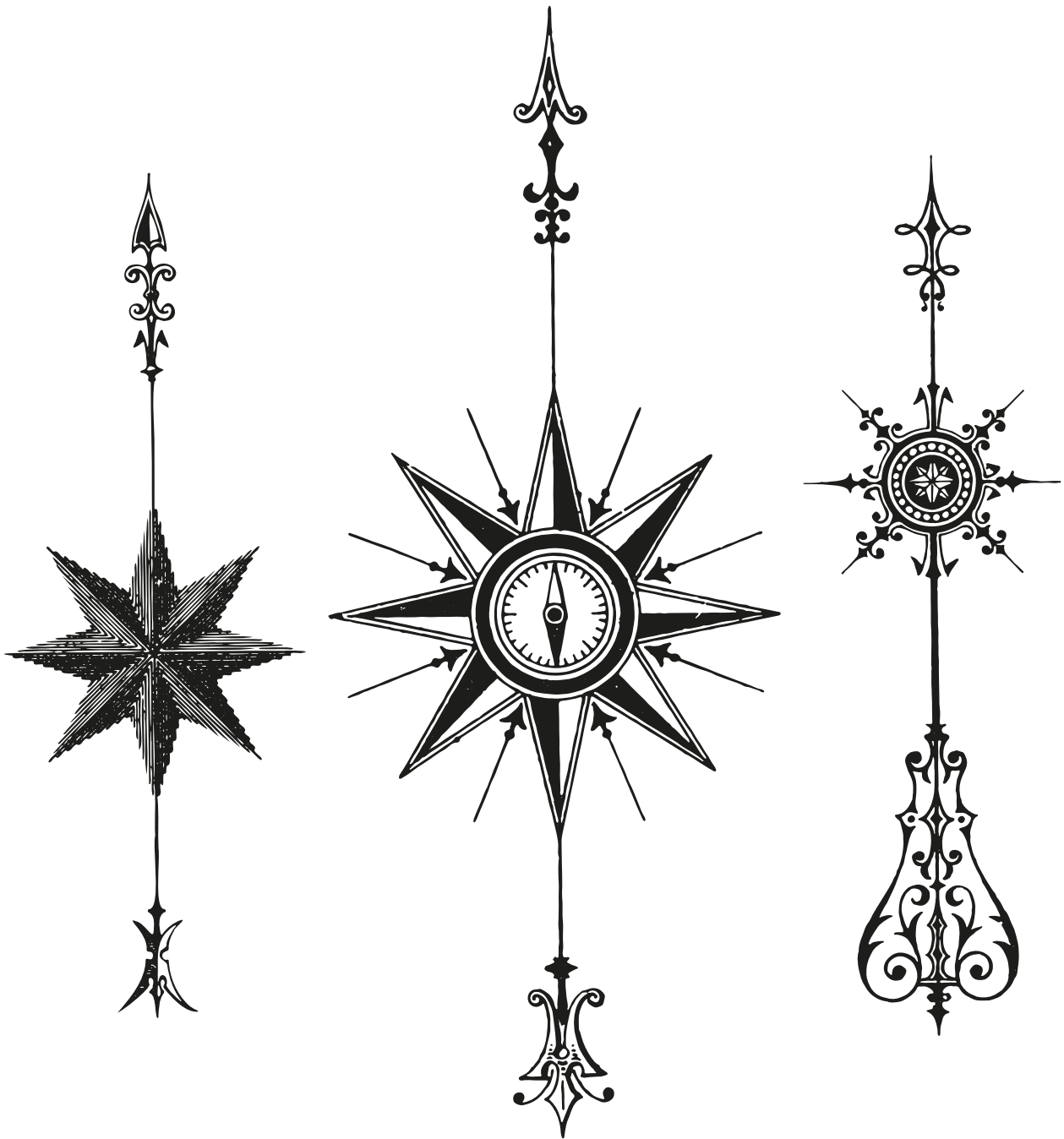


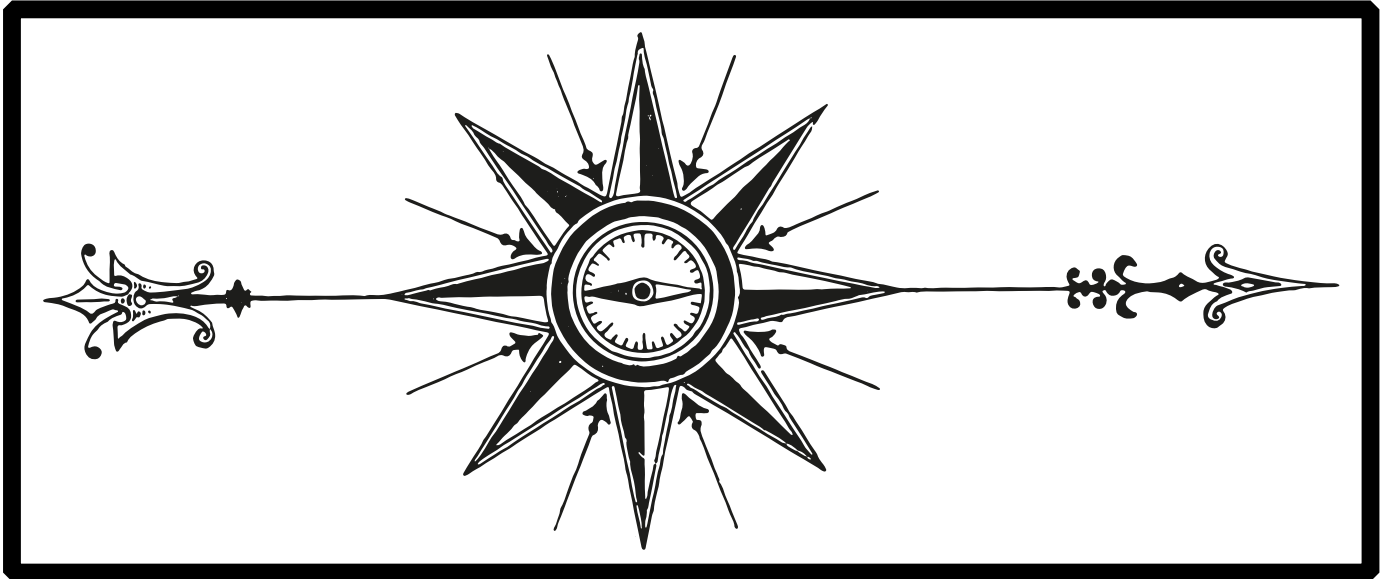
8 Particular Arrows



Kamil Smigowski

5e

1. Arrow of the four winds



A special arrow that changes its properties depending on which direction of the world it is fired.

1. North

The target hit by this arrow must make Strength save (DC 15). If a creature fails, it is pushed back 20 feet.

2. South

Upon impact, the arrow explodes to form a zone of dense fog within 15 feet radius of the point of impact. Creatures in the fog are treated as if under the Fog Cloud spell.

