



Caltrops

Adventuring Gear

As an action, you can spread a bag of caltrops to cover a 5-foot square area. Any creature that enters the area must succeed a DC 15 DEX saving throw or stop moving this turn and take 1 piercing damage. Taking damage reduces the creature's walking speed by 10 ft. until the creature regains at least 1 HP. A creature moving through the area at half speed doesn't need to make the save.



Ball Bearings

Adventuring Gear

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 ft. on a side. A creature moving across the covered area must succeed a DC 10 DEX saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.



Sledge Hammer

Adventuring Gear

When using a sledge hammer, you have a +4 bonus to your STR check when breaking down doors.



Crowbar

Adventuring Gear

When using a crowbar, you have advantage to STR checks where the crowbar's leverage can be applied.



Manacles

Adventuring Gear

These metal restraints can bind a small or medium creature. Escaping the manacles requires a successful DC 20 DEX check. Breaking them requires a DC 20 STR check. Each set comes with 1 key. Without a key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 DEX check. The manacles have 15 HP.



Hunting Trap

Adventuring Gear

As an action to set the trap, it forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed a DC 13 DEX saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the 3-foot chain. A creature can use its action to make a DC 13 STR check, freeing itself or another creature within reach on a success. Each failed check deals 1 piercing damage.