

Trap set 2 - What was in it? And how do u use it?

Posted by Ninthgoose - 2012/05/07 20:13

Two seperate questions.

1). Does anyone have a definitive list of what was included in trap set 2?

I have a photo, but not sure if it shows the complete set, and so, does anyone happen to have a definite list?

2). And secondly, as it looks like one may be joining my collection from a trade soon.. how do you use your trap set 2 pieces in your layouts, any tips and novel ideas etc?

Cheers..

=====

Re:Trap set 2 - What was in it? And how do u use it?

Posted by jackattack - 2012/05/07 21:21

Arrow Loop Walls

Arrow Loop Passages

Falling Block Trap (Passage)

5-Ton Stone Block

Swinging Spiked Log Trap (Passage with Arch)

Eleven pieces total, not sure how many of which piece.

I didn't buy the set myself, but I have some Arrow Loop Walls and 5-Ton Stone Blocks as individual pieces.

If you can panic the party into running (to avoid or outrace a series of falling blocks, for example) they might run right into another trap (like a swinging log or a series of arrow loops).

=====

Re:Trap set 2 - What was in it? And how do u use it?

Posted by Ninthgoose - 2012/05/29 21:25

Well, having had a good look at the trap set 2. I can safely say, i am glad I got mine second hand and not paying full price for it.

The pieces are very nice indeed, and that is not the reason.

But for practicality and quantity, the price of the set new (when available) was pretty high, and I think trap set 1 was far more value for money.

I hope we will see a new trap set in the future. The idea of "working" traps, like the two in trapset 2, are nice, but not really needed to be honest. My players will spot a "trap" section a mile off and I personally would rather have more items, than less, working ones as it were.

Been trying to think of some other "traps" that would be handy. The first idea that sprang to mind, was a piece with a removable, spike insert to so spiked floor tiles.. say a 8' long corridor, with 16 blank tiles and 16 spiked tiles, you can swap them in as they are revealed/found/go off.. also same for smaller corridor or may be a room floor section. Like the trigger pieces for the DF2 traps, but ones with spikes and one without.

A spiked insert piece, vertical.. to do a spiked wall trap, slowly moving down the corridor would be good too. :)

Hmm just realised you could also have some flame jet nozzle inserts for the first idea too, to give it dual use, or even combined for the really sadistic GMs amongst us. :)

=====

Re:Trap set 2 - What was in it? And how do u use it?

Posted by Arcarius2001 - 2012/05/30 00:45

Personally, I am waiting for Stephen to make us the anti gravity hallway that magically floats the player minis into the air above the table. But maybe I'm just dreaming big...now that he can cast Dispel Magic he probably has better ideas.

=====

Re:Trap set 2 - What was in it? And how do u use it?

Posted by jgardner44 - 2012/06/19 05:48

I hope we see trap sets released again. They are some of my favorite pictures of dwarven forge so I've wanted to order them.

=====