

MORTARS & MINIGUNS

MODERN AND MAGICAL WEAPONS FOR FIFTH EDITION GAMES

A 5E PRIMER TO EXPLOSIVES



ONE DWARF ARMY GAMES

WRITTEN BY GEORGIOS CHATZIPETROS

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This e-book contains all the open game content from Zane's Guide to Explosives, a sourcebook of modern and magical explosives for Fifth Edition Games. Get the full guide for 20 magical explosives, new character options and, of course, Zane's eccentric commentary.

ABOUT THE AUTHOR

Zane Ironheart

Dwarf mercenary, explorer extraordinaire, lifetime adventurer. Zane became an exile from his ancestral homeland at an early age, after he blew up half of his town's defensive fortifications while experimenting with a new explosive mix, and he has never looked back ever since. He later used a variation of the same recipe in the All-Planar Swig Banger, "the most powerful cocktail in the multiverse". A self-certified gun nut, Zane has shot half of the guns in the multiverse and been on the receiving end of the other half. He is eager to share his wisdom and experience about life, adventures and, above all, guns in his own particular idiom.

CLASSIC EXPLOSIVES

You should first familiarize yourself with these basic explosives. No point in blowing yourself up with the fancy stuff.

GRENADES

No longer will area-of-effect be the spell-slingers' domain; these hand-sized wonders can turn anyone with at least passable hand-eye coordination into a multi-kill machine. Pull the pin, throw, blow up stuff. In that particular order.

A grenade can be thrown up to 60 feet away by using an action.

CONCUSSION GRENADE

Weight: 1 lb.
Value: 70 gp

A concussion grenade does 4d6 bludgeoning damage in a 10-foot radius. Creatures inside the area of effect take half damage with a successful DC 13 Dexterity saving throw.

FRAG GRENADE

Weight: 1lb.
Value: 70 gp

A frag grenade does 4d6 piercing damage in a 20-foot radius. Creatures inside the area of effect take half damage with a successful DC 13 Dexterity saving throw.

SMOKE GRENADE

Weight: 1lb.
Value: 30 gp

A smoke grenade releases a cloud of thick smoke one round after it lands, which heavily obscures a 20-foot radius. The cloud lasts for 30 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

STUN GRENADE

Weight: 1 lb.
Value: 50 gp

A stun grenade affects a 20-foot radius. Each creature in the area of effect must make a DC 13 Constitution saving throw and is stunned for 1d6 rounds on a failed save.

GRENADE LAUNCHER

I don't care how strong you are, there is just no way you can throw a grenade farther than this launcher here. Sure it's an extra piece of equipment that you'll have to carry around, but when you need the extra range you'll be glad it's there.

Weight: 6 lb.
Value: 1500 gp

You can load a grenade in this launcher by using an action. Once loaded, the launcher needs to be held with both hands and can be fired by using another action. It is capable of delivering a grenade up to 300 feet away.

UNDERBARREL GRENADE LAUNCHER

This mini-launcher is the answer to the ages-old dilemma of having to choose between carrying your rifle or a grenade launcher. Simply attach this under your favourite large firearm and you get the best of both worlds.

Weight: 3lb.
Value: 1300 gp

This launcher is not a stand-alone weapon and must be attached under the barrel of a two-handed firearm before it can be used. You can attach or detach the launcher from a suitable weapon by using an action.

The launcher can be loaded with a grenade by using an action. A loaded launcher can be fired at any point you can see within 200 feet by using another action.

ROCKETS

Grenades are practical and easy to use, but nothing beats the explosive power and blast radius of a rocket! They are horrendously expensive and require a separate launcher, so save them for when you truly need them.

A rocket must be fired from a rocket launcher.

ARMOR-PIERCING ROCKET

Weight: 2 lb.
Value: 200 gp

An armor-piercing rocket does 4d12 bludgeoning damage in a 5-foot radius. Creatures in the affected

area take half damage with a successful DC 13 Dexterity saving throw.

HIGH EXPLOSIVE

Weight: 2 lb.

Value: 150 gp

A high explosive rocket does 4d8 bludgeoning damage in a 30-foot radius. Creatures in the affected area take half damage with a successful DC 13 Dexterity saving throw.

