

ENCHANTED AMMUNITION

101 ALCHEMICAL ARROWS AND BOOMING BOLTS



A 5E RULES SUPPLEMENT BY THIEVES' CANT GAMES

DEATH FROM ABOVE

AND WHO SAYS MAGES SHOULD HAVE ALL THE FUN?

—MURDOCH “RAIN OF FIRE” RANDYLL, RANGER

FANTASTIC FIREPOWER

High on a promontory, an elven ranger's face glows with firelight as she draws and looses, unleashing a fiery storm on the enemy camp below. On the run, a halfling rogue barely looks back as he points his crossbow at the cobblestones, turning the alley into a slippery mess for the pursuing guards.

Sometimes, an open target and an eagle eye just aren't enough for an adventurer in the field. Fortunately, for the marksman looking to put a bit more blast in their quiver, several options exist which can be obtained for the right price...

FOR DMs AND PLAYERS

The following rules are primarily written for Dungeon Masters looking to introduce new ammunition types into their games. Players looking for new crafting ideas to pitch, however, will find plenty of fun options in the descriptions section and the rules to craft them (with the DM's approval, naturally).

A NOTE ON BALANCE

Let's face it – arrows are fun! Magic arrows are even more so. When DM's reward players with magical ammunition, it's tempting to hand over a whole quiverfull. It's a little tough to get excited about a single +1 arrow or sling stone, and when PC's find a set of ammunition, it's part of the fun to let them pick and choose when to put a little more zip in their ranged attacks.

For some of the special ammunition in this guide, the more the merrier – finding a stockpile will only add to the fun. For others...like the *inferno arrow*, a quiverfull would essentially amount to handing your party's archer 20 castings of the fireball spell unlimited by spell slots.

So use good judgement: read the descriptions of the ammunition types listed here and consider the impact on your game if a PC acquires more than one or a few at a time. Alternatively, if you really want to see what mischief your players can get up to, go ahead and give them access to a storeroom of *firecrackers* and enjoy the lightshow!

CRAFTING

The ammunition types described in this guide are (mostly) magic items, and can therefore be crafted by a PC with the appropriate proficiencies using the rules in the downtime activities sections of the official rulebooks. However, this guide recommends a couple of considerations when

approaching crafting in this way, which are outlined in the next two sections.

Some of the ammunition types in this guide are designated as *alchemical*, rather than magical, and may be crafted without spellcasting ability by a character with alchemist's supplies and the appropriate proficiencies. Expanded rules for crafting these kinds of items can be found in [Thunderstones and Smokesticks: The Complete Guide to Alchemical Crafting](#), also by [Thieves' Cant Games](#), and available on Dungeon Masters Guild.

AMMUNITION AS CONSUMABLES

Official rules treat the crafting of consumables, like potions and scrolls, a little differently than other magic items. They require a lower investment of time and funds than other gear of the same rarity. While ammunition is not directly indicated as a consumable item in those rules, it makes a certain amount of sense to treat them as such. Once loosed at a target, most lose their enchantment whether they strike home or not.

The following table lists the requirements for crafting magical ammunition by item rarity using this model.

AMMUNITION AS CONSUMABLES

Rarity	Workweeks	Cost
Common	4 days	25 gp
Uncommon	1 weeks	100 gp
Rare	5 weeks	1000 gp
Very Rare	13 weeks	10,000 gp
Legendary	25 weeks	50,000 gp

AMMUNITION AS ULTRA-CONSUMABLES

The official downtime activities rules also make provision for certain items, like healing potions, that are, for lack of a better word, “ultra-consumable.” These items require even less investment of time than their consumable counterparts.

When setting requirements for crafting certain ammunition with minor effects, it may be more reasonable to treat them as “ultra-consumable.” For example, a standard +1 arrow or a sparkler is probably a relatively simple task for the experienced arcane arrowsmith.

The following table lists the requirements for crafting magical ammunition by item rarity using this model.

AMMUNITION AS ULTRA-CONSUMABLES

Rarity	Workweeks	Cost
Common	1 day	25 gp
Uncommon	1 weeks	100 gp
Rare	3 weeks	1000 gp
Very Rare	4 weeks	10,000 gp
Legendary	8 weeks	50,000 gp



COMBAT RULES

SHOOTING AT TERRAIN

The *Player's Handbook* applies a simple rule to determine if something a character does counts as an attack: *if you're making an attack roll, you're making an attack*. Likewise, most attacks, including special attacks like grappling and shoving, at least require the roll of a contested ability check. Others, like the *Arcane Archer's* Piercing Arrow and Seeking Arrow abilities, don't require attack rolls or ability checks, but require saving throws from the affected targets.

Several of the ammunition types described in this guide have the *impact* property, which means they are capable of discharging their effect if they strike terrain. These items can also target creatures or objects, but like a spellcaster choosing a point in space to determine a spell's area of effect, the shooter may simply wish to target a point on the battlefield near viable targets, such as a wall behind an enemy's covered position.

When this occurs, the DM determines if an attack roll is necessary, and if advantage or disadvantage applies due to the circumstances under which the attack is being made. Since penetrating armor is not necessary for an attack that only needs to impact against a target, an AC of 10 is a good base for attacks targeting inanimate terrain, such as trees or specific points on the ground or walls. A reasonably-skilled ranged combatant targeting this AC will have little trouble hitting their mark and the standard mechanics for long range and disadvantage will naturally account for more extreme shooting conditions.

Unless otherwise noted in the below descriptions, an attack roll should always be required when targeting a creature or object with the below ammunition types.

AMMUNITION A-Z

Ammunition types are presented in alphabetical order. An ammunition type's description gives the ammunition's name, its rarity, and its magical or alchemical properties. Unless otherwise noted, loosing ammunition is done as part of an attack with a ranged weapon and rolls damage normally. If you're able to make multiple attacks with the Attack action, this attack takes or replaces one of them.

ACID BULB

Common, alchemical, impact, unwieldy

This ammunition features a glass reservoir of standard acid of the sort commonly sold to adventurers. When loosed, the bulb shatters on a hit or miss, releasing its contents. On a hit against a creature or object, do not roll normal damage. Instead, the target takes 2d6 acid damage.

AMMUNITION PROPERTIES

Alchemical. Alchemical ammunition is produced by the application of complex but mundane formulae and reagents to traditional materials. At the DM's discretion, it can be crafted without spellcasting ability by a character with alchemist's supplies and the appropriate proficiencies.

Heavy. Heavy ammunition is bulkier and has more heft than standard ammunition for the same weapon. Ranged attacks made using heavy ammunition impose a 20% reduction of the weapons normal and long ranges for the attack.

Impact. Impact ammunition is crafted with the capability to discharge its effect upon striking a feature of terrain, not just a creature or object. Ammunition which creates area effects or alters terrain may carry this property.

Unwieldy. Unwieldy ammunition is oddly weighted or imbalanced compared to standard ammunition for the same weapon. It takes a skilled hand to compensate for this property and ranged attacks made using unwieldy ammunition suffer a -2 Penalty to hit.

AID, AMMUNITION OF

Rarity varies

This ammunition is crafted with scrolling silver inlay and glows faintly with golden-white light when handled.

When loosed at a target of your choice that you can see, the ammunition transforms into a bolt of light that streaks in their direction. No attack roll is needed for a willing creature; roll normally for an unwilling target. Do not roll damage. The target feels a sense of radiating warmth from the point of impact and regains hit points. The number of hit points depends on the ammunition's rarity, as shown in the *Ammunition of Aid* table.

