

SPRING-LOADED SPIKE TRAP

HAZARD 1


MECHANICAL TRAP

Stealth DC 20

Disable Thievery DC 16 to remove the tripwire safely.

AC 16; **Fort** +10, **Ref** +3

Hardness 6, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Spike  (attack); **Trigger** A creature activates the tripwire. **Effect** The trap drops a jagged metal spike onto the creature, making an attack against it.

Melee spike +13, **Damage** 2d6+3 piercing