

**Basic:** Target that steps on trap is Blinded.

**Proficient:** Target that steps on trap must state 'Area of Effect: Blinding.' Replaces benefits of Basic crafting.

**Master:** Target that steps on the trap must state 'Area of Effect: Blinding 10 Body'. Replaces benefits of Basic and Proficient crafting.

**Thought Bender:** Spend 20 Mind to set trap. Trap effect becomes: 'Area of Effect: Blinding 10 Body damage Terror must flee 1 minute Target is stunned.'