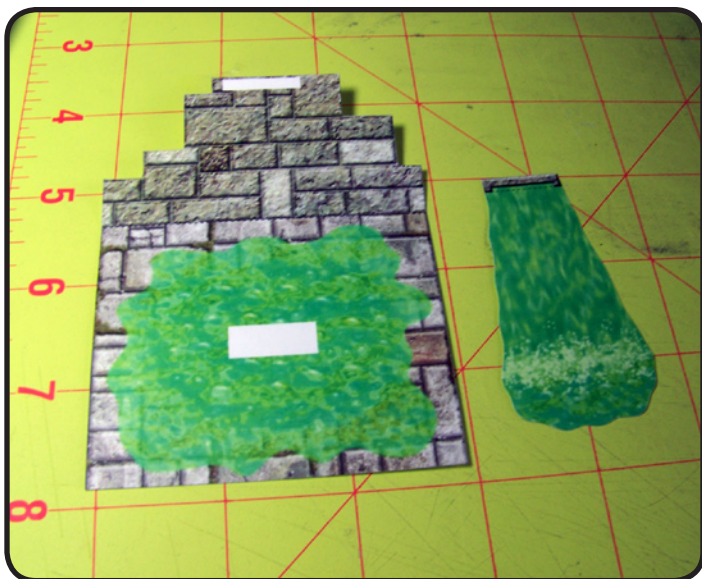


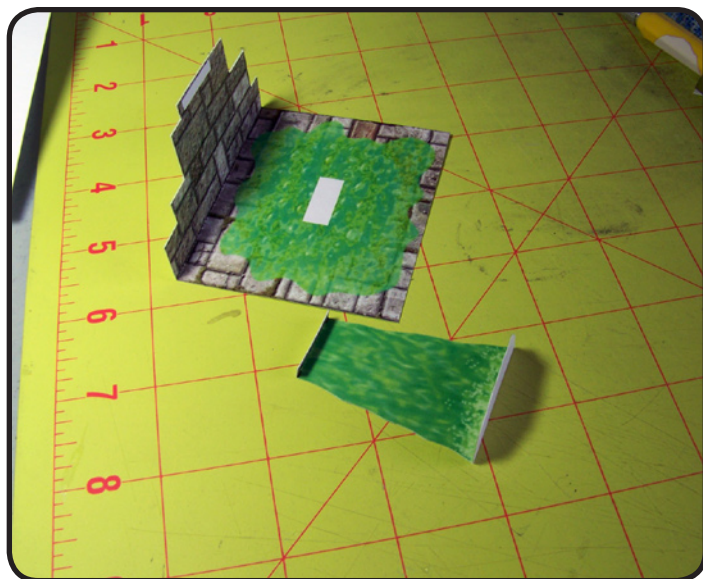
# E-Z DUNGEONS

## Water and Acid Traps

These fluid traps are best used in a narrow space like a hall or small room. The PCs activate a trigger that releases the water or acid which begins to rapidly fill the area.



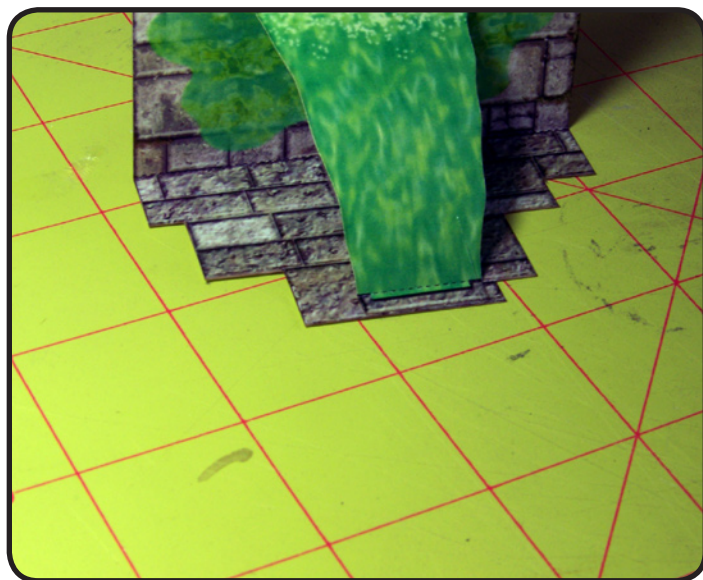
Cut and score each of the pieces as shown above. Note the wavy edges cut into the fluid-flow piece.



At this time edge the pieces where necessary (especially the fluid-flow piece.)



