



ENCHANTED AMMUNITION

THE LEGENDARY LOCKER



A 5E RULES SUPPLEMENT BY THIEVES' CANT GAMES

WEAPONS OF MAGIC

DESTRUCTION

YOU SAID YOU WANTED THE GATE OPEN... THE TOWER AND CURTAIN WALL ARE FREE OF CHARGE...

—MURDOCH "RAIN OF FIRE" RANDYLL, RANGER

ARCHMAGE'S ARSENAL

Deep in a mine tunnel, a dwarven ranger's face glows with firelight as he draws and looses, flooding the cavern with a deadly ball of fire. On the run, an elven rogue barely looks back as she aims her crossbow at the cobblestones, filling the alley with a swarm of illusory monsters that roar and advance on the pursuing guards...

Archmages can be a careful lot...indeed, some guard the secrets of their power jealously. Fortunately, for a marksman looking to put the very biggest of booms in their quiver, some enchanters are less squeamish about binding the raw power of the Weave into handheld form, ready to be loosed at will. These are their wares.

COMPANION PIECE

This text contains complete descriptions for a number of powerful pieces of magical ammunition. Additional rules for incorporating these items into your game can be found in *Enchanted Ammunition: 101 Alchemical Arrows and Booming Bolts* by [Thieves' Cant Games](#), also available on Dungeon Masters Guild.

For example, the ammunition types in this guide are 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. *Enchanted Ammunition* contains crafting rules and tables for treating ammunition as consumables and/or ultra-consumables.

Similarly, some of the ammunition in this guide can be used to affect a given area, rather than an individual target. Simple combat rules for targeting terrain and structures can also be found in *Enchanted Ammunition*.

A NOTE ON BALANCE

Few marksmen will carry only one piece of ammunition by choice. When awarding magical loot, the instinct is usually to give PCs a handful of ammunition, because it's fun for players to be able to pick and choose when to put a little more zip in their ranged attacks.

However, the ammunition described in this guide is extremely powerful and has the potential to be extremely unbalancing if introduced without being thought through. It might be wise to only give some of them to players as a plot device—a talisman or mcguffin to move the story forward; an artifact specially created for use against a terrible evil in the climactic battle.

In short, 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 arrows imbued with the power equivalent of 9th level spells and enjoy the lightshow!

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 changes 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.

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 replaces one of them.

Also, 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.

ASHFALL AMMUNITION

Legendary, impact

This ammunition has a dark, sooty color broken by the flare of glowing embers.

When this ammunition is loosed, a swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on the point of impact. The cloud spreads around corners and is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a DC 17 Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the sphere for the first time on a turn or ends its turn there.

BLACKSHARD

Legendary

This ammunition contains a void of negative energy. It is cut from obsidian and shines like a piece of the night sky filled with stars.

You gain a +3 bonus to attack and damage rolls made with this magic ammunition. A creature hit by a ranged attack using this ammunition takes an additional 2d8 necrotic damage.

Additionally, if that creature is reduced to 0 hit points within 1 hour of being struck, it can be restored to life only by a *wish* spell. When a creature is killed in this way, you gain temporary hit points equal to the slain creature's hit point maximum. These hit points fade after 24 hours.

If you hit an undead with this ammunition, you take 2d8 necrotic damage and the target regains 2d8 hit points. If this necrotic damage reduces you to 0 hit points, you can be restored to life only by a *wish* spell.

CHAOSTORM AMMUNITION

Legendary, impact, unwieldy

This ammunition surges and vibrates with raw, barely contained magic.

When this ammunition is loosed, a whorling, rainbow-colored storm of wild magic expands from the point of impact and lasts for 1d10 minutes. Each time a spell is cast within a 30-foot radius sphere centered on the point of impact, roll on the Wild Magic Surge table in the *Player's Handbook*.

Ranged attacks using arrows, bolts, and other ordinary projectiles launched at targets within the affected area have disadvantage.