Ammunition of...	Rarity	HP Gained
Aid	Common	2d4+2
Greater Aid	Uncommon	4d4+4
Superior Aid	Rare	8d4+8
Supreme Aid	Very Rare	10d4+20

ALCHEMIST'S FIRESTARTER

Common, alchemical, impact, unwieldy

This ammunition features a sealed clay sphere containing a reservoir of *alchemist's fire*. When loosed, the bulb shatters on a hit or miss and its contents ignite. On a hit against a creature or object, do not roll normal damage. Instead, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

BACKBITING, AMMUNITION OF

Very rare, cursed

The surfaces of this ammunition are etched with the runes of a barbarian tribal language.

You gain a +2 bonus to attack and damage rolls made with this magic ammunition. When you loose it, the normal and long ranges of the weapon use both increase by 30 feet, and it deals one extra die of damage on a hit.

Cursed. Whenever you make a ranged attack using this ammunition and miss, the ammunition arcs or flies to hit you in the back. Make a new attack roll with advantage against your own AC. If the result is a hit, you take damage as if you had attacked yourself with the ammunition.

BAFFLESHOT

Rare, impact

You gain a +1 bonus to attack and damage rolls made using this sparkling ammunition. Each creature within a 10-foot-radius sphere centered on the point of impact must succeed on a DC 15 Wisdom saving throw or be subject to the effect of a *confusion* spell.

At the end of each of its turns, an affected creature can repeat the Wisdom saving throw to end the effect on itself.

BANISHING AMMUNITION

Rare

This ammunition is wound with fine gold wire and gives off a faint aura of abjuration magic.

A creature hit by this ammunition must succeed on a DC 15 Charisma saving throw or be banished to a harmless location in the Feywild. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

BEGUILING, AMMUNITION OF

Very rare

This ammunition sprouts tiny purple flowers and gives off a faint aura of enchantment magic.

A creature hit by this ammunition takes an extra 1d8 psychic damage, and you may choose one of your allies within 30 feet of the target. The target must succeed on a DC 16 Wisdom saving throw, or it is *charmed* by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

BLACK POWDER AMMUNITION

Common, alchemical, impact, unwieldy

This ammunition contains a charge of *black powder* which detonates on impact. Do not roll normal damage for attacks made against a creature or object. On a hit against a creature, object, or terrain feature, a struck target and all creatures within a certain distance of the point of impact take fire damage.

A successful DC 12 Dexterity saving throw halves the damage for a creature within the area of effect. A creature struck directly by the ammunition automatically fails the save.

The amount of damage and effective distance from the point of impact depend on the class of *Black Powder Ammunition* used: *standard* or *boomstick*.

Class	Damage	Range	Extra Property
Standard	2d6	10' radius	—
Boomstick	4d6	20' radius	heavy

BLAST AMMUNITION

Rare, impact

This ammunition has a sooty texture and smells faintly of sulfur.

When this ammunition is loosed, each creature in a 10-foot-radius sphere centered on the point of impact must make a DC 15 Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one. A creature struck directly by this ammunition automatically fails the save.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

BONFIRE AMMUNITION

Uncommon, impact

This ammunition has a knotted, woody texture and smells faintly of lamp oil.

When this ammunition is loosed, a magic bonfire erupts from the point of impact and fills a 5-foot cube for 1d4 rounds. Any creature in the bonfire's space must succeed on a DC 13 Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there. A creature struck directly by the ammunition automatically fails the save.

BOOMING, AMMUNITION OF

Rare

This ammunition crackles with stored arcane energy and makes your skin tingle when handled.

When hit by a ranged attack using this ammunition, the target suffers the attack's normal effects and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 2d8 thunder damage, and the effect ends.

BUBBLESHOT

Very rare

This ammunition always feels damp.

A creature hit by this ammunition is engulfed in a 5-foot radius sphere of water and must succeed on a DC 16 Strength saving throw or be *restrained*. On a successful save, the creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it.

The sphere lasts 1d4 rounds and at the end of each of its turns, a *restrained* target can repeat the saving throw, ending the effect on itself on a success.

When the effect ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. A creature *restrained* by the sphere is knocked *prone* in the space where it falls. The water then vanishes.

BUMPERSHOT

Uncommon

This ammunition swells with kinetic energy.

A creature hit by this ammunition must succeed on a DC 14 Strength saving throw or be pushed 10' in the opposite direction from the angle of attack.

BURNING RADIANCE, AMMUNITION OF

Uncommon

This ammunition bears the rough-hewn insignia of an order of war domain clerics.

Burning radiance erupts from a creature hit by a ranged attack using this ammunition. Each creature within 5 feet of the target, including the target itself, takes 1d6 radiant damage.

BURSTING AMMUNITION

Rare

This ammunition gives off a faint aura of evocation magic and hums with stored force energy.

When this ammunition hits a creature, each creature within 10 feet of the target, including the target itself, takes 2d6 force damage.

CHAOSTIDE AMMUNITION

Very rare

This ammunition shimmers and hums with raw, barely contained magic.

A creature hit by this ammunition is engulfed in a wild magic surge. Roll on the Sorcerer's *Wild Magic Surge* table in the *Player's Handbook* and apply the effect to the target. If the resulting effect cannot be applied to the target, repeat the roll until an appropriate effect is produced.

CHASERS

Very rare

This ammunition is usually found in groups and bears identical arcane markings.

Attacks made with chasers against a target that has previously been hit a chaser from the same group have advantage.



CHILLING, AMMUNITION OF

Rare

You gain a +1 bonus to attack and damage rolls made using this ammunition, which feels withered to the touch and causes you to shiver when handled.

On a hit, the target is assailed with the chill of the grave and takes an additional 1d8 necrotic damage. The chill clings to the target and it can't regain hit points until the start of your next turn.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

CLOUDKILLER

Very Rare or Legendary, impact

This ammunition has a greenish tinge and an ammoniac scent.

When this ammunition is loosed, a poisonous, yellow-green fog expands from the point of impact and lasts for 1d4 rounds. Each creature that is within a certain radius sphere centered on the point of impact, enters the area for the first time on a turn, or starts its turn there must make a Constitution saving throw. A target takes poison damage on a failed save, or half as much damage on a successful one. A creature struck directly by this ammunition automatically fails the save on the turn in which the attack occurred.

The amount of damage, effective distance from the point of impact, and the Save DC depend on the rarity of the *Cloudkiller* used.

Rarity	Damage	Range	Save DC
Very Rare	3d8	10' radius	15
Legendary	5d8	20' radius	17

COOKER

Rare

This ammunition has a metal sheen and is almost (but not quite) too warm to handle.

A creature wearing metal armor, or composed of metal (such as a metal construct) takes 2d8 fire damage when hit by this ammunition. The affected metal surfaces glow red hot for 1d4 rounds, and the creature has disadvantage on attack rolls and ability checks until the effect ends.

CURVING AMMUNITION

Rare

This ammunition is engraved with the Sylvan word for "Lucky."

When you make an attack roll using this ammunition and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

DISRUPTION, AMMUNITION OF

Rare

This ammunition is usually crafted from silver and inscribed with verses in Celestial.

When you hit a fiend or an undead with this ammunition, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes *frightened* of you until the end of your next turn.



DOMINATION, AMMUNITION OF

Very Rare

This ammunition gives off a faint aura of enchantment magic.

When you hit a creature with this ammunition, that creature must succeed on a DC 15 Wisdom saving throw or be *charmed* by you for 1d4 rounds.

While the creature is *charmed*, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends.

DRAGONTOOTH AMMUNITION

Rare

This ammunition has been fashioned from the tooth of a dragon.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A target hit by this ammunition takes an extra 1d6 damage of a type that is determined by the kind of a dragon which provided the tooth.

Against creatures of the dragon type, the ammunition's bonus to attack and damage rolls increases to +2, and the extra damage increases to 2d6.

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

DRAINING AMMUNITION

Rare

You gain a +1 bonus to attack and damage rolls made using this ammunition, which gives you a twinge of nausea when handled.

