

## SCALDING STEAM SPRAY

HAZARD 10

MECHANICAL

STEAM

TRAP

**Complexity** Simple


**Stealth** DC 32 (expert)

**Description** Large pressurized pipes connected to a tripwire on the doors' wheels are rigged to release a blast of steam on trespassers.

**Disable** DC 32 Thievery (expert) to disconnect the trip wire or Crafting DC 34 (master) to release the pressure safely.

**AC** 20, **Fort** +12, **Ref** +12

**Hardness** 12, **HP** 48 (BT 24); **Immunities** object immunities

**Steam Blast**  **Trigger** The doors to the second-floor landing are opened without disabling the trap first; **Effect** Steam erupts from the pipes, dealing 8d6 bludgeoning damage and 8d6 fire damage (DC 32 basic Reflex save) to all creatures within 5 feet of the central pillar.