



# TRICK ARROWS

TRICK ARROWS ARE SHOT WITH BOWS LIKE ARROWS BUT CAN POSSESS A SPECIALIZED FUNCTION (TECHNOLOGICAL,ALCHEMICAL OR MAGICAL) SUCH AS COMPACT EXPLOSIVE CHARGES OR ACID FILLED FLASKS. IN THIS DOCUMENT YOU WILL FIND 15 DIFFERENT TECHNOLOGICAL,ALCHEMICAL AND MAGICAL ARROWS TO MAKE YOUR ARCHER MORE INTERESTING THAN EVER BEFORE! IF YOU LIKE THIS DOCUMENT,PLEASE CONSIDER BUYING THE "ULTIMATE TRICK ARROWS" WHICH CONTAINS 40 MORE ARROWS (WITH ART!) TO ADD TO YOUR COLLECTION!!

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## APPENDIX

### TECHNOLOGICAL ARROWS

#### Arrow

- Hummerhead Blunt
- Flight
- Injection
- Dark Iron
- Corkscrew

### ALCHEMICAL ARROWS

#### Arrow

- Water
- Acid
- Alchemist's Fire
- Fire
- Blinding

### MAGICAL ARROWS

#### Arrow

- Ice
- Acid
- Thunderclap
- Lightning
- Mindpiercers



## TECHNOLOGICAL ARROWS

In this section you will find arrows that have been made using technological means.

### ARROW, HUMMERHEAD BLUNT (10)

Cost: 1 gp

The arrows are specially designed to deal non-lethal bludgeoning damage to its target. These arrows do 1 die less damage (e.g. 1d6 instead of 1d8) but on a critical hit these arrows apply the stunned effect to the target until the start of your next turn. Also if a creature falls to 0 hp from one of these arrows it does not need to roll for death saving throws.

### ARROW, FLIGHT (10)

Cost: 15 gp

Flight arrows have thin shafts and light fletching. When fired from a bow, the normal and long range is increased by 40 feet; however, attack rolls within 30 feet are made with disadvantage.

### INJECTION ARROW (10)

Cost: 40gp.

The arrow head of this piece of Ammunition is hollow, and has storage equal to that of a Vial, it contains a tiny mechanism similar to a syringe. Liquids held within never dry out, and are injected directly into a creature struck, therefore they make their Constitution Saving throw with disadvantage. If this arrow is used at a creature which wears metal armor the attack will be with disadvantage.

### DARK IRON ARROW(1)

Cost: 30 gp each

Dark iron is particularly dense and hard. A dark iron arrow has the armor piercing (-1AC) property, but deals half damage against creatures that wear natural or non-metal armor.

### CORKSCREW ARROW (10)

Cost: 3gp

Travels through water more effectively than a normal arrow. As long as the arrow was fired from outside the water, it ignores the "ranged weapon attack underwater combat rules" described on pg.198 of the PHB.

## ALCHEMICAL ARROWS

In this section you will find arrows that utilise alchemical substances and liquids.

### WATER ARROW(10)

Cost: 4gp

The Water Arrow is a multi-purpose arrow shot with a bow, that is usually used to put out light sources such as torches or small camp fires. The arrow tip is a small glass vial which contains water. The water arrow can damage undead foes when induced with Holy Water. The range for this arrow is 40ft/90ft due to its weight.

### ACID ARROWS (10)

Cost: 50gp

The glass tip of this arrow shatters on impact. When this hollow arrow head shatters it spills its acidic contents. On top of the normal piercing damage it also deals 1d4 acid damage.

### ARROW, ALCHEMIST'S FIRE (10)

Cost: 50 gp

Each single projectile holds a small amount of alchemist's fire inside the hollow shaft. When the arrow strikes a target, it shatters and deals an extra 1d4 fire damage at the start of each of its turns. A creature can end this effect by using a bonus action to make a DC 10 Dexterity check to extinguish the flames.

### FIRE ARROWS (20)

Cost: 5 gp.

This arrow must be lit before using it, either by spending an action and using a Tinderbox, or by spending a free action by putting the arrow in a flame source, such as a torch, a bonfire, or a burning tree. When lit, this arrow ignites non-worn, non-carried flammable materials on impact, and deals the normal attack damage of the base weapon plus an extra 1d4 fire damage to the target. It will continue to do 1d4 fire damage per turn until a bonus action is spent to remove it. In addition, you lose any advantage when attempting a surprise attack with it due to its clear visibility, even during day time.

### BLINDING ARROWS (10)

Cost: 6gp

Arrows with a small clay head with an opening inside, containing a reactive chemical. On hit, the chemical releases a bright flash, blinding the target if it fails a CON (dc 13) until the start of your next turn. Deals 1d4 bludgeoning damage.



## MAGICAL ARROWS

In this section you will find arrows that were enchanted by magical means.

### ICE ARROWS (10)

Cost: 100gp

These arrows are cold to the touch. On hit, the target takes 1d8 cold damage and must pass a 15DC con saving throw or suffer -10ft to their movement speed and have disadvantage on dex saving throws for 3 rounds (does not stack).

### ACID ARROWS (10)

Cost: 100gp

On a hit, the target takes 1d8 acid damage and must pass a 15DC con saving throw or suffer -2 to their AC and have disadvantage of con saving throws for 3 rounds (does not stack).

### THUNDERCLAP ARROWS (10)

Cost: 100gp These arrows release a thunderous explosion on hit. All creatures within a 10ft radius must make a 15DC con saving throw or take 2d6 thunder damage and getting pushed back 5ft or half damage on a successful one. Loose objects are automatically pushed 5ft away.

### LIGHTNING ARROWS (10)

Cost: 100gp These arrows cast a streak of lightning in their wake. Any creatures within 5ft of a line between you and your target (including your target, but not yourself) must make a DC15 dex saving throw taking 1d10 lightning damage on a failed save or half on a successful one. Not for resale.

### MINDPIERCERS (10)

Cost: 100gp On hit, the target takes 1d8 psychic damage and must pass an int saving throw or has disadvantage on intelligence and wisdom saving throws for 3 rounds.

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