Traps !!!

Posted by Thor - 2004/04/15 10:15

We use Traps I & II. Anyone have any niffty new ways to use these???

First time I used the goo/acid cooridor with the rolling stone ball trick was awesome. Half the party had gotten accross when they triggered the ball which rolled toward them. Being pinned between them they had little choice but to fling themselves into the goo/acid they had just carfully crossed. Hee Hee Hee..... :lol:

The falling stone blocks are very nice to prevent the PC's from leaving and re-entering dungeons.

Traps III Ideas

Walls of Stone & Fire (Like the spell effects..?)
Large (2m x 2m metal Cage)
Giant Crossbow (Balista)
Corner Pcs. Secret Doors
Magic Mouth wall pcs.(as spell)
Some-kinda sliding chute?
Wall Pcs. with mysterious metal Dial or handle
Fancy spinning floor & wall pcs.
Forcefield wall pcs. (Kinda clear but sparkly?)

Might have to wait awile for some of these :cry:

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Traps !!!

Posted by TheDungeonDelver - 2004/04/15 15:32

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While the traps are gorgeous to look at, I find them singularly hard to use, and here's why: if you put in a trap piece, player's know immediately what's going to happen. Even if they blow their "detect traps" roll, they're still keen to what's going on. Also, some of the trap pieces are too intricate - the falling wall sections and the swinging log, while ingenious and very pretty, are difficult to use on the map and properly represent. Okay, I blew my detect traps roll. Now, you tell me a swinging log pendulum slams in to me for 3d8 damage. Okay.

Then the game has to stop while you move minis and hallway pieces and add in the appropriate trap piece and trigger it. The swinging corner traps, slamming walls and slime trench are less of a hassle, but still.

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Traps !!!
Posted by Thor - 2004/04/15 15:45

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If I know a trap is coming up, that piece is at the top of my box ready to be thrown out there!!!.

It's best to ask the Player to make a couple of rolls. I might ask them to

- Roll for secrets Doors (Ignore Results)
- Keen Vision Roll (Maybe Give them a clue if succsful)
- Detect Traps (Pass / Fail)

In our game the poor PC would probably get a agility roll of some kind to dodge or leap the desending trap.

So what if the player "knows somthings gonna happen" He has., what 3 seconds to act on this knowledge because the trap is now going off.

The swinging log only has to be placed after it is sprung swaping places with a normal corridoor piece same as a pit or secret Door pieces.

I love traps!!! :D

==========

Traps !!!
Posted by KenM - 2004/04/15 15:46

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Thats when you start to play mindgames with the players. you start by replacing a corner section when they fail to detect the trap, then next game, you put out the trap corner section first, where there is no trap there. Just say "I don't have any normal corners left". Then next time you do it, it is trapped. have to keep the players on toes.

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Traps !!!
Posted by Thor - 2004/04/15 15:53

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Mindgames !!! Those are effective:

- "You don't see any traps..... (DM: Looking at notes) "Holy Sh....!!!"

Concerned Player "What ???.....What is it???

D.M. "Oh nothing.....Where exactly are you searching?"

I myself, of course do not use such crass and crude DM techniques. :rolleyes:

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Traps !!!
Posted by SovS - 2004/04/17 01:00

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I just dont "peg" any piece down so I can interchange a normal with the trapped version during play. Once the trap is triggered I just leave the trapped version on.

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Traps !!!
Posted by Thor - 2004/04/19 15:49

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Any ideas for Traps III (It will be made at some point, right?)

TRAPS 3

I would really like a wall of Fire. (3mx3m)
Some kinda turning room pcs.
Magic Portals (Swirling colors et al)

==========

Traps !!!
Posted by MrThou - 2004/04/19 16:38

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I just dont "peg" any piece down so I can interchange a normal with the trapped version during play. Once the trap is triggered I just leave the trapped version on.

Thats what i was thinking. If they trigger/find it. then put the piece in. Simple enough :)

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Traps !!!
Posted by Thor - 2004/04/20 10:12

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Yup. That is what I do as well. No muss no Fuss.....

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Traps !!!
Posted by MyLordVoid - 2004/04/25 14:51

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I Like Putting the Trap Pieces Down...

Hapless PC 1- "What's he putting Down Now?"

Veto- ....." Oh I Dunno'..."... Places a Pit-trap Corridor Piece...

Hapless PC 2- "Uh...I'm Searching for Traps"...

Veto- ..... "Ok What's Your Detect Traps Skill?"

Hapless PC 2- "83"...

Veto- .....

Hapless PC 1- "That's Kewl He Rolled a 47, He Must Have Known You'd Find it!"

Veto- "Find What?"

Hapless PC 2- "Well You Rolled less than my Skill Level Right?"

Veto- "Uh-huh"...

Hapless PC 2- "So Did I Find a Trap or Not?"

Veto- "Nope"...

Hapless PC 1- "I'm Going to Jump the Pit"...

Hapless PC 2- "Me Too"...

Veto- "What Pit?"....

.....

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Traps !!!
Posted by Thor - 2004/04/26 10:47

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I've found that lottsa Trap searching type activities usually happen AFTER a trap has already been triggered. :lol:

Those nutty players.....

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Traps !!!
Posted by MyLordVoid - 2004/04/26 12:56

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Yes those Wacky Player Types do Need some Reminders at Times...

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Traps !!!
Posted by Thor - 2004/04/26 13:08

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Hope they make Traps 3 soon. Some "magical" traps could be in there.

