


**MECHANICAL****TRAP****Complexity** Simple**Stealth** DC 30 (expert)

**Description** A number of jagged metal fragments balanced on the sloping mound of rubble above comes crashing down.

**Disable** (expert) Thievery DC 28 to remove the fragments and disconnect the hidden cords that would have wrenched the cap on the tube loose.

**Deadfall**  **Trigger** A creature attempts to pass through the area without disabling the trap first;

**Effect** Jagged metal fragments crash down upon the creature, dealing 8d8+12 slashing damage to all creatures within 10 feet (DC 29 basic Reflex save). A series of hidden cords also loosens the cap on the tube, setting the tallow ooze free.