

MALFUNCTIONING STERILIZERS

HAZARD 1

MECHANICAL **TECH**

Complexity Simple

Description Dangerously malfunctioning sterilizers are emitting blasts of electricity.

Stealth DC 5

Disable DC 20 Thievery (trained) on the wiring in the walls.

AC 13, **Fort** +10, **Ref** +4

Hardness 5, **HP** 25 (BT 12); **Immunities** critical hits, object immunities, precision damage

Electric Blast ➡ **Trigger** A living creature is within the room; **Effect** A voice in Androffan acknowledges the creature and attempts to sterilize it. All creatures in the room must make a DC 16 basic Reflex save or take 2d6+2 electricity damage. Afterwards, the sterilizers cannot use this reaction for 1d6+1 rounds.

Reset Unless the sterilizers are destroyed or the Thievery check to disable the hazard was a critical success, the trap resets itself in 24 hours.