A creature hit by a ranged attack using this ammunition takes an additional 2d6 necrotic damage. The creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

DRUIDTHORN AMMUNITION

Uncommon

Imbued with primal magic, this ammunition is etched with tribal knotwork that glows a deep green when drawn and loosed.

When rolling damage for attacks using this ammunition, use a die of one size higher than normal.

DRYING, AMMUNITION OF

Uncommon, impact

Known as a "duster" in Cant, this ammunition has a dry, crumbling texture.

On impact, this ammunition obliterates a cube of water 15 feet on a side, centered on the point of impact.

An elemental composed mostly of water that is hit by an attack using this ammunition must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

EARSPLITTER

Uncommon, impact

This ammunition feels light and hollow.

When loosed, this ammunition emits a shrill, piercing sound. Any creature struck by or within 5 feet of this ammunition's path of travel must make a DC 13 Constitution saving throw or be *deafened* for 1 minute.

ELEMENTAL AMMUNITION

Uncommon or Rare

This ammunition carries one of many possible elemental enchantments.

You gain a +1 bonus to attack and damage rolls made using this ammunition. On a hit with this ammunition, the target takes an additional amount of elemental damage that is determined by the rarity of the ammunition.

When found, roll 1d10 or choose from the below table to determine the damage type.

<i>Rarity</i>	<i>Damage</i>
Uncommon	1d6
Rare	2d6

<i>1d10</i>	<i>Damage Type</i>
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

ENFEEBLEMENT, AMMUNITION OF

Rare

This ammunition has a greenish hue and gives off an aura of necromantic energy.

A creature hit by a ranged attack using this ammunition takes an extra 2d6 *necrotic* damage. The target must also succeed on a DC 16 Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

EXHAUSTION, AMMUNITION OF

Very Rare

This ammunition has a shiny, greenish hue and gives off an aura of necromantic energy.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack using this ammunition must succeed on a DC 17 Constitution saving throw or takes 3 levels of exhaustion until the end of your next turn. If the creature already has 3 or more levels of exhaustion, it dies as a result of this effect.

FEAR AMMUNITION

Uncommon

This ammunition has a night-black, rainbow sheen.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Wisdom saving throw or becomes *frightened* of you until the start of your next turn.

FEYTHORN AMMUNITION

Legendary

This ammunition was crafted by a powerful Archfey using materials from the Feywild.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack

using this ammunition must succeed on a DC 17 Wisdom saving throw.

On a failed save, it is *charmed* or *frightened* by you (your choice) for 1d4 rounds. This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

FIRECRACKER

Common, alchemical, impact

Although a target struck by a ranged attack using this alchemical ammunition still suffers the normal effects, its primary use is for festive occasions and signaling purposes.

When this ammunition is loosed, a harmless display of colored lights erupts from the point of impact (or when it reaches a height of 150-300 feet), delighting children and adults.

FIREFLY

Common

Although a target struck by a ranged attack using this ammunition still suffers the normal effects, its primary use is for signaling, marking and illumination.

When this ammunition is loosed, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet as it flies toward its target. On a hit against a creature or object no larger than 10 feet in any direction, this effect is transferred to the target in the same manner as a *light* spell, otherwise it remains on the spent ammunition itself. The effect fades after 1 hour.

FLASH AMMUNITION

Common or uncommon, impact

Known as a “blinder” in Cant, this ammunition often incorporates magnesium into its crafting.

When this ammunition is loosed, a burst of blinding white light erupts from the point of impact. All creatures within the effective range must succeed on Constitution saving throw, or be *blinded* until the start of your next turn.

The effective distance from the point of impact and the Save DC depend on the rarity of the *flash ammunition* used.

<i>Rarity</i>	<i>Range</i>	<i>Save DC</i>
Common	Target only	13
Uncommon	10' radius	14

FOG AMMUNITION

Uncommon, impact

Also known as “smogshot” or “pea-souper” in Cant, this ammunition is a favorite among rogues and scouts, who use it to lay ground cover for their various purposes. Tendrils of

mist emanate from its surfaces and trail behind it when loosed.

This ammunition creates a 25-foot-radius sphere of fog centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1d6+2 rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

FREEZING, AMMUNITION OF

Rare

You gain a +1 bonus to attack and damage rolls made using this ammunition, which numbs your fingers when handled.

A creature hit by this ammunition takes an additional 2d6 cold damage and must succeed on a DC 14 Strength saving throw or becomes encased in magical ice for 1d4 rounds. A creature frozen in this way is *paralyzed*.

At the end of each of its turns, and each time it takes damage, a frozen creature can repeat the Strength saving throw to break free and end the effect on itself. Dealing 10 bludgeoning damage to the ice (AC 10) also frees the creature without harming it, ending the effect.

FROST AMMUNITION

Rare

This ammunition stings bare fingers with cold when handled.

A creature hit by a ranged attack using this ammunition takes an extra 2d6 cold damage and is covered in numbing frost. The target must also succeed on a DC 14 Constitution saving throw or has disadvantage on the next weapon attack roll it makes before the end of its next turn.

GATECRASHER

Uncommon

The striking surface of this ammunition is often fashioned in the shape of a clenched fist or etched with a similar image or rune.

On a hit against an object, do not roll normal damage. This ammunition reduces wooden doors to splinters, blasting stone or metal doors off of their hinges on impact.

On a hit against any other object which contains a mundane or magical means that prevents access, this ammunition imposes the effect of a *knock* spell on that target.

GIGGLER

Common

A small jingling is heard when this ammunition is shaken or jostled, like the bells of a jester's cap.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Wisdom saving throw or perceives everything as hilariously funny and falls into fits of laughter for 1d4 rounds, suffering the effect of a *hideous laughter* spell.



GRASPING AMMUNITION

Rare

This ammunition gives off an aura of conjuration magic and smells faintly of moss.

A creature hit by a ranged attack using this ammunition is wrapped in grasping, poisonous brambles. The creature takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting.

The target or any creature that can reach it can use its action to remove the brambles with a successful DC 15 Strength (Athletics) check. Otherwise, the brambles last for 1 minute.

GREEN-FLAME AMMUNITION

Rare

This ammunition flickers as though alight with faint green flames.

When hit by a ranged attack using this ammunition, the target suffers the attack's normal effects and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your Dexterity modifier.

GROUNDING, AMMUNITION OF

Very Rare

This ammunition is bound with strips of yellow magical energy and feels somewhat heavier than normal.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack using this ammunition must succeed on a DC 17 Strength saving throw or its flying speed (if any) is reduced to 0 feet for 1d4 rounds. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the effect ends.

GROWTH AMMUNITION

Uncommon

This ammunition is engraved with the words "Loose Me" in Sylvan.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Constitution saving throw or it gains the "enlarge" effect of the *enlarge/reduce* spell for 1d4 rounds.

GUIDING AMMUNITION

Rare

This ammunition is fashioned from precious metals and transforms into a flashing, streaking bolt of light when loosed.

A creature hit by a ranged attack using this ammunition takes an extra 2d6 radiant damage, and the next attack roll made against this target before the end of your next turn

has advantage, due to the mystical dim light glittering on the target until then.

HASTED AMMUNITION

Very Rare

This well-crafted ammunition has an aura of transmutation magic.

You gain a +2 to attack rolls and can make a ranged attack as a bonus action when using this ammunition.

HEALING MIST, AMMUNITION OF

Very Rare, impact

This ammunition has a pleasant scent of aloe and mint.

When this ammunition is loosed, do not roll normal damage. Instead, an aromatic mist expands from the point of impact and lasts for 1d4 rounds. Each creature that is within a 15-foot-radius sphere centered on the point of impact, enters the area for the first time on a turn, or starts its turn there regains 1d6+2 hit points. A creature struck directly by this ammunition regains 1d6+4 hit points on the turn in which the attack occurred and has very healthy, youthful-looking skin.

