2minute traps.

Goblin Mine Shaft.

"Players approach the edge of the quarry. A ramp lowers into the quarry turning back on itself, like scaffolding, this pattern repeats to the bottom dirt. Directly next to the ramp sits a crudely constructed elevator contraption with a single lever, currently switch to 'up.'"

Fill this trap with whatever monsters seem appropriate, today I play goblins. So, 2 Goblins sit atop the quarry guarding both the elevator room and the ramp. After killing the first two goblins, players choose to take the elevator or the ramp. This structure has 5 levels with 2 goblins per level.

Players that take the elevator will aggro all 8 remaining goblins that meet the party at the bottom of the elevator ride. If players immediately send the elevator back to the top, they are gifted enough time to safely retreat.

If players take the ramp, the dungeon master will decide the pace down the ramp. Maybe you go 1 level at a time, maybe a group of two goblins hears the party fighting up stairs and joins in, maybe in the end the elevator was perfectly safe and players slap their heads for not taking it.

Whichever the case, the party makes its way down and onto the adventure ahead!

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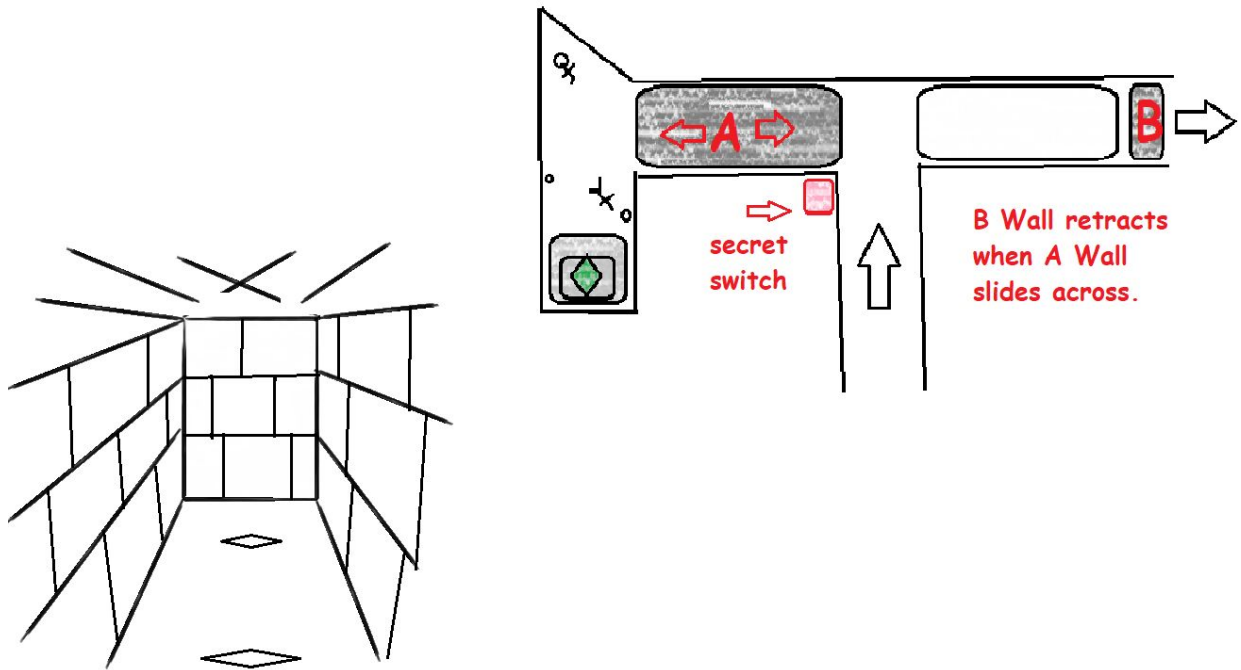
2minute traps.

T-switch.

"Players round a sharp corner, only to find themselves at a complete dead end. The dungeon is apparently over?""

Upon investigations players discover the switch right before the corridor first bends. If pressed a massive stone block slides across the dungeon floor filling the prior corridor, and revealing a new path as the corridor now turns the opposite direction.

