

## FLAILING ROBOT PARTS

HAZARD 10

COMPLEX

MECHANICAL

TECH

TRAP

**Complexity** Complex


**Stealth** +22

**Description** Six robotic limbs scattered around the room are wired into a complex and frightening trap.

**Disable** DC 30 Thievery (master) to jam the central control system, or 6 separate DC 20 Thievery (trained) to jam each limb's mechanical functions. Remember to add the -5 penalty to the roll if a charge of e-pick is not expended.

**AC** 25, **Fort** +16, **Ref** +20

**Hardness** 10, **HP** (per limb) 60 (BT 30) **Immunities** critical hits, object immunities, precision damage, **Weaknesses** electricity 20

**Awaken**  **Trigger** A creature other than Furkas Xoud moves 10 feet into the room; **Effect** The robot limbs begin to thrash about in a flailing display of dismembered fury. The trap rolls initiative.

**Routine** (6 actions) On each of its actions, the trap targets a random creature in the room with a Trip (Athletics +21) or a mechanical fist Strike. The trap loses one action each turn for each mechanical limb disabled, broken or destroyed. Multiple attack penalty applies to this trap.

**Melee**  mechanical fist +23, **Damage** 2d8+9 bludgeoning

**Reset** The trap deactivates when there are no creatures in the room and resets automatically.