

# Alarm

Emits an unnatural, high pitched, scream when set off.

**Prerequisite(s):** Adventurer abilities: Thief, "Set Traps".  
Seeker abilities: Illusionist, "Conversation Piece".

**Modification Point Cost / Cost to learn:** 8 / 4,000 white-gold. It will take 8 hours to learn this trap.

---

**Ability/Spell-points to set trap:** 5 ability-points and 2 spell-points.

**Activating the trap:** Passing over the boundary of the "Area of Effect".

**Area of effect:** This trap takes up the space of a 5' bubble.

**Arm time (time to arm this trap):** As long as it takes to expel the magic of the trap.

**Avoidance-roll:** None.

**Classification:** Magical.

**Damage:** 1-D6 points of awareness for all within 6 spaces (30'). See: "Explanation and Effects".

**Difficulty rating:** If you do have "Night-Vision": 100. If you do not have "Night-Vision": 200.

**Disarm:** This trap cannot be disarmed physically. You must know "Disarm Trap", "Identify Trap" and the psychic spell, "Expel Magic". If you know how to set this trap, you only have to know "Disarm Trap" and "Expel Magic".

**Duration:** This trap will stay in effect for 24 hours x the level of the caster.

**Effect time:** Instant.

**Explanation and Effects:** When triggered, this trap will instantly emit an unnatural, high pitched scream. This screaming will be so intense, that any creature within 6 spaces (30') will lose 1-D6 points of awareness for 1-D12 x3 turns.

**Healing:** None.

**Immunities:** Creatures that cannot hear, are not effected by the deafening effect of this trap.

**Location:** This trap can be placed anywhere, but not within, or through, a solid object (unless it is set while you are intangeable).

**Maximum adjustment(s):** None.

**Notes:** None.

**Positioning:** See: "Location"

**Range:** The thief must place a hand where he or she wishes to locate this trap (it can even be suspendid in mid-air).

**Special:** None.

**Susceptibilities:** If one's awareness is 50+ the deafening effects will last twice as long.