

# SLASHING CAGE TRAP

HAZARD 4

COMPLEX

TRAP

MECHANICAL

MAGICAL


**Stealth** +13 (trained)

**Description** Two hidden iron portcullises are recessed into the ceiling around the polished section of floor, as indicated on the map. When a creature steps between them, a pressure plate causes them to both drop with a clang; 1 round later, the two statues began slashing at the space between them, cutting the trapped intruder to ribbons.

**Disable** DC 17 Crafting (expert) or DC 19 Thievery (trained) to pry open the portcullises. A lever that raises and lowers the portcullises and switches the trap on and off can be found in area **E4**.

**AC** 21; **Fort** +14; **Ref** +8;

**Hardness** 11 **HP** 46 (BT 23) **Immunities** critical hits, object immunities, precision damage


**Glaive Flurry**  **Trigger** A creature is trapped within the portcullises at the beginning of the Slashing Cage Trap's turn. **Effect** Each statue swings it's glaive into the area, slicing the captured creature. The creature makes a DC 21 Reflex save.

**Critical Success** Same as success, but the creature can take a Step action to free themselves of the trapped area;

**Success** The creature avoids the glaives, taking no damage;

**Failure** the creature takes 2d8+6 slashing damage;

**Critical Failure** The creature takes 4d8+12 slashing damage.

**Routine**  Each round, the Slashing Cage Trap makes a Glaive Flurry attack against the creature trapped between the portcullises.

**Reset** Two rounds after the trap activates, a 10-foot-deep pit opens in the square, dumping what remains of the victim into the area below before the whole thing resets itself. A still living victim can attempt a DC 17 Reflex save to avoid falling into the pit by either clinging to the portcullises or the statue alcoves, but when the pit closes automatically 1 round later, the victim's weight on the lid could start the cycle all over again.