

IT'S A TRAP !

Detecting, Defusing & Designing Traps In M & M

Monsters are not everything in a hero's life. During their adventurous expeditions, characters may also run into traps – especially when exploring lost tombs and underground mazes...

Traps Characteristics

Type : A trap may be an indoor trap or an outdoor trap. Indoor traps may only be disarmed by Thieves, while outdoor traps may only be disarmed by Hunters (see below for more about disarming traps).

Effect : Each trap has a specific effect : the victim may fall into a pit, get pricked by a poisoned needle, end up buried under an avalanche of stone boulders etc. There are five basic trap effects : direct damage, falling, crushing, poison and entrapment. See below for more details about these effects.

Levels : A trap has three different levels : its *concealment* level, its *deadliness* level and its *complexity* level and. All these levels are measured on the same scale as character levels, from 1 to 6.

Detecting Traps

Traps can only be detected by characters who are actively searching for them. Detecting a trap requires a successful detection roll against a target number equal to (14 + level of concealment). Thus, finding a trap with a concealment level of 3 will require a detection roll of 17 or higher.

If a trap is successfully detected, the character may attempt to disarm it (see below).

Avoiding Traps

If the trap remains undetected, it will almost certainly be triggered by someone. The victim will then have to make a Danger Evasion against a target number equal to (14 + level of deadliness). Thus, avoiding a trap with a deadliness level of 2 will require a Danger Evasion roll of 16 or higher.

Triggering Traps

If the trap is not avoided, its effects will be as follows :

Direct Damage : The character suffers 1d6 Hits of damage, caused by stakes, blades, javelins etc.

Falling : The character falls 10 feet or so and suffers 1d6 Hits of damage. This effect may be combined with Direct Damage above (for 2d6 Hits) if the victim falls on stakes, spearheads etc.

Crushing : The character is buried under falling boulders, crushed by a massive stone hingeless door etc for 2d6 Hits of damage.

Entrapment : The character is trapped into an enclosed space, with no apparent natural exit... This may be combined with the Crushing or Falling effect.

Poison : The character is pricked by a poisoned needle, blade etc. In most cases, this poison will cause death within 1d6 battle rounds. This effect may be combined to Direct Damage, taking the form of poison-coated stakes, spearheads, blades etc.

Disarming Traps

When a trap is successfully detected, a Thief or Hunter may attempt to disarm or neutralize it.

Thieves can only disarm indoor traps, while Hunters can only neutralize outdoor traps.

In either case, the character must make a Danger Evasion roll against a target number of (14 + complexity level).

If this roll is successful, the trap is neutralized. In case of failure, however, the trap will activate itself and the character who attempted to disarm it will have to make a second Danger Evasion to avoid it, as per *Avoiding Traps* above.

Random Traps

To randomly determine the various characteristics of a trap, first roll 1d6 three times, once for each level : concealment, deadliness and complexity.

Then roll on the table below to determine the effect :

1 = Direct Damage	4 = Entrapment
2 = Falling	5 = Poison
3 = Crushing	6 = Combination *

* Roll again on the following sub-table :

1 = Falling + Direct Damage	4 = Falling + Entrapment
2 = Falling + Direct Damage	5 = Falling + Entrapment
3 = Direct Damage + Poison	6 = Crushing + Entrapment

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