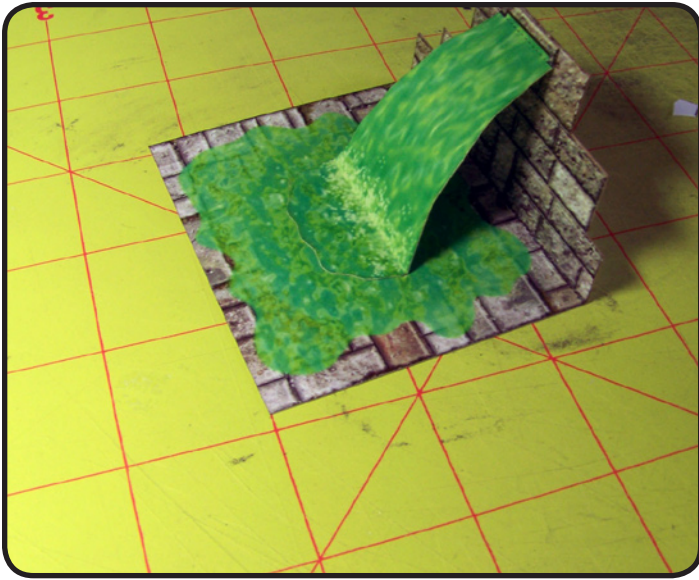
Before gluing the fluid-flow piece, use a marker or tube of glue as a form to gently curve the piece around.



Begin by gluing the top edge first (this is the most critical for alignment.) Allow to fully dry before continuing to the next step.



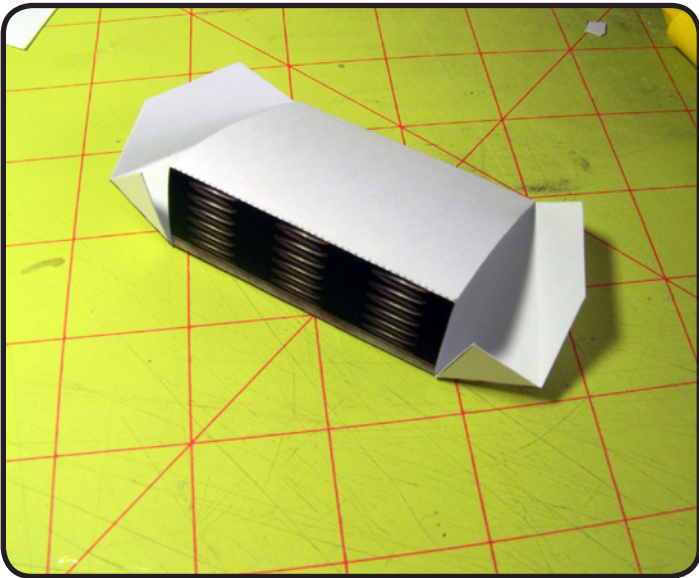
# E-Z DUNGEONS



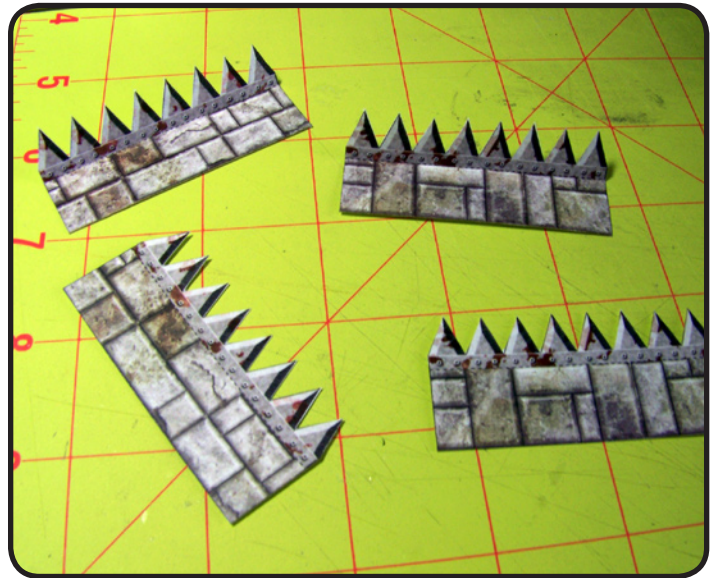
Finish by gluing the bottom of the fluid-flow piece as shown.

## Floor Spike Trap

This trap consists of two identical models, each springing up (like a bear trap) on any unsuspecting PC who steps on the floor trigger.