HOLY AMMUNITION

Very Rare

This ammunition flares with a holy aura and golden-white light when aimed.

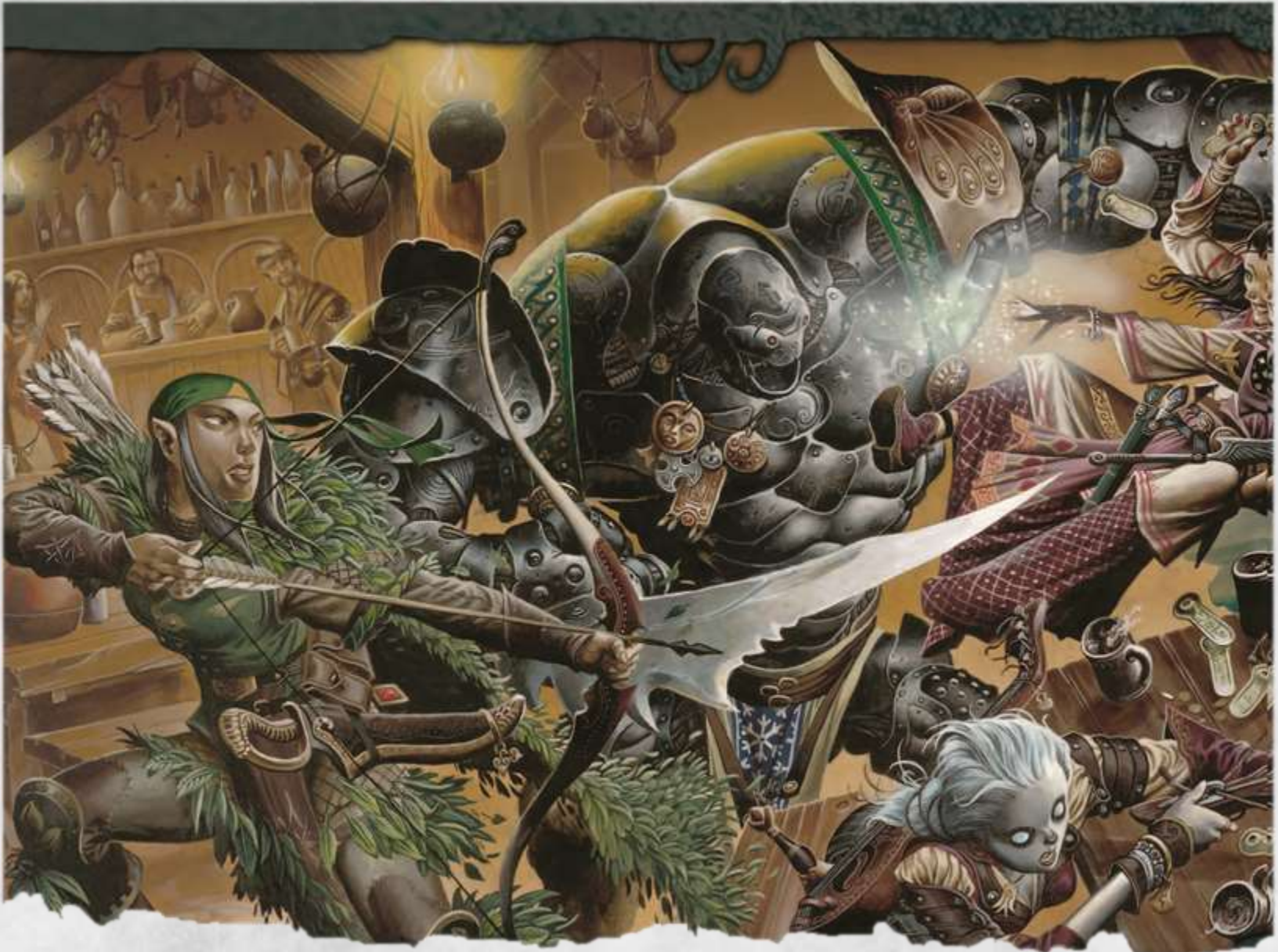
You gain a +2 bonus to attack and damage rolls made using this ammunition. When you hit a fiend or an undead with a ranged attack using this ammunition, that creature takes an extra 2d10 radiant damage.

HUNTER-KILLER

Very Rare

This ammunition is decorated with designs like windy spirals and gives off an aura of divination magic.

When this ammunition is loosed, do not make an attack roll. Instead, choose one creature you have seen in the past minute. The ammunition flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the ammunition to travel to the target, the target must make a DC 16 Dexterity saving throw. If the target isn't within range or if there is no available path to it, the ammunition falls to the ground, its magic spent and wasted. On a failed save, the target takes damage as if it were hit by the ammunition, plus an extra 2d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.



HUSHING AMMUNITION

Rare

This ammunition makes no sound at all when loosed.

A creature hit by a ranged attack using this ammunition must succeed on a DC 15 Wisdom saving throw or becomes mute for 1d4 rounds. Casting a spell that includes a verbal component is impossible while under this effect.

ICICLE AMMUNITION

Rare, impact

This ammunition gives off a faint aura of evocation magic and hums with stored force energy.

When this ammunition hits a creature or terrain, it explodes into shards of ice. Each creature within 5 feet of the point of impact must succeed on a DC 13 Dexterity saving throw or take 2d6 cold damage.

INFERNO AMMUNITION

Legendary, impact

This ammunition has a sooty texture and smells strongly of sulfur.

When this ammunition is loosed, each creature in a 20-foot-radius sphere centered on the point of impact must make a DC 15 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. A creature struck directly by this ammunition automatically fails the save.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

INFESTATION, AMMUNITION OF

Uncommon

This ammunition makes annoying, tiny buzzing noises when held close to the ear.

A cloud of mites, fleas, and other parasites appears momentarily on a creature hit by a ranged attack using this ammunition. The target must also succeed on a DC 14 Constitution saving throw or take an extra 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

LIFTING, AMMUNITION OF

Rare

This ammunition is a favorite of constables and bounty hunters in hot pursuit of fleeing targets.

A creature or loose object hit by a ranged attack using this ammunition rises 20 feet vertically and remains suspended there for 1d4 rounds. A creature weighing over 500 pounds is unaffected.

An unwilling target that succeeds on a DC 14 Constitution saving throw is unaffected.

An affected target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. The target floats gently to the ground when the effect ends.

LIGHTNING, AMMUNITION OF

Uncommon

You gain a +1 bonus to attack and damage rolls made using this ammunition, which causes the hairs on your forearms to stand up when handled and smells faintly of ozone.

When loosed, this ammunition transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 2d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into ammunition when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the ammunition plus 2d6 lightning damage.

MARKING, AMMUNITION OF

Uncommon, alchemical, impact

The striking surface of this ammunition is brightly dyed with a single, solid color.

A creature or object no larger than 5 feet in any direction that is struck by this ammunition is instantly turned the same color as the striking surface for 1 hour.

A feature of terrain struck by this ammunition is marked 5-foot-radius circle the same color as the striking surface. After one hour, the color marking the terrain dissolves in normal water or rainfall.

MEDUSA'S FANG

Very Rare

This ammunition is etched with serpentine designs.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack with this ammunition must make a DC 15 Constitution saving throw in addition to suffering the attack's normal effects. On a failed save, the creature is *restrained* and must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to stone and subjected to the *petrified* condition for 1 hour.

MESSENGER

Common, impact

This ammunition is capable of storing a message whispered to it before it is loosed.

The message is heard by all creatures within 20 feet the first time a creature comes within 10 feet of the point of impact.

MIND CONTROL, AMMUNITION OF

Rare or Very Rare

This ammunition has a strong aura of enchantment magic.

