### Traps

There are hundreds of different traps a GM could spring on his PCs: poison needles, deadfalls and pits to name a few. In general, when you place a trap, you should have an idea of what mechanisms are involved and how they will work so that you can describe the situation to the characters. Rules for finding and disarming traps are below.

#### Searching for Traps and the Detect DL

There are two ways to detect traps. The first is a general search. A general search means that the character is searching the walls, floors, ceiling and large objects in the area for signs of danger. An area of 4 hexes (about 140-150 square feet, slightly more than a 10’ x 10’ section) can be searched in about 10 minutes. Traps that have trigger mechanisms on the floor, walls or ceiling of an area can be detected by a general search. In addition, traps that are triggered by bumping or moving an object can be found by a general search at the GM’s discretion. General searches will not find traps that are in a specific object.

A specific search is a search of a particular object. A chest, lock or door might be trapped and a general search will not find these hidden traps. A specific search takes 5-10 minutes and will find traps that are contained or hidden in an object.

When a search is conducted, the character rolls his concealment skill against the detect DL of the trap. If the searcher succeeds, he finds the trap and knows where the trigger and trap mechanisms are located. If he fails, multiple attempts can be made, though they take double the time, as the character is looking “more closely” to find clues he may have missed. The GM may decide that because of a particularly bad failure (a miss by 7-10 or more) on the skill roll, or by the character’s actions, that he has set the trap off.

#### Disarming Traps and the Disarm DL

To disarm a trap, you have to know where the mechanism is located and you need to be able to get to it. In the case of many traps, this is fairly straightforward. A poison needle hidden in a lock is easily accessible once found, as is a tripwire trap. However, a room that spews poison gas through tiny slits in the ceiling may be hard for a tomb robber to reach. To do so, he may need a ladder and he may have to dig or drill through a ceiling or wall.

If the character can reach the trap, then he has to disarm it. This can be as simple as cutting a wire, or turning a screw. Some traps are more difficult, with false wires to discourage tampering. Others require a series of operations to be completed before they are safe. The complexity of a trap is represented by its disarm DL. The character attempting to disarm the trap mechanism must make a skill test vs. this DL to render the trap harmless. A failure may mean nothing more than a few tense moments. However, a failure by 7-10 points or more can mean that the character’s tools have broken, or even that the bumbling thief has activated the trap.

Disarming traps takes as little as 1 or 2 minutes, but can take as long as several hours, depending on the complexity of the trap, the size, location and difficulty of reaching the trap mechanism.