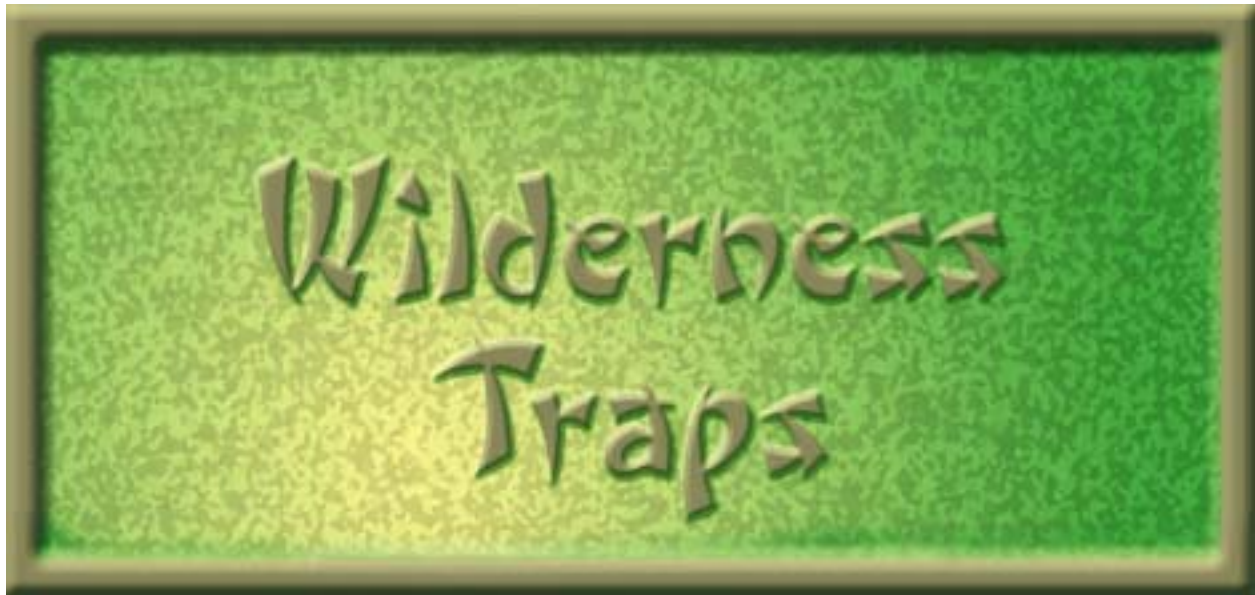


# Wilderness Traps



## A Free Preview

### CREDITS

**Design and Development:** Lahn J. Ogre

**Editing:** Chris Cant

**Cover Art:** Jole Grahn

**Interior Art:** Jole Grahn

**Special Thanks:** Charles Alger, Brian Davisson, Andrew Burton,  
Thomas Hardin, Mike Johnson, and Chad Wilkerson.

Bloodstone Press  
P.O. box 332703  
Murfreesboro TN, 37133  
[www.bloodstone-press.com](http://www.bloodstone-press.com)



The “d20 System” and the “d20 System” logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of the License can be found at [www.wizards.com/d20](http://www.wizards.com/d20). Dungeons & Dragons®, Dungeon Master®, and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

“Bloodstone Press,” and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2003 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2003). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.



