

10 AMMUNITION SPELLS



AZUKAIL
GAMES

10 AMMUNITION SPELLS

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COMPATABILITY

This product is designed to be compatible with the 5th Edition of the world's most popular role playing game.

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INTRODUCTION

This book provides a variety of spell options for combat-minded spellcasters. Each spell in this book enhances ammunition, granting it powers far beyond its original capabilities. Though the names of many spells refer to specific kinds of ammunition, most affect all kinds of ammunition equally.

SPELL LISTS

CLERIC SPELLS

1ST LEVEL

Arrow of Remorse

DRUID SPELLS

1ST LEVEL

Sea Bolt

2ND LEVEL

Rusting Shot

RANGER SPELLS

1ST LEVEL

Forceful Shot

Sea Bolt

Twisting Shot

2ND LEVEL

Hunting Arrow

Rusting Shot

Swarm Shot

3RD LEVEL

Tempest Arrow

4TH LEVEL

Waylaying Shot

SORCERER/WIZARD SPELLS

1ST LEVEL

Sea Bolt

2ND LEVEL

Swarm Shot

4TH LEVEL

Smoke Arrow

SPELL DESCRIPTIONS

ARROW OF REMORSE

1st-level enchantment

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 1 minute

This spell enchants a single piece of ammunition. The spell's effect activates once it hits a living creature. In addition to taking damage from the enchanted ammunition, the creature must make a Wisdom saving throw. If they fail the save, they see the error of their ways and have disadvantage on attack rolls and spell attack rolls against the shooter.

FORCEFUL SHOT

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (powdered bull's horn)

Duration: 1 minute

When cast on a ranged weapon, *forceful shot* enhances its ammunition to channel the wielder's strength. On a successful hit, after rolling damage, the attacker makes Strength (Athletics) check and adds the damage dealt to the roll. A successful check counts as a shove against the target in addition to the damage dealt. As with normal shove rules, the creature can make an opposed Strength (Athletics) or Dexterity (Acrobatics) check to avoid the shove. Any additional damage conferred from other spells or abilities (such as Sneak Attack) are not counted towards the Strength (Athletics) check. Any additional bonuses to shove attempts still apply.

HUNTING ARROW

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

When this spell is cast on a ranged weap-



on, ammunition fired from this weapon seeks out a specified type of enemy to strike. Upon casting the spell, the caster must verbally specify a specific creature type. Ammunition fired from this weapon can be fired into the air instead of directly at a target. Once fired into the air, the ammunition targets the nearest creature that matches the specified creature type. A normal attack roll is still used to determine whether or not the ammunition actually hits the target. The spell has no effect if the ammunition is fired directly at a target or if no target matches its specified criteria.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by one for each spell level above 2nd.

RUSTING SHOT

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 1 minute

You enchant a single piece of ammunition to rust metal objects that it hits. If the enchanted piece of ammunition strikes a ferrous object, the object begins to rapidly rust. Metallic armors or shields receive a -1 penalty to their AC. If the armor is reduced to an AC of 10 or the shield is reduced to a +0 bonus, it is destroyed. Metal weapons take a -1 penalty to damage rolls. Against metal objects, or creatures made of metal, the ammunition deals twice the normal listed damage for its type. Upon striking the creature or object, the attacker rolls damage twice and adds the die rolls together. Additional damage (such as from Sneak Attack) is not doubled, but any other enhancement bonuses are. The spell is lost if the ammunition fails to strike a target.

At Higher Levels. When you cast this

spell using a spell slot of 3rd level or higher, the number of pieces of ammunition that you can enchant increases by one for each spell level above 2nd.

SEA BOLT

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 10 minutes

This spell enchants one ranged weapon. All ammunition fired from the ranged weapon underwater gains advantage and can hit targets even at its long range. Normal range penalties and limitations listed for the particular weapon still apply when using this spell. The benefits of this spell only apply underwater.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of ranged weapons that you can enchant increases by one for each spell level above 2nd.

SMOKE ARROW

4th-level conjuration

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

This spell turns a single piece of ammunition into a smoke bomb. When the enchanted ammunition strikes its target, the ammunition deals the normal damage for its type and immediately bursts into a cloud of thick smoke. The cloud surrounds the creature in a 10-foot radius and follows the creature for the duration of the spell. Creatures inside the cloud are heavily obscured to anyone outside the cloud and vice versa.

Creatures inside the smoke cloud must make a Constitution saving throw. On a failed save, the creature gains the poisoned condition. The condition goes away as soon as they are out of the cloud.

A strong wind dissipates the cloud in 1 round. The spell is lost if the ammunition fails to hit its target. Any ammunition used for this spell is automatically lost when the spell ends. The spell does not function underwater.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition that you can enchant increases by one for each spell level above 4th.

SWARM SHOT

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: varies

Swarm shot turns a single piece of ammunition into a deadly swarm. When the ammunition hits a target, the enchanted ammunition transforms into a spider swarm. The swarm immediately attacks the target. The swarm otherwise acts as a normal spider swarm and is controlled by neither the caster nor the attacker. The swarm dissipates after 5 rounds. Any ammunition used for this spell is automatically lost when the spell ends. If the ammunition misses, the spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of pieces of ammunition that you can enchant increases by one for each spell level above 2nd.

TEMPEST ARROW

3rd level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

This spell is cast on a ranged weapon. All ammunition fired from this weapon is unaffected by penalties from wind. This spell also allows ammunition fired from the enchanted weapon to be used in a windstorm, hurricane, or tornado, and it can penetrate a *wind wall* spell.

TWISTING SHOT

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 2 rounds

This spell enchants a single piece of ammunition. Ammunition enchanted with *twisting shot* continues to harm the target after its initial damage. If the enchanted ammunition strikes the target, it deals its normal damage on the first round. Each round thereafter, the ammunition twists and turns inside its target, dealing an additional 2 points of damage each round until the duration ends. The ammunition can be removed as an action. This spell only affects ammunition capable of penetrating a

creature (such as arrows, bolts or bullets) but not sling stones. The spell is lost if the ammunition misses its target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of pieces of ammunition that you can enchant increases by two for each spell level above 1st and the spell lasts for two additional rounds.

WAYLAYING SHOT

5th-level conjuration

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

This spell is cast on a ranged weapon. Ammunition fired from the enchanted weapon is instantly *teleported* behind the target and attacks them from behind. The attacker gains advantage on the attack roll.

The ammunition ignores benefits from being lightly obscured or behind half cover, cover, and three-quarters cover (including a *wall of force*). The attacker must still have line of sight to the target, so targets hidden behind total cover or who are heavily obscured (such as with *invisibility*) cannot be targeted.

Normal range penalties and limitations still apply when using this spell.

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