New tipical traps we don't have yet
Posted by arsthein - 2010/01/29 12:54

Hi friends,

I've spent the last days thinking about traps, and I've realized that there are a couple of things that I've not found made by any manufacturer, and that I'd love to see made by DF.

The first is the classical double axe pendulum that hangs from the ciling and oscilates forcing the heroes to make dangerous evading manouvers to surpass it. I think I will never be able to build something similar for myself, and I would love to see one big bad-ass of them made by DF.

The other one is just a variation for the ramp and rolling boulder, but much more menacing. It's the spiked giant cilinder. You could sculpt one of those for yourself, but It would be awesome to have one wide enough to fullfill a 2 inches passage, in dark colours, with obscure symbols and twisted creepy spikes with skulls on them.

Any thoughts?

Sorry another madman with the "ask DF to do something" fever ;-)

Greetings!

==========

New tipical traps we don't have yet
Posted by jackattack - 2010/01/29 16:32

Pendulum Trap - If the base were clear, and the blade set on the clear base, and the arm extended up 30-degrees from vertical, then you could put the pendulum anywhere in your set-up.

Spiked Cylinder - The old Traps II Set featured a swinging spiked log trap in a passage with an arch, but both trap sets were discontinued. Still a good idea.

In addition, I would love to see a (freestanding) spiked wall, and a straight wall or short passage with a "rotating" toothed blade coming out of a slot in the wall.

==========

New tipical traps we don't have yet
Posted by arsthein - 2010/01/30 04:51

Hi jack, now that would be awesome, that's what I was talking about! I knew that a transparent base can be found in the market, but then I didn't found a good giant axe of some sort to put in it.

I even thought about the spiked log trap (which I already have), but it's to small for my taste to be a good spiked rolling cilinder, and I'm afraid I would completely destroy it if i try to de-attach it from its original

structure.

Now... yeeeeaaah! you've hit the nail with a critical hit. The other traps you talk about (the spiked moving wall and the rotating toothed blade) are too that I wanted too, but now I have them.

The Mage Knight 3D traps have some pieces that can be used to perform any of those traps, you can see them here:

Rotating toothed blade:
http://picasaweb.google.com/arsthein/07LaCupulaDeLasLagrimasMuertasVol4#5428473191761226914

Spikes:
http://picasaweb.google.com/arsthein/03LasEntraAsDelGusano#5175333037963591330

If you put them agains a wall you can use them anywhere in the dungeon by suprise, and about the moving spiked wall I use the part of the wall of the DF moving and rotating walls, with several spike pieces against the wall.

These pieces are cheap, but are out of catalog now, so it can be tricky to find.

Greetings!

==========