

Set Traps (Ability)

This ability is needed in order to learn any of the Traps with modification-points. After learning this ability, you then must learn a specific type of trap in order to set it.

Modification-point cost: 6

Prerequisite: Adventurer Abilities: Thief, "Identify Trap"
Thief, "Disarm Trap"
Thief, "Discover Trap"

Explanation: This ability is needed in order to spend modification-points to learn any of the listed traps in the thieving abilities. AFTER LEARNING THIS ABILITY, YOU THEN MUST LEARN EACH SPECIFIC TYPE OF TRAP IN ORDER TO SET IT.

The thief will be instructed in the basics of creating and setting traps.

Value: Scroll: 20,000 white-gold