

# Archive of Forgotten Lore:

## Rogue

This is Supplemental Material

### Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Bombardier

## Bombardier

Some rogues enhance their stealth and agility with explosives, learning how to create alchemical bombs. These rogues include bandits, hired killers, spies, bounty hunters, and demolitionists.

### Tool Proficiencies

*3rd-level Bombardier feature*

When you take this roguish archetype at 3rd level, you gain proficiency with alchemist's supplies and tinker's tools. If you already have these proficiencies, you gain proficiency with another two types of artisan's tools of your choice.

### Bombmaker

*3rd-level Bombardier feature*

Whenever you finish a long rest, you can produce a small amount of explosive alchemical devices. You can create a number of bombs equal to your proficiency bonus during a long rest from the Bombs table below.

Creating a bomb requires you to have alchemist's supplies and tinker's tools. You can create an additional explosive device at the end of a short rest. (Your DM can also add a gold requirement per bomb)

Each device takes an action to use, and all devices expect for the landmine can be throw. If thrown the device has a range of 60 feet and has the finesse property. These bombs do not explode underwater or if wet. If the device causes a creature to make a saving throw the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

#### Bomb Table

| Explosive       | Effect  |
|-----------------|---|
| Acid bomb       | On a hit, the target takes 1d4 piercing damage. If you hit or miss the target and each creature within 5 feet of it, must succeed on a Dexterity saving throw or take acid damage equal to your sneak attack dice. Taking half damage on a successful save. |
| Firebomb        | On a hit, the target takes 1d4 piercing damage. If you hit or miss the target and each creature within 10 feet of it, must succeed on a Dexterity saving throw or take fire damage equal to your sneak attack dice.   |
| Grease Bomb     | On a hit, the target takes 1d4 piercing damage. If you hit or miss the target and each creature within 10 feet of it, must succeed on a Dexterity saving throw or fall prone.   |
| Landmine        | Landmines must be placed on the ground and can be cover by an object no thicker than 1 inch. When a creature steps on the landmine, it must succeed on Dexterity saving throw or take 1d4 piercing damage and force damage equal to your sneak attack dice. |
| Poison Gas Bomb | On a hit, the target takes 1d4 piercing damage. If you hit or miss the target and each creature within 15 feet of it, must succeed on a Constitution saving throw or  |

take poison damage equal to half your sneak attack dice (rounded up) and be poisoned for 1 minute.

**Smoke Bomb** On a hit, the target takes 1d4 piercing damage. If you hit or miss the target the device releases smoke in a 20-foot-radius sphere centered on the target. The smoke spreads around corners and its area is heavily obscured. The smoke lasts for 1 minute or until a strong wind disperses it.

## Demolitionist

### 9th-level Bombardier feature

Starting at 9th level, you have learned how to create tiny explosives enhanced by tinker's tools. Once per long rest you can create a number of demolition bombs equal to your Intelligence modifier. These bombs have a throwing range of 60 feet, are tiny sized, can be place on any surface, are waterproof and each can be detonation remotely as long as you are within 30 feet, and you use your bonus action to detonate it. When it detonates it deals force damage equal half of your sneak attack dice (rounded up) to anything within a 5-foot square and deals double damage to objects and structures.

## Explosives Expert

### 13th-level Bombardier feature

Through your time tinkering you have learned how to upgrade some of your bombs. All your bombs are now waterproof though some might still not work underwater (ask your DM). Additionally, you can choose a number of bombs to upgrade from the Bomb Upgrade table equal to your Intelligence modifier.

#### Bomb Upgrade Table

| Explosive | Effect   |
|-----------|--|
| Acid bomb | Each creature that failed its saving throw takes acid damage equal to half of your sneak attack dice |

(rounded up) at the end of its next turn.

**Firebomb** Each creature and object that failed its saving throw ignites. Until a creature takes an action to douse the fire, it takes 1d6 fire damage at the start of each of its turns.

**Grease Bomb** Each creature that failed its saving throw has its speed reduce by half feet until it uses its action to clean the grease from itself

**Landmine** Your landmine is coated it special paint that makes it invisible.

**Poison Gas Bomb** Each creature that failed its saving throw now takes poison damage equal to your sneak attack dice. If the poison damage reduces a creature to 0 hit points, the creature is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

**Smoke Bomb** When a creature starts its turn in the smoke, it must succeed on a Constitution saving throw. On a failed saving throw it is blinded for a minute or until a it takes an action clean its eyes.

## Bombardier

### 17th-level Bombardier feature

Beginning at 17th level, you have advantage on saving throws made against your bombs and you have resistance to the damage dealt by your bombs. Additionally, you can add your Intelligence modifier to any bomb that deals acid, fire, force, or poison damage.