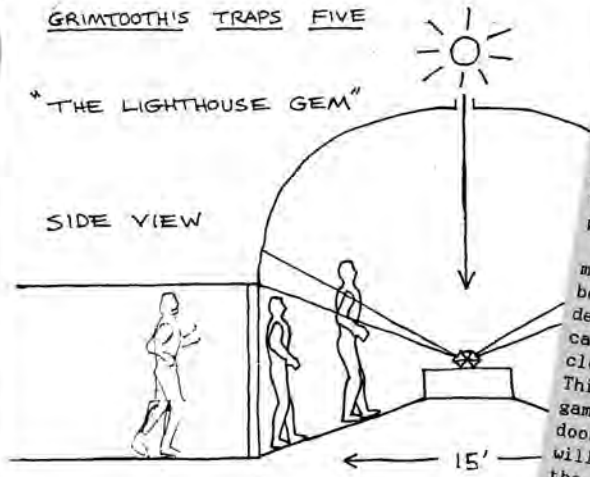


The Making of a Trap: From submission to final version

GRIMTOOTH'S TRAPS FIVE

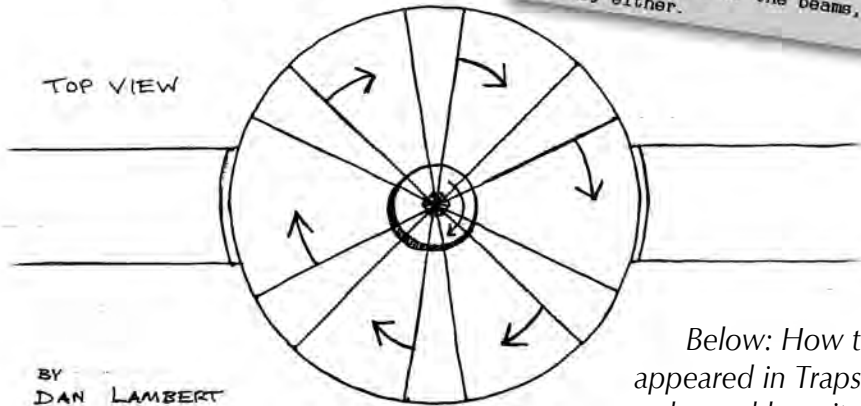
"THE LIGHTHOUSE GEM"



SIDE VIEW

15'

TOP VIEW



BY DAN LAMBERT

The Lighthouse Gem

The Lighthouse Gem is an almost priceless, fist-sized ruby. It can be found resting on a slowly-revolving pedestal, in the center of a cylindrical room which is accessible by two doors (see diagram). A beam of sunlight hits the ruby from a hole in the center of the ceiling. The ruby acts as a prism, radiating six red beams of light, which hit the room's walls just above the doorways. The beams of light also revolve slowly, with the pedestal and the gem.

If one of the beams of light is broken, the ruby will magically transform into a stink-bomb. If touched, the stink-bomb will explode, spewing a noxious odor throughout the room. A delver who wishes to remove the ruby from the room must carefully approach the pedestal, while slowly moving in a clockwise direction to avoid breaking one of the beams of light. This is difficult, and should require a Dexterity roll (or your game system's equivalent). A delver who stands in one of the doorways, or does not attempt to approach the room's center, will not break one of the beams, but will not be able to reach the ruby either.

Top: Submitted by Dan Lambert, this idea included 2 views of the trap along with the description.

Below: How the final version of this trap appeared in Traps Lite. One 3/4 view of the trap showed how it worked, and more detail was added on how players might defeat it.

How the Trap Appeared in Traps Lite:



The LIGHTHOUSE GEM by Dan Lambert is one of those neat theme room traps, where the room is centered around a treasure which is itself a trap. Put this one high up in your dungeon, near the surface where you can get lots of light. A vertical shaft above the room will do the trick, although you could put this one in a genuine lighthouse and it would work just fine.

In the center of a circular, domed room, rises a pedestal. Atop the pedestal is a valuable magic ruby. The ruby is silvered on six facets, and slowly turns clockwise. Sunlight entering the chamber from above is reflected through the ruby and stabs out across the room in six arms of slowly turning light. The light appears gentle, but is actually a low-intensity laser. Being struck by one of the beams is enough to damage the optic nerve in the eye, even if your eyes are held tightly shut. Elves and others with acute vision are especially vulnerable.



To steal the gem, a thief must enter the room at just the right time, then synchronize his movement with the gem's rotation. An uneven floor makes this more difficult than it might seem. A smart delver might also consider knocking the gem from the pedestal from a distance, or might try to block sunlight from entering the room. If you choose to use this trap, remember to guard the room at night...unless you elect to make the gem run on moonlight, as well.

(In many cases, submitted traps were completely redesigned, keeping only the basic concept.)

