

HIDDEN LOCK TRAP

Tampering with locks and the treasure hidden behind them can come at a deadly price. The reborn of Kreyo punish curious hands by placing dangerous and harmful traps on certain locks. Hidden lock traps are a tool for the GM to use, adding a sense of danger and unexpected thrill to a campaign. A hidden trap can only be identified by a character with an observation check. The observation check receives a negative equal to the quality negative of the lock. If a character either breaks or picks a lock with a hidden trap, the hidden trap is activated, and all targets within the area of effect must make an intuitive save with a negative dependent on the trap type to avoid the effect.

In order to remove a hidden trap from a lock, a character must make a sleight of hand check with no negative using a lock pick. A character will not be aware of the check's success, until they attempt to open the lock, at which time the trap will trigger if the check resulted in failure.

HIDDEN LOCK TRAP TYPES

Trap Type	Effect	Area of Effect	Intuition Negative
Poison	Coated needles stab at the reborn from inside the hidden container. A target affected by this trap immediately becomes affected by a poison of the GM's choosing. A target affected this way is considered to have consumed the tonic and must make an addiction enduring save.	5ft	-15
Paralysis	A deadly toxin in a gaseous state flows from the lock, paralyzing everything it touches. All affected targets become paralyzed for 1d4 hours.	10	-15
Explosive	Volatile explosive powder erupts, engulfing the surrounding area in flames. If the lock is placed on a container, the contents of the container are destroyed. All affected targets and their equipment receive 10d10 damage.	15ft	-5
Marking	A putrid liquid coats the curious reborn from within. A target affected by this trap cannot remove the putrid smell manually. The target is easily identifiable by smell for 24 hours after being affected.	5ft	-10
Crippling	Acidic dust sprays into the room as blinding lights explode from the lock. Affected targets become mute and blind for 1d4 hours.	15ft	-10
Severing	Immaculately sharp blades lash out from within, severing the limbs of those caught in its wake. Whenever a target is affected by this trap, they must roll 1d4. If the result of the roll is 1, the target's left arm is severed. If the results of the roll is 2, the target's left leg is severed. If the results of the roll is 3, the target's right arm is severed. If the results of the roll is 4, the target's right leg is severed. A target affected this way receives 5d6 damage.	5ft	-5