



EXPLOSIVES & EXPLOSIVE EFFECTS



**Unleash the most powerful destructive force, that doesn't
need magic, to reshape the world**



EXPLOSIVES & EXPLOSIVE EFFECTS

Independent Supplement
for use with 5th Edition ruleset of
Dungeons & Dragons

Credits

Lead Designer: Christopher Wesel

Research and Design Team: Jeffery Woods, Jon Thurman

Editing: Dale McCutchen, Jeffery Woods, Jon Thurman

Additional Contributors: Nick Munoz, Kelly Walsh

Published by Lulu Press, Inc.
627 Davis Drive, Suite 300,
Morrisville NC, 27560
July, 2018
Copyright © 2018 Lulu Press, Inc.
All Rights Reserved
ISBN # 978-1-387-96744-5

Made for use with the Dungeons & Dragons Tabletop

Roleplaying Game originally created by

E. Gary Gygax and Dave Arneson, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye

Playtesting provided by

Christopher Wesel, Jeffrey Woods, Sarah Woods, Jon Thurman, Dale McCutchen, Kelly Walsh, Nick Munoz.



ON THE COVER

This photograph was taken by the author in Southern Iraq. The explosion is the disposal of various ordnance items performed by an Explosive Ordnance Disposal team

Disclaimer: The author of this independent supplement, or Wizards of the Coast, is not responsible for the consequences of attempting to put ANY of the ideas or theories outlined or mentioned in this document into practice. Important details necessary to their successful or safe application have been omitted or intentionally changed. To be blunt: DO NOT attempt to do anything with actual explosives without the proper training. Seriously, don't do it. Nine out of ten bombers die in their own garage having hurt nobody but themselves and the people they care about.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and any other countries. This material is distributed free of charge, and any use of protected terms, images, or names, owned by Wizards of the Coast or otherwise, is protected under the fair use rule of copyright laws of the United States of America.

EXPLOSIVES AND EXPLOSIVE EFFECTS

MODERN ADVENTURES often involve the use of large amounts of high explosives. Adventurers find themselves thrown into combat, attempting an act of sabotage, or may face an explosive hazard from an adversary they wish to stop and bring to justice. Either way, access to proper technical data is often out of reach of a typical Dungeon Master, and lack of some basic knowledge in a gaming session may cause a damaging effect to the verisimilitude of an adventure that took so much time and effort to prepare.

LET'S BLOW STUFF UP!

... Figuratively...

This supplement provides a basic understanding of explosive and explosive effects as translated into the Dungeons & Dragons Fifth Edition rule set. It is based upon actual technical data, and items contained within this supplement are based off real world items that a character may encounter, use, or even have to mitigate in a modern setting.

DISCLAIMER: many items and details have been omitted due to levels of classification, concerns of public safety, or because they were not considered relevant to the intent of this supplement. This supplement is in no way, shape, or form an instruction of how to accomplish anything in the real world explosively, and the author of this supplement highly discourages any attempts to do so under any circumstance. This document is intended for the use with tabletop Role Playing Games (RPGs) only. Seriously. Don't try this at home, nine out of ten bomb makers die in their own garage hurting nobody but themselves.

WHERE EXPLOSIVES FIT IN

Whether you are a Fighter wielding an assault rifle in a foxhole when a grenade lands, or booby-trapping a dragon lair for when it returns so you can ambush it, explosives are always an option in modern adventurers. They are a means for those who do not study magic to create dynamic effects to whatever end they see fit, to obliterate evil monsters, or to be the evil monsters themselves.

THE DAMAGE DEALT

Explosives deal damage in a two primary ways: through the blast wave, and by debris, or fragmentation (frag) that is projected by the force of the detonation.

Blast: In an explosion, the violent release of energy causes a near instantaneous change in pressure in a wave form emanating outward from the point of detonation. The force of this shock wave (also called a blast wave) decreases as it travels across the ground. Blast waves can be reflected off surfaces it does not outright destroy, such surfaces can provide cover from the effect for creatures on the opposite side. This pressure change can be powerful enough to kill creatures instantly.

Fragmentation: Frag is the debris that is projected as a result of the initial force of the detonation. Frag can be in the form of metal shrapnel from the container of the explosive material, it can be chunks of rock from the ground surrounding where the explosive detonated, or pieces of walls, glass, or buildings that become airborne as a result of not being strong enough to handle the damage of the initial blast wave.

BANG FOR YOUR BUCK

Explosives are generally measured in the term Net Explosive Weight (N.E.W.). Different kinds of explosives compare differently in speed of the shockwave per pound, so all measurements are taken based of the N.E.W., and all weights presented in this supplement are the Net Explosive Weights of any nonspecific explosive you wish to employ in your campaign. Common names of explosive are C-4, Dynamite, TNT, Semtex, Black Powder, or Nitroglycerin.

The hazard areas in a detonation are determined by the N.E.W.. The chart below determines damage level of the blast wave at different distances based on weight and outlines the damage (exact distances calculated are rounded up to the nearest 5 foot increment)

A FINE PINK MIST

Detonations sometimes do not leave remains to be collected. Close range to explosives may result in a complete obliteration of the creature. Spells that target dead creatures such as *Spare the Dying*, *Animate Dead*, or *Raise Dead* cannot target the obliterated creature, as there is nothing left to target or touch. As with a

Disintegrate spell, the only means of restoring life of an obliterated creature is with a *True Resurrection* or *Wish* spell. In order for total obliteration to be achieved, the creature must be within half the distance threshold of the first damage effect distance on the blast chart below, and the charge must be at least 1/10th of the creature's weight. For example. Gerbo the Gnome and Rothlin the Dwarf are both 5 feet away from a 10 pound explosive charge when it detonates. Both are reduced to 0 hit points, but since Gerbo only weighed 48 pounds, she is obliterated. Rothlin weighs 189 pounds, so he is not obliterated. If the charge was 20 pounds, both would be obliterated.

CORRIDORS AND TUNNELS

Blast waves can propagate and reflect off hardened surfaces, and confined spaces such as tunnels and corridors can focus the blast wave in an amplifying way. If a blast wave is amplified in this manner, the blast damage category distances are doubled (to include obliteration distance) and damage dice is increased by half.

BLAST DAMAGE EFFECT DISTANCES BY WEIGHT

1 lb	10 lb	20 lb	Effect
10 ft	15 ft	20 ft	All within this distance must make a Constitution saving throw with a DC of 18 + the weight of the explosive charge (in pounds, not to exceed 30) or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage.
20 ft	40 ft	50 ft	All creatures within this distance are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes.
25 ft	55 ft	70 ft	All creatures within this distance must make a Dexterity saving throw with a DC of 14 or be knocked prone.
50 ft	110 ft	140 ft	All creatures at this distance feel the force of the blast, but take no damage.
330 ft	710 ft	890 ft	All creatures at this distance can easily hear the explosion, but feel no effects of the blast wave.

FRAG, SHRAPNEL, AND FLYROCK

Explosives sitting out without any kind of container are few and far between. An explosive charge is usually in some form of container, such as a pipe, a box, or even fully manufactured ordnance. Frag is the explosively projected pieces of the container, no matter what the material.