# Wilderness Traps

## Contents

<b>Introduction</b> .....	<b>3</b>
<b>RECOMMENDED MATERIAL</b> .....	<b>3</b>
<b>OGC</b> .....	<b>3</b>
<b>CLARIFICATIONS</b> .....	<b>3</b>
<b>Wilderness Traps</b> .....	<b>4</b>
<b>BUILDING WILDERNESS TRAPS</b> .....	<b>4</b>
<b>The Traps</b> .....	<b>5</b>
<b>BUMP AND DIE</b> .....	<b>5</b>
<b>DEADFALL, BASIC</b> .....	<b>5</b>
<b>DEADFALL, EXPERT</b> .....	<b>6</b>
<b>FOLDING DOOR TRAP</b> .....	<b>6</b>
<b>FOOT TRAP, BASIC</b> .....	<b>6</b>
<b>FOOT TRAP, DEADLY</b> .....	<b>7</b>
<b>GRASS SCYTHE</b> .....	<b>7</b>
<b>HIDDEN NET (OVERHEAD)</b> .....	<b>7</b>
<b>HIDDEN NET (UNDERFOOT)</b> .....	<b>7</b>
<b>LEG SNARE</b> .....	<b>8</b>
<b>LEVER TRAP</b> .....	<b>8</b>
<b>SAPLING WHIP</b> .....	<b>8</b>
<b>OPEN GAME LICENSE Version 1.0a</b> .....	<b>10</b>

### Introduction

Welcome to the free preview of Wilderness Traps, a d20 supplement for wilderness adventures from Bloodstone Press. This preview features a quick look at the Table of contents, a portion of the introduction, a few morsels from some of the traps and one diagram. There is also a brief introduction

Wildernes Traps provides statistics, descriptions, and diagrams of twelve simple yet effective traps that can be designed from common wilderness materials such as vines, sharpened sticks, mud, and grass.

The traps here are presented at fairly low levels of difficulty. Remember that the challenge rating of the traps can be easily adjusted by increasing or decreasing the DCs of the checks and saving throws to avoid the trap, adjusting the trap's attack bonus, and adding or removing additional effects such as entanglement or poison.

### RECOMMENDED MATERIAL

You will need a copy of the d20 Core Rules to use these traps in your RPG. You might also find the material in the [Primal Codex](#) to be useful in designing your wilderness campaigns.

### OGC

The title, publisher's name, cover, and artwork of this document are hereby declared Product Identity. This material may not be reproduced without the written consent of Bloodstone Press. The text descriptions of the traps are hereby declared Open Game Content, as defined by the OGL. These Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "Wilderness Traps, ©2004 Bloodstone Press."



# Wilderness Traps



## Wilderness Traps

Some of the most deadly dangers in the wilderness are not monsters or storms, but traps set by hunters, bandits, and guerrilla fighters. These traps include such things as hidden nets, deadfalls, pits and snares.

Wilderness traps are a subtype of mechanical traps. They differ from typical mechanical traps in that they are constructed from basic materials such as grass, vines, logs, and rocks. This dramatically reduces the cost of wilderness traps and also helps them blend into the environment, making them more difficult to find. Wilderness traps can also be constructed much more quickly than typical mechanical traps, as they do not have to be hidden in a building or dungeon. The only drawbacks of wilderness traps are that they are easily disabled and that they are only appropriate in certain environments. Typically, forests, marshes, and hills provide the most opportunities for constructing these traps.

Wilderness Traps is a fully bookmarked PDF featuring external hyperlinks to the [Hypertext d20 SRD](#) web site when necessary. It features descriptions and statistics for 12 simple but highly effective wilderness traps. It also contains 6 diagrams and discusses the cost, difficulty, and time involved in making these traps. Unique modifiers for wilderness traps, which are hard to find but easy to disarm, are also included.

On this page you see a portion of the introductory discussion on wilderness traps followed by a censored version of two wilderness trap stat-blocks. Of course, the full version of these rules includes the actual statistics for each of the 12 wilderness traps as well as basic advice on how to increase their challenge ratings and how to combine them into new traps.

