

# DISRUPTION

*Disruption is the use of external circumstances to disrupt or interfere with the players' ability to reach their goal*

The following list has been compiled by members of the [ICRPG community](#) as **Key Disruptors** or types of disruption. Simple examples have also been included to spark ideas and possibilities. These can be thrown into any encounter to add depth and tension.

Additionally, each disruption can be rated on a scale of **1 to 6**, where a 1 equals **low disruption** and a 6 equals **high disruption**. This sliding scale allows you to tune a disruption's influence on any given challenge or encounter.

## LINE OF SIGHT

Darkness magical or regular, smoke, Walls of stone, wood, earth, fire, wind, ice.

## CROWD CONTROL

Sleep, Stun, Fear, Petrification, Confusion.

## NULLIFICATION

Anti magic or anti healing zones, fields, or cones. Spell absorption.

## MOVEMENT INHIBITORS

Difficult terrain, Elevation, snaring, slowing, roots, freezing in place, time slowing fields.

## FORCED MOVEMENT

Quakes, Slick or icy floor, listing ship deck, magnetism and reversing polarity to throw iron clad, wind, moving floor or ground.

## TERRAIN DANGER

Cliffside, Drowning, Freezing water, Lava. Anything in the environment that can kill you but doesn't deal damage outright. Mixed with forced movement is especially deadly.

## PARTY SPLIT

Teleporting out or separating a party member or portion of the party. Hank's idea where "a pc is teleported to another place and has to kill a totem alone to get back go the main fight". Anything that splits the party.

## INITIATIVE DISRUPTION

bumping turn orders, rerolling initiative, legendary actions (monsters imposing more actions in the round off turn)

## COMMUNICATION DISRUPTION

Anything that will prevent a party's ability to discuss tactics or communicate. DC will increase, or an enemies senses will be heightened. Must rely on hand gestures or psi.

## INCREASING DC

The DC increases every round, or the DC is very high causing most tasks to be difficult.

## ATTRIBUTE DISRUPTION

Any disruption to rolls and modifiers. Lowering or scrambling a characters Attributes. Make successes failures and make failures successes.

## TARGET DISRUPTION

Disrupting the ability for a party to focus down a single enemy. Make damage redirected to a different enemy or even an ally. Spirit links and empathy. Make damage split and be shared by all enemies with shared health.

## IDENTITY DISRUPTION

Effects that make characters turn on each other, Charm, Mind Control.

## LOOT / GEAR DISRUPTION

Disarming players, destroying weapons, armor, and supplies. Rust monsters, Armor rending, shattered swords, thieving creatures who steal your stuff.

## ACTIVATE-ABLE DISRUPTION

Neutral elements of the setting that can become problems if the players interact the wrong way. Innocent bystanders in the fray. Waking a sleeping or docile enemy.

Included on the back of this reference guide is a layout to practice planning disruptions and how you can implement them in your encounters. You can set the level of disruption, write out the key mechanics, specify what types of disruptions you are

implementing, and encounter examples of how you might incorporate them. Please, feel free to share your ideas and designs with the community at [forums.runehammer.online](https://forums.runehammer.online).