At the end of the new hallway, lies a fake altar, meant merely as a distraction for our players. If enough time passes, or players touch the altar, then the stone pillar slides back into place trapping the party in the room with the false altar. Dungeon master may allow dexterity checks for attempts to beat the sliding stone.
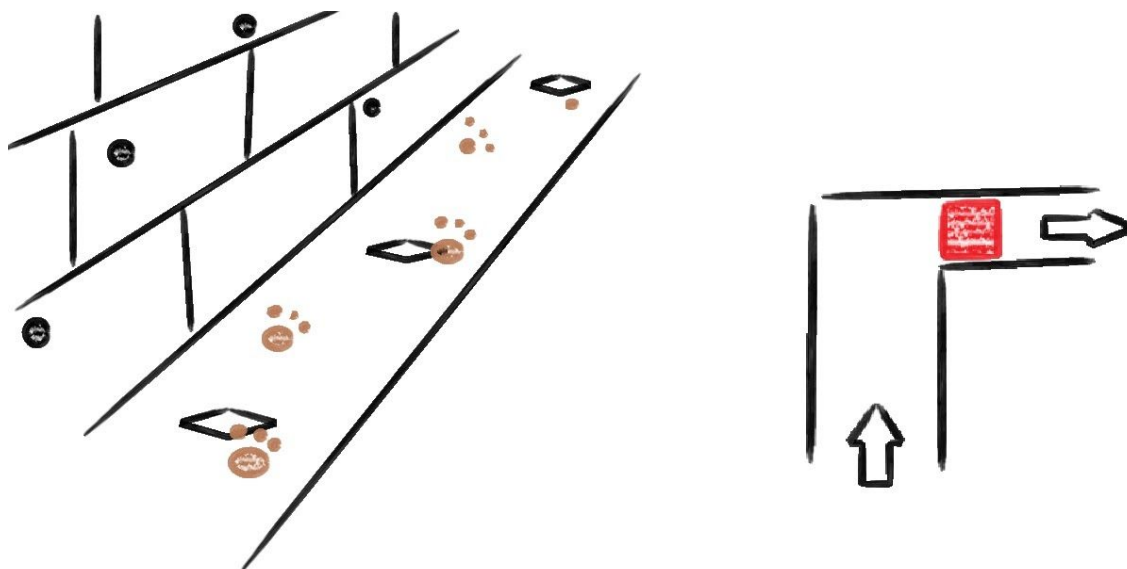
Instead players will need to press the activation button and enter the hallway before the block moves. As the block pushes the players forward another stone retracts revealing a new exit where the original dead end appeared.

Trapped forever or onward into the dungeon?

2minute traps.

Gnomish Dart Trap.

"You chase the goblins throughout their lair, one quickly turns a corner and you watch him run down the long corridor, taking another left he turns out of sight for the party."

Players watch as a small creature runs down a narrow hallway, if the players attempt to follow the creature a trap is sprung.

This is a weighted pressure plate, designed by gnomish minds, this trap will not trigger for small sized creatures. Medium or larger creatures that step on this trap will take damage from the blow darts in the wall.
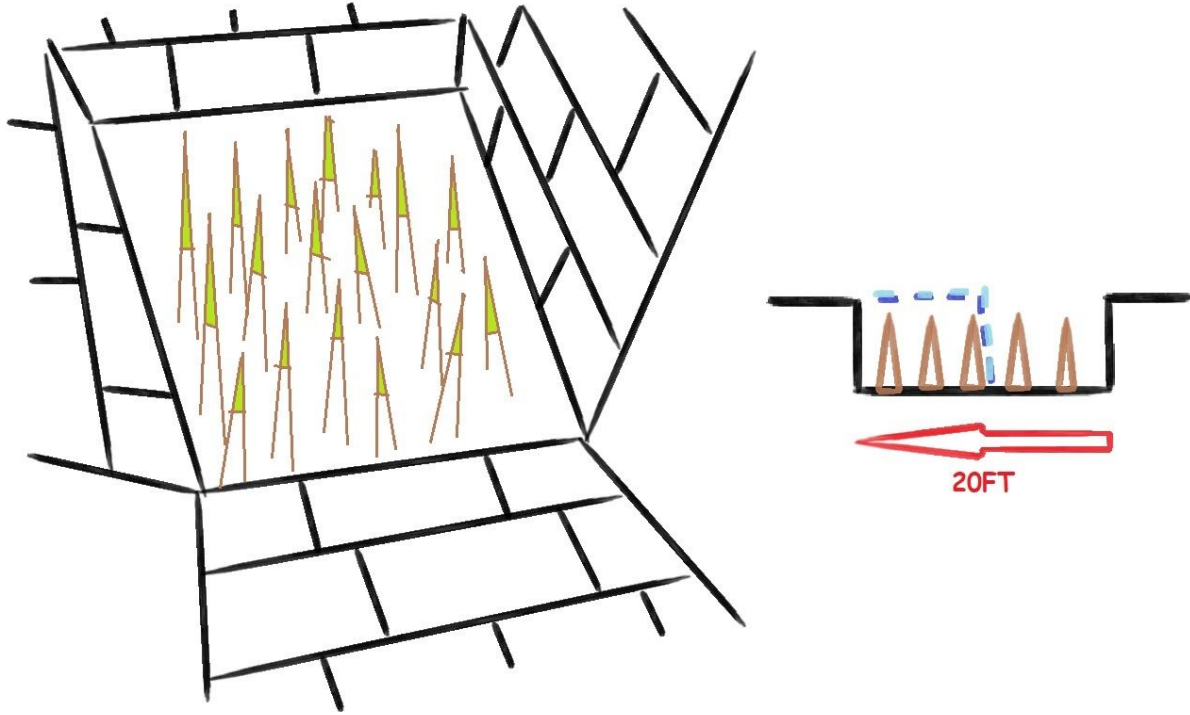
This trap can be tricky for parties that may be using those famous halfling scouts. They will simply walk over the trap. A moderately high perception would be required to detect these traps.

