

Trapmaker

You are the bane of robbers and adventurers. Given a few hours to prepare you can turn an empty room into a dangerous array of pits, darts and other traps. Only the bravest criminals would dare invade your home or pick your pockets.

Requirements: None

You can construct, reset and salvage traps. If you start the game with this feat you also have the blueprints for two level 1 traps.

In addition, you gain a +1 feat bonus to defences against traps and skill checks to detect or disarm traps.

Level: You can construct traps of your level or lower, or construct the elite version traps 2 levels lower. You can research blueprints for, reset or salvage a trap up to 4 levels higher than you.

Skills: All traps are associated with at least one skill. You must be trained in at least one of these to construct it, reset it or salvage. Common skills are arcana, thievery, dungeoneering or nature.

Components: Traps require the use of *trapmaker's parts*. These include metal springs and cogs, pressure plates, tools, and even living parts. You can purchase any gold piece value worth of *trapmaker's parts* at shops that sell tools or weapons. Mundane weapons and tools can be salvaged into trapmaker's parts at 20% of their value. For arcana traps *residuum* and *alchemical reagents* can be used instead. The component cost for each trap is given in the entry.

Blueprints: Blueprints for traps can be purchased. They cost 50gp per level of the trap. You can also produce the blueprints yourself by researching them. This requires 1 peaceful day of work and costs twice the regular cost. Research requires access to a library or similar facility.

Time: The time required to construct a trap is given in that trap's entry.

Elite Traps: You can construct the elite version of a trap if one exists. Cost and construction time for elite traps are doubled. Elite traps use the same blueprints as regular traps.

Activating and resetting traps: The trap's constructor and anyone they teach can pass a trap without activating it. The trap must be rearmed to be used again. Costs and times are listed in the trap entry.

Salvage: You can salvage a trap that you constructed or one that is disarmed. You must be trained in an associated skill and the trap may be up to 4 levels higher than you. This destroys the trap and recovers half of the construction cost in *trapmaker's parts*. Traps salvaged with arcana produce *residuum* instead. When salvaging a trap you can make an associated skill check against DC 17+ the traps level. On a success you produce blueprints for the trap at no cost. This check cannot be repeated.

Positioning: Traps areas cannot overlap. A trap's area includes all squares associated with the trap and every square in between. You determine where each component of a trap (e.g. trigger square, control panel) is placed. No two components may be no more than 20 squares apart.

Feats:**Kobold trapmaster:**

Requirements: Kobold, Trapmaker feat

Traps you set gain a +2 feat bonus to damage per tier. Once per encounter you can rearm a trap you constructed as a standard action if that trap would normally take a short rest to rearm.

Traps:

Page 87; Dungeon Master's Guide

False floor pit (level 1):

This is a great, cheap option for defending an unguarded room, but takes awhile to set up.

Associated Skills: Dungeoneering, thievery, arcana, nature

Component Cost: 10gp

Time: 3 hours

Reset: standard action, no cost

Special: up to two people can help dig; each reduces the time by 1 hour.

Rockslide (level 1):

You rig an avalanche or cave in to protect a space.

Associated Skills: Dungeoneering, thievery, arcana, nature

Component Cost: 5gp

Time: 6 hours

Reset: cannot be reset.

Special: up to 5 people can carry rocks or other parts; each reduces the time by 1 hour.

Spear gauntlet (level 2):

You rig an avalanche or cave in to protect a space.

Associated Skills: Thievery

Component Cost: 80gp

Time: 6 hours

Reset: short rest, 5gp

Magic crossbow turret (level 3)

These turrets use magical guidance to find their target.

Associated Skills: arcana, thievery

Component Cost: 120gp

Time: 6 hours

Reset: short rest, 5gp

Doomspore (level 3):

You rig an avalanche or cave in to protect a space.

Associated Skills: Nature, dungeoneering

Component Cost: 120gp

Time: 6 hours

Reset: Does not require resetting, can activate only once every 24 hours, 5gp upkeep per month

Pendulum Scythes (level 4):

These blades have seen the death of many treasure hunters and grave robbers.

Associated Skills: thievery, dungeoneering

Component Cost: 180gp

Time: 12 hours

Reset: short rest, 5gp

Whirling Blades (level 5):

This mobile trap darts around the battlefield endangering enemies.

Associated Skills: Thievery

Component Cost: 180gp

Time: 12 hours

Reset: short rest, 20gp

Special: This trap is designed to work only in the chamber it was built for. Each time the trap moves, the constructor can predict which direction it will move in on its next turn and warn allies.

Treacherous Ice Sheet (level 5):

This dangerous ice sheet is maintained magically or naturally.

Associated Skills: Nature, dungeoneering, arcana

Component Cost: 240gp

Time: 6 hours

Reset: Does not require resetting, 5gp upkeep once per month

Poisoned dart wall (level 6):

An entire chamber is rigged with poisonous darts.

Associated Skills: Thievery

Component Cost: 300gp

Time: 6 hours

Reset: short rest, 20gp

Glyph of warding (level 7)

An explosive rune that wards an area. When a word of power is used the rune will not harm the speaker.

Associated Skills: arcana

Component Cost: 380gp

Time: 3 hours

Reset: short rest, 20gp

Daggerthorn Briar (level 7)

This plant has a taste for mammalian blood. Don't tell the landlord you're keeping one.

Associated Skills: nature or dungeoneering

Component Cost: 380gp

Time: 3 hours

Reset: Does not require resetting, 10gp upkeep once per month