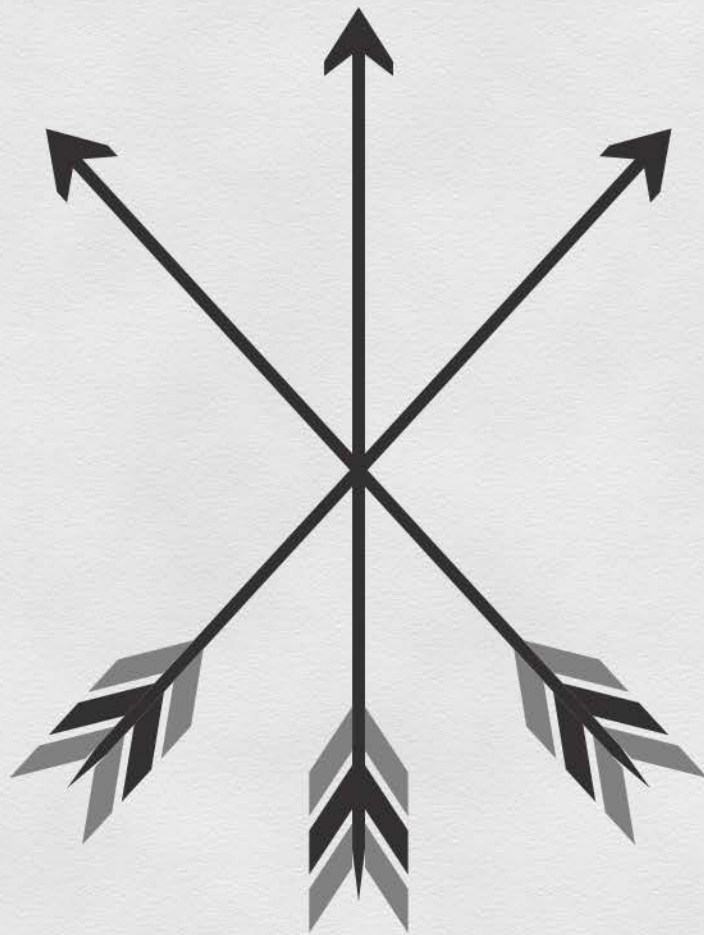


ASSASSINNPC

MAGIC ARROWS



5TH EDITION EQUIPMENT

SURE TO ADD SUGAR, SPICE, AND EVERYTHING NICE.

Introduction

Hey fam, it's ya boy Assassin here!

Inspiration from the heavens fell upon me to write up these **twenty magical arrows** for you!

So without further ado, here are the random-est magic arrows (along with some not-so random ones) sure to add sugar and spice and everything nice to your games! I hope you enjoy.

You may use the roll table to the right, or read through each arrow's description to pick your favourites for your shops or players :)

Snag hundreds of pages for 5E for FREE on my instagram [@assassin_npc](#)

Unlock my Forge, NPC Library, world-building compendiums, etc. on my Patreon: Assassin NPC.

I wish you all the best, and I hope you have an amazing day :)

Your NPC, Assassin

Roll Table for Magical Arrows & Bolts:

1d20	Magical Arrow/Bolt
1	Lit Arrow/Bolt
2	Woosh Arrow/Bolt
3	Firework Arrow/Bolt
4	Joltabolt/Arrow
5	Snake Arrow/Bolt
6	Crocodile Arrow/Bolt
7	Co2 Arrow/Bolt
8	Stink Arrow/Bolt
9	Magic Arrow/Bolt
10	Slapper Arrow/Bolt
11	Clapper Arrow/Bolt
12	Cry-Guy Arrow/Bolt
13	Shy-Guy Arrow/Bolt
14	Arrow/Bolt to the Knee
15	Screamer Arrow/Bolt
16	Frog Arrow/Bolt
17	Stimpack Arrow/Bolt
18	Slippery Arrow/Bolt
19	Barbed Arrow/Bolt
20	Just a basic, normal Arrow/Bolt

1. Lit Arrow/Bolt

Casts the light spell centred on the location it lands.



2. Woosh Arrow/Bolt

Makes a noise when it flies that sounds like a human saying “wooooooosh”.



3. Firework Arrow/Bolt

Explodes into a beautiful firework. Deals an extra 2d6 fire damage when aimed at a target. Comes in different firework shapes and colours.



4. Joltabolt/Arrow

Sends a jolt of electricity through your target. Target must make a Constitution saving throw (DC 13), or be stunned for one minute. For each consecutive turn, the target may make a Constitution saving throw at the end of their turn to try and break free from the joltabolt stun.



