INSTALLMENT 3, WEEK 3:
ARCHITECTS OF DEATH
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The creativity of the Orgoth knew no bounds when building ways to inflict pain and death. This installment focuses on traps they built to protect their structures. Orgoth traps were well made, but few have remained fully functional in the hundreds of years since their construction. Sometimes this means the trap has become harmless, while others have become more dangerous due to their unpredictability. The results of deteriorated traps going off can vary widely. Some might do absolutely nothing, while others could cause entire chambers to collapse. Many modern trap makers have studied the remains of Orgoth designs for ways to improve their own creations. The following traps are just a small sample of the many defenses that can be found built into structures.

When playing a game involving traps the Game Master will likely want to make some rolls for the characters in secret. Detection rolls are a good example of this, since telling a player to roll to detect a trigger will warn him of its existence. Another good use for secret rolls is when a character attempts to disarm a trap. If the roll fails by only 1 point, it is likely that the character will think he has adequately disarmed a trap that is still dangerous.

TRIGGERING TRAPS

The Game Master should make a note of the location of each element of a trap but not indicate this on the tabletop before it is triggered. A trap might be detected and avoided. When a character gets close to a triggering mechanism he can make a Detection skill roll to spot it. The target number for this roll is listed in the description of the trap below. If the roll succeeds, the character spots the trap before he has a chance to set it off. If the roll fails, he does not notice the trap. The Game Master determines when a character has a chance to trigger a trap. Sometimes the triggering character will be able to make a roll to evade the trap or else suffer its effects. Other traps can affect a number of characters, while others affect only the triggering character.
Tomb traps are usually triggered by a pressure plate disguised as a floor tile, however this plate can be incorporated into other surfaces. Objects of great value may also have triggering mechanisms attached directly to them that will set off a trap if the item is moved.

**TRAPS**

**ANATOMY OF A TRAP**

The following elements define a trap in the game.

**Trap Name**

**Description:** Describes the trap.

**Special Rules:** Lists any special rules that apply to the trap.

**Detection:** Explains how a character discovers the trap.

**Disarming:** Gives rules for how to prevent the trap from going off.

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**FLOOD TRAP**

**Description:** Flood traps are especially dangerous because most of their mechanisms are completely hidden within the walls of a structure. The only warning of their existence is the presence of expertly concealed triggering plates in the floor of a room and a channel cap in the walls or ceiling of the room.

An intruder stepping onto a pressure sensitive section of the floor triggers the trap. This causes a barrier between the chamber and a nearby reservoir, such as a lake or river, to open. Water is released into a channel connected to the room. A portion of the wall or ceiling of the room is an opening to this channel and is disguised with a cap designed to collapse when hit by the water. The collapse of this cap creates a large hole for water to enter through.

There is commonly a metal grate at some point in the channel to prevent a victim from using the channel as an escape route. In many traps this grate has rusted and can be removed with a STR roll against a target number of 14.

The trap can be designed to dispatch its victims in one of two ways. Flood traps are commonly paired with sealing traps (see below) to contain the victims in an area where they will quickly succumb to the rising waters and drown. The traps can also be designed to wash intruders over the edge of a chasm or into a narrow passage where they will be battered to death against the walls.

**Special Rules:** When a character triggers this trap, the area he is in quickly fills with water. Any character within 3’ of the cap can make a Detection roll against a target number of 10 to hear the water rushing toward him. After one minute, center a 3’ AOE over the portion of the room containing the channel cap. Characters within the AOE must make a PHY roll against a target number of 14 or be knocked down.

The water spreads 6 feet (1’) from the opening every minute in a direction determined by the Game Master. Characters in the flow of water must make a PHY roll against a target number of 12 or be knocked down. Standing characters in the flow of water are pushed d6” in the direction of the water’s flow, while knocked down characters are pushed d6”.

The water flowing from the opening is between 2 and 3 feet deep. If the water is flowing into an enclosed area it rises 1 foot every minute.

If a character is submerged in an area completely filled with water he has a number of rounds equal to his PHY before he is overcome and drowns.

**Detection:** For a character to spot a flood trap he must be within 6 feet (1’) of the trigger and make a Detection skill roll against a target number of 15. If the roll succeeds he spots the trap’s trigger. If the roll fails the trigger goes unnoticed.

Flood traps can also provide clues to the presence of an underground structure. During dry years, the water levels of rivers and lakes can drop far enough to partially expose the door between the trap’s channel and the water source.

**Disarming:** There are two ways to disarm a flood trap. The first is to find its trigger plate in the floor and secure the mechanism so it cannot go off. Safely disarming the trigger plate requires a character to spend a full action and make a Mechanikal Engineering skill roll against a target number of 14. If the character fails this roll by 3 or more, the trap triggers.

The second option to disarm the trap is to find the disguised channel cap. This requires a character to be within 6 feet (1’) of the cap and make a Detection roll against a target number of 14. If the roll succeeds, the character discovers the channel cap. If the roll fails, he does not find the opening. A discovered cap can be pried open using the proper tools with a Mechanikal Engineering skill roll against a target number of 12. Once the cap is removed, a small-based character can crawl up the channel to the door mechanism. The channels of flood traps are commonly rigged with trigger plates to set off the trap. The reservoir door of a flood trap is also built with anti-tampering mechanisms that will trigger the trap if it is mishandled. To secure the door a character must spend a full action and make a Mechanikal Engineering skill roll against a target number of 14 to lock the door in place. If the roll succeeds, the door is locked. If the roll fails, the trap triggers.

