



ROLANDO20

O podcast de D&D que é crítico!

Criando Armadilhas e Itens Mágicos para D&D 4E

Agenda



- Armadilhas
- Itens Mágicos
- Criando um Item Mágico

Armadilhas!



O que é uma armadilha?



It's a TRAP!

[http://www.youtube.com/
watch?v=mNLuq0lW50k](http://www.youtube.com/watch?v=mNLuq0lW50k)

Regras de uma Armadilha



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- ◉ Armadilhas de Dano
- ◉ Armadilhas de Efeito
- ◉ Armadilhas nem de dano, nem de efeito

DIFFICULTY CLASS AND DAMAGE BY LEVEL

Level	Difficulty Class (DC) Values			Normal Damage Expressions			Limited Damage Expressions		
	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st-3rd	5	10	15	1d6 + 3	1d10 + 3	2d6 + 3	3d6 + 3	2d10 + 3	3d8 + 3
4th-6th	7	12	17	1d6 + 4	1d10 + 4	2d8 + 4	3d6 + 4	3d8 + 4	3d10 + 4
7th-9th	8	14	19	1d8 + 5	2d6 + 5	2d8 + 5	3d8 + 5	3d10 + 5	4d8 + 5
10th-12th	10	16	21	1d8 + 5	2d6 + 5	3d6 + 5	3d8 + 5	4d8 + 5	4d10 + 5
13th-15th	11	18	23	1d10 + 6	2d8 + 6	3d6 + 6	3d10 + 6	4d8 + 6	4d10 + 6
16th-18th	13	20	25	1d10 + 7	2d8 + 7	3d8 + 7	3d10 + 6	4d10 + 7	4d12 + 7
19th-21st	14	22	27	2d6 + 7	3d6 + 8	3d8 + 7	4d8 + 7	4d10 + 7	4d12 + 7
22nd-24th	16	24	29	2d6 + 8	3d6 + 8	4d6 + 8	4d8 + 8	4d12 + 8	5d10 + 8
25th-27th	17	26	31	2d8 + 9	3d8 + 9	4d6 + 9	4d10 + 9	5d10 + 9	5d12 + 9
28th-30th	19	28	33	2d8 + 10	3d8 + 10	4d8 + 10	4d10 + 9	5d10 + 9	5d12 + 9

Armadilhas para Armadilhas!



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- ⦿ Armadilhas inesperadas
- ⦿ Armadilhas óbvias
- ⦿ Armadilhas irrealistas
- ⦿ Armadilhas fáceis demais
- ⦿ Armadilhas difíceis demais

Exemplos de Armadilhas



Trap (EL 1/2): A trapdoor in front of the door leading to area 4 hides a pit trap. A 1-foot-wide catwalk allows safe access to the door, for those who know of the trap. Dwarves and rogues have a chance to find the trap before setting it off.

➤ **Trapdoor Pit:** CR 1/2; 10 ft. deep (1d6); Reflex save negates (DC 16); Search (DC 21); Disable Device (DC 20).

Exemplos de Armadilhas



Underwater Vortexes Level 13 Obstacle Hazard XP 800

Hazard: Four locations are filled with swirling waters. A vortex sucks creatures toward its center, then expels them.

Trigger

A vortex triggers when a nonaquatic creature moves into one of the vortex's nine squares or begins its turn in the vortex or an adjacent square.

Attack

Opportunity Action **Melee**

Target: The creature that triggered the hazard.

Attack: +17 vs. Fortitude

Hit: The target is pulled into the center square of the vortex, takes 1d12 + 4 damage, and is slowed until the end of its next turn.

Countermeasures

- ♦ A creature adjacent to the center square of one of the vortexes can plug or disable the vent that creates it by making an Athletics check (DC 27) or a Thievery check (DC 25).

2 Rock Flingers Trap

Level 14 Blaster
XP 1,000

Limited Ammunition

Each trap has a limited number of rocks (four squares in the northern trap, five in the southern). When all rocks are destroyed, the trap is disabled.

Trigger

The trap triggers when a creature moves into a trigger zone or starts its turn in a trigger zone.

Attack

Immediate Reaction **Ranged 10**

Target: The creature that triggered the hazard.

Attack: +21 vs. AC

Hit: 2d8 + 7 damage, and the target is dazed until the end of its next turn.

Miss: Half damage.

Special: One square's worth of rocks is destroyed (see Limited Ammunition).