5. Snake Arrow/Bolt

Turns into a snake (CR1/8 Poisonous Snake) while in flight, latching onto your target on a successful hit, and biting your target, dealing snake bite damage instead of your ranged weapon attack damage. Your snake will continue to bite the targeted creature it landed on for each consecutive round of combat until your snake is killed, or your target dies. If your snake is still alive when your target is reduced to 0 hitpoints, your snake will slither away into the wild, attacking only if it is attacked first.



6. Crocodile Arrow/Bolt

Turns into a magical giant crocodile head that snaps down on its target. Disregarding the normal damage your arrows deal, your crocodile arrow deals a flat 4d6 bludgeoning damage to your target. Om nom nom.



7. Co2 Arrow/Bolt

Upon impact, your arrow creates a 5 ft. cube of pure Co2, suffocating all creatures within the space that rely on oxygen to breathe. This effect lasts for 1 minute.



8. Stink Arrow/Bolt

Upon impact, your arrow releases an awful stench in the target's space. Your target must make a Constitution saving throw (DC 19), or have their eyes water, giving them disadvantage on their dice rolls that rely on sight until the end of their next turn. If the target rolls a 10 or less for their constitution saving throw, they must instinctively drop all of their hand-held weapons and plug their nose with both hands, commenting on how bad the stink is.



9. Magic Arrow/Bolt

Deals magic damage. "Oooooooh, real fancy!" :) Treat it like a normal arrow, but change the damage to magic damage instead of straight piercing. And there you go! A magical arrow! Ho boy!



10. Slapper Arrow/Bolt

Slap your enemies across the face! These Arrows/Bolts deal bludgeoning damage instead of piercing damage to your foes.



11. Clapper Arrow/Bolt

Ever wanted an Arrow/Bolt that claps everytime you hit your mark? This Arrow/Bolt makes an audible clapping noise when it strikes your target.



12. Cry-Guy Arrow/Bolt

Make a ranged attack roll with this Arrow/Bolt. On a successful hit, your target perceives everything as dreadfully disheartening, and falls into a sobbing fit if this arrow takes effect. Your target must succeed on a Wisdom saving throw (DC 14) or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, your target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.



13. Shy-Guy Arrow/Bolt

Make a ranged attack roll with this Arrow/Bolt. On a successful hit, your target must succeed on a Wisdom saving throw (DC 14) or drop whatever it is holding and become frightened of you for the duration. While frightened, your target must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If your target ends its turn in a location where it doesn't have line of sight to you, your target can make a Wisdom saving throw. On a successful save, the spell ends for your target.



14. Arrow/Bolt to the Knee

Make a ranged attack roll with this Arrow/Bolt. On a hit, your arrow strikes one of your target's knees, causing your target to fall prone until the end of their next turn. Creatures without knees are unaffected by this arrow.



15. Screamer Arrow/Bolt

These arrows let out a terrifying scream upon impacting your target. On a successful hit, your target takes an additional 1d6 thunder damage.



16. Frog Arrow/Bolt

Make a ranged attack roll with this Arrow/Bolt. On a successful hit, your target must succeed on a Wisdom saving throw (DC 14) or be polymorphed into a frog. At the end of each of its turns, your target can make a Wisdom saving throw. On a successful save, the spell ends for your target. The polymorph also ends if your target drops to 0 hit points.



17. Stimpack Arrow/Bolt

Make a ranged attack roll with this Arrow/Bolt. On a successful hit, your target heals and gains

hit points equal to the amount of damage you rolled. Stimpack Arrow/Bolts must be fired from your weapon in order for their healing properties to take effect. All Stimpack Arrow/Bolts that miss are eternally lost, and cannot be repurposed. You may shoot yourself with this Arrow/Bolt with disadvantage in order to heal yourself.



18. Slippery Arrow/Bolt

Make a ranged attack roll with this Arrow/Bolt. On a successful hit, your target must succeed on a Dexterity saving throw (DC 14), or slip and fall prone on their butt. Each time your target tries to stand, they must make another Dexterity saving throw in order to keep from falling back down on their butt. This effect lasts until your target removes the Slippery Arrow/Bolt from their body.



19. Barbed Arrow/Bolt

Deals normal arrow damage going in. Deals 3d6 slashing damage when pulled back out. A creature within range may spend an action to pull the arrow out from another creature's body with their hand, triggering the slashing damage.



20. Just an Arrow/Bolt

It's literally just an arrow.

YOU'RE A LEGEND.