

EXPLOSIVES

KABOOM



ADASTRA
GEAR BOOSTER PACK

Fearless Goblin Games

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Produced by Freelance Illuminati Productions

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DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

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For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault, and the D&D 4E Game System License, available from Wizards of the Coast, LLC.

CHAPTER 1 ~ PROLOGUE

We are one.

This is a Booster Pack for the ADASTRA setting. Booster Packs are self contained and holds only the information needed to play the item contained within.

In this case it is explosives.

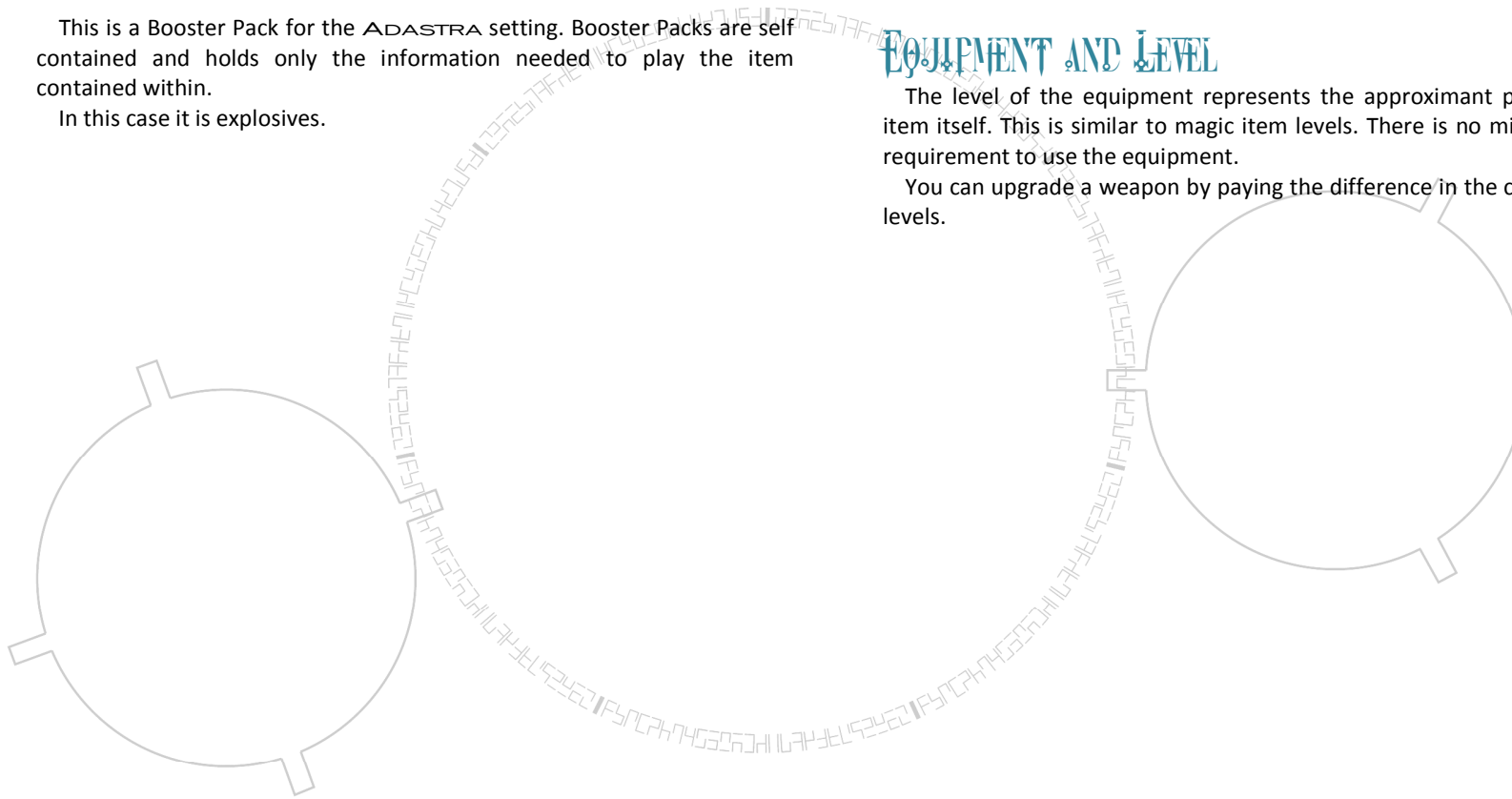
EXPLOSIVES IN YOUR CAMPAIGN

Explosives can be as simple as a basic, yet violent, chemical reaction and others can be so complicated that they require magic in their construction. They are single use weapons by their very nature and consumable like an alchemical item.