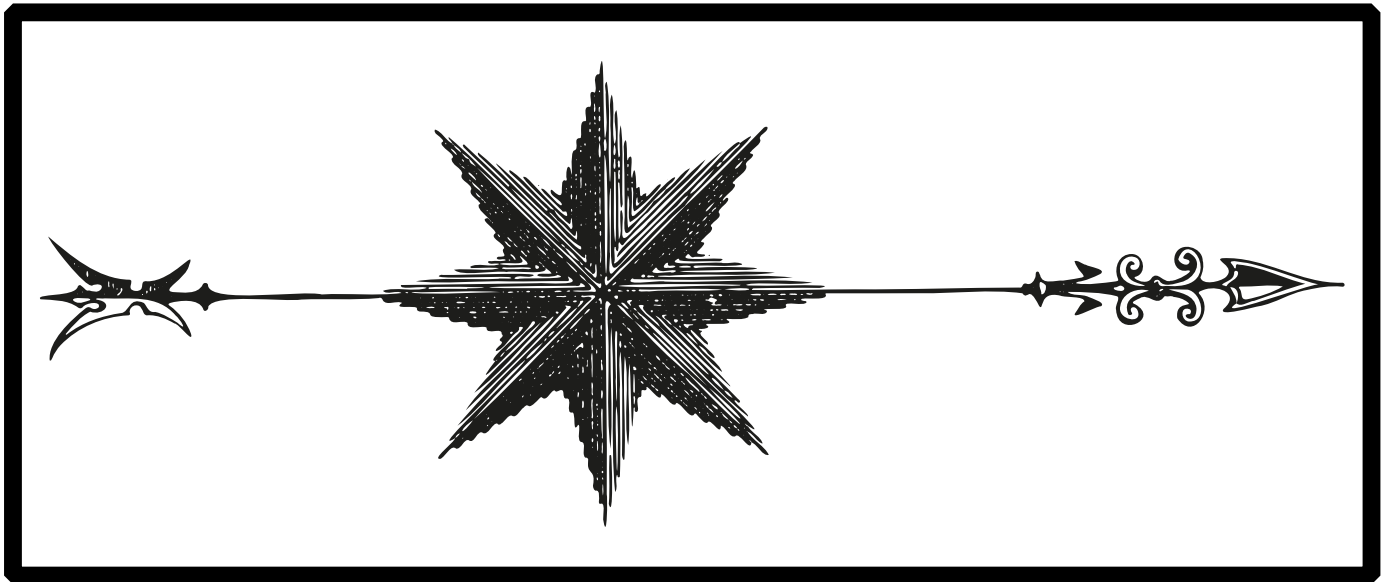
3. East

Target hit begins to hover 20 feet above the ground. If the target is a creature, in its turn it may make an Intelligence saving throw (DC 15). If the test is successful, spell effect stops.

4. West

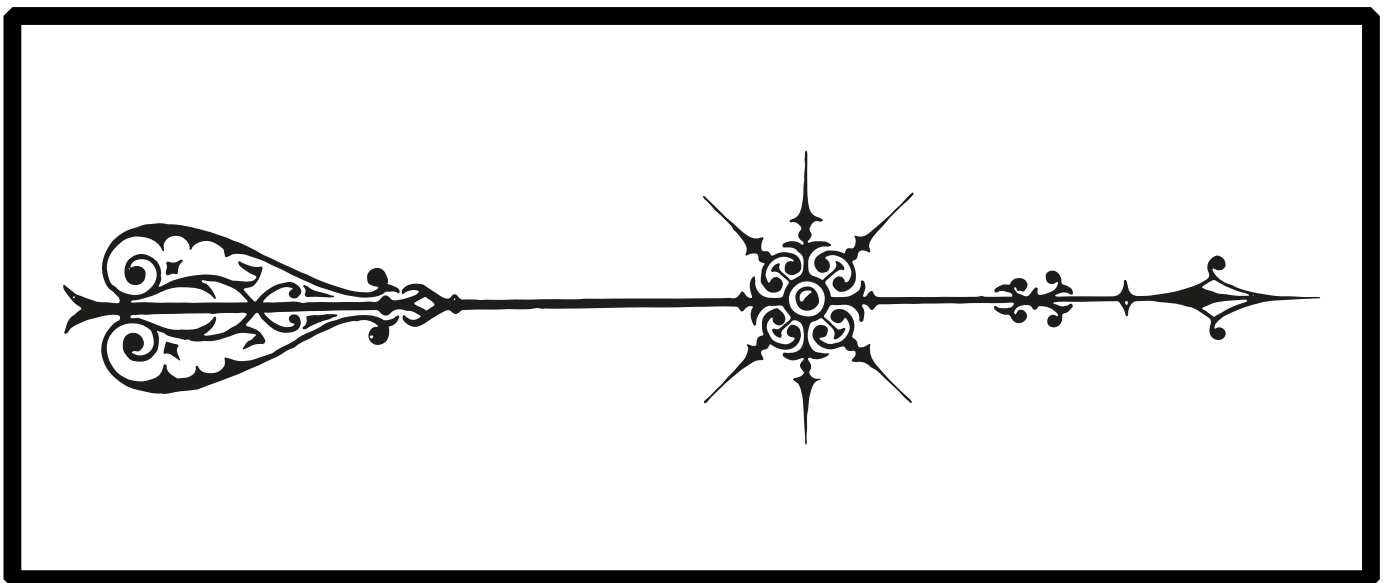
After a hit, the target becomes entangled with long blades of grass growing out of the arrow's shaft. If the target is a creature, in its turn, it may make a Strength saving throw (DC 15). On a failed test, target is restrained.