Shrapnel is the small metal balls (or even improvised metal bits) within the container intended to cause more piercing damage as a result of the explosion. Flyrock, sometimes called “secondary frag” is the surrounding bits of earth or other structures that are close enough to the detonation to be thrown from the blast fast and hard enough to be damaging. Frag fly patterns often times are not equal, and adequate cover from the blast can prevent frag damage, however a creature that is not behind cover may be struck with frag, the attack bonus of frag is based on distance from the origin of the explosion, and is outlined on the chart below.

Note: Fragmentation can fly much farther than 100 feet, and larger charges can project frag thousands of feet away, the distances outlined in this supplement are limited only by the average size of a battle map. A Dungeon Master may also wish to consider the effects of explosions at much greater distance away than the explosive encounter, such as a large piece of frag flying through a wall of a temple miles away from the party, interrupting an important ritual.

Walls and structures that are close to the explosion also suffer the blast damage and can be destroyed and projected to a damaging degree. The Dungeon Master’s Guide contains the rules for determining the hit point values for walls and structures based on construction. If the blast damage rolled for an explosion would be enough to reduce a wall’s hit points to zero, that wall is

broken and projected a distance equal in feet to the damage sustained by the wall in excess of the hit points of that wall. The damage of being struck by a wall fractured and projected in this manner is half the damage from Frag Hazard damage table, and is bludgeoning damage instead of piercing.



COVER

A wall that sustains all damage, and is not reduced to zero hit points not only remains standing (albeit damaged), but also prevents all creatures behind that wall from taking any blast damage. Creatures taking cover behind a wall that is reduced to zero hit points still take blast damage, but that blast damage is reduced by the amount that the wall absorbed.

Frag Damage (per 5 pounds of explosives)

No rigid casing (secondary frag only)	Light casing (non metal)	Thin metal casing (1/4 inch or thinner)	Thick metal casing (larger than 1/4 inch)
1d4	2d4	4d6	4d8

Frag Hazard damage totals and Attack Bonus Distance Thresholds

+20 Atk Bonus	+ 15 Atk bonus	+ 10 Atk Bonus	+5 Atk Bonus	+0 Atk bonus
within 20 ft.	20 - 40 ft.	40 - 60 ft.	60 - 80 ft.	80 - 100 ft.



ORDNANCE: EXPLOSIVES EMPLOYED

TOOLS OF WAR

From simple grenades, rockets and bombs, to improvised explosive devices and booby-traps, explosives have a wide range of possible uses to both an adventuring party, or their adversaries. The following items are examples of ordnance items by type. Keep in mind, that variance in explosive ordnance is common, so a Dungeon Master should feel no obligation to stick to these items to the letter.

GRENADES

Grenades are thrown by hand, or sometimes projected using a launcher. They can be explosive, smoke filled, or even an incendiary mixture. Unless otherwise stated, a pin is pulled while a spoon is held to the grenade body by the individual using the grenade. When thrown, the spoon is able to fly free, allowing a firing pin to strike a primer, initiating the explosive train in the grenade. After a 3 to 5 second delay, the grenade detonates.

Note: poor storage conditions could cause the delay to malfunction or not work at all. The DM may decide, based on the condition of the grenade, to delay the detonation of the grenade even further (up to 30 minutes), or to decide that the grenade does not detonate at all.

FRAG GRENADE

Wondrous Item, common

This grenade is specifically designed to be damaging more through the fragmentation of the grenade body than blast effect, and is



manufactured to fragment in specific patterns, allowing it to deal more damage than a typical metal casing. When thrown or rolled, make a ranged attack roll. The DM determines where the grenade detonates. Due to the delay, all creatures who see the grenade being thrown may make a DC 15 Dexterity saving throw to dive behind cover. A creature that has a direct line distance from the detonation is targeted with a ranged attack with a bonus according to the table on page 3. If hit, takes $5d6$ piercing damage on a failed save, or half that damage on a successful one. If the individual successfully got behind cover, they take no damage from frag. Because grenades have less than one pound of explosives within them, the blast damage categories are reduced to the following: Creatures within 5 feet of the detonation must make a DC 18 Constitution saving throw or fall unconscious and reduced to 0 HP. If they succeed on this saving throw, they instead take $4d6$ force damage and $2d4$ fire damage. Any creatures between 5 and 10 feet are deafened for 1d10 rounds, suffer $2d6$ force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d6 minutes. Because the amount of explosives in a frag grenade is so small, no other blast categories apply.

BLAST GRENADE

Wondrous Item, common

This grenade is designed to not fragment at all, and have just enough explosives to cause a concussive effect meant to stun and incapacitate foes. When thrown or rolled, make a ranged attack roll. The DM determines where the grenade detonates. Due to the delay, all creatures who see the grenade being thrown may make a DC 15 Dexterity saving throw to dive behind cover. Creatures within 5 feet of the detonation must make a DC 18 Constitution saving throw or fall unconscious and



reduced to 0 HP. If they succeed on this saving throw, they instead take 4d6 force damage. Any creatures within 20 feet of the detonation are deafened for 1d10 rounds, suffer 2d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. Any within 25 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. If the detonation occurs indoors or in an enclosed space, they have disadvantage on this saving throw.

FLASH GRENADE

Wondrous Item, common

This grenade is almost identical to the Blast Grenade, but is also designed to blind foes. All within visual distance who fail the Dexterity saving throw to dodge behind cover must make a DC 15 Constitution saving throw or be blinded, as well as all other effects of the Blast Grenade.

SMOKE GRENADE

Wondrous Item, common

This grenade is designed not to be explosive, but to act as a signal. When functioned, billows a heavy colored smoke for 1d6 minutes, this smoke rises into the sky and can be seen with a perception check of 10 within 20 miles. Further than 20 miles, the DC increases by 5 for every 10 miles. These grenades come in numerous colors. A creature holding or in direct contact with this grenade while it is functioning must make a DC 12 Constitution save or take 1d4 fire damage per round.



SCREENING SMOKE GRENADE

Wondrous Item, common

This grenade is identical to the Smoke Grenade, but instead of billowing smoke that rises into the sky, it billows smoke that obscures an area. When used, it is as if a *Fog Cloud* spell was cast, centered on the location of the functioning grenade. This fog cannot be magically dispelled, but behaves as the *Fog Cloud* spell does in terms of magical or natural wind for dispersement.



INCENDIARY GRENADE

Wondrous Item, uncommon

This grenade is not intended to be thrown, but dropped. When functioned the mixture begins burning and flowing out of the grenade naturally. It is effectively lava, which melts metals where it flows, anything flammable that it touches is ignited and catches fire. It deals 10d10 fire damage to any individual or item that it touches. It catches other explosives on fire, and can detonate explosive charges (at the DM discretion).