EQUIPMENT AND LEVEL

The level of the equipment represents the approximant power of the item itself. This is similar to magic item levels. There is no minimum level requirement to use the equipment.

You can upgrade a weapon by paying the difference in the cost between levels.



CHAPTER 2 ~ EXTRA

With new weapons, come new possibilities.

With the creation of new weapons comes the creation of new weapon groups and properties.

GROUPS

There are two weapon groups that firearms fall under, the handgun and the longarm.

Grenade: Grenades hold explosives within a small case. This format is versatile enough to be used to deliver many different kinds of explosives.

Mine: Mines are meant to sit and wait for someone to trip them.

Pack: A pack explosive, also known as a satchel charge, is an explosive that is put into a bag. When the bag is set down and a pin is pulled, the pack counts down on a timer determined by the one who pulls the pin, and then detonates.

Rocket: Rockets can be fired off the shoulder. Each rocket has a single use tube that once the rocket is launched, is discarded.

FEATS

You can gain proficiency with explosives the same way as any other weapon. They qualify for feats like weapon focus and so on as any other weapon can.

NEW PROPERTY

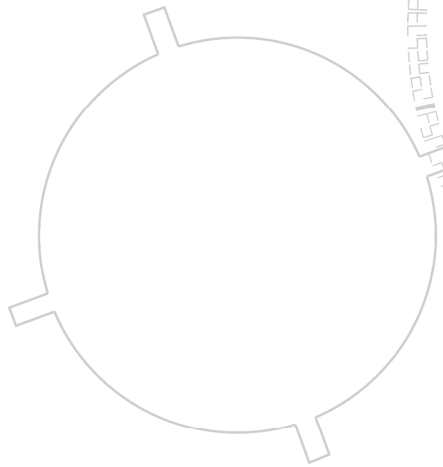
The new property common for explosives.

Burst: This weapon does damage within the burst radius.

CHAPTER 3 ~ EXPLOSIVES

"There are very few personal problems that cannot be solved through a suitable application of high explosives"

- Scott Adams



BLAST PACK EXPLOSIVE

The satchel has a thin drawstring on the side with a simple message on the top, pull and go boom.

Lvl 1	+1	700g	Lvl 20	+5	27,343g
Lvl 5	+2	1,750g	Lvl 25	+6	68,359g
Lvl 10	+3	4,375g	Lvl 30	+7	170,898g
Lvl 15	+4	10,937g			

Group: Pack **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 3d12
Ranged: None **Burst:** 20
Target: All creatures within burst **Attack:** Wisdom vs. Reflex
Property: Brutal 1 **Weight:** 10lb

Hit: Enhancement [W] Damage. Push all targets to the edge of the burst.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Timer: This weapon can be set to go off after a number of rounds up to ten rounds.

DEMOLITION PACK EXPLOSIVE

This satchel is similar to its blast pack cousin, but far more powerful.

Lvl 1	+1	1,400g	Lvl 20	+5	54,687g
Lvl 5	+2	3,500g	Lvl 25	+6	136,718g
Lvl 10	+3	8,750g	Lvl 30	+7	341,796g
Lvl 15	+4	21,875g			

Group: Pack **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 6d12
Ranged: None **Burst:** 40
Target: All creatures within burst **Attack:** Wisdom vs. Reflex
Property: Brutal 1 **Weight:** 15lb

Hit: Enhancement [W] Damage. Push all targets to the edge of the burst.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Timer: This weapon can be set to go off after a number of rounds up to ten rounds.

FLASH-BANG GRENADE **EXPLOSIVE**

Its loud sound and bright flash allows you to disorient your foe for a moment.

Lvl 1	-0	15g	Lvl 20	-4	585g
Lvl 5	-1	37g	Lvl 25	-5	1,464g
Lvl 10	-2	93g	Lvl 30	-6	3,662g
Lvl 15	-3	234g			

Group: Grenade **Enhancement:** Saving Throws
Proficiency: +2 **Damage:** None
Ranged: 5/10 **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Hit: The target is blinded by a radiant source and deafened by a thunder source. Save ends individually with a penalty to their saving throw according to the enhancement bonus.

FRAGMENTATION GRENADE **EXPLOSIVE**

The explosive fragments the metal casing causing the shrapnel to harm anyone near.

Lvl 1	+1	25g	Lvl 20	+5	976g
Lvl 5	+2	62g	Lvl 25	+6	2,441g
Lvl 10	+3	156g	Lvl 30	+7	6,103g
Lvl 15	+4	390g			

Group: Grenade **Enhancement:** Damage and burst
Proficiency: +2 **Damage:** 1d6
Ranged: 5/10 **Burst:** 2
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Hit: Enhancement [W] Damage.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

FRAGMENTATION MINE **EXPLOSIVE**

This metallic disk is set to explode and shred whoever stood on it.