Get your copy of [Wilderness Traps](#) from [RPGnow](#) today! [Just Click Here.](#)

## LEVER TRAP

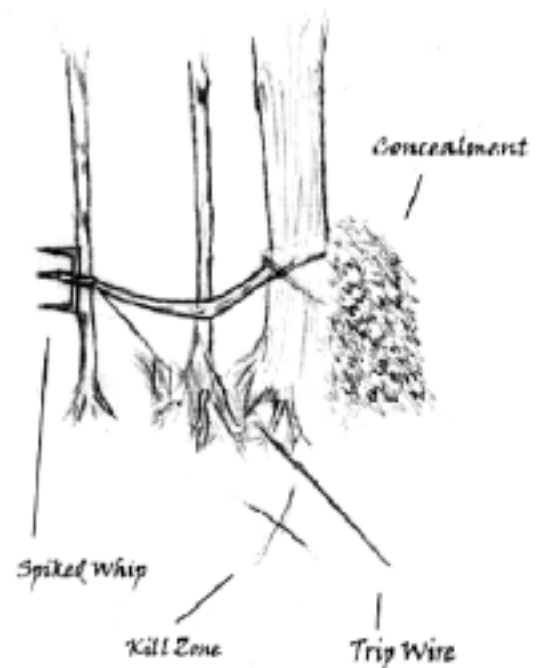
CR X; mechanical; location trigger; manual reset; spiked lever (Atk +XX melee, XdX); Search DC XX; Disable Device DC XX.

This rather simple trap consists of a small hole in the ground and a length of wood with a few spikes set in the end. The wood is laid over the hole so one end can be depressed into it. The hole is only a foot or two wide and usually not more than a foot or two deep. The trapdoor functions like a lever with the edge of the hole acting as a fulcrum. When a victim steps through the trapdoor, depressing one end of the lever, the other end snaps up and hits the victim with spikes.

## SAPLING WHIP

CR X; mechanical; location trigger; manual reset; spiked whip (Atk +XX melee, XdX+X); Search DC XX; Disable Device DC XX.

Bamboo, saplings, and other supple branches can be placed horizontally across a trail at chest height and bent back into an armed position. When triggered, the branch swings out from the side of the trail and hits the target in the chest. The sapling whip is typically armed with poisoned spikes.



# Wilderness Traps

## Untamed Legends

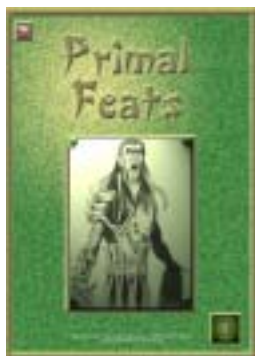
Untamed Legends is a campaign setting of primordial adventure at the dawn of time, where mighty races of elementals, ancient giants, and extra-dimensional dragons vie to control the fate of this new, pristine world. In the cracks of the mighty Bronze-Age empires, clans of Stone-Age people can be found, struggling against all odds to survive and win control of their world's future. These small, scattered tribes of fey and humanoids lead hard, desperate lives steeped in superstition and plagued with hardship. Hunting massive dinosaurs for food, evading slave lords from the Giant Kingdoms, dealing with alien aberrations that specialize in cruelty, grappling with the raw power of nature as creation slowly comes to an end; these are the hazards of life in the ages of Untamed Legends.

But there is a great reward for those who can survive in this environment, and even greater rewards for those that can thrive. The pages of history are still blank and your name could be written across them in bold script. But you must seize the opportunity, face the challenges, and survive the tests of daily life.

Axiom, the world of Untamed Legends, is void of many of the traditional races and classes that appear in the d20 Core Rules and instead features 12 new races of unique fey and humanoids for players to choose. The rules present 6 core classes that use a slot-based system of customizable ability advancement, similar to the d20 Modern system of talent trees. A new arrangement of the spell lists and races into “clean” and “unclean” helps heighten the stark contrast between good and evil in this setting. Dark magic and evil things infect the land of Axiom, but the forces of good are mighty and epic deeds are the norm.

Explore the vast and uncharted wilderness, visit the mighty city-states of the godlike Dragon Kings, defeat primordial monsters of legendary stature, become the greatest hero of all time! Take your game to the early Bronze-Age world of Axiom and the epic adventure of Untamed Legends today!

Primal Feats



Free map and introduction to Axiom



Primal Codex



Untamed Legends





# Wilderness Traps

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Wilderness Traps, Copyright 2004, Bloodstone Press.