PHOSPHORUS GRENADE

Wondrous Item, uncommon

This grenade bursts with phosphorus, which burns on contact with air and is difficult to extinguish. When thrown or rolled, make a ranged attack roll. The DM determines where the grenade detonates. Due to the delay, all creatures who see the grenade being thrown may make a DC 15 Dexterity saving throw to dive behind cover. A creature that has a direct line distance from the detonation is targeted with a ranged attack with a bonus according to the table on page 3. If hit, takes 2d6 piercing damage on a failed save, or half that damage on a successful one. If any creatures are struck with frag at all, they also take 1d6 fire damage, and continue to take 1d6 fire damage each round that the wound is exposed to air or until 1d10 rounds



of damage are sustained. The phosphorus can be extracted with a full round action that causes 1d6 fire damage, or the phosphorus can be shielded from the air with mud or immersed in water to prevent the phosphorus from burning. If the individual successfully got behind cover, they take no damage from frag. Because grenades have less than one pound of explosives within them, the blast damage categories are reduced to the following: Creatures within 5 feet of the detonation must make a DC 18 Constitution saving throw or fall unconscious and reduced to 0 HP. If they succeed on this saving throw, they instead take 2d6 force damage and 2d4 fire damage. Any creatures between 5 and 10 feet are deafened for 1d10 rounds, suffer 2d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d6 minutes. Because the amount of explosives in a frag grenade is so small, no other blast categories apply.

PROJECTILES, MORTARS AND ROCKETS

Projectiles are larger ordnance items that a typical adventuring party would likely not employ under normal circumstances. Projectiles can be a large, explosive filled shell fired from a tank meant to strike and pierce the armor of another tank or hardened structure. They can be larger rounds launched at a high arc over distance from a massive mounted gun on the ground. They can be teardrop shaped mortar rounds fired from a tube that a small squad of people could move around without much trouble.

Rockets are projectiles with a much larger range, due to the rocket motor paired with an explosive warhead. These can be launched from the ground, or from tubes or pods mounted on aerial vehicles.

Rockets and projectiles can be aimed, but once fired or launched, their course cannot be altered. Various fuzing types exist that could cause the munition to detonate either upon impact with the ground, or an air burst above the ground,

depending on the desired effect. The following are examples of rockets and projectiles

EXAMPLE ARTILLERY ROUND

An artillery projectile is fired from a long distance from a massive gun emplaced on the ground, or from a heavy vehicle. The gun fires large projectiles carrying approximately 15 pounds Net Explosive Weight and can launch them out to 18 miles from the firing point.

Blast Damage: Upon detonation, all within 15 feet. must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 15 and 45 feet are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 45 and 60 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 60 and 125 feet can feel the shock wave from the blast, but take no damage. At a distance of 810 feet, creatures can barely hear the detonation.

Frag Damage: This munition is made up of heavy metal, and deals 12d8 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.



MORTAR ROUNDS

Mortar rounds are fired from a tube that can be picked up and moved by a few individuals to be more mobile than larger munitions, and can be fired faster than larger rounds. Smaller mortars carry about 1 lb Net Explosive Weight, while medium sized mortars can carry 5 lbs Net Explosive Weight, and larger mortars can carry up to 15 lbs Net Explosive Weight.

SMALL MORTAR



Fired from a tube that can be quickly picked up and moved to another firing point or hidden when others come to find where it came from. Effective range is approximately 2 miles, but not easy to aim, and may require an ally observing at a closer distance to tell the mortar men if they are on or off target. This mortar system weighs about 50 lbs, stands about 3 feet tall, and a trained mortar team can fire two mortars each round.

Blast Damage: All within 10 feet of the detonation must make a Constitution saving throw with a DC of 19 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 10 and 20 feet from the detonation are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All creatures between 20 and 25 feet from the detonation must make a Dexterity saving throw with a DC of 14 or be knocked prone.

Frag Damage: This munition is made up of relatively thin metal, and deals 4d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

MEDIUM MORTAR

This is a larger mortar, with a tube much harder to move, and has an increased range to approximately 3.5 miles. This mortar system

weighs 91 lbs, stands about 4 feet tall, and a trained mortar team can fire 1 mortar each round.

Blast Damage: All within 10 feet of the detonation must make a Constitution saving throw with a DC of 23 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 10 and 30 feet from the detonation are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All creatures between 30 and 45 feet from the detonation must make a Dexterity saving throw with a DC of 14 or be knocked prone.

Frag Damage: This munition is made up of relatively thin metal, and deals 4d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

LARGE MORTAR

Large mortars are fired from much larger tubes, still considered man portable, but are usually mounted to vehicles, or have wheels attached so they can be towed behind. They have an effective firing range of approximately 4.5 miles. This mortar system weighs 319 lbs, stands about 6 feet tall, and a trained mortar team can fire 1 mortar every other round.

Blast Damage: Upon detonation, all within 15 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 15 and 45 feet are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 45 and 60 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 60 and 125 feet can feel the shock wave from the blast, but take no damage. At a distance of 810 feet, creatures can barely hear the detonation.

Frag Damage: This munition is made up of heavy metal, deals 12d8 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

ROCKET

Rockets are set apart by their range, as a rocket motor filled with propellant provides it extra acceleration. Smaller rockets can travel up to 5 miles carrying a thin skinned warhead with Net Explosive Weights from 3 to 5 pounds (the same blast and frag damage data as the medium mortar round would apply to this type of rocket). Rockets can get very large, well over 10 feet long, and have a warhead carrying a Net Explosive Weight of 20 lbs, or even more. Other rockets can be shoulder fired off a small launcher, made for a single individual to use at shorter range. Rocket warheads typically have thin metal skins when determining frag damage. The following examples are not inclusive as to details of rockets, and a DM can alter them as he sees fit.

LONG RANGE ROCKET

This is a long rocket, about 7 feet long, and 5 inches thick. It is launched off a vehicle specifically designed to launch these rockets. It has a range of 12.5 miles, and has a thin metal skinned warhead with a net explosive weight of 18 lbs.

Blast Damage: Upon detonation, all within 15 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 15 and 45 feet are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 45 and 65 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 65 and 130 feet can feel the shock wave from the blast, but take no damage.

Frag Damage: This munition is made up of thin metal, and deals 12d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

ROCKET PROPELLED GRENADE



Commonly called the RPG, this is a shoulder fired rocket intended to be fired at an armored target. It contains a very thin metal warhead, and a small explosive charge that is shaped in a manner which will focus the explosive shockwave forward. This concentrated shockwave is powerful enough to penetrate hardened armor and structures. They generally have 1 lb of explosives or less within them.

Blast Damage: Upon detonation, all within 5 feet of the detonation must make a DC 18 Constitution saving throw or fall unconscious and reduced to 0 HP. If they succeed on this saving throw, they instead take 4d6 force damage and 2d4 fire damage, any structures, walls or creatures directly forward in a straight line from the nose of the grenade suffer 10 times the blast damage. Any creatures between 5 and 10 feet are deafened for 1d10 rounds, suffer 2d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d6 minutes.

Frag Damage: This munition is made up of extremely thin metal, which deals 2d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

SHORT RANGE ROCKET

These rockets can be long and skinny (about 5 feet long and 3 inches thick) or they can be short and wide (about 3 feet long and 5 inches wide). Either way, they generally have a range of 5 to 6 miles, and carry an explosive charge of

approximately 5 pounds. The longer, skinnier version of these rockets are generally fired from a helicopter mounted rocket pod containing multiple rockets, they are fired in a barrage, and they can be aimed fairly well for a straight-line trajectory. The shorter, fatter rockets are usually employed from the ground, and are angled and aimed to fly in an arc to land at their target, while they can be aimed well, they generally are not as precise. Either way, the following data can be used for either.