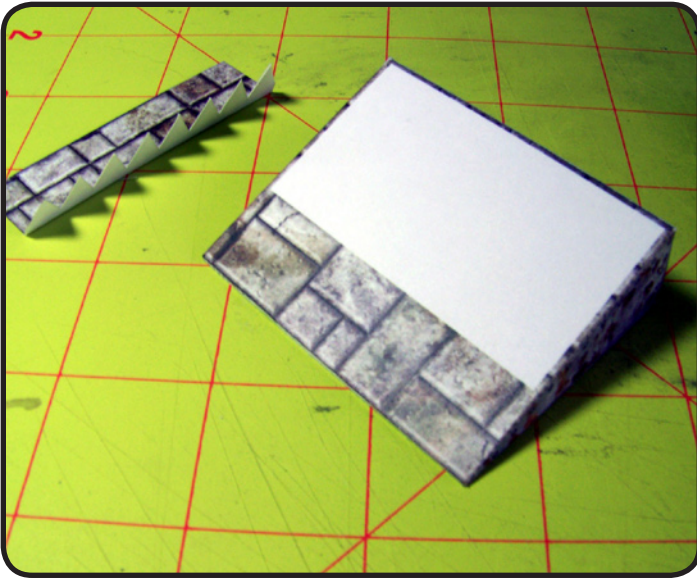
After cutting and scoring the main floor piece, glue along the long seam first and allow to dry.



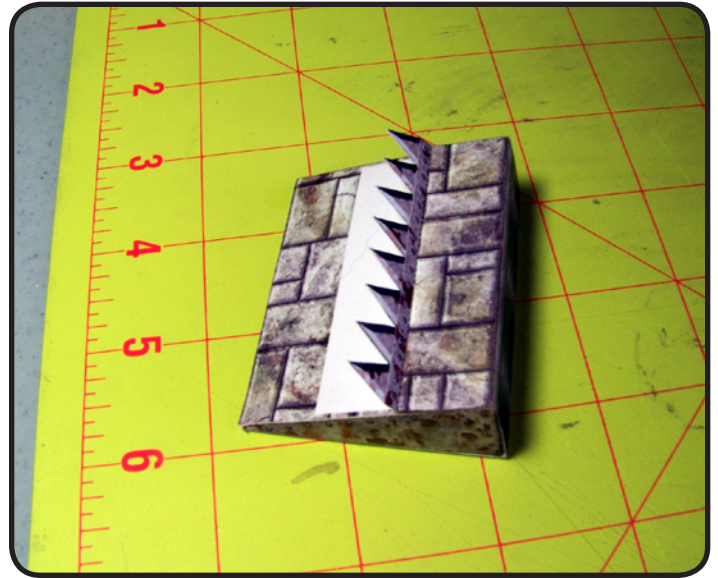
Cut and score the spike pieces as shown above.



# E-Z DUNGEONS



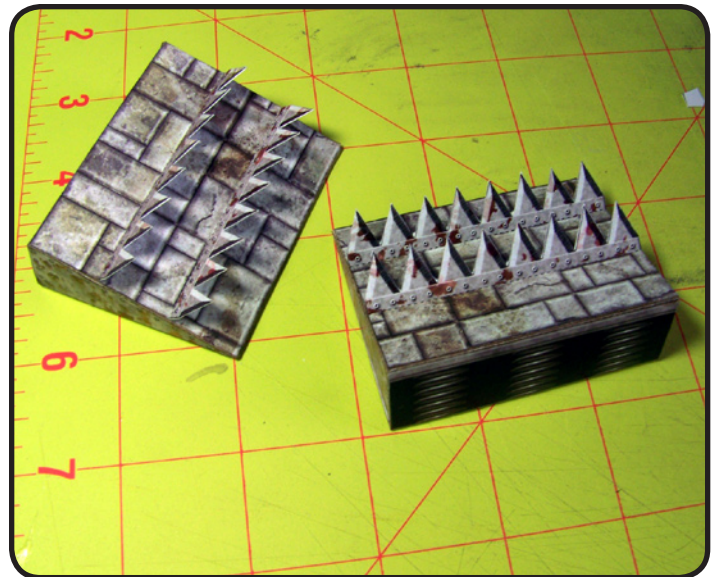
Glue the side flaps of the floor piece as shown.



Glue the topmost spike strip as shown and allow to dry.



Glue the lower spike strip and set aside to dry.