Countermeasures

- ♦ A creature adjacent to a square filled with rocks can attack the rocks (AC 10). If a square of rocks takes 10 damage in one hit, it is destroyed (see Limited Ammunition).
- ♦ A creature adjacent to a square filled with rocks can make a Thievery check (DC 25) to destroy one square of rocks.
- ♦ A creature can make an Arcana check (DC 25) to disable the trigger zone until the end of the character's next turn. (This can be used to give another character or the submersible time to cross the trigger zone).
- ♦ A creature can attack the zone with a power that affects zones (such as *dispel magic*). The zone's defense is 24 against such attacks. The power has the normal effect it would against a zone.



Exemplos de Armadilhas



Giant Warrior Statue Level 4 Blaster Trap XP 175

This 20-foot-tall, articulated sword-wielding statue swings its weapon in a deadly arc.

Trap: Each round on its initiative, the statue swings its sword, attacking all non-Evil creatures in a close burst 4. (For purposes of counting squares, the statue occupies the 2 x 2 area in the middle of the dais.)

Perception

- ♦ DC 10: The character realizes that the statue is articulated.
- ♦ DC 15: The character notices a well-hidden access panel on the statue's dais.

Initiative +7

Trigger

When a creature moves within 4 squares of the giant warrior statue or when another trap in the room activates, the statue rolls initiative.

Attack

Standard Action Close burst 4

Targets: All non-Evil creatures in the burst

Attack: +9 vs. AC

Hit: 1d8 + 6 damage, and the target is knocked prone.

Countermeasures

- ♦ A character can make a DC 15 Athletics check to climb onto the statue. The statue cannot attack a character that has climbed onto it.
- ♦ The statue stops attacking if it reduced to 0 hit points. The statue has the following statistics: AC 12, Fortitude 10, Reflex 5, hp 50, resist 5 to all damage.
- ♦ A character adjacent to the statue can access a secret panel to disable the trap. Disabling the trap requires a total of 4 successful DC 17 Thievery checks.

2 Dragon Statues Level 3 Blaster Trap XP 150 each

Magical energy spews from the mouths of these dragon statues.

Trap: Each round on its initiative, a dragon statue unleashes a blast of force that pushes creatures away from it.

Perception

- ♦ DC 10: The character sees arcane symbols carved into the dragon statue.

Arcana

- ♦ DC 17: The character realizes that the arcane symbols on the dragon statues allow it to breathe blasts of force.

Initiative +3

Trigger

When a creature moves within 5 squares of either dragon statue, the statue rolls initiative.

Attack

Standard Action Close blast 5

Targets: All creatures in the blast

Attack: +7 vs. Reflex

Hit: 1d6 + 6 force damage, and the target is pushed 3 squares.

Countermeasures

- ♦ A character can make a DC 15 Athletics check to climb onto a dragon statue. A statue cannot attack a character that has climbed onto it.
- ♦ A statue stops attacking if it reduced to 0 hit points. Each statue has the following statistics: AC 15, Fortitude 10, Reflex 5, hp 40, resist 5 to all damage.
- ♦ A character adjacent to the statue can disable its trap by disfiguring or altering some of the arcane symbols carved into the statue. Disabling a dragon statue requires a total of 4 successful DC 15 Arcana or Thievery checks.

Exemplos de Armadilhas



Whirlpool Trap

Level 4 Obstacle
Trap XP 175

The four cherub statues tip their vases downward and release a deluge of water. At the same time, transparent walls shimmer into existence, cutting off all avenues of escape.

Trap: Two indestructible walls of arcane energy appear (as shown on the map), trapping creatures in the 4-square-by-6-square hallway with the cherub statues, which begin pouring water into the hall. At the start of the trap's third turn, when the water is 5 feet deep, a whirlpool forms and batters all creatures trapped in the hall.

Perception

- ◆ DC 10: The vases are inscribed with arcane symbols.

Initiative +2

Trigger

When a creature moves into the 4-square-by-4-square area between the statues, the arcane walls appear and the trap rolls initiative. At the start of the trap's third turn and each turn thereafter, the whirlpool attacks on its turn.

