



### 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.