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**SEALING TRAP**

**Description:** Sealing traps are designed to lower large stone slabs or an iron portcullis into a passage to prevent an intruder’s escape. Stone sealing traps are commonly paired with gas or water traps to quickly dispatch a victim; others simply trap a victim in an inescapable area where he will slowly suffocate.

Stone sealing traps are designed to line up seamlessly with the ceiling of a chamber while armed and resemble common walls once sealed. Once triggered, one of these traps might go undiscovered, leaving a sealed chamber undisturbed if the witnesses of the trap’s triggering died within it.
Special Rules: The triggering plate for this trap is typically 6 feet (1') or more from the slab. When a character triggers this trap any character within 1' of the falling slab he must make an AGL roll against a target number of 10 to avoid being hit by it. If the roll succeeds, he is not hit by the slab. If the roll fails, he is hit and knocked down, and he suffers a POW 16 damage roll.

A character within 2' of the slab can make an AGL roll against a target number of 14 to put something he is carrying in his hand between the slab and the floor. The Game Master determines whether the object has any chance to prevent the slab's closure; most things will be crushed utterly by the heavy stone slab or iron gate slamming into place to seal a doorway or other corridor.

Once the trap has been triggered it is very difficult to pry open. The average sealing trap slab weighs 600 pounds, with many weighing more. Lifting one of these slabs will be a challenge for most adventurers (see Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules, p. 199).

Detection: For a character to spot a sealing trap he must make a Detection skill roll against a target number of 15. If the roll succeeds he spots the trap's trigger. If the roll fails the trigger goes unnoticed.

Disarming: There are two ways to disarm a sealing trap. The first is to find its trigger plate in the floor and secure the mechanism so it cannot go off. Safely disarming the trigger plate requires a character to spend one full action and make a Mechanikal Engineering roll against a target number of 14. If the character fails this roll by 3 or more, the trap is triggered.

The other option for disarming the trap is to brace something capable of bearing the weight of the slab or gate against it so it cannot fall into place. To accomplish this a character must have something of sufficient size and strength to do the job. He must then spend one full action and make a Mechanikal Engineering roll against a target number of 12. Many experienced tomb robbers and explorers bring a supply of steel bars for this purpose. If a character fails this roll the Game Master determines the results. Perhaps the weight is too great for the brace, which will only slow the door, or perhaps the falling door will easily knock the brace away.

**ORGOTH PIT TRAP**

Description: The Orgoth took great pride in their cruelty, and nowhere can this be seen more clearly than exploring one of their ancient sites than in their wicked modification of the simple pit trap. Rarely deep enough to kill an intruder from falling, these instead rely on wicked, barbed spikes lining the trap to dispatch a victim. Many an unwary adventurer has fallen into an Orgoth pit trap to die a slow death impaled on spikes.

Some of these Orgoth pit traps are hidden, covered with a stone slab. This slab is designed to fall open when weight is placed upon it, dumping a hapless intruder into the pit. The pits are generally only ten feet deep, relying more on the spikes for damage than the fall itself.

Special Rules: When a character triggers a hidden pit trap center a 3' AOE over him. He must pass an AGL roll against a target number of 14 to avoid falling in the pit. All characters within the AOE must pass an AGL roll against a target number of 12 to avoid falling in the pit.

A character has a chance of falling into a previously opened trap only if he is pushed or fails an attempt to jump over it.

Characters that fall into an Orgoth pit trap suffer a POW 12 damage roll with an additional die of damage. For pits deeper than 10 feet, add an additional die following the falling rules (Core Rules, p. 205).

Once in the pit, the AOE remains in play. Characters in the pit gain cover and do not block line of sight. If a character takes damage from a fall into the pit he has been impaled on the spikes. A character impaled on the spikes remains knocked down and suffers d3 damage points during each of his Maintenance Phases. The character cannot regain vitality even if he is freed from the spikes unless treated by a character with the Medicine skill. Treating the wound takes a full action but does not require a skill roll.

A character wishing to free himself from the spikes must spend one full action and succeed at a Willpower roll against a target number of 16.

Characters in the pit cannot leave the AOE unless they succeed in a Climbing skill roll against a target number of 14 (see Core Rules, p. 175).

Detection: An open pit is very obvious, and characters do not have to make a roll to see it.

For a character to spot a hidden pit trap before it is triggered he must succeed in a Detection skill roll against a target number of 14. The target number to spot a trap that has recently been triggered is 10.

Disarming: The easiest way bypass a pit trap is to leap over it. If this is not possible due to its width or an overhanging obstruction, it may be possible to bridge it with something. Although filling a pit in with other materials is usually the safest option, it is very time consuming and not practical in the depths of an Orgoth ruin.

An open pit is generally 18 to 24 feet wide and can be jumped normally.

Hidden pits are constructed with locking mechanisms to allow their builders to safely pass over them. In some structures, like tombs, these mechanisms were disabled upon completion of the construction. A character can find this mechanism with a Mechanikal Engineering roll against a target number of 12. If the mechanism is still functional, the character can activate it with a quick action without a skill roll. To activate a disabled mechanism, a character must spend one full action and make a Mechanikal Engineering roll against a target number of 14.