Attack

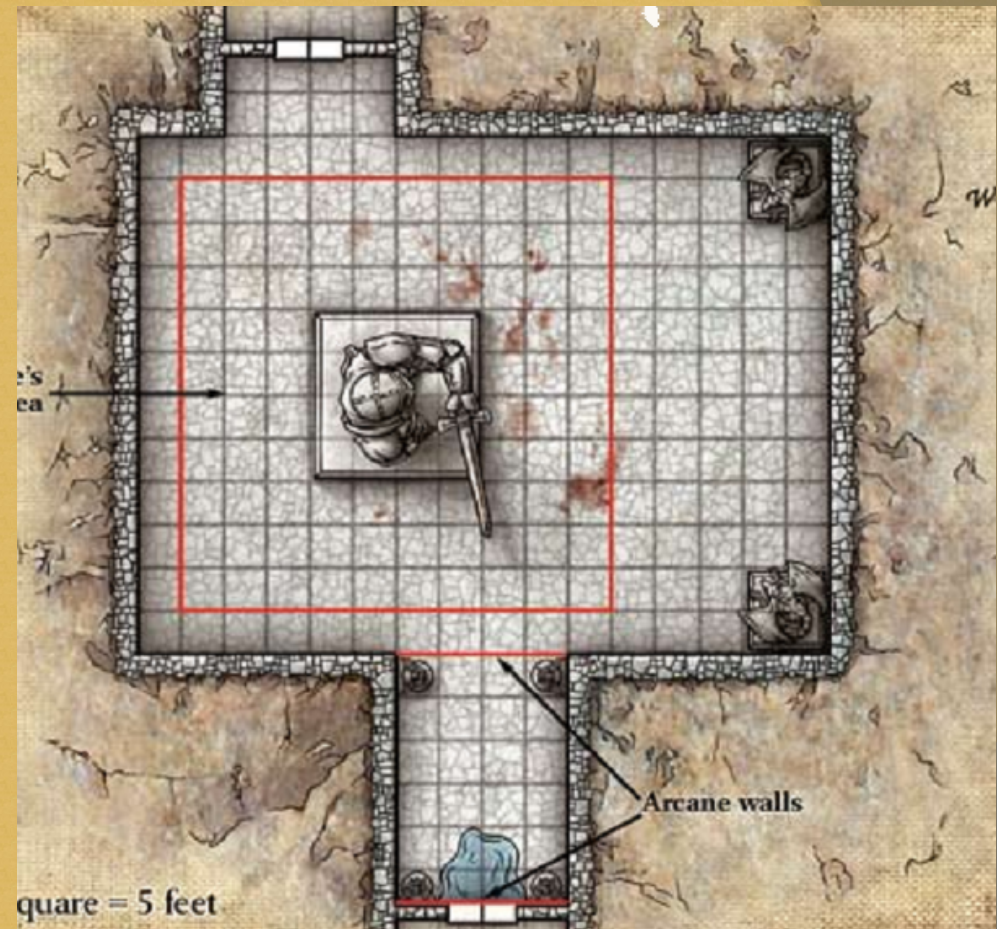
Standard Action

Targets: All creatures trapped between the arcane walls.

Effect: 1d8 + 2 damage, the target slides adjacent to a random cherub statue, and the target is slowed and takes a -5 penalty to attack rolls and skill checks until the end of the trap's next turn.

Countermeasures

- ◆ If all four cherub vases are destroyed, the arcane walls disappear and the statues stop pouring water. Each vase has the following statistics: AC 20, other defenses 15, hp 10.



Construindo uma Armadilha

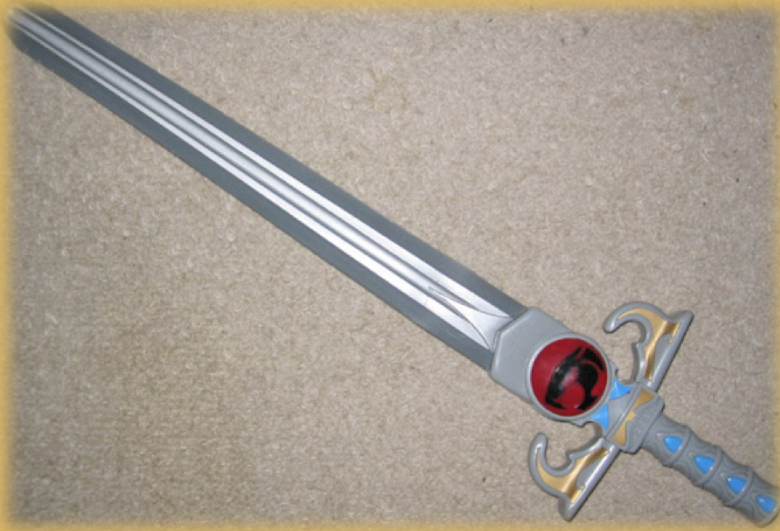


- ◉ Deixe sua imaginacao fluir
- ◉ Armadilhas precisam ser diferentes
- ◉ Armadilhas devem alterar a estrategia do combate.

