



FINN FLETCHER'S FANTASTIC FIREWORKS

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HOME BREW

Expand your arsenal with special ammunition types to enhance
your ranged weapon play

INTRODUCTION

USING THIS MODULE

The ammunition types in this module are weapon agnostic, meaning they can be applied to basically any projectile weapon (at the DM's discretion). But generally speaking, arrows, bolts, or even slingshot ammunition can be used as a base for the effects of these new ammunition types.

However, handling special ammunition requires a skilled hand. Therefore, the ammunition in this module can only be used by a creature **proficient with the respective weapon used**.

RELEVANT RULES

Some effects might be based on rules that are referenced less often. Here are some that might be helpful in properly dispensing death from afar.

RETRIEVING SPENT AMMUNITION (SRD P.64)

At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

WEAPON NORMAL RANGE (SRD P.65)

A weapon's normal range is the first range shown in brackets for a ranged weapon. For a **longbow (range 150/600)**, the weapon's normal range is **150 ft**.

WEAPON LONG RANGE (SRD P.65)

A weapon's long range is the second range shown in brackets for a ranged weapon. For a **longbow (range 150/600)**, the weapon's long range is **600 ft**.

KNOCKING A CREATURE OUT (SRD P.98)

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to **0 hit points** with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls **unconscious** and is **stable**.

PROPERTIES

NON-LETHAL

When an ammunition deals non-lethal damage, the user can **choose** to render their target unconscious rather than killing them, as you would with a melee attack when **knocking a creature out**.

AREA OF EFFECT

Ammunition with the area of effect property does not deal any damage on its own, meaning creatures directly hit by the ammunition receive no damage from the impact of the projectile.

When selecting a target for an attack using AoE ammunition, choose a point within either the weapon's normal or long range as the centre for the area of effect.

- Firing within **normal range** does **not** require a roll to determine whether the effect takes place.
- Firing within **long range** requires a ranged attack roll of **15 or higher**. For the sake of the roll, any modifiers used when attacking a creature apply for this roll as well.

DENSE

Ammunition with the **dense** property can only be fired at a **weapon's normal range** due to it being heavier than regular ammunition of that type.

MAGICAL

The ammunition counts as a magical item and has the same properties as a magic item, such as **resistance to all damage** and counting as a **magical attack** against creatures with resistance to non-magical attacks. However, once the ammunition carries out its effect, it loses this property and becomes a non-magical object unless its description states otherwise.

SINGLE USE

Ammunition that is marked as **single use** cannot be salvaged and used again once it has been fired. This is the case whether or not the attack successfully lands.

PRICING

The prices given below are suggestions for arrows of that type. Generally speaking, the difference in ammunition cost for different weapons is negligible when using more expensive ammunition and can be kept as is.

For more complex effects, the prices have been calculated with spell scroll pricing of spells the effect is based on.

But as with anything, the final price is decided by the Dungeon Master.

SPECIAL AMMUNITION

KNOCK-OUT

Non-lethal

Specially crafted to deal as much blunt force as possible. This type of ammo is useful for incapacitating your target from afar. Deals bludgeoning damage instead of the weapon's normal damage type and allows for **non-lethal attacks**.

FIRE

Single-use

Wrapped in fabric that was soaked in highly flammable oil. Must be ignited as a part of the attack action using a source of fire such as matchsticks or an open flame.

Deals **1d4 extra fire damage** and **ignites** non-worn, non-carried flammable materials hit by the projectile.

SMOKE

AoE, heavy, single-use

Uses a small clay capsule containing chambers filled with chemicals. On impact it produces a **10 ft sphere** of smoke. The sphere spreads around corners and its area is **heavily obscured**. It lasts for **4 rounds** or until a wind of moderate or greater speed (at least 10 mph or 16 km/h) disperses it.

BURGLAR'S DELIGHT

Single-use, magical

When fired directly at a surface this projectile magically attaches itself to the surface and summons a **25 ft rope** attached to the point of impact. The rope can support up to 700 lbs (317kg) of weight before the adhesive property fails.

ELEMENTAL

Magical, single-use

As part of the attack action, choose one of the following damage types: **fire**, **cold**, or **lightning**. On hit, all damage received from this attack is of that type.

INFERNO

Magical, single-use

Made of brass and with infernal runes etched into it, it is warm to the touch. Once fired, the projectile magically ignites, producing a large flame. Deals an additional **1d6 fire damage** and **ignites** flammable objects that aren't being worn or carried.

FROST TRAP

Magical, single-use

Made of silver with a small sapphire adorning the tip. Once fired, the projectile leaves behind it a trail of frost. On a hit, it deals an extra **1d8 cold damage**, and the target's speed is reduced by **10 ft** until the start of your next turn.

POISON CLOUD

Magical, single-use

On impact, it produces a **10 ft sphere** of noxious smoke. The sphere spreads around corners, and its area is **lightly obscured**. When a creature enters the smoke for the first time on a turn or starts its turn there, the creature must make a **DC 13 Constitution saving throw** against poison. On a failed save, the creature takes **2d6 poison damage** or half as much on a successful save. It lasts for **4 rounds** or until a wind of moderate or greater speed (at least 10 mph or 16 km/h) disperses it.

EXPLOSIVE

AoE, heavy, single-use

Just beneath the tip is a coil attached to a payload containing chemical components separated in small chambers. On hit, the chemical compounds in the payload ignite, creating a **10 ft sphere blast**. Any creature within this radius must make a **DC 13 Dexterity saving throw**. A target takes **2d10 fire damage** on a failed save or half as much damage on a successful one. The explosion ignites flammable objects that aren't being worn or carried.

Type	Effect	Properties	Price
Normal Arrow			4 cp
Knock-Out	bludgeoning damage	Non-lethal	6 cp
Fire	1d4 additional fire damage	Single-use	5 sp
Smoke	creates smoke cloud	AoE, heavy, single-use	1 gp
Burglar's Delight	magically summons and attaches a rope to a surface	Magical, single-use	5 gp
Elemental	deals fire, cold, or lightning damage	Magical, single-use	2 gp
Inferno	1d6 additional fire damage	Magical, single-use	5 gp
Frost Trap	1d8 cold damage & target speed reduced by 10ft for 1 turn	Magical, single-use	10 gp
Poison Cloud	2d6 poison damage, 10 ft sphere, DC 13 CON save	Magical, single-use	20 gp
Explosive	2d10 fire damage, 10 ft sphere, DC 13 DEX save	AoE, heavy, single-use	60 gp

MAGIC ITEMS

HOLSTER OF RETURNING DAGGERS

Wondrous item, uncommon (requires attunement)

This dark purple leather holster is covered in magical runes, as are the three daggers inside of it.

Whenever one of the daggers is used to perform a ranged attack, it reappears inside the holster at the beginning of your next turn.

If a dagger is outside of the holster and is not wielded by the creature bound to it for longer than 6 seconds, it teleports back into the holster in the same fashion.

QUIVER OF RETURNING ARROWS

Wondrous item, uncommon (requires attunement)

A slim black cylinder with a silver-lined screw cap that can be holstered to one's hip. When unscrewed, it reveals 3 onyx-tipped arrows with black wooden shafts.

Whenever one of the arrows is used to perform a ranged attack, they reappear inside the holster at the beginning of your next turn.

If an arrow is outside of the quiver and is not wielded by the creature bound to it for longer than 6 seconds, it teleports back into the holster in the same fashion.



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ASSETS USED

- Homebrewery Stains: <https://imgur.com/a/homebrewery-stains-SKmRN>

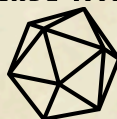
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