DEVESTATION, AMMUNITION OF

Legendary, heavy, impact

This ammunition is charged with explosive elemental power and can only be created by a powerful archmage at the site of an elemental node. The type of ammunition created depends on the node used. For example, an air node creates ammunition of air devastation.

This ammunition detonates on impact. Regardless of the type of ammunition, its effect is contained within a sphere with a 1d4 x 100-foot radius originating at the point of impact. The ammunition is destroyed after one use and cannot be recovered.

Air. When this ammunition detonates, it creates a powerful windstorm that lasts for 1 hour. Whenever a creature ends its turn exposed to the wind, the creature must succeed on a DC 18 Constitution saving throw or take 1d4 bludgeoning damage, as the wind and debris batter it. The wind is strong enough to uproot weak trees and destroy light structures after at least 10 minutes of exposure. Otherwise, the rules for strong wind apply, as detailed in chapter 5 of the *Dungeon Master's Guide*.

Earth. When this ammunition detonates, it subjects the area to the effects of the *earthquake* spell for 1 minute (spell save DC 18). For the purpose of the spell's effects, the spell is cast on the turn that the ammunition detonates.

Fire. When this ammunition detonates, it creates a dry heat wave that lasts for 24 hours. Within the area of effect, the rules for extreme heat apply, as detailed in chapter 5 of the *Dungeon Master's Guide*. At the end of each hour, there is a ten percent chance that the heat wave starts a wildfire in a random location within the area of effect. The wildfire covers a 10-foot-square area initially but expands to fill another 10-foot square each round until the fire is extinguished or burns itself out. A creature that comes within 10 feet of a wildfire for the first time on a turn or starts its turn there takes 3d6 fire damage.

Water. When this ammunition detonates, it creates a torrential rainstorm that lasts for 24 hours. Within the area of effect, the rules for heavy precipitation apply, as detailed in chapter 5 of the *Dungeon Master's Guide*. If there is a substantial body of water in the area, it floods after 2d10



hours of heavy rain, rising 10 feet above its banks and inundating the surrounding area. The flood advances at a rate of 100 feet per round, moving away from the body of water where it began until it reaches the edge of the area of effect; at that point, the water flows downhill (and possibly recedes back to its origin). Light structures collapse and wash away. Any Large or smaller creature caught in the flood's path is swept away. The flooding destroys crops and might trigger mudslides, depending on the terrain.

DISINTEGRATION, AMMUNITION OF

Legendary, impact

The striking surface of this ammunition is shaped from a crystal that shatters on impact and glows with a sickly, yellow light.

You gain a +1 bonus to attack rolls made using this ammunition. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A target hit by this ammunition takes 10d6+40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Ammunition of Mass Disintegration. When this volatile variant 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 10d6+40 force 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.

A creature is disintegrated if this damage leaves it with 0 hit points and can be restored to life only by means of a *true resurrection* or a *wish* spell.

FALLING STAR

Legendary, impact

This ammunition is fashioned from metal smelted from a stone that fell from the sky.

When this ammunition is loosed, it transforms into a blazing orb of fire that streaks toward the target. Each creature in a 10-foot-radius sphere centered on the point of impact must make a DC 17 Dexterity saving throw. A creature takes 10d6 fire damage and 10d6 bludgeoning 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 sphere spreads around corners.

HEMMORHAGING, AMMUNITION OF

Legendary

This ammunition has a strong copper scent.

You gain a +2 bonus to attack and damage rolls made using this ammunition and score a critical hit on rolls of 19-20. A creature hit by a ranged attack using this ammunition begins to bleed profusely and takes an extra 3d8 damage of its normal type. The target additionally suffers half of the damage from the attack at the end of its next turn.

IRONCLAW AMMUNITION

Legendary

This ammunition is crafted from iron with copper inlays.

A creature hit by this ammunition must succeed on a DC 17 Wisdom saving throw or be trapped in the ammunition. If the target has been trapped by *Ironclaw Ammunition* before, it has advantage on the saving throw. Once trapped, a creature remains in the ammunition until released. The ammunition can hold only one creature at a time. A creature trapped in the ammunition doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to release the creature the ammunition contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

MABARAN NIGHTBOLT

Legendary

Dark, necromantic energy is woven into the core of this ammunition.

