

THIEVES' TOOLS

These tools are some of the most popular tools for adventurers, explorers and... ahem, the more unruly among us. These tools are highly valuable to unlock doors, disable traps, and to get inside of chests not meant for you.

THIEVES' TOOLS

Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Your tools weigh 1 lb and costs 25 gp.

USING YOUR TOOLS

Thieves' Tools are designed for use on foiling traps and opening locks. These tasks, while some of them can be avoided using skills and magic, are far less dangerous if you remove them permanently. When you attempt to disarm a trap or open a lock, you must make a Dexterity check contested by the Disarm DC or Lock DC of the trap or lock, respectively. You can add your proficiency modifier to these checks if you are proficient with Thieves' Tools.

TYPES OF LOCKS

There are a variety of locks that can be unlocked by using your Thieves' Tools. Each trap highlighted below has a variety of conditions for opening them. You must be able to fulfill each requirement before the lock can be opened.

BREAKING LOCKS

Each lock also has a Break DC, and can be broken open by expertly applying strength at a particular angle, this requires an Investigation check against the Break DC of the lock and then a Strength check. If you are proficient in Thieves' Tools, you make the Investigation check with advantage. On a success, you know how to properly apply strength to break it and you, or someone else under your direction, can make a Strength check against the Break DC of the lock, breaking it on a success. On a failed Strength check, the lock may become damaged and unable to be opened using your Thieves' Tools, this is based on the DM's discretion.

MUNDANE LOCKS

Mundane locks are the typical locks found on storefronts, footlockers, and guarding private studies. These locks are relatively simple with only a few pins or springs keeping ne'er-do-wells out. Depending on the quality and construction, these locks are relatively simple to circumnavigate, though some of the masterwork locks can keep all but the most accomplished thieves out.

SPRING LOCKS AND PIN LOCKS

In most cities, there are two different types of locks that can be found in a variety of locations, the Spring Locks and the Pin Locks. Spring Locks are cheap and easy to produce, though they can easily be brute forced opened. Pin Locks are more complicated and harder to produce, causing them to be more expensive and more difficult to break open.

EXAMPLE LOCKS

Lock Type	Lock DC	Break DC	Weight	Cost
Spring Lock	-	-	-	-
Single	10	7	.5 lbs	5 gp
Double	13	10	1 lb	7 gp
Triple	16	13	1.5 lbs	10 gp
Pin Lock	-	-	-	-
Double	12	15	1 lb	7 gp
Triple	15	18	1 lb	10 gp
Five	18	21	1.5 lbs	20 gp
Masterwork Spring Lock	20	17	2 lbs	20 gp
Masterwork Pin Lock	22	25	3 lbs	50 gp

EXOTIC LOCKS

There are a variety of exotic locks that can be found over the course of an adventurer, and they each require a different way of solving them. The following are only a few types of locks found in an adventure with a few examples of their requirements to be opened, unless you have the proper key.

Most exotic locks can not be broken open with brute force.

DUAL LOCK

This lock has a corresponding twin lock that must also be opened at the same time, they are typically anywhere from 10 to 30 feet apart from each other, if not further away to dissuade crafty criminals from opening them. These locks typically have the same Lock DC and they must be opened at the exact same time or the locks might be permanently destroyed and can not be attempted again.

To open a Dual Lock, this requires two sets of Thieves' Tools and at least two people attempting this check at the same time. If one fails the check by 5 or more, the locks are permanently destroyed. If they failed the check by less than 5, they can attempt one more time before the locks permanently are destroyed.

If one of them fails the check, both must repeat the check to open the lock. This lock can only be opened if both succeed on their check at the same time.

Casting the spell *Knock* unlocks only one of the locks and must be done at the same time as the other lock is picked open.

FALSE LOCK

This lock is not actually a lock, but rather a cleverly disguised lock designed to confuse and thwart would be thieves. When an attempt is made on this lock, there are special pins in the back that will constantly reposition themselves and will act as if the lockpicker has failed in their attempt to pick the lock. A suspicious lockpicker can succeed on an Investigation check to determine that the lock they are working on is a False Lock, the DC is based on DM's discretion with DC 15 being the average for these type of locks.

MULTI-STAGE LOCK

Multi-Stage Locks require quick fingers and a great deal of skill to properly unlock. They have multiple stages in the lock, and they must be quickly dealt with in order to properly bypass this lock. These types of locks require 2 or more successful checks in a row to unlock.

Certain Multi-Stage Locks might require certain portions of it to be unlocked in a set order. To bypass these locks, a lockpicker must succeed on an Investigation check against the Lock DC to properly map out which portions of the lock must be worked on and in what order.

MYSTIC LOCK

These locks are deeply tied to the ebb and flow of magic and require the lockpicker to be able to cast spells in order to unlock it. While attempting to unlock the lock, the lockpicker must succeed on the Lock DC as well as expend a spell slot of an appropriate level, depending on the quality of the lock and DM discretion, in order to open the lock. On a failed check, they can reattempt but must expend another spell slot in the attempt.

TIME LOCK

Time Locks are used heavily by the long-lived races and often require multiple checks over an extended period of time.

ELVEN DESIGNS

A favorite among elves is to tie the lock to the cycles of the moon, and a lockpicker must succeed on 2 or more checks across different cycles of the moon to successfully unlock a Time Lock.

DWARVEN DESIGNS

Dwarves might set up a Time Lock that must be picked while an earthquake is active.

GNOME DESIGNS

Gnomes might set up a Time Lock that requires you to sing a certain song, pushing pins into place at set intervals in the song, in order to open it.

WRECK LOCK

This lock is designed for wrecking and destroying lockpicks, even if the lockpicker is successful in their attempt. When a lockpicker fails a check to pick the lock, their lockpick is destroyed by a heavy pin or tumbler coming down and snapping the pick. The heavy pin then returns to its position and will rearm itself for any other attempts.

Per the DM's discretion, a wary lockpicker can attempt to remove their lockpick before it is crushed by succeeding on a Dexterity saving throw to remove their lockpick in time. They have disadvantage on the saving throw if they failed the initial lockpick check by 5 or more.

Certain Wreck Locks have a built in heavy pin that will always descend as part of unlocking the lock. If a lockpicker is successful in unlocking certain Wreck Locks, they must succeed on a Dexterity saving throw to remove their lockpicks in time against the DC of the lock. If they succeeded in the attempt to unlock the lock by 5 or more, they make this saving throw with advantage.

TYPES OF TRAPS

Some traps can be disarmed before they disarm adventurers, explorers and looters. These traps can be small and simple like a spring trap, to as deadly and complicated like a magical explosion triggered by mundane means. These traps are all dangerous to the careless adventurer and require a practice hand to disarm them.

If a trap is not properly disarmed, it immediately goes off. The person in charge of disarming the trap might have advantage on any checks or saving throws related to the trap if they failed the check by 4 or less, per DM's discretion and the circumstances involving the trap.

MUNDANE TRAPS

Mundane traps are the typical traps that most adventurers encounter in long lost dungeons and ancient ruins. These are typically simple and involve pits, crossbows, giant boulders, collapsing ceilings and spring needles.

TRAPS AND THE DUNGEON MASTER'S GUIDE

On page 120 of the *Dungeon Master's Guide* are examples of mundane traps and typical Save DCs and Damage of the traps. The chart below is from page 121.

The traps are separated into three categories: **Setback**, **Dangerous**, and **Deadly**.

Setback traps are designed to keep creatures away and typically won't kill anything.

Dangerous traps are designed to severely hurt creatures and might end up killing anyone not properly equipped or strong enough.

Deadly traps are designed for killing and only the most experienced of adventurers can survive them.

A recommended Disarm Trap DC has been added to these charts.

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus	Disarm DC
Setback	10-11	+3 to +5	12-14
Dangerous	12-15	+6 to +8	15-17
Deadly	16-20	+9 to +12	18-20

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

EXAMPLES OF TRAPS

Trap	Trigger	Perception DC	Saving Throw DC / To Hit	Damage	Damage on Success	Disarm DC
Pit Trap	Trip Wire	10	Dexterity, 10	1d10 bludgeoning	None	12
Swinging Door	Pressure Plate	12	Dexterity, 12	2d10 piercing	None	14
Falling Ceiling	Trip Wire	14	Dexterity, 12	4d10 bludgeoning	Half	14
Spring Trap	Failed Lockpick	16	Dexterity, 14 Constitution, 12	1d4 piercing plus 4d10 poison	Dexterity, None Constitution, Half	15
Crossbow Trap	Trip Wire	14	+4 to hit	1d10 piercing	None	12
Swinging Blade	Pressure Plate	18	+12 to hit	10d10 slashing	Half	20

EXOTIC TRAPS

Certain traps do not follow the same guidelines as typical traps and are far more dangerous to adventurers and explorers. These traps often include magical elements and often times are downright dirty in the tricks they employ. Not every exotic trap can be disarmed with Thieves' Tools.

These traps are included for inspiration in your games.

ANTIPATHY TRAP

By using the spell *Sympathy/Antipathy*, wizards can safely guide curious explorers and adventurers away from their homes. These traps are incredibly difficult for the common thief to bypass, and can't simply be disarmed.

HIDDEN LOCK TRAPS

These traps are hidden inside of locks and will spring out on a failed check when attempting to unlock the lock. These springs shoot out a small needle coated in poison to kill, severely wound or to knock unconscious the lockpicker.

PETRIFICATION TRAP

Petrification traps are designed to petrify and halt adventurers from alerting others about the traps. These traps can include the head of a medusa or similar creatures that can petrify by looking at the creature, though certain magics must be used to enable these abilities to function in death. Other times, a Petrification Trap will just be a pit trap with a basilisk at the bottom, ready to petrify anyone who falls in.

These can be disarmed by finding the activating pressure plates, trip wires or other mechanisms to reveal whatever is causing the petrification.

SPHERE OF ANNIHILATION

Sometimes highly powerful archmages will be concerned that a normal trap isn't good enough for thieves and will design a system to instantly destroy any proof that someone tried to break into their wizardly towers. These traps are often hidden inside of the *Darkness* spell or the stone floor is simply an illusion and an unwary traveler will fall into the sphere.

Some of the more clever wizards have taken to hiding a Sphere of Annihilation under the plumbing in their towers so that their waste is instantly destroyed by it, this also makes it impossible for thieves to sneak in through the sewers.

These traps can't simply be disarmed unless the traps have some sort of mechanism that triggers them.

MAGIC ITEMS FOR THIEVES

Thieves' Tools can come in a variety of materials or allow the use of them from a distance. These items are designed for thieves, though adventurers and explorers might find them very useful.

ADAMANTINE PICKS

This set of lockpicks are crafted out of adamantine and can be not be destroyed by Wreck Locks or even by most mundane objects. They are incredibly resilient to damage and top thieves prize these above anything else in their toolkit.

GLOVES OF A THIEF

These black gloves have a variety of small pockets worked throughout the gloves where a thief can hide their lockpicks from being detected. Creatures have disadvantage on checks to notice the thieves' tools.

SKELETON KEY

This key is often times considered a myth. This key has been enchanted to open any mundane lock as if it could cast the *Knock* spell. While many claim to be willing to sell their keys, most if not all of them are fakes or enchanted with just a small amount of magic to deceive unwary buyers.

10 FOOT POLE

While most adventurers claim they have a 10 foot pole, none can hold a candle to this device. This pole is actually a foot long and looks to be made of pure obsidian. When it is within 10 feet of a trap, it glows with a blue light and gives off a small humming noise. Unfortunately for many who have used this device, it isn't always reliable and often confuses a locked door for a trapped door or similar situations.

HOST TOOLS

These tools are special in that a lockpicker doesn't have to be directly against the lock to use them. These tools allow a lockpicker, from up to 30 feet away, to attempt to pick a lock by sending out ghostly forms of their tools to interact with the lock. The user must still perform the check to open the lock and anyone watching closely can see their hands and fingers moving while working with these tools. Wreck Locks can still destroy these tools as the tools mimic the ghostly forms.