A creature hit by a ranged attack with this ammunition must make a Wisdom saving throw in addition to suffering the attack's normal effects. A creature that fails the saving throw suffers the effect of a *dominate beast*, a *dominate person* (humanoid), or a *dominate monster* spell (see the table below). The effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time.

The rarity of the ammunition and the Save DC depend on the type of the ammunition used.

<i>Ammunition of</i>	<i>Rarity</i>	<i>Save DC</i>
Beast Control	Rare	15
Humanoid	Rare	17
Monster	Very Rare	17

MINDSHATTER AMMUNITION

Legendary

This ammunition blasts the mind of a creature, attempting to shatter its intellect and personality

You gain a +2 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack with this ammunition suffers 3d6 psychic damage and must make a DC 18 Intelligence saving throw in addition to suffering the attack's normal effects.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate

magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

The effect lasts 1d4 rounds. At the end of every round, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends.

MOON AMMUNITION

Rare

This ammunition has a silver striking service and sparkles with a silvery, pale light.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature struck by a ranged attack made with this ammunition is engulfed in ghostly flames that cause searing pain, and it must make a DC 15 Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form for 1d6 rounds.

NIGHTBRINGER

Uncommon, impact

Also known as a "blackout" in Cant, this ammunition is a favorite among rogues and scouts, who use it to lay ground cover for their various purposes.

This ammunition creates a 15-foot-radius sphere of magical darkness centered on the point of impact for 1d4 rounds. The sphere spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point of impact is a creature or object, the darkness emanates from the target and moves with it. Completely covering the point of impact with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of the darkness' area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

PHANTASMAL DELUSION, AMMUNITION OF

Rare

This ammunition gives off an aura of illusion magic.

A creature hit by a ranged attack using this ammunition must make a DC 14 Intelligence saving throw. On a failed save, the creature perceives a phantasmal creature no larger than a 10-foot cube and which is perceivable only to the target for 1d4 rounds. This ammunition has no effect on undead or constructs beyond the normal affect.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. The phantasm attacks the target each round on your turn, dealing 1d6 psychic damage to the target. The target perceives the damage as a type appropriate to the illusion.

PIERCING, AMMUNITION OF

Rare

This ammunition has a strong aura of transmutation magic and seems slightly transparent.

When this ammunition is loosed, do not roll normal damage. Instead, the ammunition flies forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

PIXIEDUSTER

Uncommon

This ammunition has a green, leafy texture and trails a shower of sparkling dust.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Wisdom saving throw or suffers the effect of a *confusion* spell for 1d4 rounds. At the end of



each of its turns, an affected creature can make a Wisdom saving throw. If it succeeds, this effect ends for that creature.

QUAKESHOT

Legendary, impact

Also known as a “boneshaker,” this ammunition rattles the ground with a shockwave on impact.

When this ammunition is loosed, each creature on the ground in a 30-foot-radius of the point of impact must make a DC 15 Constitution saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature struck directly by this ammunition automatically fails the initial save.

RETRIEVING, AMMUNITION OF

Rare

This ammunition is a favorite of rogues and bounty hunters.

A creature or loose object hit by a ranged attack using this ammunition becomes grappled for 1 minute and is pulled 10 feet toward the shooter’s position. A target weighing over 500 pounds or unwilling target that succeeds on a DC 14 Strength saving throw is unaffected.

At beginning of each of its turns, the creature can repeat the saving throw against this effect. If it succeeds on its saving throw, the effect ends. Otherwise, the creature remains grappled and is pulled an additional 10 feet toward the shooter’s current position.

RUSTING, AMMUNITION OF

Rare, impact

Also known as “knightsbane” in Cant, the metallic surfaces of this ammunition are coated in a crumbly, reddish-brown material that stains fingers.

You gain a +1 bonus to attack and damage rolls made against constructs that are composed mostly of metal, such as an *iron golem*, when using this ammunition. Such a target takes an extra 2d6 force damage when struck by this ammunition.

If a nonmagical metal object hit by a ranged attack using this ammunition isn’t being worn or carried, the ammunition destroys a 1-cube foot of it. The same effect occurs at the point of impact with a feature of terrain that is composed of nonmagical metal.

If a creature hit by a ranged attack using this ammunition is wearing nonmagical metal armor or has a nonmagical metal shield equipped, one of those items (shooter’s choice) takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

SAPPER

Rare

This ammunition has an extremely dark color and trails wisps of shadow.

A creature hit by a ranged attack using this ammunition takes an additional 1d6 necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SHADOW AMMUNITION

Rare

Dark illusion magic is woven into the core of this ammunition.

A creature hit by a ranged attack using this ammunition takes an extra 2d6 psychic damage, and it must succeed on a DC 15 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

SHOCK AMMUNITION

Uncommon

This ammunition crackles with small, visible arcs of lightning.

You have advantage on ranged attacks using this ammunition if the target is wearing armor made of metal. When hit by a ranged attack using this ammunition, the target takes an additional 1d8 lightning damage, and it can’t take reactions until the start of its next turn.

SHRINKING AMMUNITION

Uncommon

This ammunition is engraved with the words “Loose Me” in Dwarven.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Constitution saving throw or it gains the “reduce” effect of the *enlarge/reduce* spell for 1d4 rounds.

SILENCER

Rare, impact

Also known as “magebane ammunition” in Cant, this ammunition makes no sound at all when loosed.

This ammunition creates a 20-foot-radius sphere centered on the point of impact in which no sound can be created within or pass through for 1d4 rounds. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are *deafened* while entirely inside it. Casting a spell there that includes a verbal component is impossible.

SLEEP AMMUNITION

Rare

Also known as a “snoozer” in Cant, this ammunition chirps like a cricket when loosed.

A target with 40 hit points or fewer that is hit by a ranged attack using this ammunition falls *unconscious* falls unconscious for 1d4 rounds. The effect ends if the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being *charmed* aren’t affected.

SLICKER

Uncommon, alchemical, impact

This ammunition has an oily texture and is a favorite among rogues, who use it to evade capture when on the run.

This ammunition covers the ground with a 10-foot square of oil centered on the point of impact. The square spreads around corners, duplicating the effect of the *grease* spell in that area for 8 hours.

SLOWING, AMMUNITION OF

Uncommon

This ammunition has an aura of transmutation magic and can somehow be easily tracked visually while in flight.

A creature hit by a ranged attack using this ammunition must succeed on a DC 14 Wisdom saving throw or become *slowed* for 1d4 rounds.

An affected target’s speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can’t use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature’s abilities or magic items, it can’t make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn’t take effect until the creature’s next turn, and the creature must use its action on that turn to complete the spell. If it can’t, the spell is wasted.

A slowed creature makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

SMITING, AMMUNITION OF

Rare

This ammunition is fashioned from precious metals engraved with holy symbols.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack using this ammunition takes an additional 2d8 radiant damage. The damage increases by 1d8 if the target is an undead or a fiend.

SMOKESHOT

Uncommon, alchemical, impact

Alchemists make a tidy profit selling this ammunition to rogues and scouts, who use it to lay ground cover for their various purposes.

This ammunition creates a 15-foot-radius sphere of smoke centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1d4+1 rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

SOVEREIGN STICKLER

Uncommon, alchemical, unwieldy

The striking surface of this ammunition, which is a favorite of rogues and bounty hunters, is a mass of sticky, glue-like material. Some varieties come with a lightweight but very durable rope or chain affixed.

When this ammunition is loosed, do not roll normal damage. Instead, this ammunition becomes affixed with an unbreakable adhesive bond to any creature, loose object or terrain feature hit by a ranged attack using this ammunition for 1 hour. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of ethereality*, or with a *wish* spell.



