

FALLING CRATE

HAZARD 9

ENVIRONMENTAL

Complexity Simple


Stealth DC 30 (trained)

Description A wheeled crate dangles haphazardly from wires attached to the eastern wall

Disable DC 33 Crafting (expert) to identify which area of the floor to avoid.

AC 28, **Fort** +20, **Ref** +20

Hardness 10, **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage

Drop and Roll  **Trigger** A creature steps on the marked tile; **Effect** The wheeled crate's wires snap, rolling down in a straight line and dealing 4d10+26 bludgeoning damage to anyone in the hallway (DC 28 basic Reflex save).