

RANGER: TRAPPER CONCLAVE

YOU KNOW ONE WELL PREPARED AMBUSH IS WORTH TEN SKIRMISHES



A 5E SUBCLASS BY TREKIROS



Optional Rule: Scaled Traps

If your DM agrees, you can use the *Snare* spell to deploy **ball bearings**, **caltrops**, or a **hunting trap** instead of the usual rope snare. If you do, the save DC for those traps becomes your spell save DC.

Bonus Spells

Here are the two spells mentioned in the Trapper's spell list:

Displacement Rune *Artificer, Cleric & Wizard Spell* 2nd-level Conjuration spell

Casting Time: 1 minute

Range: touch

Components: S, M (*quartz dust worth at least 20gp, which the spell consumes*)

Duration: 8 hours

You draw a tiny rune on a surface or an object you touch, which turns invisible after the spell is cast. At any point during the spell's duration, you can use a bonus action to teleport to an unoccupied space within 5 feet of the rune, and the spell then ends. The spell also ends if the rune is more than 1000 feet away from you.

At higher levels. If you cast this spell using a spell slot of 3rd level or above, you can touch one willing creature when you teleport to the rune. If you do, the chosen creature also teleports to an unoccupied space within 5 feet of the rune. You can choose one additional willing creature for each slot level above 3rd.

Volatile Mirage *Bard, Sorcerer & Wizard Spell* 4th-level Illusion spell

Casting Time: 1 hour

Range: 30 feet

Components: S, M (*primordial clay, worth at least 500 gp, which the spell consumes*)

Duration: Until Dispelled

You create a perfect illusion of yourself in an unoccupied space within range, which lasts for the duration of the spell. The illusion looks and sounds like you but is intangible. If you can see the illusion, you can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

If the illusion takes any damage, it explodes. Each creature in a 20-foot-radius sphere must succeed on a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a successful one. You can also make the illusion explode as an action. When the illusion explodes, the spell ends.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Trapper Quirks

d4

I carry 3+ different weapons, each for a different situation

1

I don't like surprises from friends, they feel predatory.

2

My skills were passed down to me through stories

3

Panic and anger make me throw all caution to the wind

4

Trapper Goals

d4

I must stop a war, but I'm only one person

1

My apprentice joined a cult, and left the good path

2

Corrupted beasts have appeared, I must figure out why

3

I was hired to track down missing people

4

FREQUENTLY ASKED QUESTIONS

For which version of the Ranger was this designed?

This subclass was playtested with the optional rules from Tasha's Cauldron of Everything, but should also work just fine without them.

King of the Hill: Do you use feet, head, or center of gravity to determine which creature is lower?

I would say that if you need to ask this question, King of the Hill probably should not apply in your situation. It's only intended to apply when you're unambiguously higher up than your enemy.

What happens if I throw a snare directly at an enemy?

RAW, it would trigger as soon as the creature makes any kind of movement. I would advise DMs to simply have it trigger immediately.

Credits

This subclass was made by Trekiros ([Twitter](#), [Email List](#))

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Ranger: Trapper Conclave

You study your prey to gain insight into how to best manipulate it. You scout for places to set up deadly ambushes in. You devise a battle plan good enough that it will ensure victory, but simple enough that it can realistically be followed. A fight isn't won by numbers, might or conviction. You certainly need all of those things, but at the end of the day, a fight is won by whoever was best prepared for it. Your job is to make sure you are that person.

Trapper Spells

3rd-level Trapper feature

You learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Trapper Level	Spell
3rd	Snare
5th	<i>Displacement Rune*</i>
9th	Glyph of Warding
13th	<i>Volatile Image*</i>
17th	Hallow

Trapper Magic

3rd-level Trapper feature

You learn to build traps more efficiently. You can choose to cast a simpler version of your Trapper Spells, with a casting time of 1 action, and a duration of 1 minute.

Additionally, for up to 24 hours after you cast one of your Trapper Spells, if you are within 5ft of the spell's target, you can use an action to retrieve the material components used in the casting of the spell, ending it if it was still ongoing.

Trapper Tactics

3rd-level Trapper feature

Your tactical awareness allows you to adapt to any situation. As a bonus action, you can choose one of the following tactics. You gain the benefits associated with it until the next time you use this ability.

- **King of the Hill:** creatures who are at least 10ft lower than you have disadvantage on attack rolls they make against you.
- **Divide and Conquer:** once per turn, when you hit a large or smaller creature with an attack, you can push it up to 10ft away from you.
- **Pincer Assault:** whenever you make a melee weapon attack, until the start of your next turn, the first melee attack roll made against your target by a creature other than you is made with advantage.
- **Hold the Line:** whenever a creature within 5ft of you becomes the target of an attack, you can use your reaction to become the attack's target instead.
- **Press the Advantage:** when you hit a creature, until the start of your next turn, if it makes a saving throw or ability check to end a harmful condition on itself, it rolls a d4 and subtracts the number rolled from the ability check or saving throw.

Anticipation

7th-level Trapper feature

As an action, you can cast *contingency* once without material components (and thus you do not need to keep those material components on your person). You do not expend a spell slot for the *contingency* spell, but you do for its contingent spell. Once you use this feature, you cannot use it again until you finish a short or long rest.

Pack Leader

11th-level Trapper feature

Your allies turn to you for leadership. Allies within 15ft of you also benefit from your current Trapper Tactics.

Strategist

15th-level Trapper feature

You start coming up with more complex strategies. As a bonus action, you can choose two Trapper Tactics instead of just one.