INCENDIARY

Weight: 2 lb.

Value: 150 gp

An incendiary rocket does 2d8 fire damage in a 30-foot radius. Each creature in the area of effect must make a DC 13 Dexterity saving throw. On a failed save, the creature is ignited and takes 1d6 fire damage at the start of each of its turns. An ignited creature can use an action to make a new saving throw in order to put out the flames.

ROCKET LAUNCHER

It's large, it's heavy, it's pricey but it shoots rockets. No serious adventuring party should be without one. Give this to the biggest badass in your team and make sure you protect him long enough to set up and fire.

Weight: 30 lb.

Value: 3000 gp

A rocket launcher can be loaded with a rocket by using an action. A loaded launcher has to be held with both hands and cannot be handled by Small or smaller creatures. It may be fired at any point you can see up to 600 feet away by using another action.

A team of two people working together can load and fire a rocket launcher in a single round: the loader uses his action to load the rocket in the launcher, while the designated gunner aims and fires the launcher after it is ready.

THE EXOTIC STUFF

When you have a “problem” that requires some additional “persuasion”, check out these items. They may be expensive, but they’ll get the job done.

BAD MEDICINE

Why stop at blowing up your enemies when you can also steal their life force and use it to heal your buddies? Or even yourself - nothing wrong with a little selfishness from time to time.

Grenade, rare

Value: 1,050 gp

The *Bad Medicine* does 7d6 necrotic damage in a 20-foot radius. Creatures in this area take half damage with a successful DC 15 Constitution saving throw; undead and constructs are immune to the grenade’s damage. Additionally, the grenade heals 4d6 lost hit points on friendly creatures within 50 feet equal to the number of creatures that failed their saves.

THE DUKE

If you ever find yourself against an invading army, always bet on *The Duke* to save the day! This rocket does a ton of damage in a ridiculously large blast radius. Major Kong would approve. Yeehaw!

Rocket, legendary

Value: 45,000 gp

The *Duke* does 15d8 radiant damage in a 200-foot radius. Creatures in the area of effect take half damage with a successful DC 17 Dexterity saving throw.

FROSTY WELCOME

Invading orcs? Trespassing ogres? Illegal gnome labourers? Show them they’re not welcome with this freezing grenade. It will be received very coldly.

Rocket, uncommon

Value: 750 gp

The *Frosty Welcome* does 4d6 cold damage in a 20-foot radius. Creatures in this area take half damage with a successful DC 14 Dexterity saving throw. Those failing their save must also make a DC 14 Constitution saving throw to avoid being slowed for 1d6 rounds. Slowed creatures move at half their normal speed,

have disadvantage on attack rolls, Dexterity checks and saving throws, and their AC is reduced by 2.

PREDATOR

Imagine a magnificent eagle soaring in the sky, swooping down to slash at your foes with sharp talons. Now replace said talons with machine guns and add a rocket engine and you’ve got the *Predator*: a self-guided rocket drone that patrols an area and engages hostiles before diving down for an explosive finale.

Rocket, very rare

Value: 15,000 gp

After it is launched, the *Predator* goes straight up to a height of 50 feet and enters hunter mode. In this mode, the *Predator* is considered a creature with the following statistics:

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d6+24)

Speed fly 120 ft.

STR 12(+1) **DEX** 16(+3) **CON** 16(+3) **INT** 3(-4) **WIS** 10 (+0) **CHA** 1(-5)

Damage immunities poison, psychic

Condition immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Special traits

- **Exploder:** When destroyed, the *Predator* detonates in a 30-foot radius doing 8d8 bludgeoning damage. Creatures in this area take half damage with a successful DC15 Dexterity saving throw.

Actions

- **Multiattack:** The *Predator* makes two ranged attacks.
- **Burst fire:** *Ranged Weapon Attack:* +6 to hit, range 200/800, one target. Hit: 13 (3d6+3) piercing damage.
- **Self-destruct:** The *Predator* explodes, doing damage as detailed in its Exploder special trait above.

The *Predator* has an Initiative score equal to your own. Its fuel reserves allow it to fly and attack enemies under your command for 20 rounds, falling to the ground and detonating afterwards.

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