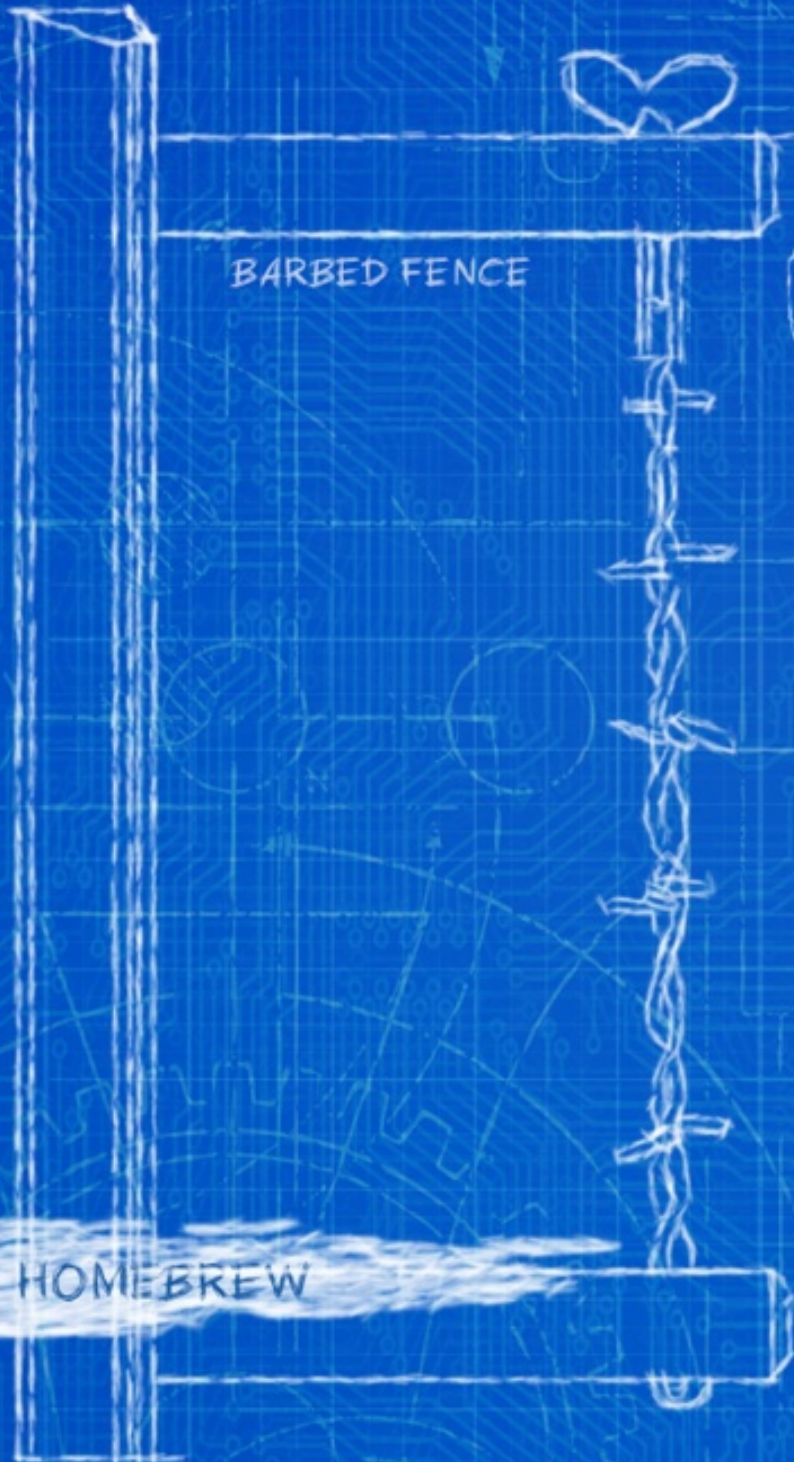


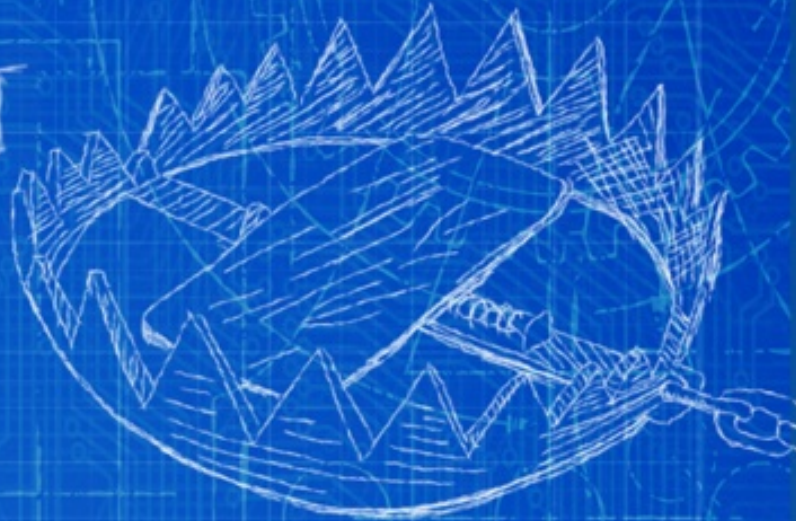
# TRAPPER'S TOOLS

NO.137,92.



BARBED FENCE

HOMEBREW



BEAR TRAP

INVENTOR:  
RANIKIRN





## TRAPPER'S TOOLS

Trapper's Tools contains everything needed for the creation of traps and their cataloguing.

**Components.** A trapper's kit includes 10feet of barbed wire, line roll, springs, bell, a pack of nails , small hammer, set of scrolls and white chalks.

**Investigate.** When you search traps you also obtain informations about the effect of it's trigger (if it's mechanism isn't magic).

**History.** Your mastery of traps includes knowledge history that allow you to know what traps prefer certain races.

**Trapper Instinct.** As long as you stay 1.5 feet near your allies, as reaction an ally of your choice receives 1d4 on saving throw against traps.

### TRAPPER'S TOOLS

| DC     | ACTIVITY                                                                                                                                                                                                                                 |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Varies | If you spend at least 1 minute studying a trap, as part of a long rest you can create a schematic of that trap. The DC to create it might be it's save DC.                                                                               |
| Varies | Using a wire and a bell you can set an alarm in a door, window or an area that is no larger than a 20-foot cube. The total of your check becomes the DC for creatures to discover or disable the alarm.                                  |
| Varies | You can spend 10 minutes or more in attempt to set a trap from one of your schematics, provided you have access to your trapper's kit and sufficient material. The DC save is 8 + bonus proficiency + Intelligence or Dexterity modifier |