Try using them at the tops of stairs, or other high traffic areas.

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2minute traps.

20-Foot Hole.

"Behind the door, lay a corridor, with a rather obvious trap in the center of the floor. A poisoned spike pit sits before the party, 10-feet in length. This is a rather crude trap for the magic we've experienced up to this point."

The pit is not actually a 10-foot gap, but rather a 20-foot gap. There is an illusion spell on the far end of the trap, making the gap appear shorter than it is.

Players that blindly jump across will most likely find themselves impaled by the spikes below. High perception checks may reveal that one or two spikes is literally poking into the wall and appears to be grossly ineffective.
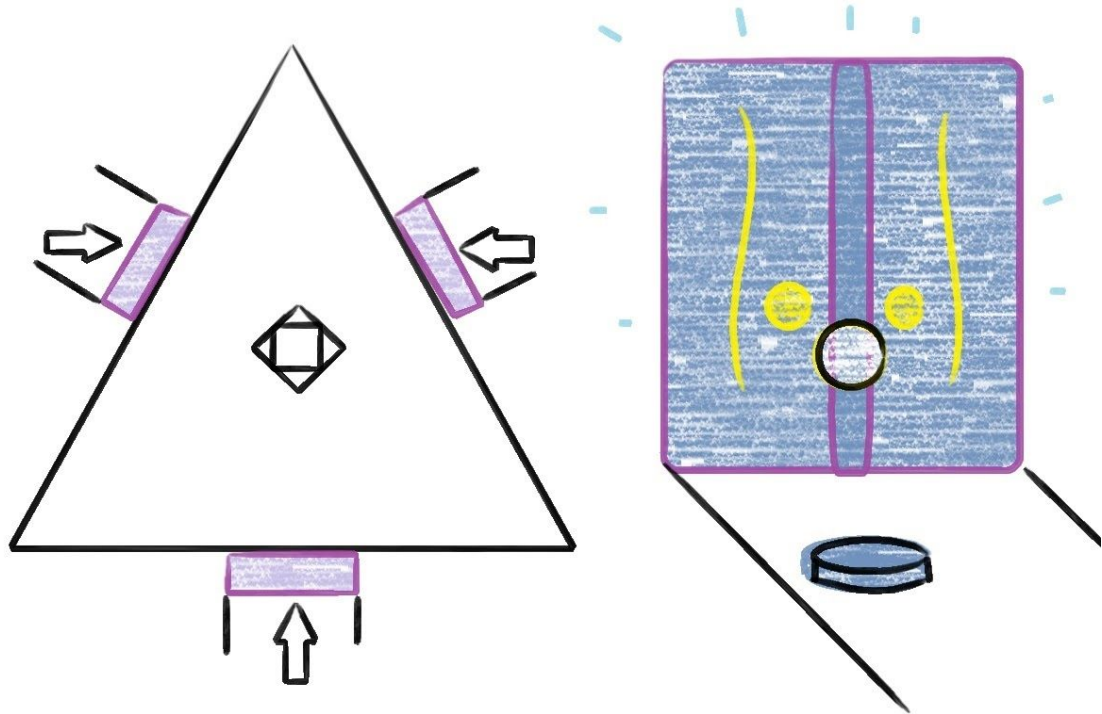
The dungeon master may find that simply placing a 20-foot gap without illusions may still be challenging for a low level party.

It doesn't have to be spikes, snakes are fun too.

2minute traps.

Inner Sanctum.

"A strange magical door, looks as if it may require a key. But wait, another door with essentially identical markings. And finally a third magical door was found hidden in the back of the dungeon. Magic detection tells us these doors require some type of ritual to open."

There are three magical doors placed in three separate corners of your dungeon. All doors look the same and will act the same. Each door will require a key, three keys will be found in the dungeon, and again identical in every way.

Players must separate and place all three keys into the doors simultaneously. Failure to place all keys in together will damage your players slightly, and spit the keys back onto the floor.

After all three keys are inserted together the doors release a pale shimmering light, then vanish, and players are allowed into the final room.

But what is behind those doors?