SPELLBOUND AMMUNITION

Rarity varies, impact

This ammunition is crafted from rare, exotic materials and stores a single spell cast into it, holding it until the ammunition is loosed. It radiates an aura of magic of the kind associated with the type of spell it contains.

Upon impact with a creature, object or feature of terrain, this ammunition discharges the effect of the spell it contains. The spell effect is always discharged as if the spell was cast at the lowest possible level.

If the spell contained has a range of touch, self, or requires the caster to select one or more targets, the effect is discharged on a single target that is hit by a ranged attack using the ammunition. If the spell contained has an area of effect and does not require the caster to select one or more targets, the area of effect is centered on the point of impact, which may also be a creature or object.

The spell level range the ammunition is capable of storing, rarity, and save DC for the spell effect depend on the class of spellbinder ammunition used. Any creature can cast a spell into the ammunition by touching the ammunition as the spell is cast. The spell has no effect, other than to be stored in the ammunition. If the ammunition can't hold the spell, the spell is expended without effect.

<i>Class</i>	<i>Spell Level</i>	<i>Rarity</i>	<i>Save DC</i>
Cantrip	Cantrip	Uncommon	13
Minor	1-3	Rare	14
Major	4-6	Very Rare	16
Arcanus Maximus	7-9	Legendary	18

SPELLBREAKER

Uncommon

This ammunition is etched with serpentine designs.

You gain a +1 bonus to attack and damage rolls made using this ammunition. A creature hit by a ranged attack using this ammunition has disadvantage on concentration checks until the end of your next turn.

SPLASHSHOT

Common, alchemical, impact

This ammunition features a blue crystalline reservoir of elemental water. When loosed, the crystal shatters on a hit or miss, releasing its contents. On impact with a fire source, this ammunition instantly douses up to a 5-foot cube of nonmagical fire.

You gain a +1 bonus to attack and damage rolls made using this ammunition against elementals that are composed mostly of fire. Such a target takes an extra 2d6 force damage when struck by this ammunition.

STINKER

Uncommon, alchemical, impact

Alchemists make a tidy profit selling this ammunition to rogues, practical jokers, and anyone who wishes to clear out a crowded space. It is usually stored wrapped in perfumed cloth to contain its sulfurous odor.

This ammunition creates a 10-foot-radius sphere of invisible, nauseating gas centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured.

Each creature that is completely within the cloud at the start of its turn must make a DC 13 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

The sphere lasts for 1d4+1 rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

STINKTAGGER

Uncommon, alchemical

Wisps of yellow, sulfurous vapor emanate from the striking surface of this ammunition.

A creature or object no larger than 5 feet in any direction that is struck by this ammunition is instantly infused with a noxious, nauseating odor. At the start of its next turn an affected creature must make a DC 13 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

The stench lasts for 1 hour, and Survival checks relying on scent to track or locate affected target during that time are made with advantage. Charisma checks made by an affected creature during that time are made with disadvantage.

STORM AMMUNITION

Uncommon

This ammunition is carved from griffon bone and etched with the symbol of elemental air.

A creature hit by a ranged attack using this ammunition takes an additional 3d4 *thunder* damage and must succeed on a DC 13 Constitution saving throw or be *stunned* until the end of its next turn.

TANGLEFOOT AMMUNITION

Uncommon, alchemical, impact, unwieldy

This ammunition features a container of writhing, sticky black tar.

When this ammunition is loosed, a mass of sticky goo erupts from the point of impact, filling the area in a 5-foot radius. The affected area becomes difficult terrain for 1

minute. Any creature starting its turn on the ground in that area has its speed halved for that turn.

A creature hit by ranged attack using this ammunition must make a DC 13 Strength saving throw or be *restrained*. A creature *restrained* in this manner can use its action to make a DC 10 Strength check to free itself.

TERROR, AMMUNITION OF

Rare

This ammunition features deathshad engravings with glowing eyes.

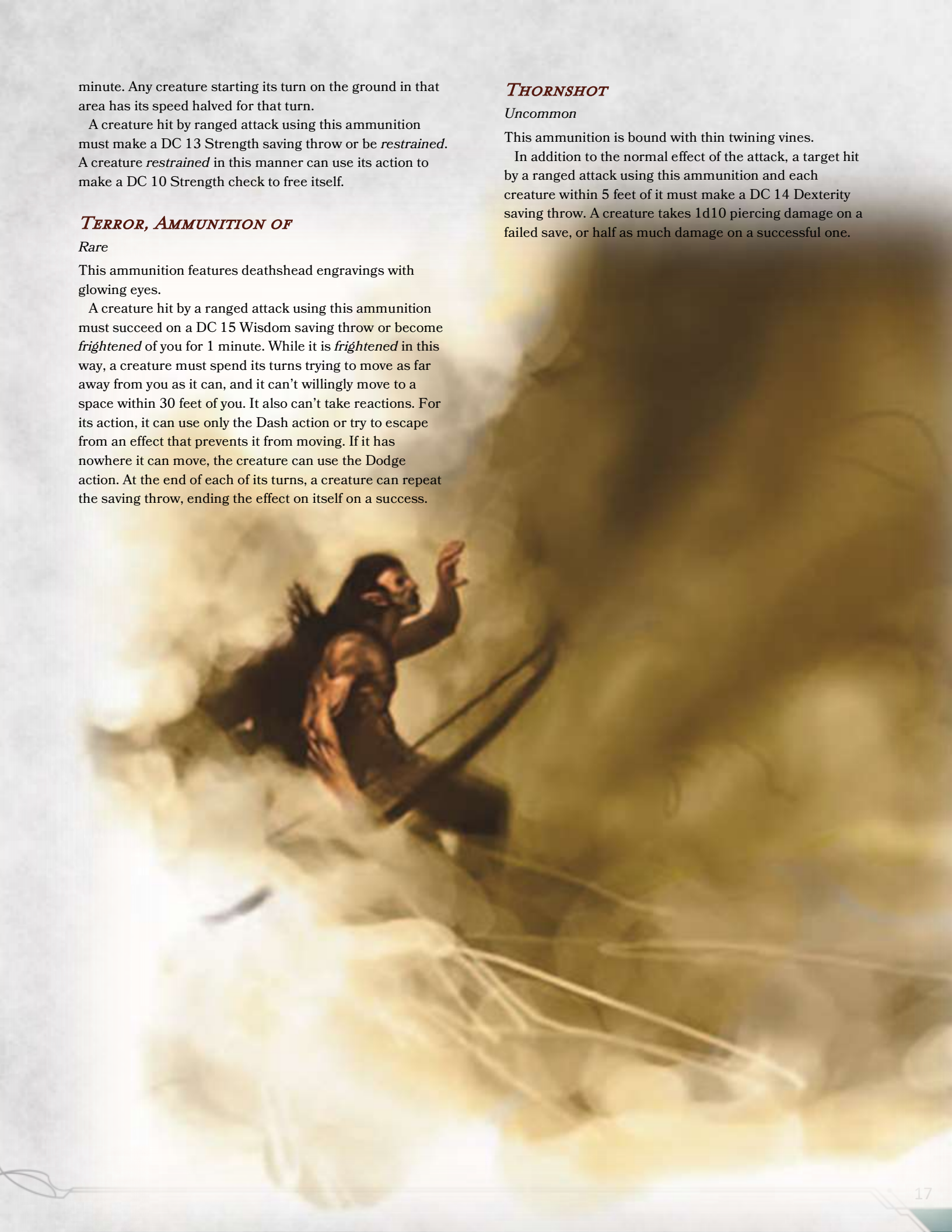
A creature hit by a ranged attack using this ammunition must succeed on a DC 15 Wisdom saving throw or become *frightened* of you for 1 minute. While it is *frightened* in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

THORNSHOT

Uncommon

This ammunition is bound with thin twining vines.