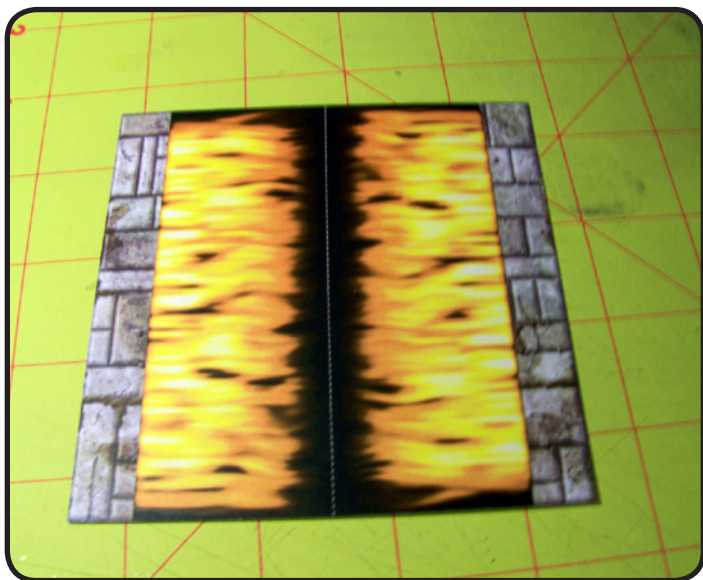
Construct a second trap as shown.



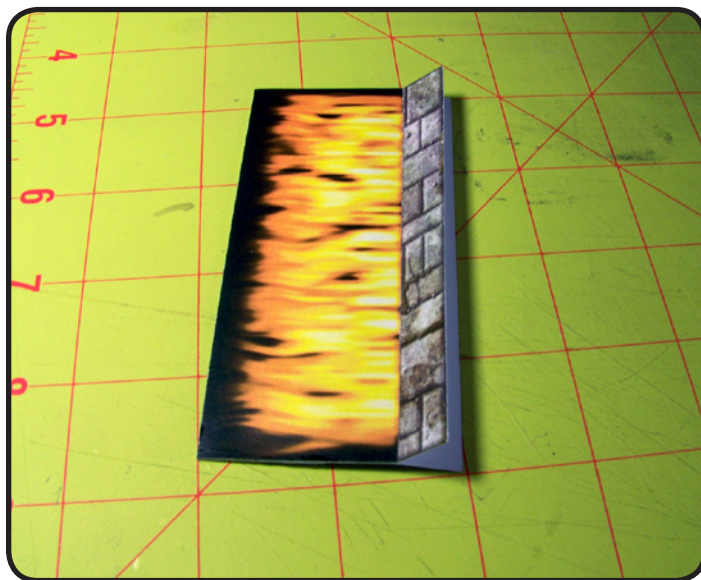
# E-Z DUNGEONS

## Fire Trap

This trap is effective for boxing the PCs into a specific area or blocking their retreat.



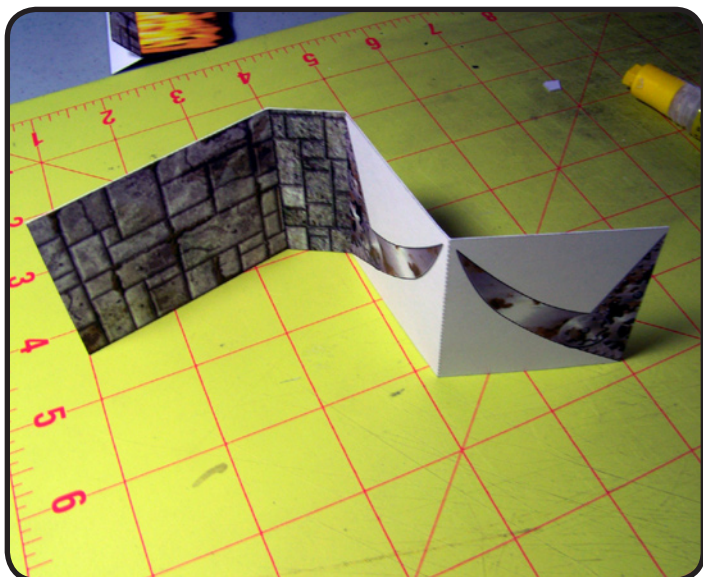
Cut and score as shown.



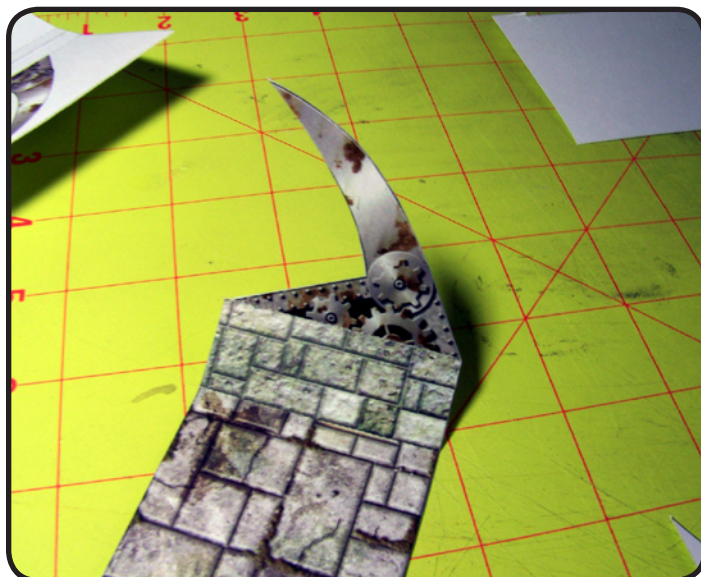
Glue in half, making sure the lower floor tabs do not get glued together.

