

BELCHING STOVE

HAZARD 10

MECHANICAL TRAP


Complexity Simple

Stealth DC 35 (master)

Description A neglected kitchen hides a fiery trap disguised as a stove.

Disable DC 27 Thievery (expert) to carefully cut the taut wiring.

Multiple Triggers For every item a creature interacts within the kitchen, roll a DC 3 flat check. On a failure, the belching stove uses its fiery belch reaction.

Fiery Belch  **Trigger** A creature interacts with the stove in the northern area of the kitchen, or the trap is triggered by Multiple Triggers; **Effect** The door of the stove falls off, releasing a blast that deals 12d8 fire damage (DC 29 basic Reflex save) to all creatures within the kitchen.