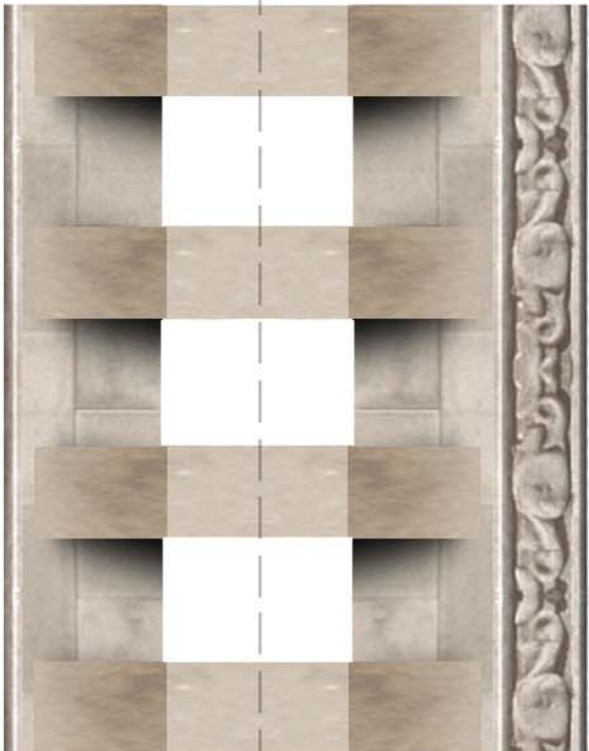


print out 2 times and glue together to form a box

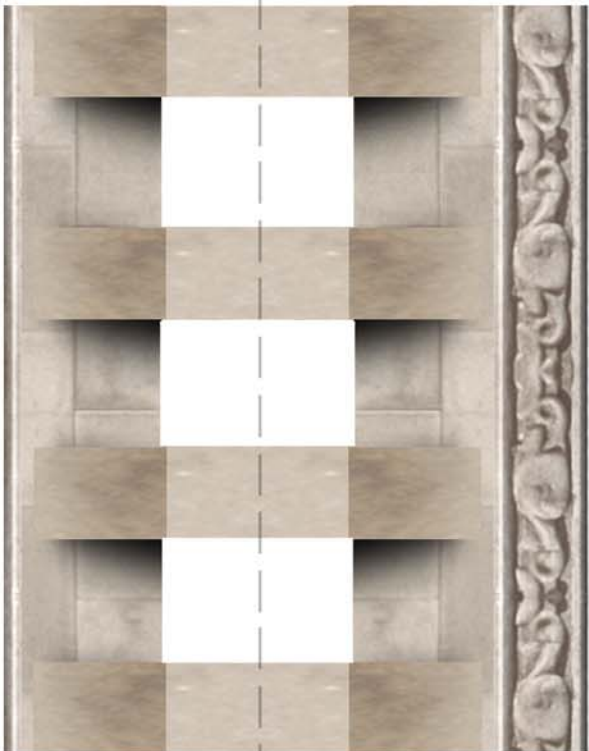


cut out slot for portcullis lift handle

TOP



score here

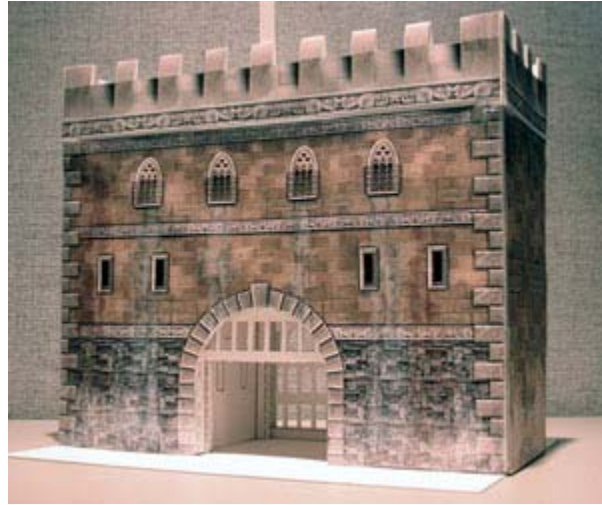


cut out slot for portcullis lift handle

cut out, score along dashed line, fold over and glue to form a single piece

score here

END CRENELLATIONS



*Those Foldup paper models are a
compilation from the Wotc website*

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