

Here is a new option for the Ranger Archetype feature at 3rd level: The Wrangler; and a new option for the Rogueish Archetype feature at 3rd level: The Trapper.

WRANGLER RANGER

HINDERING STRIKES

At 3rd level you learn to hamstring your foes. When you hit and deal damage to a creature with a weapon attack, you can choose to hinder it until the start of your next turn, lowering its speed by 10 feet, or by 20 feet if it was an opportunity attack. This can affect a creature multiple times at once, so you can lower its speed to 0 if you hit with enough attacks.

ENSNAREMENT MASTERY

At 3rd level, you begin to master the art of trapping your foes. Your range with a net increases to 15/30 feet, and you can ignore the restriction on the normal number of net attacks that a creature can make with one action or reaction.

You also gain proficiency with the bola. You add your Proficiency bonus to the DC for creatures to escape from your nets and bolas, and to the AC of your nets and bolas. Nets that you throw gain a bonus to hit points equal to your ranger level, and bolas gain half that bonus. Creatures that you hit with a bola or a net have disadvantage on checks to break free until the end of your next turn.

You can use your draw/stow on your turn to recover a non-destroyed bola or net from an incapacitated or dead creature within 5 feet of you. Also, when you make an attack with a bola or net, you can draw or stow an additional weapon immediately afterward.

SPECIAL RANGED WEAPONS

Weapon Cost Damage Weight Properties

Bola	3 sp	--	1 lb.	Special, Thrown (30/90)
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PROPERTIES OF THE BOLA

A Large or smaller creature hit by a bola is knocked prone, has its speed reduced to 0, and cannot stand up again until it is freed. A bola has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 2 slashing damage to the bola (AC 10) also frees the creature without harming it, ending the effect and destroying the bola.



ART CREDITS:

Page 1 - "Nosgoth", by Psyonix / Square Enix

<http://en.riotpixels.com/games/nosgoth/artworks/>

Page 2 - Wikimedia,

[https://commons.wikimedia.org/wiki/File:Caltrope_\(PSF\).jpg](https://commons.wikimedia.org/wiki/File:Caltrope_(PSF).jpg)

SLIP THE SNARE

At 7th level, your experience in snaring prey has given you new insight into making your escapes. Opportunity attacks and attacks from traps made against you have disadvantage, and you have advantage on ability checks made to escape from a grapple and on saving throws made to defend against traps. You can also move through enemies' spaces, but you still cannot end your turn in an occupied space.

MULTIATTACK

At 11th level, you choose one of the following two options to gain as a permanent benefit:

- **Crowd Control.** You can hinder multiple enemies by forcing them into each other's way. When you hit and deal damage to a creature with a weapon attack, you can choose to use your **Hindering Strikes** to lower the speed of each creature of your choice within 5 feet of the target, even if you did not choose to lower the target's speed.
- **Dual Snare.** You can wrap multiple enemies in your snares. When you attack a creature with a net or bola, you can choose to make the attack with the same weapon against one additional creature within 5 feet of the first. If both attacks hit, the two creatures are snagged together; while the snare holds (and neither escapes), they are both grappled by the other, and destroying the snare frees both creatures.

ALL BEFORE ME ARE PREY

At 15th level, you achieve total mastery of the art of capturing your foes, and no prey is too much for your snares. When a creature comes within 15 feet of you on its turn, you can use your reaction to make an attack against it using a bola or net. Also, your bolas and nets can now affect huge creatures and formless creatures (who are normally immune to nets).

Finally, when you use your reaction to make an opportunity attack provoked by an enemy creature's movement, you can immediately make a second opportunity attack against that creature.

REVISED RANGER

If you're using the revised ranger, you can use this archetype with it if you make one addition: give each archetype the Extra Attack feature. **Extra Attack.** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BOLAS FOR NON-RANGERS

While only Wrangler Rangers are given proficiency with bolas, other methods of gaining proficiency with a weapon exist, and other creatures can still make attacks wielding a bola without proficiency.

TRAPPER ROGUE

TRAP MASTERY

At 3rd level you also learn the secrets of arranging precision-perfect traps to catch your enemies in their most vulnerable moments. You gain proficiency with your choice of either Alchemist's Supplies, Poisoner's Kit, or Tinker's Tools.

You also learn how to create and arrange amazing traps with which to catch your enemies. Arranging a trap takes 1 minute of uninterrupted work, and to do so you must both have the trap's materials and meet the trap's requirements. If a trap's materials include a tool, proficiency is not required, and the tool is not expended in the making of the trap.

To place a trap in a lock, you can use a door or any other object that can lock, and you can choose whether the trap activates upon unlocking or upon opening. If not placed in a lock, a trap activates when a creature other than you moves within the activation range of the trap. When you arrange a trap, you can choose to reduce its activation range to a lower value. A trap will attempt to target as many creatures other than you as it can when it activates, preferring closer targets, but it will always target the activating creature. A trap will only activate once and then fall apart.

