

# Creature Release

A trap that releases a creature, or creatures, to the area where the trap was triggered by a trip-wire.

**Prerequisite(s):** Adventurer abilities: Thief, "Set Traps".

**Modification Point Cost / Cost to learn:** 8 / 500 white-gold. It will take 72 hours to learn this trap.

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**Ability/Spell-points to set trap:** 4 ability-points.

**Activating the trap:** Disturb the trip-wire or switch.

**Area of effect:** One holding area where a creature is held.

**Arm time (time to arm the trap):** 3 turns (15 seconds).

**Avoidance-roll:** To set the wire or switch to trigger the release of the holding area door, the thief must make a successful avoidance-roll vs. "Dexterity" (two chances to succeed). If this is accomplished, the trap will be set. No luck can be used.

**Classification:** UnCommon.

**Damage:** None.

**Difficulty rating:** 90

**Disarm:** "Disarm Trap" and "Identify Trap". If you know how to set this trap, you must know "Disarm Trap" only.

**Disarm time:** 1-D4 turns.

**Duration:** Permanent.

**Effect time:** Instant. This trap is set off the moment the tripping mechanism has been disturbed.

**Explanation and Effects:** An area, where a one or more creatures are held, will be opened when this trap is set off. A mechanism, such as a trip-wire, or switch, will activate this trap. The trip-wire can be strung across a path, fixed into a hole, or attached to something that, when moved, pulls the trip-wire. In turn, the trip-wire, which is attached to the release lever of the holding area, will be opened.

**Healing:** Not applicable.

**Immunities:** Gaseous, intangible and mind creatures.

**Location:** Wherever the thief wishes to place the trip-wire or switch.

**Maximum adjustment(s):** Not applicable.

**Notes:** None.

**Positioning:** It must be logical, the positioning of the tripping wire or switch.

**Range:** Not applicable.

**Special:** None.

**Susceptibilities:** None.