You gain a +2 bonus to attack rolls made using this ammunition. A creature hit by a ranged attack using this ammunition takes an extra 3d6 necrotic damage, and a small or medium creature reanimates as a *zombie* under your control if it dies within 1 minute of being struck.

The reanimated creature is under your control for 24 hours, after which it stops obeying any command you have given it.

MOUSEBOLT

Legendary

This ammunition gives off a strong aura of transmutation magic.

When you hit a creature with this ammunition, that creature must succeed on a DC 18 Wisdom saving throw or be transformed into a mouse (use statistics for *Rat*) as though under the effect of a *polymorph* spell. The transformation lasts for 1 hour.

NIGHTWALKER'S BREATH

Legendary, impact

This ammunition seems to absorb the light and leaves those who handle it feeling short of breath.

When this ammunition is loosed, a field of enervating negative energy appears in a 20-foot-radius sphere centered on the point of impact. The field spreads around corners and lasts for 1 minute.

When the field appears, each creature in the area of effect must make a DC 21 Constitution saving throw. A creature takes 4d6 necrotic damage on a failed save, and attacks against it have advantage until the start of its next turn. A creature must also make this saving throw when it enters the field for the first time or ends its turn there.

PHANTASMAL HYSTERIA, AMMUNITION OF

Legendary, impact

This ammunition gives off a powerful aura of illusion magic.

When this ammunition is loosed, a swarm of phantasmal creatures emerges from the ground in a 20-foot-radius centered on the point of impact. The individual phantasmal creatures are no larger than a 10-foot cube and can be perceived by all creatures that can see the area.

All creatures within the area of effect when the swarm appears must make a DC 17 Intelligence saving throw. On a failed save, the affected target is so convinced of the phantasmal swarm's reality that it can even take damage from the illusion. One phantasmal creature attacks each affected 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.

The illusion disappears after 1 minute and cannot attack a creature that moves beyond the area of effect. This ammunition has no effect on undead or constructs beyond the normal affect.

PLANECASTER

Legendary

This ammunition is attuned to a specific plane of existence, determined by its creator at the time of its crafting.

A creature hit by this ammunition must succeed on a DC 18 Charisma saving throw or be banished to the designated plane. A creature so transported must find its own way back to your current plane of existence.



RANDYLLS' LULLABYE

Legendary, impact

This ammunition gives off a powerful aura of enchantment magic.

When loosed, this ammunition sends creatures into a magical slumber for 1 minute. The ammunition can affect 200 hit points of creatures. Creatures within 20 feet of the point of impact are affected in ascending order of their current hit points (ignoring *unconscious* creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this ammunition falls unconscious until the effect ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being *charmed* aren't affected by this ammunition beyond the usual damage if struck.

RICTAVIO'S RAVENCLAW

Legendary

This ammunition is crafted from platinum etched with the pattern of raven feathers.

A vampire or vampire spawn hit by this ammunition takes an extra 3d8 radiant damage and must succeed on a DC 15 Wisdom saving throw. On a failed save, a target is *paralyzed* for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect on itself.

RIFT RIPPER

Legendary, impact

Reality warps slightly in the aura around this ammunition.

When this ammunition is loosed, a 20-foot-radius sphere of transparent rippling psychic energy expands from the point of impact and lasts for 1 minute. This aura is difficult terrain, and creatures that start their turn in it take 2d10 psychic damage.

Any creatures within the aura when it ends must succeed on a DC 17 Charisma saving throw or be a teleported to a random unoccupied space within 20 feet of its position.

SOLARSHOT

Legendary

You gain a +1 bonus to attack and damage rolls made using this ammunition, which is uncomfortably warm when handled and sparkles with motes of light.

When this ammunition is loosed, do not make an attack roll. The ammunition transforms into a beam of brilliant light in a 5-foot-wide, 120-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is *blinded* until your next turn. On a successful save, it takes half as

much damage and isn't *blinded* by this spell. Undead and oozes have disadvantage on this saving throw.