You can only use this feature to arrange a trap a number of times equal to your Intelligence modifier (minimum 1). When you finish a long rest, you restore all uses of this feature.

You know how to make a number of traps equal to your Intelligence modifier (minimum 1), chosen from the list below as the number increases. You can choose to replace one trap you know with a different trap when you gain a rogue level.

Traps that require your enemies to make an ability check or a saving throw against a DC use your Trap DC, which equals 8 + your Intelligence modifier + your proficiency bonus.

When you finish arranging a trap, it is hidden. If an enemy isn't aware of your trap's existence, it has disadvantage on saving throws to defend against the trap's activation effect.

A foe can detect your traps by using an action to make a Wisdom (Perception) ability check against your Trap DC. Once a trap is detected, a creature can take an action on its turn to walk and act very carefully and become unable to trigger the trap by moving until the end of its turn.

A creature who is aware of a trap can also use an action to touch the trap and make an Intelligence (Investigation) or Dexterity (Sleight of Hand) ability check against your Trap DC. The creature has disadvantage on this ability check. On a success, the creature disarms your trap and it falls apart harmlessly. On a failure, the creature activates the trap.

SPECIAL RANGED WEAPONS

Weapon Cost Dmg Weight Properties

Fine Caltrops 5 sp -- 1 lb. Special, Thrown (40 ft.)

CALTROP MASTERY

Starting at 3rd level, you gain proficiency with fine caltrops, allowing you to use them for attacks with improved caltrop effects. An attack with fine caltrops doesn't target a creature, but targets a 5-foot diameter circular area on the ground.

Any creature that enters the area of your fine caltrops while the caltrops remain on top of the ground must make a Dexterity saving throw against your Trap DC. Any creature who cannot see the caltrops (if they are scattered in dense foliage, obscuring mist, etc., it requires a Wisdom

(Perception) check against your Trap DC to find them) has disadvantage on this saving throw.

A creature that is aware of the caltrops and chooses to move at half speed through the area (see PHB, page 151) still makes the saving throw, but with advantage.

On a failed saving throw for fine caltrops, a creature takes piercing damage equal to your Dexterity modifier (minimum 1). On a successful saving throw, a creature takes no damage.

PRECISION PLANNING

Also at 3rd level, you can use your **Sneak Attack** when one of your traps deals bludgeoning, piercing, or slashing damage to a creature. You can also use your **Sneak Attack** when you deal damage with fine caltrops, but only up to a number of times equal to your Intelligence modifier (minimum 1), regaining all uses when you finish a short or long rest.

HIDDEN THREATS

At 9th level, you learn the secrets of hiding and detecting traps of all kinds. You have advantage on Wisdom (Perception) checks to detect hidden doors, mechanisms, and traps, and your caltrops, fine caltrops, and traps that you arrange using your **Trap Mastery** feature grant enemies disadvantage on Perception checks made to detect them.

In addition, you gain the ability to completely ignore the effects of your own caltrops and fine caltrops.

WIDE SPREAD

At 13th level, you learn how to make the most out of a handful of caltrops, throwing them wide but efficiently so that they cover a broader area. When you make an attack with fine caltrops, the diameter of the area they effect is 15 feet.

Also, when a trap you arranged with your **Trap Mastery** feature activates and targets one or two creatures, you can target an additional creature within 5 feet of one target as well, and when you arrange a trap that affects an area, you double the size of that area.

PERFECT TIMING

At 17th level, you learn how to coordinate your strikes with your traps perfectly. You can now both deal damage normally with your **Sneak Attack** and deal **Sneak Attack** damage using your **Precision Planning** feature on the same turn, though you can still use each ability only once per turn.

In addition, when you deal **Sneak Attack** damage to a creature using your **Precision Planning** feature, you gain advantage on weapon attacks made against that creature until the end of that turn.

Finally, you can use **Precision Planning** an unlimited number of times without having to rest.

TRAPS:

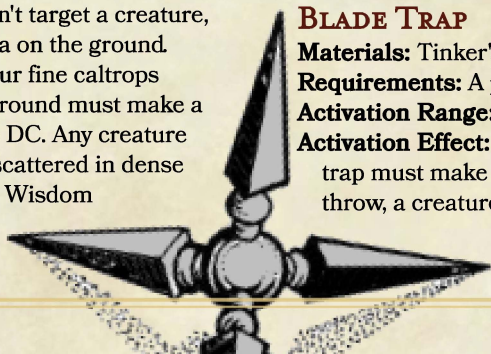
BLADE TRAP

Materials: Tinker's tools, thieves' tools, and 1 bladed weapon

Requirements: A place to arrange on a wall, floor, or ceiling.

