

PRINT-AND-PLAY



JUNGLE TRAPPER

Weapon (quarterstaff), uncommon (requires attunement)

This magic quarterstaff is made entirely by entwined vines. **You gain a +1 bonus to attack and damage rolls made with this magic weapon.** In addition, you can use your action and speak the command word while holding this weapon on a surface made of dirt or stone to make it unroll and spread in a 20-foot square. While spread in this way the area becomes difficult terrain, and the vines are indistinguishable from natural vegetation. Any creature that searches for traps must succeed on a DC 15 Wisdom saving throw to spot the magic vines.

You can spend your reaction while a creature you can see enters the vine area to speak its command word again and make the vines sprout to life. All creatures in the area must succeed on a DC13 Strength saving throw or be restrained by the entangling vines. A creature restrained by the vines can use its action to remake the Strength check. On a success, it frees itself.

The vines remain spread for 10 minutes, or until you dismiss the effect. Then it slowly regroups as the magic quarterstaff, this process takes 1 minute to complete. Once you use this ability you can't use it again until the next dawn.