## TRAP PROPERTIES

All informations concerning traps can be found on page 120 of the DMG, the following table is based on the *Trap Effects* section. Trap DC determines its danger, bonus proficiency determines the trap damage. A trap might not inflict damage but a condition.

| TRAP DANGER | DC     | +2   | +3    | +4    | +5 OR MORE |
|-------------|--------|------|-------|-------|------------|
| Setback     | 10-11  | 1d10 | 2d10  | 4d10  | 10d10      |
| Dangerous   | 12-15  | 2d10 | 4d10  | 10d10 | 18d10      |
| Deadly      | 16-20+ | 4d10 | 10d10 | 18d10 | 24d10      |

### CONDITIONS

- Prone
- Poisoned
- Restrained
- Stunned
- Blinded
- Deafened
- Grappled
- Incapacitated
- Paralyzed



# SCHEMATICS

## FALLEN NET

You set a net to a ceiling and a wire on the ground as trigger. A creature that fail the saving throw is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points.

**Save DC:** 10 (Str)

**Damage:** //

**Condition:** Restrained

## EXPLOSIVE TILE

You set a vial of explosive chemical component (such as nitroglycerine) under a tile. If pressed, the vial breaks under the weight causing an explosion.

**Save DC:** 15 (Dex)

**Damage:** 2d10 (Fire)

**Condition:** Deafened for 1 minute on a failed save

## BARBED CAMP

You hide on the ground various barbed wires in an area that is no larger than a 20-foot cube, that area become difficult terrain.

**Save DC:** 11 (Dex)

**Damage:** 2d10 Piercing

**Condition:** Prone on a failed save.

## HIDDEN PIT

This pit has a cover constructed from material identical to the floor around it. The pit is usually 10 or 20 feet deep but can be deeper.

**Save DC:** 15 (Dex)

**Damage:** 1d6 each 10 foot (max 20d6)

**Condition:** Prone on a failed save.

## SPIKE DOOR

An open door with various spikes that triggers when someone passes it and break the wire placed at the bottom.

**Save DC:** 15 (Dex)

**Damage:** 4d10 Piercing

**Condition:** //