## Wall Blade Trap

This blade retracts into the wall until a pressure plate is tripped, releasing the blade to slice the PCs in half.



Cut, score and test fold the piece as shown.



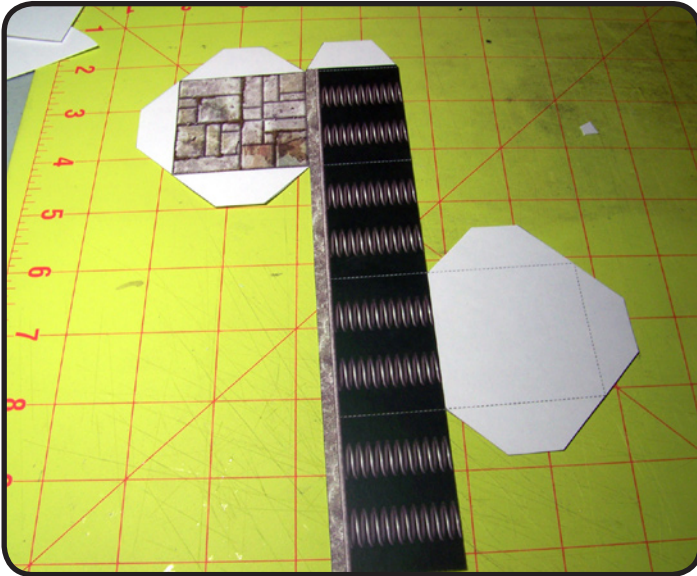
Fold the blade halves and glue together. After this has dried, cut away the excess white area as shown. This trap is designed to insert into a standard hall (some trimming of the floor may be required, depending on your exact hall width.)



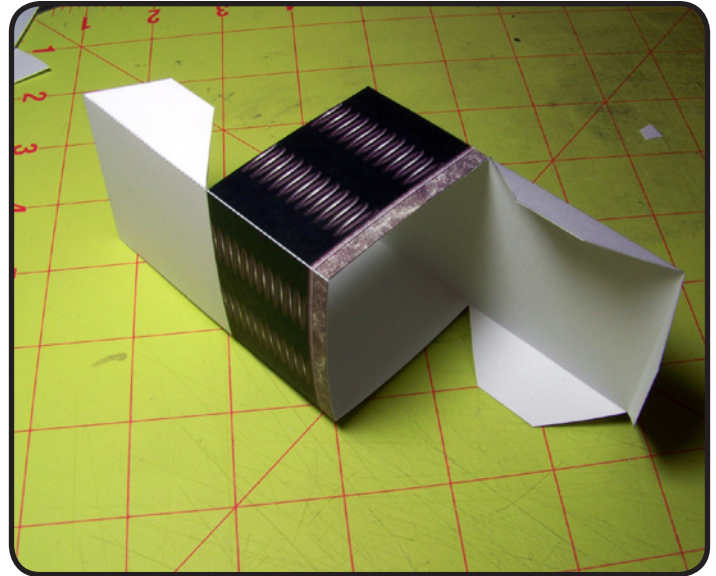
# E-Z DUNGEONS

## The Squasher

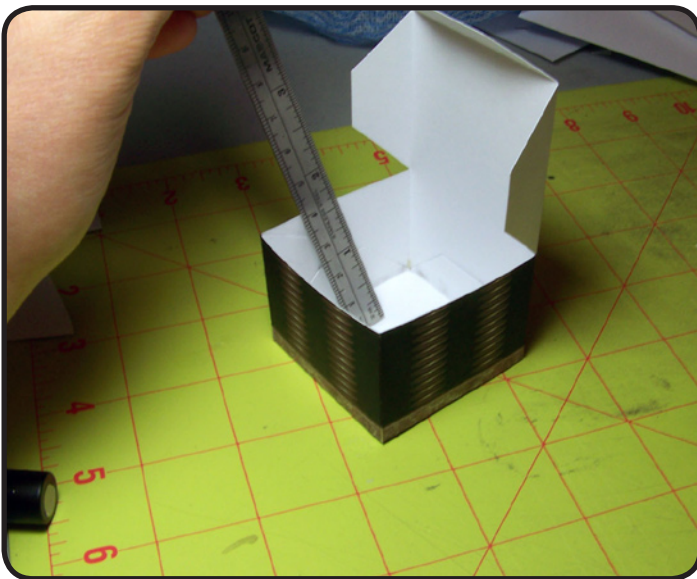
A classic dungeon trap, the squasher consists of a section of floor that is spring loaded, set to squash anyone who steps on it into the ceiling.