Activation Range: 10 feet

Activation Effect: Up to two creatures within 10 feet of the trap must make a Dexterity saving throw. On a failed saving throw, a creature takes 2d8 slashing damage.



DART TRAP

Materials: Tinker's tools, thieves' tools, and 1 crossbow bolt

Requirements: A place to arrange on a wall, floor, or ceiling.

Activation Range: 10 feet

Activation Effect: One creature within 30 feet of the trap must make a Dexterity saving throw. On a failed saving throw, the creature takes 4d4 piercing damage.

ELECTRIC TRAP

Materials: Thieves' tools and alchemist's supplies

Requirements: A place to arrange on a wall or floor, or in a locked object.

Activation Range: 5 feet

Activation Effect: One creature within 5 feet of the trap is afflicted by a shocking electric current and must make a Constitution saving throw. On a failed saving throw, a creature takes 1d8 lightning damage and, if the creature does not have resistance or immunity to lightning damage, it is paralyzed. The creature repeats the saving throw at the end of each of their turns, ending the effect on a success.

FLAME TRAP

Materials: Tinker tools, and alchemist supplies or lantern oil

Requirements: A place to arrange on a wall, floor, or ceiling, or in a locked object.

Activation Range: 15 feet

Activation Effect: A gout of flame emanates from the trap, blasting all creatures within a line 30 feet long and 5 feet wide. Each creature in the area must make a Dexterity saving throw. On a failed saving throw, a creature takes 2d6 fire damage. This damage increases to 4d6 at 7th level, to 6d6 damage at 13th level, and to 8d6 at 19th level.

NET TRAP

Materials: Tinker's tools and 2 nets.

Requirements: A place to arrange on a wall or ceiling.

Activation Range: 15 feet

Activation Effect: Up to two creatures within 30 feet of the trap must make a Dexterity saving throw. On a failed saving throw, a creature is hit by an attack using a net.

PIT TRAP

Materials: Disguise kit, tinker's tools, or materials gathered from the nearby area with a DC 12 Wisdom (Survival) check.

Requirements: A hole dug in the floor at least 5 feet deep, with a maximum radius of 5 feet and a maximum depth of a number of feet equal to 20 + your rogue level. The trap must be arranged within the space of the top of the hole.

Activation Range: The pit's entire area

Activation Effect: The pit, which was covered and disguised, is revealed as the covering falls through and any who were standing on top of the pit must make a Dexterity saving throw. On a failed saving throw, a creature falls into the pit. On a successful saving throw, it instead falls into a space at the edge of the pit. Either way, it is knocked prone.

POISON-GAS TRAP

Materials: Thieves' tools and poisoner's kit

Requirements: A place to arrange on a wall, floor, or ceiling, or in a locked object.

Activation Range: 5 feet

Activation Effect: A hiss of visible, colorful gas escapes from the trap, causing all creatures within 10 feet of the trap to make a Constitution saving throw. On a failed saving throw, a creature is poisoned. A poisoned creature repeats the saving throw at the end of each of their turns, ending the effect on a success.

SWINGING TRAP

Materials: Tinker's tools and thieves' tools

Requirements: A place to arrange on a wall or ceiling, or in a locked object.

Activation Range: 5 feet

Activation Effect: Up to two creatures within 5 feet of the trap must make a Dexterity saving throw. On a failed saving throw, the creature takes 2d10 bludgeoning damage and is knocked prone.

THUNDERBLAST TRAP

Materials: Tinker's tools and alchemist's supplies

Requirements: A place to arrange on a wall, floor, or ceiling.

Activation Range: 5 feet

Activation Effect: A blast of air pressure releases from the trap, causing each creature within 10 feet of the trap to make a Strength saving throw. On a failed saving throw, a creature takes 1d8 thunder damage, is pushed 10 feet, and is knocked prone. This damage increases to 2d8 at 7th level, to 3d8 damage at 13th level, and to 4d8 at 19th level.

WEB TRAP

Materials: Thieves' tools and alchemist's supplies

Requirements: A place to arrange on a wall or floor, or in a locked object.

Activation Range: 5 feet

Activation Effect: A burst of sticky webbing releases from the trap, covering each creature within 10 feet of the trap and forcing them to make a Dexterity saving throw. On a failed saving throw, a creature is grappled by the trap (the escape DC is your Trap DC) and restrained while it is grappled in this way.

ACTIVATION TRIGGERS CAN BE ANYTHING

The descriptions of the Trapper Rogue's traps are intentionally abstract to leave room for player to try fun ideas. You don't need to decide what triggers your traps and where *until* your traps activate! You can decide *then* where your PC placed the tripwire, pressure plate, crystal sensor, or other odd mechanism based on where the victim was.

ART CREDIT: FANTASY FLIGHT GAMES

<https://www.deviantart.com/alcoholichamster/art/Pit-Trap-662681197> "Pit Trap" by Lucas Staniec

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