Those peak-hole pcs. that are used to put secret doors in corridors are great. You can spin em'. The falling blocks are nice.

I have only got one set of each Trap 1&2. and really can't think how often I would need more... :?

==========

Traps !!!
Posted by MyLordVoid - 2004/04/26 13:25

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I Don't Know if there would Really Be Enough "Simple" Traps to do another Set... But Two Things that the MK Traps set Had that were missed in DF were Spiked Floors, and The Flame Jets... (Not Complaining), I Love The DF Stuff too much for that, But I Do Like the MK Traps too... And They are Much Bloodier.....

==========

Traps !!!
Posted by Thor - 2004/04/26 13:44

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You could say that. But "traps" (IN DF lingo) includes Secret doors and any other sneaky tricky bits.

We still need secret doors for corners, I would hope to see.

Majic Rune writing on a wall or floor. (Glyph or ward?)
Bear-trap type of foot trap
Magic mouth

These kinda things (and others in this thread) would easily fit under the title "traps" ;)

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Traps !!!
Posted by MyLordVoid - 2004/04/26 15:07

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Ok Then I Would Love to See Some "Quicksand" Floor Tiles, and Some "Patterned" Floor Tiles, You Know the ones where you lay 'em done and every one starts screaming "I'm Avoiding The Diamond Shapes", Substitute: Dark Patches, The Raised Elements Etc... DeJa' Indiana Jones...

==========

Traps !!!
Posted by Thor - 2004/04/26 16:00

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Yup, If We won't run out of ideas for a while niether will DF>.... ;)

I'm trying to think of some more (rarer) Magical type traps. :idea:

A set with "natural" traps for the caverns might be hot. Rockslides, mudpits, falling Stalags., Deep crevises. etc.

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Traps !!!
Posted by MyLordVoid - 2004/04/27 12:43

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You Really think DF Is Writing ALL of this Down...? (This is A Test.....)...

Ok so Magic Traps... How about some Special Effect Stuff with Fiber Optics? Powered by Camera Battery or Similar... They would Make Kewl Trip Wires for other Traps... or Lasers for the Sci-Fi Set...

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Traps !!!
Posted by Thor - 2004/04/27 12:46

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Oh yea, DF would be silly not to check these out. Free R&D ;)

High tech stuff huh? Let me think.....

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Traps !!!
Posted by MyLordVoid - 2004/04/27 12:54

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Sure... I Mean they ARE Going to Do Sci-Fi Traps Right?... Right? I Hope so.... Not that it would be a Trap But You Know a Piece I Would Love to See Made? A 2"x2" Floor, with "Collumns" at Two Diagonal Corners, that would Fit into the center sections (The Diamond part) of a Double wide Diagonal Corridor... Basically the Purpose would be Cosmetic, but the Gaps Created by Two Diagonal Walls Set Side by Side Drive me Nuts... Or Maybe Just add Some Triangular Pieces With the "Collumn" in One Corner...

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Traps !!!
Posted by GOLTH - 2004/04/28 12:16

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All Hail Grimtooth.

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Traps !!!
Posted by Thor - 2004/04/28 12:35

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Who is Grimtooth?

Shouldn't you hail THOR? If any hailing needs to be done???

:o

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Traps !!!
Posted by GOLTH - 2004/04/28 13:15

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Grimtooth is the Iconic Troll in charge of the Universes Traps.
There are several books, made for any game system:Traps Won, Traps Too, Traps Tree, Traps Fore, Traps Ate, and some others that were not as deadly. Here's some info.
http://www.flyingbuffalo.com/catalyst.htm
No GM should live w/out these. Yea sure, I know you got a good imagination, but you can't possibly think of all thses traps an your own. There's nothing like a good five-skuller to end the evening's game.

==========

Traps !!!
Posted by brvheart - 2004/04/28 14:42

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Who is Grimtooth?

Shouldn't you hail THOR? If any hailing needs to be done???

:o

Grimtooth is the master of all traps! Where have u been Thor?

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Traps !!!
Posted by Thor - 2004/04/28 15:31

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Doh ! I do remeber this. Grimtooth the funny looking goblin character, Traps 8 and all that... :oops:

I saw these at our local shop and when I went to buy it several panicky players grabbed me and forced me into the Trunk of a car.....

Must be good.....

But is it really that great? How many variations on pits can there be?

Maybe I should get one of these??? Which is best??? :twisted:

==========

Traps !!!
Posted by Thor - 2004/04/28 15:37

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%&&(&%%#$#% !!!! :twisted:

The web site says they are all out of stock..... :cry:

Traps Lite looked the most "fun".

Yup - Ol' THOR earned his dice playing the old Tunnels & Trolls stuff.

Anybody ever play/DM "Naked Doom!" (Anybody Survive!! :shock:)Classic Flying Bufallo. I guess I did not realize they were still around.

==========

Traps !!!

Posted by MyLordVoid - 2004/05/02 11:17

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I Am Not Sure How Many I Have... (Five Maybe?) in Storage, I Had Not even Thought of them in Some time, even though Some are So Ingrained in my Head that I Use them without really Thinking about the Origins..... But Yes Grimtooth is an Awsome Resource... A Lot of these Traps are Highly Mechanical though and Would make for Difficult DF Pieces I Fear... Lots O' Hinged Corridors, Moving Rooms Etc...

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