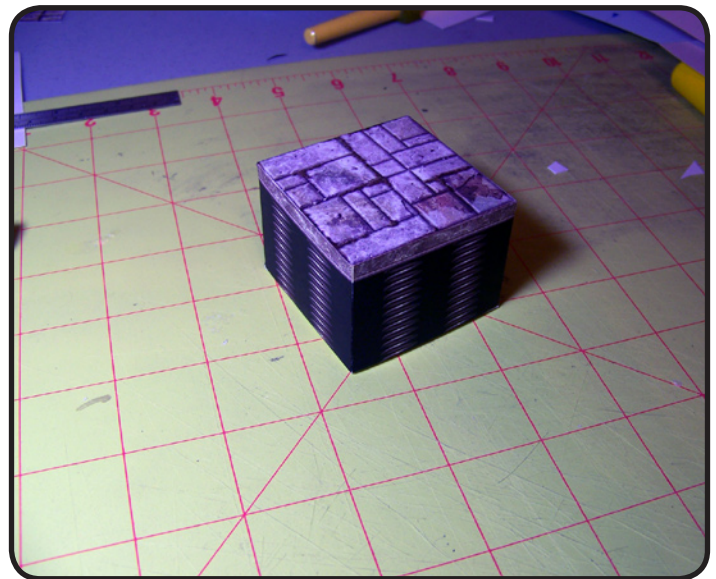
Cut and score the piece as shown above.



Glue into a square along the side flap as shown.



Flip upside down and glue the top flap in place. Use a straight edge to hold the interior tabs in place as they dry.



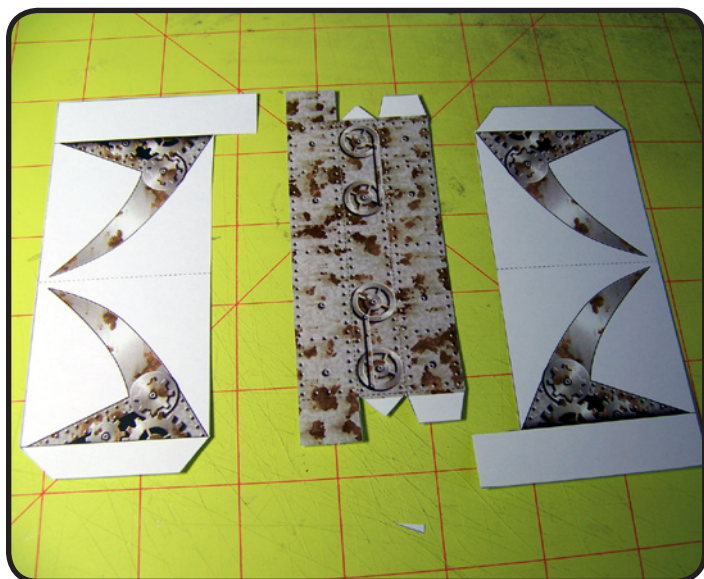
Finish by gluing the bottom flap and allow to dry.



