


MECHANICAL**TRAP****Complexity** Simple**Stealth** DC 35 (master)

Description A seemingly random pile of bones are actually connected by a wire to perform a wide and deadly sweep across the room.

Disable DC 33 Thievery (expert) to find and cut the tripwire.

AC 33, **Fort** +22, **Ref** +22

Hardness 10, **HP** 86 (BT 43); **Immunities** critical hits, object immunities, precision damage

Lash  **Trigger** A creature trips the wire laid across the room. **Effect** The bones instantly knit themselves together into a 15-foot long lash, making one Strike against each creature in the room.

Melee  bone scythe +26, **Damage** 6d10+27 slashing damage; no multiple attack penalty

Reset The trap must be repaired manually.