

Fireworks Homebrew

By Master the Dungeon

Common Explosive Items

Goblin Firecrackers

These tiny explosives come in a pack of 10. The minuscule paper cylinders are filled with small amounts of volatile substances. When lit, their fuse quickly burns down and the resulting explosion makes a loud cracking noise and deals 1 point of force damage.

In combat these can be lit and thrown as an action. If they go off within 10 ft of a caster currently focusing on a spell, the caster must make a concentration check at disadvantage, even if they take no damage from the blast.

“Who taught the goblins about explosives?!”

Dwarven Bottle Rockets

The dwarven bottle rocket is a curious thing. The rocket consists of a thick paper tube with a carved wooden cone on the front, and long stick protruding from the rear of the rocket with a fuse. When lit, the fuse quickly burns and the rocket shoots off at 120ft/round. After 12 seconds (two rounds) the rocket explodes into a ball of sparks and light making a thunderous sound. If the rocket contacts anything on its flight it explodes immediately.

When used in combat, targeting is imprecise. On firing, roll a DC 13 Intelligence save to intuit the rocket's trajectory. On a failed save the rocket veers off course and the DM rolls a d6 to choose a new trajectory and/or target for the rocket.

A creature struck by the rocket can make a DC 15 Dex saving throw. A target takes 2d6 force damage or half as much on a successful save. Creatures within 15 feet of the target are blinded and deafened for 2 rounds, and any spell casters currently focusing on a spell must make a DC10 concentration check.

Spells and Magic Items

Snakes

4th Level Necromancy

Components: V,S,M (a small figurine, consumed)

Range: 60ft

Duration: Instant

Casting time: 1 action

When cast, 4 black disks appear around a creature within line of sight. From the disks, black columns of ash and soot with the faces of snakes rise in lines of glowing embers. If the creature is 1/2 CR or lower it is consumed by the rising column and leaves behind nothing but ashes. Creatures of a higher CR take 8d6 fire damage and are paralyzed for 1 round.



Wand of the Romans Candle

This wand can be used in combat to fire small balls of fire. Once activated, it fires 2d4 projectiles, one each round, and cannot be stopped until all have been fired. The projectiles are bright pink flames that deal 1d4 fire damage and fly in a 60ft straight line. Each round the caster may choose a new target who is within line of sight once the wand has been activated. The wand does not require concentration and can be activated as an action.

Note:

These items and spells are not balanced for normal DnD. If you decide to run these in your game, they may require slight modifications for balance or continual use.

