

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.

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, intageable 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.