

Chilling Snare

(from "The Ruins of Undermountain")

This nondescript 5-foot-long piece of string is tied in a loop. Once untied, it becomes active, affecting all creatures who touch it. The snare may therefore be placed on any surface without harm, but once untied it is instantly active. Flying or leaping creatures who pass its location without touching it are unaffected. However, any creature touching or otherwise contacting the snare (stepping on it is a common form of contact) is affected. A saving throw vs. spell can be made by the DM to see if any unsuspecting PCs step on the snare.

Effects are as follows (roll 1d12; all spell effects have normal saving throws against their effects). Roll for each contact, and twice for any being who picks up and handles an active snare.

Roll Effect

- 01-05 A charge is used and a nearby alarm (the enchanter typically links the snare to a small brass bell or a large gong) is triggered.
- 06-08 The passerby is slowed for 2d4 rounds.
- 09-11 The passerby is held for 1d4 turns.
- 12 The passerby falls unconscious, sleeping for 1d4+1 turns or until forcibly roused. Most snares last for 2d20 uses, crumbling irrevocably to dust after their final charges are used.

Some vendors in Waterdeep often sell merchants anti-theft snares good for only six, seven, or nine uses. A typical sale price for short duration snares is 50 GP. *Dispel magic* will prevent a snare from functioning for one round per level of the caster. A snare can be destroyed by dealing it 9 points or more of edged weapon damage; it resists all fiery or corrosive attacks, even if magical in origin. Anyone wielding an edged weapon against a snare receives cumulative damage equal to a chill touch spell for each successful strike on the snare; the origin of the item's name. Each strike against the snare causes a loss of one Strength point and 1d4 points of damage; the Strength loss is recovered at the rate of one point per hour.

XP Value: 1,000

GP Value: 5,000