Original Traps Revival

Posted by jackattack - 2009/06/26 15:23

That's exactly the kind of response I'm looking for, crioux -- a specific reason that you, personally, didn't buy very much of that series. Which pieces did you buy, and why were those worth the money when others weren't?

A possible reaction by DF might be to emphasize the pieces that were more like obstacles or features. The 6" passage with pit and log, wooden ramp and stone, arrow loop walls, and arrow loop passages were never really meant to be hidden. The swinging walls might stand in for regular walls. And the 5-ton stone block can be added easily during play, or set out as a permanent feature of the dungeon.

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Posted by thenorthman - 2009/06/26 17:49

While I didn't get a ton of these I have found the the moving wall pieces are great for well loose walls on other piece. Kind of like the new AB III has but of course they are full two inch long or one piece is equal to 6 inches long.

Sean

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Posted by KenM - 2009/06/26 17:59

I thought about that myself. But why not just use a normal corner or hallway or floor space. Once the players reach that area if they don't check then you switch it out with the trap they see now.
Excatly. Then after you do that for a few sessions, you can play mind games with the players by putting the trap corner or hallway in, but then not have a trap there. Mix it up so they don't know what to expect.

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