Itens mágicos



Clássicos



Armas mágicas



Na 4ª edição



- ◉ São parte integrante
- ◉ Evoluem com os personagens
- ◉ Comum na mão dos heróis, incomum em todo o resto do mundo
- ◉ Não podem roubar o show
- ◉ Vão acabar sendo construídos por alguém do seu grupo

Categorias



- ◉ Armaduras
- ◉ Armas
- ◉ Implementos
- ◉ Vestimentas
- ◉ Anéis
- ◉ Itens maravilhosos
- ◉ Poções e Consumíveis



Posições dos Itens



- Tronco (Armadura)
- Braços (Braceletes e Escudos)
- Mãos (Luvas e Manoplas)
- Cabeça (Elmo, Tiara, Capuz, etc)
- Pés (Botas)
- Pescoço (Colares, Medalhões)
- Dedos (Anéis)



Criando seu item



- ◉ Tenha uma idéia
- ◉ Veja se ela já não existe, adapte!
- ◉ Decida a categoria e posição
- ◉ Decida os efeitos mecânicos
- ◉ Decida o nível (ou níveis) do item
- ◉ Calcule o preço
- ◉ Jogue no próximo covil!



Lembrando...



- ◉ Itens mágicos tem poderes diários limitados
- ◉ Podem ter propriedades constantes ou poderes (diário, encontro, sem limite)
- ◉ Podem usar pulsos de cura
- ◉ Monstros podem usá-los também!

Armaduras



- ◉ Sempre dá melhoria no CA, de +1 a +6
- ◉ Podem ser obras primas
- ◉ Podem ser para tipos diferentes: Traje, Corselete, Gibão, Cota, Brunea, Placas
- ◉ Geralmente defensivos e protetores
- ◉ Dão resistências, imunidades, reações

Armas e Implementos



- Melhoria para acertar e no dano
- Dano extra no crítico
- Exemplos de poderes
 - Dano extra
 - Acerta mais alvos
 - Causa vulnerabilidade
 - Controla o alvo (empurra, puxa, etc)
 - Ignora defesas



Vestimentas



- Itens de pescoço dão bônus nas outras **defesas** que não CA, mais um efeito
- Braços costumam ser itens **defensivos**, mas sem níveis de melhoria
- Pés costumam melhorar **movimentos**
- Mãos e cabeça costumam melhorar **perícias** ou habilidades
- Todos também podem ter poderes e propriedades



Anéis



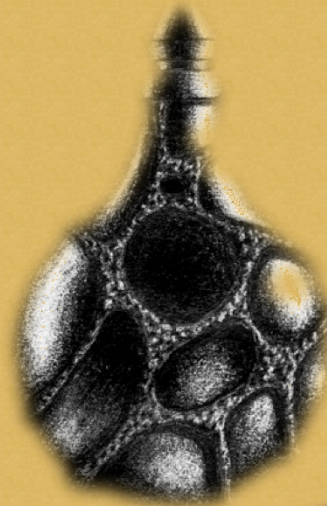
- Estágio exemplares pra cima
- Propriedade mais poder
- Fica turbinado depois de um marco



Consumíveis e Outros



- ◉ Poções e consumíveis tendem a ser situacionais; usam pulso de cura
- ◉ Itens maravilhosos são o seu espaço para explorar, não tenha medo de viajar longe aqui
 - Bolsas
 - Veículos
 - Livros
 - Mapas



Definindo o nível



- Para armas, implementos, armaduras e itens de pescoço, a melhoria determina
- Use outros níveis similares como referência
- Para armas e implementos, use o crítico como fator de compensação
- Não é uma ciência, e errar por pouco não afeta o jogo

Calculando o preço



- ◉ Depende diretamente do nível
- ◉ Todo item de nível 1 custa 360 p.o.
Um de nível 30, a bagatela de 3.125.000 p.o.
- ◉ E por aí vai; tabela no Livro do Jogador



Criando nosso item



- Decida a categoria e posição
- Decida os efeitos mecânicos
- Decida o nível (ou níveis) do item
- Escreva a história do item
- Descreva o item em **detalhes**

Obrigado!



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- E Rolem 20!