

## SHOCKING DOOR

HAZARD 12

ELECTRICITY

MAGICAL

TRAP

**Complexity** Simple

**Stealth** DC 30 (expert)

**Description** The door to the master bedroom is warded with a magical trap.

**Disable** DC 35 Thievery (expert) to unlock or DC 40 Athletics to Force Open the door

**AC** 10, **Fort** +21, **Ref** +16

**Hardness** 14, **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

**Electrocute** ⚡ (arcane, electricity, evocation) **Trigger** A creature attempts to open the door to the master bedroom; **Effect** The trap deals 9d12 electricity damage to the creature opening the door (DC32 basic Reflex save). If a creature is attempting to open the door at range such as by using *mage hand*, the trap instead casts *lightning bolt* at 7th level (DC 32) towards the creature that attempted to open the door.