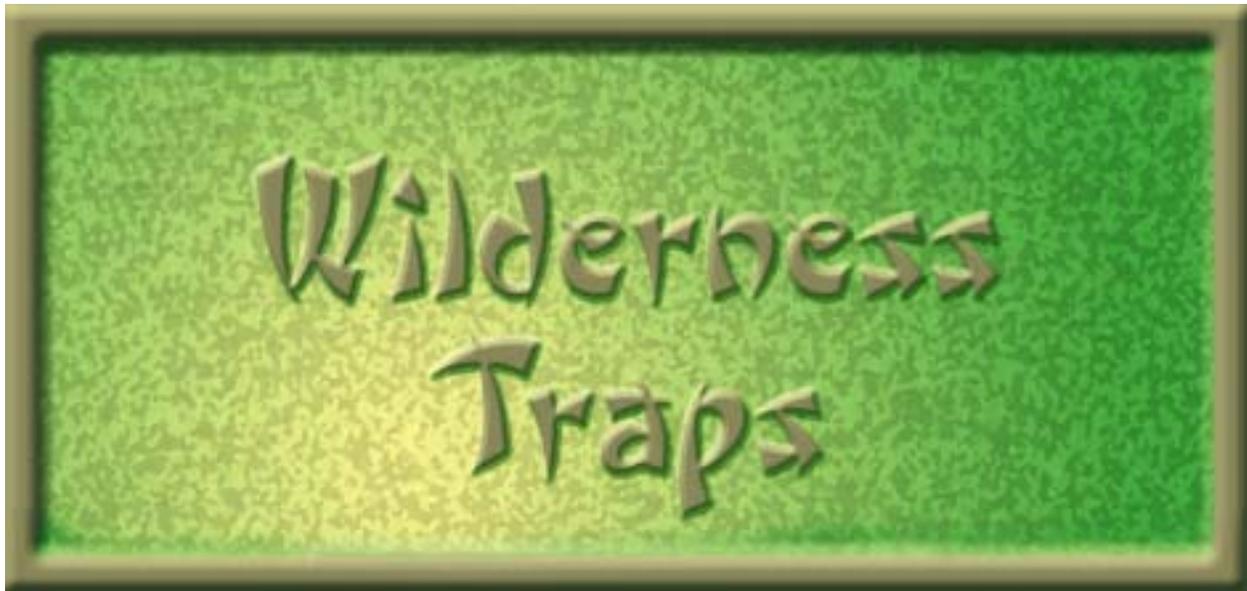


# Wilderness Traps



## A Free Preview

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# Wilderness Traps

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### 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

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# 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

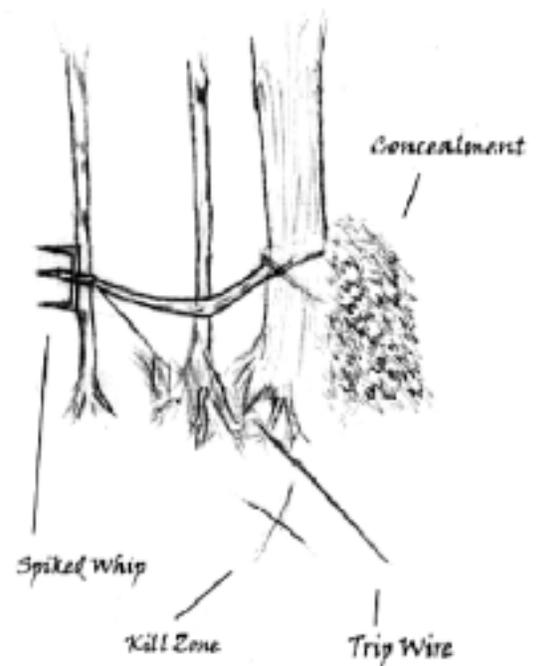
CR X; mechanical; location trigger; manual reset; spiked lever (Atk +XX melee, XdX); Search DC XX; Disable Device DC XX.

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

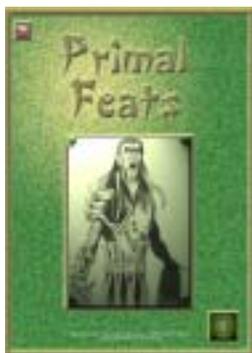
Untamed Legends is a campaign setting of primordial adventure at the dawn of time, where mighty races of elementals, ancient giants, and extra-dimensional dragons vie to control the fate of this new, pristine world. In the cracks of the mighty Bronze-Age empires, clans of Stone-Age people can be found, 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



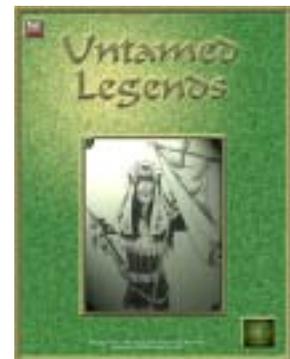
Free map and introduction to Axiom



Primal Codex



Untamed Legends





# Wilderness Traps

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