Lvl 1	+1	75g	Lvl 20	+5	2,929g
Lvl 5	+2	187g	Lvl 25	+6	7,324g
Lvl 10	+3	468g	Lvl 30	+7	18,310g
Lvl 15	+4	1,171g			

Group: Grenade **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 1d8
Ranged: 5/10 (light thrown) **Burst:** 1
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Hit: Enhancement [W] Damage.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Hide: The user of this weapon makes a stealth or appropriate check (dungeoneering if in a dungeon or building, nature if in the wild, and so on). The weapon is hidden using the result of that check.

Proximity: If a creature gets within 1 square of the mine, it attacks. The user who laid the mine makes the attack roll.

LIGHT ANTI-ARMOR ROCKET **EXPLOSIVE**

Propelled with a rocket motor, this shaped explosive is meant to penetrate armor.

Lvl 1	+1	300g	Lvl 20	+5	11,718g
Lvl 5	+2	750g	Lvl 25	+6	29,296g
Lvl 10	+3	1,875g	Lvl 30	+7	73,242g
Lvl 15	+4	4,687g			

Group: Rocket **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 1d10
Ranged: 20/40 **Burst:** 2
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 5lb

Hit: Enhancement [W] Damage.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Direct Hit: If the targeted square is occupied by a creature and the attack hits, that creature is subject to 2[W] damage from the rocket.

Armor Piercing: When attacking a vehicle or object, ignore bonuses to resistances when dealing damage. When attacking a creature, ignore bonuses to resistances that are from armor.

ROCKET PROPELLED GRENADE **EXPLOSIVE**

Propelled with a rocket motor, it carries a warhead similar to that of a grenade.

Lvl 1	+1	100g	Lvl 20	+5	3,906g
Lvl 5	+2	250g	Lvl 25	+6	9,765g
Lvl 10	+3	625g	Lvl 30	+7	24,414g
Lvl 15	+4	1,562g			

Group: Rocket **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 2d6
Ranged: 20/40 **Burst:** 2
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 5lb

Hit: Enhancement [W] Damage.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Direct Hit: If the targeted square is occupied by a creature and the attack hits, that creature is subject to 2[W] damage from the rocket.

SMOKE GRENADE **EXPLOSIVE**

This canister releases massive amounts of smoke in any color you need.

Lvl 1	+0	10g	Lvl 20	+4	390g
Lvl 5	+1	25g	Lvl 25	+5	976g
Lvl 10	+2	62g	Lvl 30	+6	2,441g
Lvl 15	+3	156g			

Group: Grenade **Enhancement:** Duration and Burst
Proficiency: +2 **Damage:** None
Ranged: 5/10 (light thrown) **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Effect: Creatures within the area are blind and have total concealment. The cloud lasts a number of rounds according to its enhancement + 1.

STICKY GRENADE **EXPLOSIVE**

When this grenade explodes, it covers its victim in a glue-like substance.

Lvl 1	+0	20g	Lvl 20	+4	781g
Lvl 5	+1	50g	Lvl 25	+5	1,953g
Lvl 10	+2	125g	Lvl 30	+6	4,882g
Lvl 15	+3	312g			

Group: Grenade **Enhancement:** DC and Burst
Proficiency: +2 **Damage:** None
Ranged: 5/10 (light thrown) **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Hit: The creature is immobilized. To escape requires an escape check with a DC 15 + enhancement bonus.

STICKY MINE **EXPLOSIVE**

When this mine detonates, it releases a large amount of glue holding the person in place.

Lvl 1	+0	70g	Lvl 20	+4	2,734g
Lvl 5	+1	175	Lvl 25	+5	6,835g
Lvl 10	+2	437g	Lvl 30	+6	17,089g
Lvl 15	+3	1,093g			

Group: Mine	Enhancement: DC and Burst
Proficiency: +2	Damage: None
Ranged: None	Burst: 1
Target: All creatures within burst	Attack: Wisdom vs. Reflex
Property: Brutal 1	Weight: 1/2lb

Hit: The creature is immobilized. To escape requires an escape check with a DC 15 + enhancement bonus.

Hide: The user of this weapon makes a stealth or appropriate check (dungeoneering if in a dungeon or building, nature if in the wild, and so on). The weapon is hidden using the result of that check.

Proximity: If a creature gets within 1 square of the mine, it attacks. The user who laid the mine makes the attack roll.

