

Collapsing Stairs

Create a set of stairs that will collapse into a smooth surface.

Prerequisite(s): Adventurer abilities: Thief, "Set Traps".
Trade-skill: "Carpenter".

Modification Point Cost / Cost to learn: 10 / 20,000 white-gold. It will take 14 days to learn this trap.

Ability/Spell-points to set trap: 2 ability-points per individual stair that will be set to collapse.

Activating the trap: The one who sets this trap will determine when the stairs will fold downward. Example: When I set this trap, I will set the stairs to collapse when one steps on the 14th stair.

Arm time (time to arm the trap): 6 turns (30 seconds).

Area of effect: One or more stairs (this will be up to you).

Audible effects: There will be a shifting sound like a smooth grating of floor-boards. The more stairs that collapse, the louder it will be. There will be a sound, like a board being dropped on a flat surface as the stairs set in place. Again, the more stairs that set into place, the louder it will be.

Avoidance-roll: When this trap is triggered, all within the "Area of Effect" must make a successful "Coordination" check (your current coordination will be the % chance to succeed).

Successful: Victim will remain in standing position, sliding downward. Each turn the victim slides, a successful avoidance-roll vs. "Coordination" must be rolled, or he or she will fall. While falling in this manner, the victim will be able to attempt to grab onto something one time per turn (no extra actions can be taken per turn if the victim has the Divine Favor, "Spirit of Battle", or, "Spirit of War").

Unsuccessful: Victim will fall, helplessly sliding and tumbling downward until reaching the bottom of the stairs.

Classification: Rare.

Damage: None.

Difficulty rating: 135

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

Disarm time: 3 turns (15 seconds).

Duration: Permanent until reset. This trap will remain armed indefinitely. Unless this trap is built to independantly reset, it will not reset.

Effect time: Instant.

Explanation and Effects: When one steps on the stair that triggers this trap, the entire set of stairs will instantly fold down, creating a slide that will send any on the stairs to the bottom. See: "Avoidance-roll".

Healing: Not applicable.

Immunities: Flying, Levitation, climbing abilities and certain items may negate the effect of the slide.

Location: This trap must be build as a set of stairs.

Maximum adjustment(s): Not applicable.

Notes: None.

Positioning: This trap can only be set upon a set of stairs.

Prerequisites to disarm this trap: Adventurer abilities: "Disarm Trap" and "Identify Trap".

Range: One set of stairs.

Special: None.

Susceptibilities: Discretion of the Game Master.