

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.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

GRENADES

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

Each creature within 20 feet of an exploding **fragmentation grenade** must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

One round after a **smoke grenade** lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

FIGURING OUT ALIEN TECHNOLOGY

Int. Check Total	Result
9 or lower	One failure; one charge or use is wasted, if applicable; character has disadvantage on next check
10–14	One failure
15–19	One success
20 or higher	One success; character has advantage on next check

FIREARMS

Renaissance Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
<i>Ammunition</i>				
Bullets (10)	3 gp	—	2 lb.	—
Modern Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Pistol, automatic	—	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Revolver	—	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Rifle, hunting	—	2d10 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Rifle, automatic	—	2d8 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Shotgun	—	2d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
<i>Ammunition</i>				
Bullets (10)	—	—	1 lb.	—
Futuristic Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Laser pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120), reload (50 shots)
Antimatter rifle	—	6d8 necrotic	10 lb.	Ammunition (range 120/360), reload (2 shots), two-handed
Laser rifle	—	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (30 shots), two-handed
<i>Ammunition</i>				
Energy cell	—	—	5 oz.	—

ALIEN TECHNOLOGY

When adventurers find a piece of technology that isn't from their world or time period, the players might understand what the object is, but the characters rarely will. To simulate a character's ignorance about the technology, have the character make a series of Intelligence checks to figure it out.

To determine how the technology works, a character must succeed on a number of Intelligence checks based on the complexity of the item: two successes for a simple item (such as a cigarette lighter, calculator, or revolver) and four successes for a complex item (such as a computer, chainsaw, or hovercraft). Then consult the Figuring Out Alien Technology table. Consider making the item break if a character fails four or more times before taking a long rest.

A character who has seen an item used or has operated a similar item has advantage on Intelligence checks made to figure out its use.

EXPLOSIVES

Renaissance Item	Cost	Weight
Bomb	150 gp	1 lb.
Gunpowder, keg	250 gp	20 lb.
Gunpowder, powder horn	35 gp	2 lb.
Modern Item	Cost	Weight
Dynamite (stick)	—	1 lb.
Grenade, fragmentation	—	1 lb.
Grenade, smoke	—	2 lb.
Grenade launcher	—	7 lb.