In addition to the normal effect of the attack, a target hit by a ranged attack using this ammunition and each creature within 5 feet of it must make a DC 14 Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.



THUMPER

Uncommon

This ammunition is carved from griffon bone.

A creature hit by a ranged attack using this ammunition must succeed on a DC 13 Constitution saving throw or be *stunned* for 1d4 rounds. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

THUNDERSTONE AMMUNITION

Uncommon, alchemical, impact

The striking surface of this ammunition is a stone or crystalline shard.

When this ammunition is loosed, a blast of concussive energy erupts from the point of impact as the shard shatters. All creatures within 10 feet of the point of impact must succeed on a DC 13 Constitution saving throw, or suffer one of the following effects, depending on the type used:

Stone: a creature who fails the saving throw is *deafened* and *stunned* until the end of their next turn.

Crystalline: a creature who fails the saving throw is knocked *prone* and pushed 10 feet from the point of impact.

TWINSHOT

Rare

This ammunition features a visible seam down its axis of symmetry.

When loosed, this ammunition splits in flight, allowing you to make an additional attack role against a different target of your choice within 60 feet of the original target.

VAMPIRIC AMMUNITION

Very Rare

This ammunition is carved from polished bone.

You gain a +1 bonus to attack rolls made using this ammunition. A creature hit by a ranged attack using this ammunition takes 3d6 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt.

WARDING, AMMUNITION OF

Uncommon

This ammunition is etched with mystical glyphs.

A creature hit by a ranged attack using this ammunition must succeed on a DC 14 Wisdom saving throw or become blocked by mystical wards for 1 minute. While subject to this effect, a creature can't willingly move to a space within 30 feet of you. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

WEAVEBREAKER

Legendary, impact

Also known as a "magehammer" in Cant, this ammunition is a favorite among bounty hunters, who use it to bring down powerful mages.

This ammunition creates a 10-foot-radius invisible sphere of antimagic centered on the point of impact for 1d4 rounds. This area is an *antimagic field* divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. The sphere spreads around corners.

WHISTLER

Common, alchemical

This ammunition feels light and hollow and is used primarily for signaling purposes by scouts and rangers.

When loosed, this ammunition emits a shrill, piercing sound the entire time it is in flight that can be heard for 120 feet from any point along its path of travel.

WINDFEATHER

Very Rare, impact

This ammunition is engraved with the symbol for elemental air.

When this ammunition is loosed, a 10 foot wide, 15 foot high, and 1 foot thick wall of strong wind is created at the point of impact, facing a direction of the shooter's choice.

When the wall appears, each creature within its area must make a DC 16 Strength saving throw. A creature takes 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

WISPER

Rare

Transmutation magic is woven into the core of this ammunition.

A creature hit by a ranged attack using this ammunition must succeed on a DC 15 Constitution saving throw or be forced into a *gaseous form* for 1d4 rounds, appearing as wisps of cloud. While in this cloud form, a creature has resistance to damage from nonmagical weapons. The only action a creature can take in this form is the Dash action.

At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

WOUNDING, AMMUNITION OF

Rare

Also known as a “bleeder” in Cant, this ammunition prevents healing. Hit points lost to this ammunition’s damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

A creature hit by a ranged attack using this ammunition is wounded. At the start of each of the wounded creature’s turns, it takes 1d4 necrotic damage for each time it has been struck by *ammunition of wounding*. It can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. The wounded creature, or a creature within 5 feet of it, can also use an action to make a DC 15 Wisdom (Medicine) check, ending the effect on a success.

ZEPHYR AMMUNITION

Common

This ammunition is also known as a “breezer” in Cant.

When loosed, this ammunition creates a gust of wind in a 10-foot-radius sphere for 1 round. The gust disperses gas or

vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

ACQUIRING SPECIAL AMMUNITION

The following table provides a quick cross-reference for the many ammunition types described in this supplement. Suggested purchase prices are based on the “Buying a Magic Item” rules in *Xanathar’s Guide to Everything*, treating ammunition as a consumable item and making adjustments for balance. Suggested quantities available are presuming a suitable merchant can be located or commissioned—and that such a merchant would only have a small number of these special items on hand for sale.

The Available column can also be used to determine how many of a particular ammunition type are available when found as part of random treasure.

AMMUNITION ACQUISITION

Ammunition	Available	Purchase Price	Properties	Rarity
Acid Bulb	3d6	28 gp	alchemical	common
Aid (Common), Ammunition of	2d6	50 gp		common
Aid (Greater), Ammunition of	1d6	200 gp		uncommon
Aid (Superior), Ammunition of	1d4	2000 gp		rare
Aid (Supreme), Ammunition of	1d2	20,000 gp		very rare
Alchemist’s Firestarter	3d6	28 gp	alchemical, unwieldy	common
Backbiter Ammunition	1d6	7,500 gp	cursed	very rare
Baffleshot	1d3	8,000 gp		rare
Banishing, Ammunition of	1d2	9,000 gp		rare
Beguiling	1d2	22,000 gp		very rare
Black Powder (Standard)	2d4+2	35 gp	alchemical, unwieldy	common
Black Powder (Boomstick)	1d6	50 gp	alchemical, unwieldy	common
Blast Ammunition	1d4+1	6,000 gp		rare
Bonfire Ammunition	1d8	325 gp	impact	uncommon
Booming Ammunition	1d8	6,200 gp		rare
Bubbleshot	1d3	17,500 gp		very rare
Bumpershot	3d4	25 gp		uncommon
Burning Radiance, Ammunition Of	2d4	34 gp		uncommon
Bursting Ammunition	1d5	5,600 gp		rare
Chaostide Ammunition	1d6	12,000 gp		very rare
Chaser	2d4+2	10,000 gp		very rare
Chilling, Ammunition of	2d6	7,200 gp		rare
Cloudkiller (10’)	1d2	20,000 gp	impact	very rare
Cloudkiller (20’)	1	87,500 gp	impact	legendary
Cooker Ammunition	2d6	4,500 gp		rare
Curving	1d6+2	5,000 gp		rare
Disruption, Ammunition of	1d8	7,000 gp		rare
Domination, Ammunition of	1d5	17,800 gp		very rare

