

FALSE HATCH

HAZARD 9

MECHANICAL **TRAP**

Complexity Simple


Stealth DC 33 (master)

Description A vent for hot oil and gas is disguised as a false door.

Disable (expert) Thievery DC 28 or (master) Crafting DC 30 to release the pressure from the vent safely.

AC 25, **Fort** +21, **Ref** +8

Hardness 15, **HP** 60 (BT 30); **Immunities** object immunities

Burst  **Trigger** A creature turns the wheel on the door; **Effect** The door slams open, spraying burning oil and steam into the hall. Each creature in a 30-foot cone west of the false hatch takes 8d6 bludgeoning damage and 8d6 fire damage (DC 28 basic Reflex save)