AUTOMATED SURGERY ASSISTANT   HAZARD 3

COMPLEX   **MECHANICAL**   **TECH**

Complexity Complex

Description Mechanical arms spring forth and strap any nearby creatures onto an operating table before performing invasive and dangerous surgeries.

Stealth DC 20 (trained in Engineering Lore or Medicine)

Disable DC 20 Thievery (trained) to deactivate the device.

AC 16, **Fort** +6, **Ref** +12

Hardness 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Strap In ⤵ **Trigger** A living creature steps within 5 feet of the operating tables; **Effect** Mechanical arms spring out, attempting to Grapple the creature with a +13 modifier (Escape DC 23). If the creature is successfully grappled, the hazard rolls into the initiative with its Stealth.

Routine (1 action) A bizarre array of terrifying tools is used upon any grappled creature. Roll 1d6, the creature is affected in the corresponding way:

1) The creature is cut by scalpel blades, taking 2d6 slashing damage.

2) The creature is stabbed by needles, taking 2d4 piercing damage.

3) The creature is sliced by a laser beam, taking 2d8 fire damage.

4) The creature is zapped by a short-circuiting piece of machinery, taking 2d4 electricity damage.

5) The creature is unharmed, but a frightening display of thrashing metal forces the creature to make a DC 20 Will save or become frightened 1.

6) Roll twice (re-roll results of 6)

Any damage dealt by this routine can be reduced with a basic DC 20 Reflex save.