



## Vogland Castle Dice Tower (support free)



VogMan

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## Summary

FDM & Resin detailed dice tower that can double as 32mm scale miniature diorama

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### VOGLAND CASTLE / TOWER

After making a 32mm Castle Tower ([HERE](#)), I received requests to turn this into an equally detailed dice tower. So it's still the same structure, with arched windows and arrow slots, but it now contains a twisting internal tube that shakes up dice.

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**For a little about Vogland** and the inspiration for my miniatures, please click [HERE](#).

**DICE SIZE**

The dice pass through the castle doorway and this is 20mm wide, so your dice must be this size or smaller - unless you want to scale up the model, which is possible as there's plenty of detail here. **For example**, multiply all files 116% to increase the door opening to 23mm, which should be more than big enough for a 20-sided dice. 125% for 25mm, etc.

## SECTIONS

For convenient printing on **both Resin or FDM**, the tower is divided into stackable sections. Thanks to stud and socket design, these should fit together securely. These sections can be glued or kept separately.

I've also included witness marks to make alignment obvious, so 1 goes to 1, 2 to 2, 3 to 3.

## IMPORTANT - RESIN PRINTING

There are a lot of projections on these models, thanks to the rough surfaces of the stonework. Whilst I have strived to ensure that these should print without supports (if printed parallel to the build plate), it's possible some artifacts may occur upon the FEP and in the resin. For this reason I recommend after EVERY print, filter the resin and clean the FEP.

## SUPPORTS

I designed this model to print support-free when placed flat on the build plate. This is perfect for FDM of course, but with resin prints this can lead to a slight tide mark print flaw. To get around this, a slight angle of 2.5 degrees and the X & Y with plenty of light supports beneath will see you right.

**JUST ONE STIPULATION...** if you feature this in Social Media, please name me and provide a Link to this file AND to my [YouTube Channel](#)

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# Model files



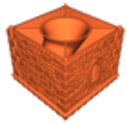
**ground-floor-decd.stl**

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**floor-one-decd.stl**

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**floor-two-decd.stl**

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**tray.stl**

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**tray-fate.stl**

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**top-floor-decd.stl**

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