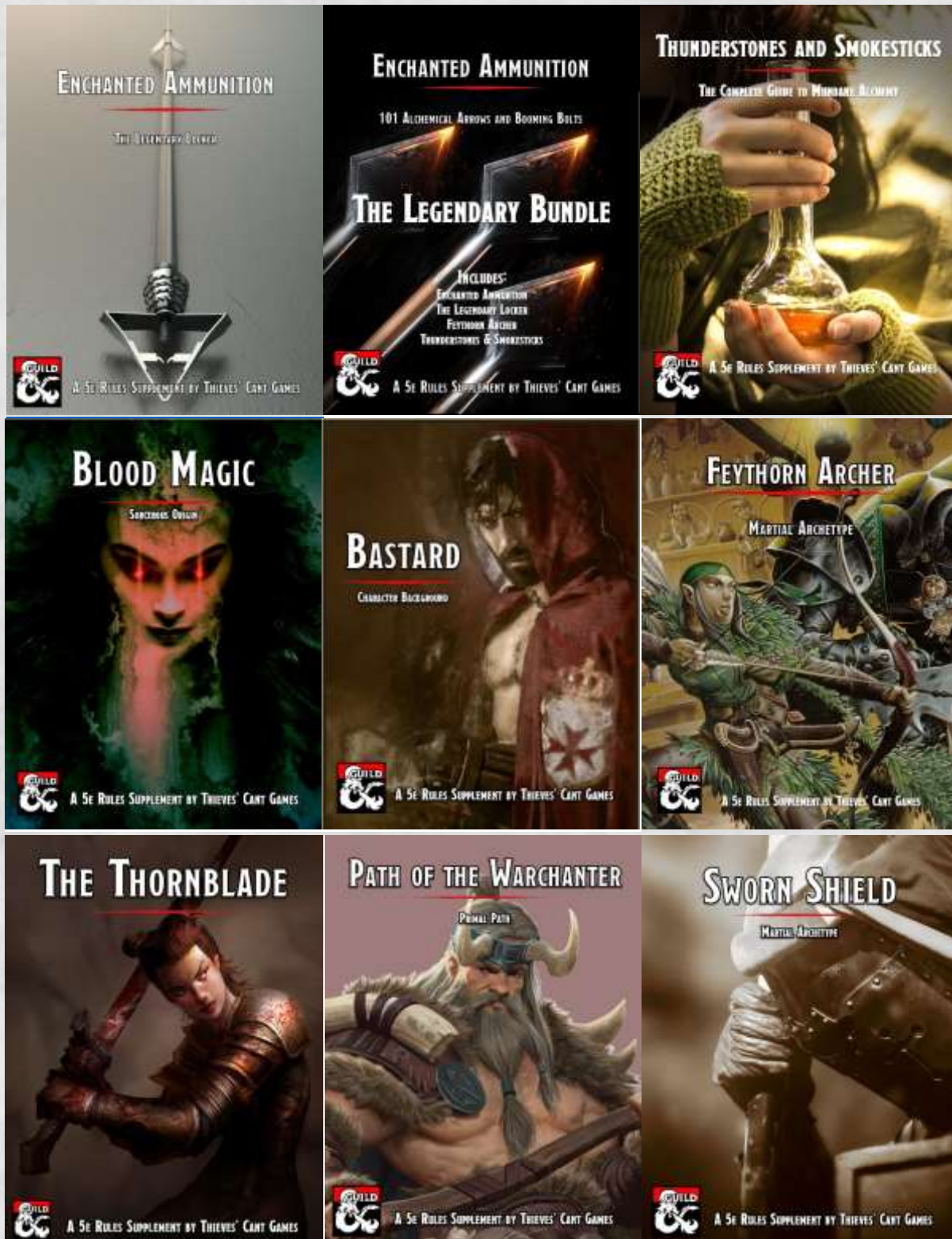
Dragontooth Ammunition	3d4	6,750 gp		rare
Draining Ammunition	1d6+2	7,200 gp		rare
Druidthorn Ammunition	3d4+2	150 gp		uncommon
Drying, Ammunition of	1d6	200 gp		uncommon
Earsplitter	1d8	200 gp		uncommon
Elemental Ammunition (1d6)	2d4+1	400 gp		uncommon
Elemental Ammunition (2d6)	1d4+2	4000 gp		rare
Enfeeblement, Ammunition of	1d5	7,000 gp		rare
Exhaustion	1d4	20,000 gp		very rare
Fear, Ammunition of	1d6+2	400 gp		uncommon
Feythorn Ammunition	1d3	18,000 gp		legendary
Firecracker	4d4+4	15 gp	alchemical	common
Firefly	3d4+2	20 gp		common
Flash (single target)	1d6+2	40 gp	alchemical	common
Flash (10')	1d6	170 gp	alchemical	uncommon
Fog Ammunition	2d6	185 gp	impact	uncommon
Freezing, Ammunition of	1d8	7,000 gp		rare
Frost Ammunition	2d4	6,300 gp		rare
Gatecrasher	2d4	225 gp		uncommon
Giggler	1d4+2	300 gp		common
Grasping Ammunition	1d6+2	8,000 gp		rare
Green Flame	1d8+2	5,500 gp		rare
Grounding, Ammunition of	1d3	20,000 gp		very rare
Growth	1d4	115 gp		uncommon
Guiding	2d4+2	6,000 gp		rare
Hasted Ammunition	1d6	17,500 gp		very rare
Healing Mist	2d4	16,000 gp	impact	very rare
Holy Ammunition	2d4	18,000 gp		very rare
Hunter-killer	1d6	22,000 gp		very rare
Hushing Ammunition	1d4+1	9,000 gp		rare
Icicle	1d6+2	5,500 gp	impact	rare
Inferno Ammunition	1	100,000 gp		legendary
Infestation, Ammunition of	1d8+2	90 gp		uncommon
Lifting, Ammunition of	2d4	7,000 gp		rare
Lightning Ammunition	1d4	800 gp		uncommon
Marking	5d4	80 gp		common
Medusa's Fang	1d2	30,000 gp		very rare
Messenger	5d4	25 gp		common
Mind Control (Beast), Ammunition of	1d10	6000 gp		rare
Mind Control (Humanoid), Ammunition of	1d8	8,000 gp		rare
Mind Control (Monster), Ammunition of	1d4	17,000 gp		very rare
Mindshatter Ammunition	1	120,000 gp		legendary
Moon Ammunition	1d6	7,700 gp		rare
Nightbringer Ammunition	2d4	200 gp	impact	uncommon
Phantasmal Delusion, Ammunition of	1d4	7,300 gp		rare
Piercing, Ammunition of	1d4+1	5,500 gp		rare
Pixieduster	1d6+2	180 gp		uncommon
Quakeshot (Boneshaker)	1d3	88,000 gp	impact	legendary
Retrieving, Ammunition of	2d4	4,500 gp		rare
Rusting, Ammunition of	1d6	5,500 gp	impact	rare
Sapper	1d4	8,000 gp		rare
Shadow	1d6	7,000 gp		rare
Shock Ammunition	2d4	200 gp		uncommon
Shrinking Ammunition	1d8	200 gp		uncommon
Silencer	1d3	8,000 gp	impact	rare
Slicker	3d4	85 gp	alchemical, impact	uncommon
Sleep Ammunition	1d4+1	6,600 gp		rare

Slowing, Ammunition of	1d4+2	175 gp		uncommon
Smiting	2d4+2	5,500 gp		rare
Smokeshot	2d4+2	150 gp	alchemical, impact	uncommon
Sovereign Stickler	2d4+2	150 gp	alchemical, unwieldy	uncommon
Spellbound Ammunition (Cantrip)	1d8	175 gp	impact	uncommon
Spellbound Ammunition (Minor)	1d4+1	5,500 gp	impact	rare
Spellbound Ammunition (Major)	1d3	20,000 gp	impact	very rare
Spellbound Ammunition (Arcanus Maximus)	1d2	90,000 gp	Impact	legendary
Spellbreaker	1d5	180 gp		uncommon
Splashshot	2d8	20 gp	alchemical, impact	common
Stickysparkler	2d6	100 gp	alchemical, impact, unwieldy	uncommon
Stinker	2d6	60 gp	alchemical, impact	uncommon
Stinktagger	1d12	80 gp	alchemical	uncommon
Storm Ammunition	2d4	300 gp		uncommon
Tanglefoot Ammunition	2d4	120 gp	alchemical, impact, unwieldy	uncommon
Terror, Ammunition of	1d6	6,000 gp		rare
Thornshot	2d8	200 gp		uncommon
Thumper	4d4	40 gp		common
Thunderstone (stone)	3d4	175 gp	alchemical, impact	uncommon
Thunderstone (crystalline)	2d4+1	200 gp	alchemical, impact	uncommon
Twinshot	1d8	5,500 gp		rare
Vampiric Ammunition	1d5	19,500 gp		very rare
Warding, Ammunition of	3d4	150 gp		uncommon
Weavebreaker	1	115,000 gp	impact	legendary
Whistler	5d4	15 gp	alchemical	common
Windfeather	1d6	18,000 gp		very rare
Wisper	1d8	5,800 gp		rare
Wounding, Ammunition of	1d4+2	7,400 gp		rare
Zephyr Ammunition	2d4+2	25 gp	impact	common



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