Blast Damage: All within 10 feet of the detonation must make a Constitution saving throw with a DC of 19 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 10 and 20 feet from the detonation are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All creatures between 20 and 25 feet from the detonation must make a Dexterity saving throw with a DC of 14 or be knocked prone.

Frag Damage: This munition is made up of relatively thin metal, and deals 4d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

MISSILES

Missiles are munitions that contain an explosive warhead, and a propulsion system, much like a rocket, except they also have the ability to be guided. They can be guided on the ground, by the individual who fired it from a shoulder or ground launcher either manually or by target selection by the operator, they can acquire their own targets using a guidance system with complex sensors, or they can be guided by troops on the ground, who did not fire the missile, but are marking the target by various means. Missiles generally have a shorter range than a rocket carrying the same size warhead. Because they are guided, they tend to have specialized warheads

intended to be used on hardened or specific targets.

SHOULDER FIRED ANTI-AIR MISSILE

This missile comes in a tube, ready to aim and fire, once fired, the tube cannot be reloaded. It is guided by the individual who fired it, it can travel approximately three miles from the firing point, and contains about 5 pounds of explosives, shaped to deal extra damage directly forward of the impact.

Blast Damage: Upon detonation, all within 10 feet of the detonation must make a DC 23 Constitution saving throw or fall unconscious and reduced to 0 HP. If they succeed on this saving throw, they instead take 8d6 force damage and 3d4 fire damage, any structures, walls or creatures directly forward in a straight line from the nose of the grenade suffer 10 times the blast damage. Any creatures between 10 and 15 feet are deafened for 1d10 rounds, suffer 2d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d6 minutes.

Frag Damage: This munition is made up of extremely thin metal, which deals 4d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

GROUND TO GROUND MISSILE

This missile is fired from a ground or vehicle mounted launcher, and is intended to be fired at armored vehicles, and structures. They are guided by an individual in real time during flight. The guidance is achieved through the use of a very long, thin wire which connects the missile to the launcher until detonation. The warhead is about 15 pounds of explosive, shaped to deal extra damage directly forward of the impact.

Blast Damage: Upon detonation, all within 10 feet of the detonation must make a DC 30 Constitution saving throw or fall unconscious and reduced to 0 HP. If they succeed on this saving throw, they instead take 10d6 force

damage and 4d4 fire damage, any structures, walls or creatures directly forward in a straight line from the nose of the grenade suffer 10 times the blast damage. Any creatures between 10 and 40 feet are deafened for 1d10 rounds, suffer 6d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d6 minutes.

Frag Damage: This munition is made up of extremely thin metal, which deals 12d6 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

BOMBS

Dropped from aircraft, they fall using the force of gravity to their target. Depending on the skill of the pilot, may or may not necessarily hit their mark. More complex bombs have guidance systems, and some bombs can be made to penetrate hardened structures before detonating. A typical bomb detonates upon contact with the ground, or anything else it impacts. Because the amount of explosives within these ordnance items is so large, the blast damage dice are doubled for these items. Newer bombs are cigar shaped, in order to reduce wind resistance while attached to the aircraft. Other more specialized bombs exist, a few are outlined in this section. When guided bombs are involved, they have advanced fusing systems and guidance packages that are attached to a normal bomb, some of which allow for the bomb to not detonate if it does not hit close enough to the intended target.

GENERAL PURPOSE BOMBS

These bombs are exactly what you think of when you hear the word “bomb”. They are filled with a LOT of explosives, and they have heavy frag damage. They commonly come in four sizes, identified by total bomb weight: 250 lbs, 500 lbs, 1,000 lbs, and 2,000 lbs. Bombs of different sizes, larger and smaller, exist.

AUTHOR'S NOTE: Bombs deal a damage bordering on the ridiculous in terms of a typical

tabletop game. Characters who find themselves close to a bomb detonation have no chance of survival, but bombs are not dropped on a small targets like an adventuring party under normal circumstances. This damage, however, can be applied to structures and fortifications.

250 POUND BOMB

The Bomb itself is 250 pounds, is about 18 inches thick, and about 5 feet long, to include a mostly hollow set of fins attached to the rear to be more aerodynamic and ensure a nose down impact. The Net Explosive Weight is approximately 120 lbs.



Blast Damage: Upon detonation, all within 30 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 20d6 force damage + 4d4 fire damage. All creatures between 30 and 90 feet are deafened for 1d10 rounds, suffer 16d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 90 and 120 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 120 and 250 feet can feel the shock wave from the blast, but take no damage. At a distance of 1600 feet, creatures can barely hear the detonation.

Frag Damage: This munition is made up of heavy metal, deals 96d8 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

2,000 POUND BOMB

This bomb is about 2.5 feet thick, and with fins attached is about 12 feet long. The Net Explosive Weight is approximately 1,100 lbs.

Blast Damage: Upon detonation, all within 60 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 20d6 force damage + 4d4 fire damage. All creatures between 60 and 190 feet are deafened for 1d10 rounds, suffer 16d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 190 and 260 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 260 and 525 feet can feel the shock wave from the blast, but take no damage. At a distance of 3,400 feet, creatures can barely hear the detonation.

Frag Damage: This munition is made up of heavy metal, deals 880d8 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

FIRE BOMB

These bombs are not filled with an explosive mixture, but a fuel based gel mixture instead, commonly called “Napalm”. When this bomb functions, the flammable gel is ignited and explodes in a fireball with a radius of 100ft, dealing 16d6 fire damage initially, and 8d6 fire damage for 1d4 rounds after. Flammable objects remain on fire after the 1d4 rounds is complete and the gel is consumed. Creatures and structures that are struck with the fuel gel mixture take an additional 2d6 damage each round. Because of the persistent nature of the gel, it takes two rounds of consecutive effort to extinguish the fire on a creature or item.

IMPROVISED EXPLOSIVE DEVICES

Improvised Explosive Devices, commonly called IEDs or Booby Traps, are essentially traps as outlined in the Dungeon Master’s Guide with explosive charges. Because they are generally made and emplaced by individuals or a small group of people, they typically are not heavier than a person can

transport on their own. However, IEDs with much larger charges are possible. The following are examples of some IEDs, but are in no way an encompassing example, and variations on these on the part of a Dungeon Master are encouraged.

BASIC PRESSURE PLATE IED

This IED functions on a pressure plate hidden under dirt or brush, connected to an explosive charge which can be directly under the plate, or separated from the plate with a length of wire. When stepped upon, the charge detonates.

With a successful DC 15 Wisdom (Perception) check, a character can spot the pressure plate. A search of the area accompanied by a successful DC 15 Intelligence (Investigation) check reveals disturbances in the area that match the ground signs of a planted explosive charge. Successfully disarming this IED requires a successful DC 17 Dexterity check. This example has a 5 pound explosive charge.

Blast Damage: All within 10 feet of the detonation must make a Constitution saving throw with a DC of 23 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage. All creatures between 10 and 30 feet from the detonation are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All creatures between 30 and 45 feet from the detonation must make a Dexterity saving throw with a DC of 14 or be knocked prone.

Frag Damage: This IED is made up of light material and deals 1d4 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

VEHICLE BORNE IED

This IED is a vehicle that has been loaded with explosives, either overtly or hidden, that is driven to a target location and detonated quickly in an active attack. Alternatively, this IED can be

parked in an inconspicuous place (likely where a parked vehicle would be common). A driven vehicle can be rigged to detonate upon impact with a targeted area or structure. A parked vehicle can be prepared to be detonated remotely on command from a distant triggerman. Because of the overall size of a Vehicle Borne IED, these generally have in excess of 100 pounds of explosives in them. Upon detonation, the vehicle is destroyed and contributes to the fragmentation of the IED.

With a successful DC 15 Wisdom (Perception) check, a character can spot the IED. A search of a vehicle with hidden explosives accompanied by a successful DC 18 Intelligence (Investigation) check will reveal the explosives hidden in the vehicle. This example carries a 120 pound explosive charge.

Blast Damage: Upon detonation, all within 30 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 20d6 force damage + 4d4 fire damage. All creatures between 30 and 90 feet are deafened for 1d10 rounds, suffer 16d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 90 and 120 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 120 and 250 feet can feel the shock wave from the blast, but take no damage. At a distance of 1600 feet, creatures can barely hear the detonation.

Frag Damage: This munition is made up of heavy metal, deals 24d4 piercing damage from frag produced by the pieces of the vehicle. Frag attack bonuses by distances are outlined in the chart on page 3.

PERSON BORNE IED

These IEDs are strapped to a creature (that truly does not have to be a humanoid), and are classified as a suicide based device, where the wearer controls when they detonate, or a homicide based device, where a hostage is

forcibly dressed with a device that is controlled remotely by an adversary, or detonated based on a timer. In either case, homicide or suicide, the devices are fitted with booby traps and other anti-removal elements that prevent the wearer, or trained bomb technicians, from easily removing them without causing the device to detonate. Person Borne IED's are limited by the weight a person can carry on their person, and a typical device of this kind contains 15 to 30 pounds of explosives.

For a Suicide device, a successful DC 20 Wisdom (Perception) Check a character can spot the IED. This DC can be increased or decreased by a successful (or failed) Dexterity (Stealth) check by the individual wearing the device. A search of an individual wearing and trying to conceal a suicide device accompanied by a successful DC 18 Intelligence (Investigation) check will reveal the explosive device on the individual. This DC can be increased or decreased by a successful (or failed) Charisma (Deception) check on the person wearing the device. For a Homicide device, a successful DC 10 Wisdom (Perception) Check a character can spot the IED (This can usually be omitted by the DM, as a person wearing the device likely is actively calling for help). If the party, or the individual wearing the device simply attempts to remove the IED, it will detonate. A successful DC 27 Dexterity check will allow an individual to remove the device from a person without resulting in a detonation. This process is not done quickly, and takes approximately 10 minutes to accomplish. An individual who attempts to make this check for a device on his or her self makes this check with disadvantage, if they are successful, it takes 20 minutes. A conscious individual wearing a suicide device is likely hostile, and will resist the device's removal, possibly to the point of detonation.

Blast Damage: Upon detonation, all within 15 feet must make a Constitution saving throw with a DC of 30 or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take

10d6 force damage + 4d4 fire damage. All creatures between 15 and 45 feet are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes. All between 45 and 60 feet must make a Dexterity saving throw with a DC of 14 or be knocked prone. All between 60 and 125 feet can feel the shock wave from the blast, but take no damage. At a distance of 810 feet, creatures can barely hear the detonation. The individual wearing the device is obliterated.

Frag Damage: This IED is made up of little to no metal, if any at all. It deals 3d4 piercing damage. Frag attack bonuses by distances are outlined in the chart on page 3.

MISCELLANEOUS EXPLOSIVE CHARGES

In addition to weapons, there are a number of explosive charges that can be employed by individuals on the ground for various reasons.



TOWED LINE CLEARING CHARGE

This charge comes in a 50lb backpack, containing a rocket motor and two cords filled with explosives attached to the rear of the rocket. When placed on the ground and fired, the rocket tows the two cables behind it, laying them across a generally straight path, the cords then detonate, causing any IEDs or booby traps to be damaged, and any explosives that may be hidden in the path to detonate as well. The charge clears a 2.5 foot wide path where the cords detonated.



CRATERING CHARGES

Cratering charges are simple shaped explosive charges, intended to be placed on the ground for the purpose of creating a hole beneath it. They are used in ditching, quarrying, mining, and well-digging. They come in various Net Explosive Weights, though the most common are 15 and 40 lbs. Because they are shaped for a directional blast wave, the blast damage is increased by 10 times the normal damage in the intended direction, which is usually downward based on the conventional placement of the charge.



CHARACTER OPTIONS

Where does an explosively trained character fit in? Where did they learn all they know about bombs and explosives? What other mundane equipment helps them bring their skills to an adventuring party? The following Backgrounds allow a player to provide a backstory to their character that matches up with the type of adventure where Explosives are commonplace.

BACKGROUNDS

Everybody who knows anything about explosives learned it from somewhere. Whether that be a reputable source, or not. Some people learn about explosives with the intent to protect, defend, or even terrorize. No matter how they are exposed and trained, being able to learn about explosives and survive is no small task. The following backgrounds are variants to backgrounds in the Player's Handbook and provide means of explaining why characters and NPCs know so much, or are able to safely handle explosives, either for good, or otherwise.

BOMBER

You are a special breed of criminal, when many criminals want to work in silence and shadows, you tend do go louder. You have learned the workings of explosives and how they can be used to open doors, to safes, vaults, or anywhere you want to go. A typical thief may fail to pick a lock, but a good explosive charge never fails. Other criminals are wary of you, but when there's a big score and they need something dynamic for a major heist, your might just be the brand of crazy they want. In addition to getting rid of doors, explosives are also mighty handy at getting rid of people.

Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiencies: Demo Kit

Equipment: A backpack (empty), a set of dark common clothes including a hood, a multi-tool, a belt pouch containing 10 gp.

CRIMINAL BOMBER SPECIALTY

There are multiple ways a criminal can utilize explosives to commit crime. Within a criminal organization, individuals who have an explosive related specialty tend to be outliers within the organization, as even criminals know the destructive power of explosives, and are wary of being close to you for very long. Those bombers, however, may specialize in different uses of explosives to get the job done. Choose the specialty, or roll on the table below.

d4 Specialty

- 1 Safe/door cracker: gaining access with a boom
- 2 Explosive assassin: small charges, one target
- 3 Explosive arsonist: remote destruction, long after you're gone
- 4 Terrorist: create fear and death in large populations

FEATURE: INFAMOUSLY DANGEROUS

With a rare skillset, you are known throughout the criminal underworld. Even if few people know your face, your name, or pseudonym, is immediately recognized. Because your work is so visible, and dangerous, people avoid seeking you out and other criminals are wary to cross you. When they do seek you out, however, it's because they want your services, and will pay handsomely.

SUGGESTED CHARACTERISTICS

Bombers may seem like paragons of insanity when you first think of them, because of the chaos that ensues from their work, and many of them can be, but in order to survive their chosen specialty, they must be deadly smart, or extremely lucky. Like most criminals, they rarely have regard for law and authority.

d8 Personality Trait

- 1 I may have an organized mind, yet my workspace is horribly messy. It's a miracle I survived this long.
- 2 I pretend to be more eccentric than I am, because more people will leave me alone.
- 3 I cannot enter a building without thinking about how to destroy it.
- 4 I have a fear and anxiety about actual confrontation and conflict. That's why I use explosives more than anything else.
- 5 I will work for free if the job challenges or intrigues me.
- 6 My plan B if things go wrong? Destroy all evidence that anything happened at all.
- 7 I love to see the results of my handiwork
- 8 My survival is the most important, no matter what.

d6 Ideal

- 1 **Loyalty.** I will never turn on my crew, and will help them do whatever they need. (Neutral)
- 2 **Honor.** I don't hurt innocent people, only scoundrels. (Good)
- 3 **Ruthlessness.** I will blow up anything between me and my goal. (Chaotic)
- 4 **Wrath.** I laugh harder when more people die. (Evil)
- 5 **Caution.** I will be careful, so as not to draw too much attention or suspicion (Lawful)
- 6 **Improvement.** I will always strive to develop my skills as a bomber. (Any)

"Found out on one job the crew was gonna let me take the fall, so I used an incendiary mixture to cut through the vault, I used extra on the top so it drained in and ruined the whole take, but not before I flipped on them to the guard. Blew up their hideout afterwards just for fun."

-Krick Durben, Safecracker

d6 Bond

- 1 If someone hurts my family, I will purge their entire bloodline from existence
- 2 Every bit of money I make goes to the children of one of my "Accidents"
- 3 When I do a job, I will deviate from the plan in order to "make it better"
- 4 I live a double life. I keep this side of me hidden from my friends and family.
- 5 I will always protect the bomber that taught me everything I know
- 6 I am trying to hunt down someone who wronged me long ago. I will punish them.

d6 Flaw

- 1 If anything goes wrong in a job, it's someone else's fault.
- 2 I spend all my earnings almost immediately in brothels and taverns
- 3 I have a deep need to see the results of my work, which risks me getting caught
- 4 I am a coward, and will turn on my friends if it means I get away
- 5 If I see someone flaunting their success, I immediately begin planning to destroy them
- 6 If my team or client backs out of a job, I may just go ahead and blow something up anyway. Just for fun.

ENTERTAINER VARIANT:

PYROTECHNICIAN

Not a full background, but a variant to the Entertainer Background in the Player's Handbook. Pyrotechnicians use not just explosive materials, but materials that burn bright colors and make specific patterns and sounds. They use their knowledge to put on shows that dazzle audiences and mesmerize them. A well supplied and funded Pyrotechnician can put on massive

firework displays. On a smaller scale, they can dazzle a small audience, or create dynamic distractions that can blind, stun, or even burn people. Replace the Acrobatics Skill Proficiency with Sleight of Hand, and change the Tool Proficiency to a Demo Kit, and replace the musical instrument in equipment to safety gloves and fire retardant clothing.

EXPLOSIVES EXPERT

You have been trained on explosives extensively. You know the different kinds, how they work, and you understand military ordnance and can identify it if found. You may be a military or law enforcement trained, such as a sapper or engineer, or you could be a non-military explosive worker, such as a quarry blaster or an urban demolition blaster. Either way, your focus is using explosives, and doing as little damage to people as possible. When you use this background, work with your DM to determine which kind of explosives expert you were.

Skill Proficiencies: Insight, Sleight of Hand

Tool Proficiencies: Demo Kit, vehicles (land)

Equipment: a multi-tool, a set of artisan's clothes, a belt pouch containing 15 gp.

FEATURE: EXPLOSIVE LICENSE

Your skillset is known throughout local law enforcement, and you have been authorized and licensed to carry explosives in a governed environment. A good rapport goes a long way. You may also have a contact within a major city who can supply you with more explosives, for a price, of course.

SUGGESTED CHARACTERISTICS

People who work with explosives on any field are a special breed of crazy, but they know their job, and there's very little crazy about them. They are experts, because there is no room for failure. They can be cocky at times, but the willingness to

work with explosives also comes with a mindset that makes them incredibly brave and self-sacrificing.

d8 Personality Trait

- 1 I am often told I am too smart for my own good. I take it as a compliment.
- 2 I live for the challenge and danger associated with my job.
- 3 I cannot meet a new person without mentioning my job. It gives me prestige.
- 4 I may seem calm and collected, but I can't help but be nervous under pressure.
- 5 People think I'm crazy for doing what I do. I think they're crazy. I know what I'm doing.
- 6 If I can succeed as an explosive expert, there's nothing I can't do.
- 7 For me, an IED is a puzzle, I need to solve it.
- 8 I don't think I'm better than others, but others tend to think I do.

d6 Ideal

- 1 **Perfection.** I don't get the luxury of mistakes, I must be perfect. (Lawful)
- 2 **Protection.** My purpose is the preservation of life, not its destruction. (Good)
- 3 **Arrogance.** I am the best at what I do, anyone who says different is delusional. (Evil)
- 4 **Retribution.** I dream about setting IEDs against my enemies. (Chaotic)
- 5 **Safety.** I will err on the side of caution, no need for unnecessary risk. (Any)
- 6 **Knowledge.** The key to success is understanding, even with bombs. (Neutral)

"If anyone ever tells you they know all there is to know about explosives, stay away from them. They are the most dangerous person you'll ever meet."
-Shava Nailo, Demolitions Instructor

d6 Bond

- 1 A comrade saved me from a mistake I almost made. I owe him my life.
- 2 I will go out of my way to help someone I consider a brother.
- 3 The person who taught me all I know is the only person I truly respect.
- 4 The most important thing in my life is my job. I strive to be better, always.
- 5 If I ever make a mistake that hurt someone, I could never forgive myself.
- 6 I get a personal satisfaction from doing my job, I don't care about much else.

d6 Flaw

- 1 The pressure of the job drives me to drink. A lot.
- 2 It infuriates me how stupid the rest of you are.
- 3 I constantly have to explain myself, because I NEED you to understand why you are wrong.
- 4 I take shortcuts to save time, even with explosives.
- 5 If I don't know the answer, I make up something that sounds good.
- 6 I spend my spare time using my knowledge to play non-lethal pranks on my friends

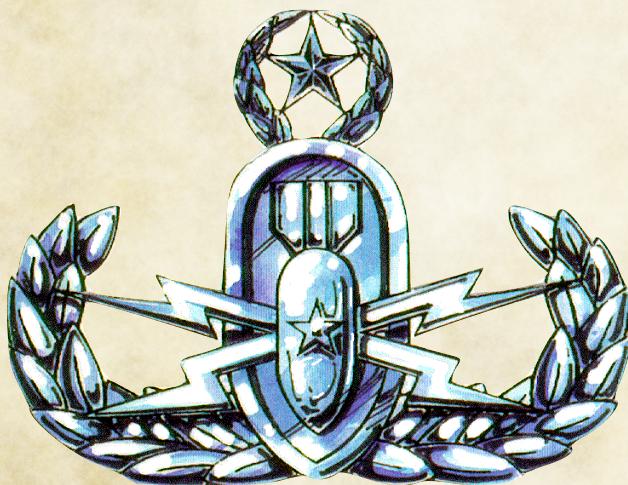
EXPLOSIVES EXPERT VARIANT: EXPLOSIVE ORDNANCE DISPOSAL TECHNICIAN

These military trained individuals are a highly specialized group of explosives experts. They are incredibly rare, but have a specialized background in military ordnance, and are trained in countering explosive methods of guerrilla warfare, such as Improvised Explosive Devices. When found, they usually work in pairs, a master and an apprentice.