When you loose this ammunition, you are surrounded for an instant by a flash of brilliant radiance. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

SPELL SINK

Legendary

This eldritch ammunition has a twisted and gnarled appearance.

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 18 Wisdom saving throw become a spell sink for 1 minute.

A creature subject to this affect generates a 10-foot-radius invisible sphere centered on themselves. 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 and moves with the affected creature.

TRUE SEEING, AMMUNITION OF

Legendary, impact

This ammunition is entirely crystalline in composition.

When loosed, this ammunition grants you the ability to view an area within a radius of 120 feet centered on the its location for 1 hour in the same manner as a *scrying* spell. During that time, you can use this feature as a bonus action on your turn and you have *truesight* within the area of effect. This effect remains centered on the current location of the ammunition, even if it moves or is imbedded in a target.

A creature which is aware of the ammunition can use an action to attack or otherwise destroy the ammunition (5 hit points), ending the effect.

WYLLOW'S WHIRLWIND

Legendary, impact

This ammunition is carved from the heartwood of a subterranean tree and is inscribed with druidic symbols.

When this ammunition is loosed, a whirlwind howls down to the ground at the point of impact. The whirlwind is a 10-foot-radius, 30-foot-high cylinder and lasts for 2d4 rounds. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the

save must succeed on a DC 17 Strength saving throw or become *restrained* in the whirlwind until the effect ends. When a creature starts its turn *restrained* by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A *restrained* creature falls when the effect ends, unless the creature has some means to stay aloft.

A *restrained* creature can use an action to make a Strength or Dexterity check against DC 17. If successful, the creature is no longer *restrained* by the whirlwind and is hurled 3d6 × 10 feet away from it in a random direction.

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 |
|------------------------------------|-----------|----------------|------------------|-----------|
| Ashfall Ammunition | 1d2 | 100,000 gp | impact | legendary |
| Blackshard | 1 | 90,000gp | | legendary |
| Chaostorm Ammunition | 1d3 | 96,000gp | impact, unwieldy | legendary |
| Devestation, Ammunition of | 1 | 170,000 gp | heavy, impact | legendary |
| Disintegration, Ammunition of | 1d2 | 105,000 gp | impact | legendary |
| Falling Star | 1d3 | 85,000gp | impact | legendary |
| Hemmorhaging, Ammunition of | 1d3 | 87,500 gp | | legendary |
| Ironclaw Ammunition | 1d2 | 97,500 gp | | legendary |
| Mabaran Nightbolt | 1d2 | 82,000 gp | | legendary |
| Mousebolt | 1d3 | 22,000 gp | | legendary |
| Nightwalker's Breath | 1 | 129,000 gp | impact | legendary |
| Phantasmal Hysteria, Ammunition of | 1d2 | 126,000 gp | impact | legendary |
| Planecaster | 1 | 140,000 gp | | legendary |
| Randylls' Lullaby | 1d3 | 120,000 gp | impact | legendary |
| Rictavio's Ravenclaw | 1d3 | 88,500 gp | | legendary |
| Rift Ripper | 1d3 | 87,500 gp | impact | legendary |
| Solarshot | 1d2 | 100,000 gp | | legendary |
| Spell Sink Ammunition | 1d3 | 122,000 gp | | legendary |
| True Seeing, Ammunition of | 1d4 | 88,000 gp | impact | legendary |
| Wyllow's Whirlwind | 1d2 | 128,000 gp | impact | legendary |

LEGAL NOTICES

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.*

All other original material in this work is copyright 2019 by Evan Jackson and Thieves' Cant Games and published under the Community Content Agreement for Dungeon Masters Guild.

ADDITIONAL CREDIT

All fonts in this document created by /u/Solbera



IF YOU ENJOYED THIS...

You might also enjoy other work by [Thieves' Cant Games](#) currently available on Dungeon Masters Guild.

Also by [Thieves' Cant Games](#):

The Enchanted Ammunition Collection



Mysteries of the Fey Subclass Series:

