

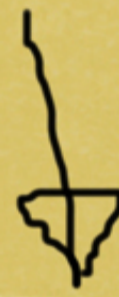


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There are some pretty cool resting and healing variants here.

See?



REST VARIANTS

Oh hey, this one is neat.

Oh that one is cool too.

I'll have to use that one in my next campaign.

Enough rest!
Now for things that blow up and go pew!

FIREARMS

If you want to model the swashbuckling style of *The Three Musketeers* and similar tales, you can introduce gunpowder weapons to your campaign that are associated with the Renaissance. Similarly, in a campaign where a spaceship has crashed or elements of modern-day Earth are present, futuristic or modern firearms might appear. The Firearms table provides examples of firearms from all three of those periods. The modern and futuristic items are priceless.

PROFICIENCY

It's up to you to decide whether a character has proficiency with a firearm. Characters in most D&D worlds wouldn't have such proficiency. During their downtime, characters can use the training rules in the *Player's Handbook* to acquire proficiency, assuming that they have enough ammunition to keep the weapons working while mastering their use.

PROPERTIES

Firearms use special ammunition, and some of them have the burst fire or reload property.

Ammunition. The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets. Futuristic firearms are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then use an action or a bonus action to reload it.

EXPLOSIVES

A campaign might include explosives from the Renaissance or the modern world (the latter are priceless), as presented in the Explosives table.

BOMB

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

GUNPOWDER

Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns.

Setting fire to a container full of gunpowder causes it to explode, dealing fire damage to creatures within 5 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

DYNAMITE

As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one.

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