Typically, when a player chooses this background, they left military service prior to becoming an adventurer. If you choose this variant, remove the vehicles (land) proficiency and replace it with the EOD Field Kit, remove the 15 gp from the starting equipment, replacing it with two flasks filled with strong alcohol, and change the Explosive License feature to the following:

FEATURE: SUBJECT MATTER EXPERT

You are a font of knowledge in the matters of military ordnance and explosives in general. You have been used as a reference to local authorities in cases involving explosives. Local law enforcement may be friendly to you or act as a contact. You can use the Investigation skill to determine details of an explosive device after it has detonated, ordnance or IED, even to the point of being able to identify the kind of device based on what little debris remains. You can determine from a successful Investigation check the direction a rocket or projectile came from based on the crater that remains, and have advantage on any Wisdom based skill checks that have to do with explosives. If a Wisdom or Intelligence check is successful, the individual can recall from their training most, if not all, of the relevant details about the ordnance item, or discern the workings and function of an Improvised Explosive Device.



TOOLS AND EQUIPMENT

When working with explosives, there are a few unique tools made specially for the task, additionally, there are kits and packs designed to help those who work with explosives to safely do so.

TOOLS

Tool kits associated with explosives are the Demo Kit and the EOD Field Kit.

Demo Kit. This kit contains a variety of tools used in creating explosive charges, such as crimpers, a spool of wire, gloves, eye protection, an electric firing device, and batteries. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to build or create an explosive charge. The kit costs 50 gp and weighs 8 lbs.

EOD Field Kit. This kit contains everything that comes in the Demo Kit, but also includes other items specific to the EOD skillset, such as a multimeter, lightweight pulleys, shears, hooks, ropes, a small explosive container, various explosively actuated disruption tools, detection and identification equipment and a complex encyclopedia of military ordnance. Because there are so many parts to this kit, it is almost NEVER found complete. A complete kit weighs 200 lbs and is worth 10,000 gp. A typical kit contains the rope, pulleys, smaller tools and the ordnance encyclopedia. This version of the kit weighs 20lbs, and is worth 300 gp. Neither version of this kit is available for purchase through conventional means. When proficient with and using this kit, you can add your proficiency bonus to any skill checks involved in identifying, handling, disarming, employing or disposing of ordnance, explosives, or explosive devices.

AUTHOR'S NOTE: Because IEDs are essentially traps, a player proficient with Thieves' Tools may also be effective at disarming them. An individual

with proficiency with Thieves' Tools, but not the EOD Field Kit, may use an EOD Field Kit, but only on Dexterity based skill checks, only adding half of their proficiency bonus, rounded down.

PACKS

Breacher's Pack (75 gp). Includes a backpack, crowbar, grappling hook, hammer, miner's pick, shovel, 2 complete 1 lb explosive charges, 1 complete 10 pound wall explosive breaching charge, 3 days of rations, and a waterskin.

EOD Dismount Pack (100 gp). Includes a backpack, 10 feet of string, a crowbar, 10 pitons, block and tackle (small), shears, a tinderbox, a collapsible pole (10 feet), three 1/2 lb. explosive charges, which can be modified to fit different situations, 3 days of rations, a flask of oil, 2 waterskins. This pack also has 100 feet of rope strapped to the outside of it.



"People always ask me if being a bomb technician is stressful. It's really not. When it comes down to an explosive device, and what to do about it, I'm either right or it's suddenly not my problem anymore."

-Jake Thorne, EOD Tech

WONDROUS ITEMS

With explosive devices being commonplace, so do means of mitigating them. The following items have use directly related to explosive devices, and can be used in modern adventures.

BREACHER BLANKET

Wondrous Item, rare

This is a sheet of thick, resilient, fire retardant material with handles that measures 7 feet by 3 feet. It can be folded up for storage and transportation, and weighs 12 pounds. The blanket requires an action to fold or unfold. It can be used as a stretcher, or as a blast resistant barrier, when held open between an individual and an explosion it reduces any hazard distances associated by half.



BOMB SUIT

Wondrous Item, very rare

This armor weighs 95 pounds, reduces movement speed by half and the wearer has disadvantage on Dexterity saving throws. While wearing the bomb suit, the wearer has an AC of 18, resistance to all nonmagical damage, and explosive hazard category distances are reduced by half. The wearer cannot be obliterated by the sheer size of an explosion, has advantage on Constitution saves against



blast damage, is immune to heat damage. If the wearer is facing the detonation, they are considered as having full cover from frag damage from nonmetal frag and secondary frag, and 3/4 cover from light metal and heavy metal frag. while the suit protects the wearer from fire, it is not fire proof. It takes 5 minutes to don the bomb suit, and one action to remove it. Donning the bomb suit requires an additional individual to assist in the dress out process.

HAND HELD DETECTOR

Wondrous Item, uncommon

This item weighs about three pounds, is collapsable to 1 foot long, and extends to 4 feet long. When turned on, can locate metal underground to a distance of 3 feet, indicating metal by a visual light display on the machine, and by a wailing sound with increasing pitch with higher concentrations of metal. Batteries typically last for about four hours of use.



ROBOTS

Robots are used by individuals who wish to interrogate Improvised Explosive Devices (IEDs) from a distance, without risking their own lives. Robots are piloted by a creature who is using a control box a short distance away. There is a slight delay in commands given to actions of the robot. Robots can be piloted untrained using a dexterity check. Here are three different examples of Robots. Successful use of a robot requires a Dexterity check, set by the DM based on terrain and complexity of the device.



HEAVY BOMB ROBOT

Wondrous Item, rare

This robot weighs 150 pounds, runs on rubber tracks that allow it to move in all terrains, can run fully submerged in water up to 2 feet deep, can be dropped from a height of 10 feet and not be damaged. It has an effective range of 1000 feet, but can be susceptible to interference from outside radio signals. This robot has an articulating arm which can grip and lift an item up to 25 pounds, can drag an item of up to 150 pounds, and can drive at a movement speed of 60 feet. The robot itself has 25 hit points. If it is flipped upside down, it cannot flip itself back over. The batteries for this robot last for 2 hours of continuous use, the batteries can be recharged if power is available.

The controller for this robot is a case that opens into a control set that weighs 25 pounds, and runs on separate batteries that last as long as the robot. The controller consists of a screen which projects a real time video feed from the robot cameras which allow for a 360 degree view from the robot's position, and a joystick and a number of switches to operate the arm and gripping claw.



LIGHT BOMB ROBOT

Wondrous item, rare

This robot weighs 75 pounds, runs on rubber tracks that allow it to move in all terrains. This robot can withstand water, but will cease to function if fully submerged in water. It has an effective range of 600 feet, and is rarely susceptible to interference from outside radio signals. This robot has a articulating arm which can grip and item and lift up to 12 pounds, and can drag an item of up to 50 pounds, and can drive at a movement speed of 30 feet. The robot itself has 15 hit points. If it is flipped upside down, it has the ability to right itself if the driver is trained on robotic systems. The batteries for this robot last for 1 hour of continuous use, the batteries can be recharged if power is available.

The controller for this robot weighs 10 pounds, and consists of a power pack that can be worn on the back or in a backpack, with wires that run to a set of spectacles that show the image of what the robot camera sees, and wiring that runs to a small handheld controller. The controller batteries last as long as the robot batteries do.



THROWBOT

Wondrous Item, uncommon

This small robot weighs 2 pounds, and can be held in the hand easily. It is durable, and is designed to be thrown over walls and through windows. It has a small camera on a cylindrical body that rests between two wheels. It is immune to fall damage from being dropped or thrown. Once turned on and thrown, it is controlled by a small handheld controller with a screen. The battery lasts 30 minutes and the bot has a range of 150 feet. The bot has no articulating arm, only a single camera. The robot has 3 hit points, and cannot be flipped over due to its shape.

DISPOSABLE RECON DRONE

Wondrous Item, Uncommon

This drone resembles a two foot long airplane made of very light material. There is a motorized propeller on the nose. When activated and thrown, with a successful DC 10 Strength check, can be piloted by an individual on the ground with a small handheld controller. The drone has a camera on the bottom that can see what is directly below it. The battery lasts 10 minutes, and can be recharged if salvaged. This drone can be piloted and caught by an individual on the ground with a successful DC 16 Dexterity check completed by the pilot and the person attempting to catch the drone. If this is not attempted or not successful, the drone breaks upon impact with the ground. Upon impact with the ground the drone takes 1d6 fall damage. The drone cannot be repaired. A new drone has 10 hit points. If a recovered drone has at least 1 hit point, it can be thrown again and will successfully fly. However, if a drone has less than 5 hit points, the Dexterity check to successfully pilot the drone is made with disadvantage.



APPENDIX A: EXPLOSIVE WEIGHT CHART

The following charts are meant to assist a Dungeon Master in creating explosive charges on their own. The Blast Categories chart outlines identifies the Blast Categories identified in the Explosive Weights chart.

EXPLOSIVE WEIGHTS TO HAZARD

N.E.W.	CAT 1	CAT 2	CAT 3	CAT 4
0.25 lb.	5 ft.	10 ft.	15 ft.	30 ft.
0.5 lb.	5 ft.	15 ft.	20 ft.	40 ft.
0.75 lb.	5 ft.	20 ft.	25 ft.	45 ft.
1 lb.	10 ft.	20 ft.	25 ft.	50 ft.
1.5 lbs.	10 ft.	20 ft.	30 ft.	60 ft.
2 lbs.	10 ft.	25 ft.	35 ft.	65 ft.
2.5 lbs.	10 ft.	25 ft.	35 ft.	70 ft.
3 lbs.	10 ft.	25 ft.	40 ft.	75 ft.
4 lbs.	10 ft.	30 ft.	40 ft.	80 ft.
5 lbs.	10 ft.	30 ft.	45 ft.	85 ft.
6 lbs.	10 ft.	35 ft.	45 ft.	90 ft.
7 lbs.	15 ft.	35 ft.	50 ft.	95 ft.
8 lbs.	15 ft.	40 ft.	50 ft.	100 ft.

BLAST CATEGORIES

Category Effect

- 1 All within this distance must make a Constitution saving throw with a DC of 18 + the weight of the explosive charge (in pounds, not to exceed 30) or fall unconscious and reduced to 0 HP. All creatures who succeed on this save take 10d6 force damage + 4d4 fire damage.
- 2 All creatures within this distance are deafened for 1d10 rounds, suffer 8d6 force damage, and must make a Constitution saving throw with a DC of 18 or be knocked prone and stunned for 1d10 minutes.
- 3 All creatures within this distance must make a Dexterity saving throw with a DC of 14 or be knocked prone.
- 4 All creatures at this distance feel the force of the blast, but take no damage.



"It was at that moment, looking into the back at what was there, I realized that all the bomb suit and ring of regeneration were going to do for me if things went bad was keep the milkshake in the same container. But hell, I already came all this way, no use in not getting in there."

-Rock Jones, EOD Tech.

N.E.W.	CAT 1	CAT 2	CAT 3	CAT 4
9 lbs.	15 ft.	40 ft.	55 ft.	105 ft.
10 lbs.	15 ft.	40 ft.	55 ft.	110 ft.
11 lbs.	15 ft.	40 ft.	55 ft.	115 ft.
12 lbs.	15 ft.	45 ft.	60 ft.	115 ft.
13 lbs.	15 ft.	45 ft.	60 ft.	120 ft.
14 lbs.	15 ft.	45 ft.	60 ft.	120 ft.
15 lbs.	15 ft.	45 ft.	65 ft.	125 ft.
16 lbs.	15 ft.	45 ft.	65 ft.	125 ft.
17 lbs.	15 ft.	50 ft.	65 ft.	130 ft.
18 lbs.	15 ft.	50 ft.	65 ft.	135 ft.
19 lbs.	20 ft.	50 ft.	70 ft.	135 ft.
20 lbs.	20 ft.	50 ft.	70 ft.	135 ft.
25 lbs.	20 ft.	55 ft.	75 ft.	150 ft.
30 lbs.	20 ft.	55 ft.	80 ft.	155 ft.
35 lbs.	20 ft.	60 ft.	85 ft.	165 ft.
40 lbs.	20 ft.	65 ft.	85 ft.	170 ft.
45 lbs.	25 ft.	65 ft.	90 ft.	180 ft.
50 lbs.	25 ft.	70 ft.	95 ft.	185 ft.
60 lbs.	25 ft.	70 ft.	100 ft.	195 ft.
70 lbs.	25 ft.	75 ft.	105 ft.	210 ft.
80 lbs.	25 ft.	80 ft.	110 ft.	215 ft.
90 lbs.	30 ft.	80 ft.	115 ft.	225 ft.
100 lbs.	30 ft.	85 ft.	120 ft.	235 ft.

N.E.W.	CAT 1	CAT 2	CAT 3	CAT 4
125 lbs.	30 ft.	90 ft.	125 ft.	250 ft.
150 lbs.	35 ft.	95 ft.	135 ft.	265 ft.
175 lbs.	35 ft.	100 ft.	140 ft.	280 ft.
200 lbs.	35 ft.	105 ft.	150 ft.	295 ft.
250 lbs.	40 ft.	115 ft.	160 ft.	315 ft.
300 lbs.	40 ft.	120 ft.	170 ft.	335 ft.
350 lbs.	45 ft.	130 ft.	180 ft.	355 ft.
400 lbs.	45 ft.	135 ft.	184 ft.	368 ft.
500 lbs.	50 ft.	145 ft.	200 ft.	400 ft.
600 lbs.	50 ft.	155 ft.	210 ft.	425 ft.
700 lbs.	55 ft.	160 ft.	225 ft.	445 ft.
800 lbs.	55 ft.	170 ft.	235 ft.	465 ft.
900 lbs.	60 ft.	173 ft.	245 ft.	485 ft.
1000 lbs.	60 ft.	180 ft.	250 ft.	500 ft.