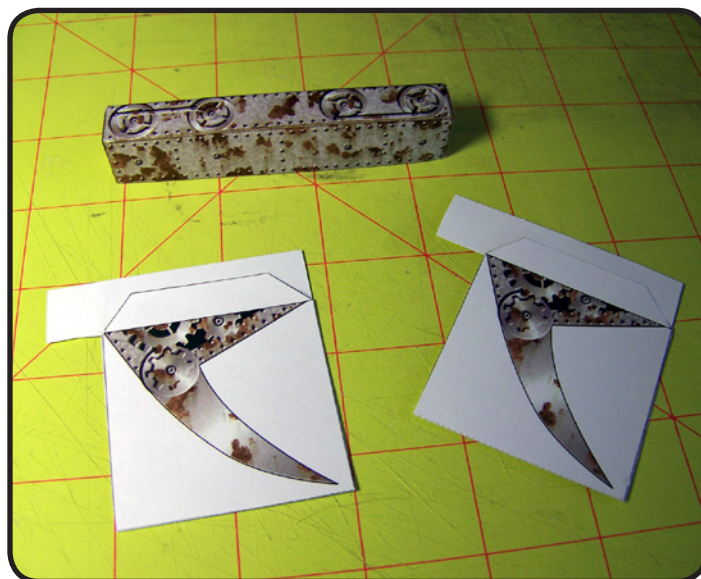
# E-Z DUNGEONS

## Ceiling Blade Trap

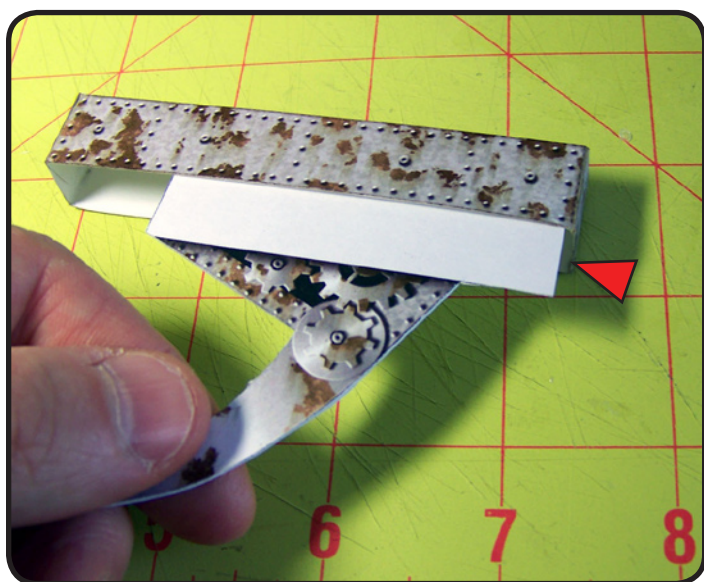
Triggered by a floor plate, these twin blades swing down on the hapless PC. Use a series of these in a row to take care of an entire party.



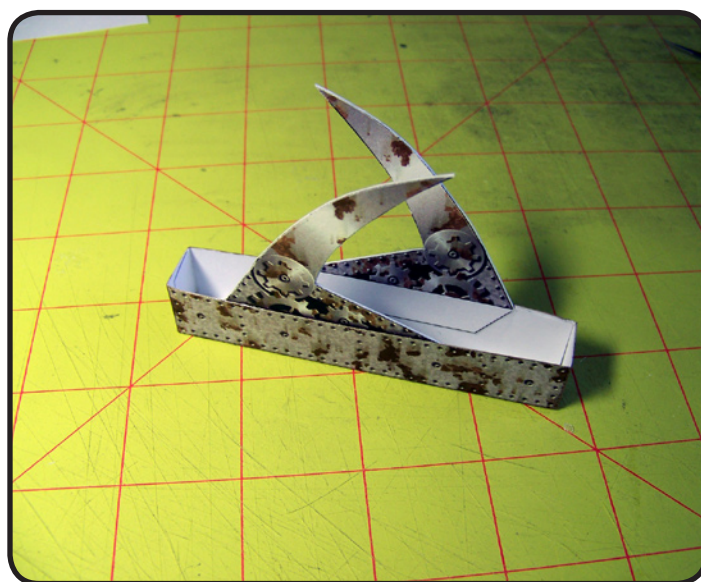
Cut and score each of the pieces as shown above.



Glue the blade halves together as shown and allow to dry fully before starting to trim them. Glue the upper mounting assembly into a box as shown.



After trimming the excess white area away from the blades, glue them into the interior of the upper mount box as shown (the extended tab should butt up to the box end as shown above.)



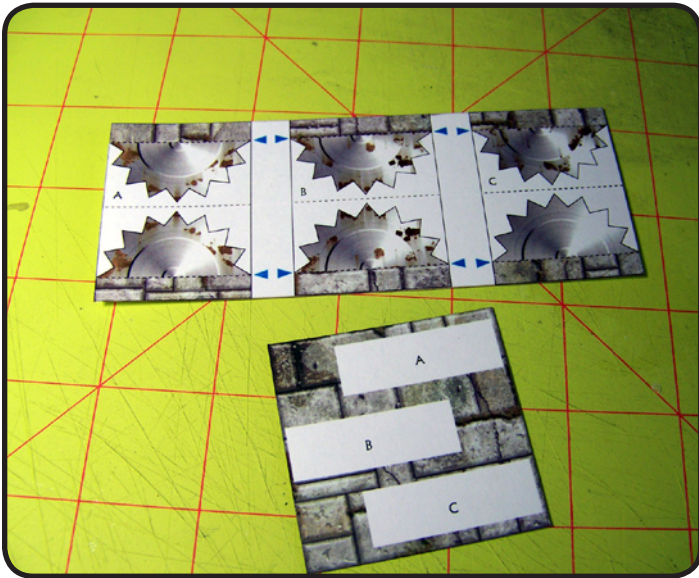
Glue the second blade as shown.



