

Net Trap

Level 5 Lurker

Trap

XP 100

A net springs around a group of creatures, hauling them twenty feet in the air.

Trap: A tripwire springs a net which engulfs a small group of creatures and hoists them into the canopy in an entangled bunch.

Perception

♦ **DC 12:** The clearing ahead looks

♦ **DC 17:** There is a fine tripwire hidden in the underbrush.

Trigger

2 squares house the tripwire which triggers the trap.

Attack

Standard Action **Burst 1** (centered on triggering creature)

Targets: Creatures within burst

Attack: +6 vs. Reflex

Hit: Target is immobilized and restrained. Drawing an item requires a DC 12 Acrobatics check.

Escaping

♦ **Cut Free:** A character may attempt to cut through the net (AC: 4, Fortitude: 12, HP: 20) with a light blade. The 20' fall inflicts 2d10 to all characters ensnared.

♦ **Squirm Out:** A DC 17 Acrobatics check allows a character to escape the net and reach the outside. A DC 12 Athletics check allows them to shimmy over to the tree and safely down climb.

Countermeasures

♦ **Spring the Trap:** Cutting the tripwire triggers the net trap.

♦ **Counterweight:** A DC 12 Thievery check disarms the net by neutralizing the counterweight mechanism.

♦ **Second Tripwire:** A DC 17 Thievery check resets the 2 triggering squares and allows a crafty character to add additional conditional or delays to the net's trigger.