

# SPIKED LOG TRAP

## HAZARD 2

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### MECHANICAL TRAP

**Stealth +20** (Trained)

**Description** The packed snow hides a rope they strung through the undergrowth to a spiked log suspended high in the trees.

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**Disable** Athletics DC 12 to climb the trees without triggering the trap followed by Thievery DC 13 (trained) to disable it.

**AC 17; Fort +11; Ref +3; Hardness 8; HP 30; BT 15; Immunities** critical hits, object immunities, precision damage;

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**Spiked Log** ➤ **Trigger** Someone interacts with the Chest; **Effect** The log drops down and sweeps through every creature in a 20ft line along the path in front of the chest.

**Melee Log +10, Damage** 1d6+6 bludgeoning and 1d6 piercing;

**Reset** Manually climbing and re-placing the spiked log with same DCs as Disable