Traps, Random Determination of:

There are a variety of known traps.
Roll on the following chart to randomly determine a trap (more will be installed in the future (See: "Set Trap" in the thief abilities):

%Roll: Trap types:
01-10: Alarm (Magical)
11-20: Collapsing Stairs (Rare)
21-35: Creature Release (UnComon)
36-50: Ganth Adhesion (Common)
51-00: Projectile (Common):