

Trapper Artificer

Tool Proficiencies

When you adopt this specialization at 3rd level, you gain proficiency with Tinker's Tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Trapper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Specialization Spells	
Artificer Level	Trapper Spells
3rd	Snare, Entangle
5th	Cordon of Arrows, Find Traps
9th	Glyph of Warding, Bestow Curse
13th	Hallucinatory Terrain, Grasping Vine
17th	Mislead, Bigby's Hand

Trap Mastery

Beginning at 3rd level, You can use an action to lay a trap. These traps are invisible and require an Investigation check against your spell save DC to be seen. You can set a number of these traps equal to your proficiency bonus and regain all uses upon a long rest. The trap takes up a 5 foot square on the ground and once a creature enters its area, the trap is triggered. Once triggered, roll on the table below to determine the effects.

1	Flashbang Trap	The triggering creature must pass a Constitution saving throw or become blinded and deafened.
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2	Poison Trap	The creature must pass a Constitution saving throw or become poisoned. This can be cured with a Lesser Restoration spell or a short rest
3	Trip Trap	The triggering creature must pass a Dexterity saving throw or become knocked prone and its speed is reduced to 0 until the beginning of its next turn.
4	Stun Trap	The triggering creature must pass a Constitution saving throw or become stunned. This remains until the start of the creature's next turn
5	Restraint Trap	The triggering creature must pass a Strength saving throw or become restrained. The creature can repeat the saving throw at the start of each of its turns
6	Bounce Trap	The triggering creature must pass a Dexterity saving throw or be bounced 15 feet through the air. Roll a d8 to determine the direction. The creature takes 1d6 bludgeoning damage upon landing
7	Pit Trap	The triggering creature falls into a pit 20 feet deep. The creature takes 1d6 Bludgeoning damage when they hit the bottom and no other falling damage. They must pass an Athletics check to escape and the pit fills in after they escape
8	Landmine	The triggering creature must pass a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much on a successful one.

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Starting at 5th level, as a reaction, when a creature gets within 5 feet of you can force that creature to make a Constitution saving throw. On a failed save, they are blinded and you can then move up to half your movement speed.

Advanced Traps

At 9th level, your traps now trigger whenever a creature comes within 5 feet of them and affect all creatures adjacent to the trap or the creature.

Ability 4

At 15th level, All of your traps have become upgraded versions of themselves. In addition, instead of rolling on the table, you can choose the trap you set.

1	Flashbang Trap	The triggering creature must pass a Constitution saving throw or become blinded
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		and deafened. On a failed saving throw, they also take 4d10 Thunder damage and half as much on a success.
2	Poison Trap	The creature must pass a Constitution saving throw or become poisoned. This can be cured with a Lesser Restoration spell or a short rest. They are also paralyzed until the beginning of their next turn
3	Trip Trap	The triggering creature must pass a Dexterity saving throw or become knocked prone and its speed is reduced to 0 until the beginning of its next turn. The creature also takes 6d10 piercing damage on a failed save or half as much on a successful save
4	Stun Trap	The triggering creature must pass a Constitution saving throw or become stunned. This remains for 1d4 rounds, ending at the start of the creatures turn on the appropriate round.
5	Restraint Trap	The triggering creature must pass a Strength saving throw or become restrained. The creature can repeat the saving throw at the start of each of its turns. The creature also takes 2d10 piercing damage at the start of their turn, before their repeat the saving throw.
6	Bounce Trap	The triggering creature must pass a Dexterity saving throw or be bounced 30 feet through the air. Roll a d8 to determine the direction. The creature takes 4d6 bludgeoning damage upon landing
7	Pit Trap	The triggering creature falls into a pit 40 feet deep. The creature takes 2d6 Bludgeoning damage when they hit the bottom and no other falling damage. They must pass an Athletics check to escape and the pit fills in after they escape. If they fail to escape the pit, they suffer 1 point of exhaustion per failed attempt.
8	Landmine	The triggering creature must pass a Dexterity saving throw, taking 5d10 Fire damage and 5d10 force damage on a failed save or half as much on a successful one.