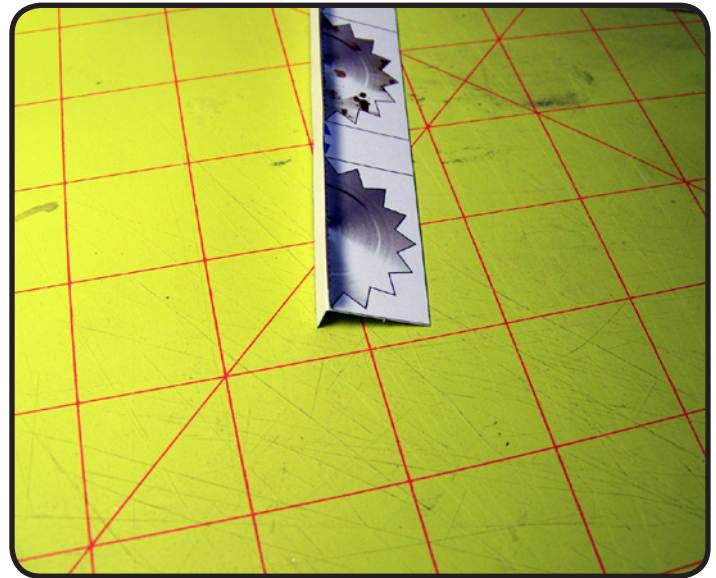
# E-Z DUNGEONS

## Circular Saw Trap

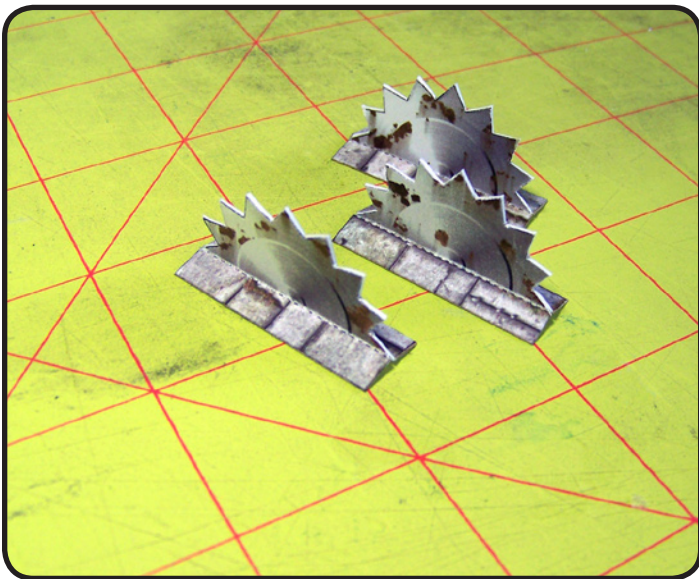
These rotating blades are either fixed in place as a permanent obstacle (these have the metal mounts on either side of the blades) or spring loaded saws that retract into the floor until triggered by a hapless PC.



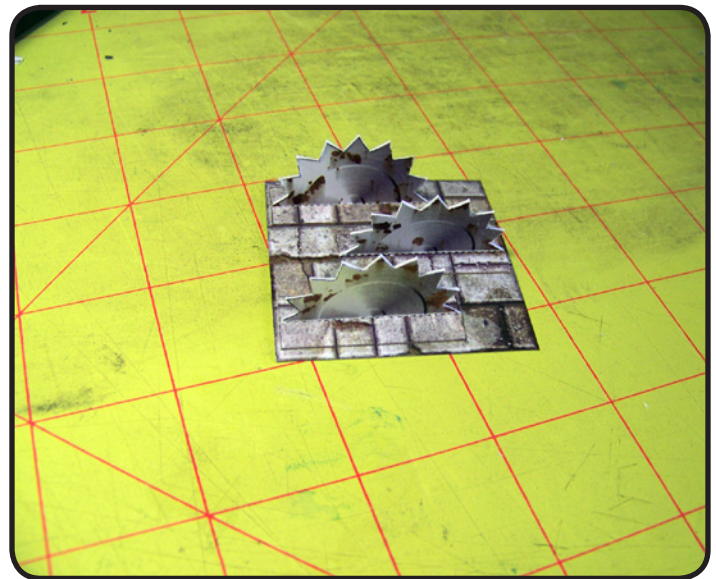
Cut and score each of the pieces as shown above. Note that the three blades have been left in a row (these will be cut apart later.)



Glue the saw blades in half, being careful not to glue the mounting tabs together.



Carefully trim the saw blades out as shown.



Glue to the floor base as shown. The retracting blade versions each have a specific floor position (A, B & C.)