2. Tar bomb arrow



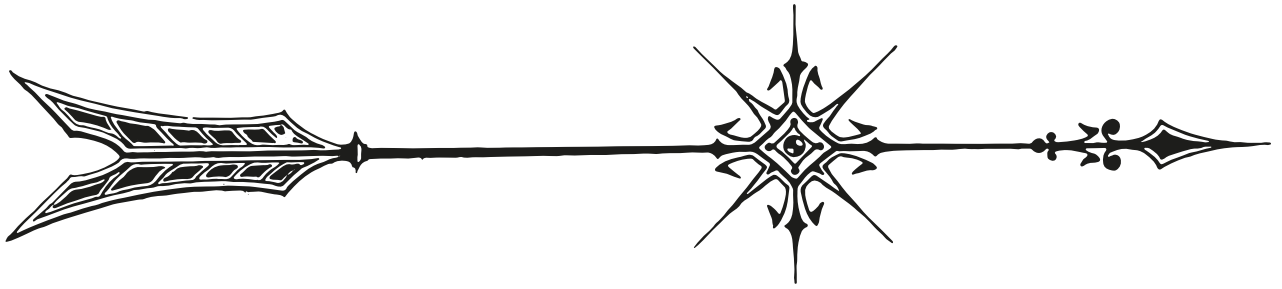
Upon hitting the target, the tank inside the shaft explodes violently, covering everything within a 10-foot radius in sticky, flammable tar. Tar-covered terrain is treated as Difficult Terrain. Merely a spark is enough to set the substance on fire. The fire cannot be extinguished with water. However, the flames will go out by themselves after 15 minutes if no additional fuel is introduced.

3. Star shine arrow.



When arrow hits the target, it creates a powerful flash of light. Any creature within 40 feet radius that can see the point of impact must make a Dexterity saving throw (DC 12). On a failed test, creatures become blinded.

4. Discharge arrow



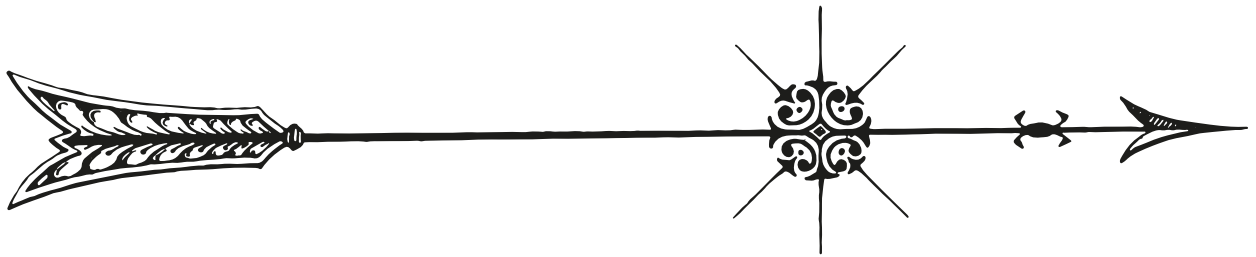
Upon hitting the target, the arrowhead bursts causing an electrical discharge dealing an additional 2d6 lightning damage to the target.

5. Cross arrow



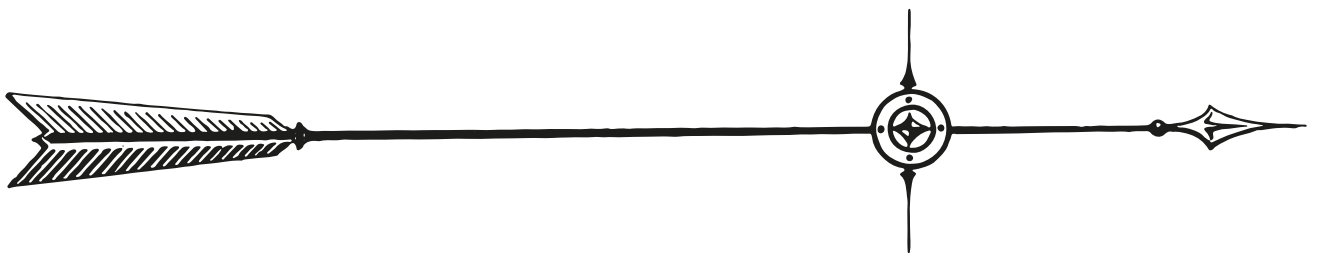
When hitting a target, a special charge in the center of the arrow explodes and fires smaller projectiles directly to the right and left of the point of impact. Each creature hit by these projectiles suffers 1d8 damage.

6. North wind arrow



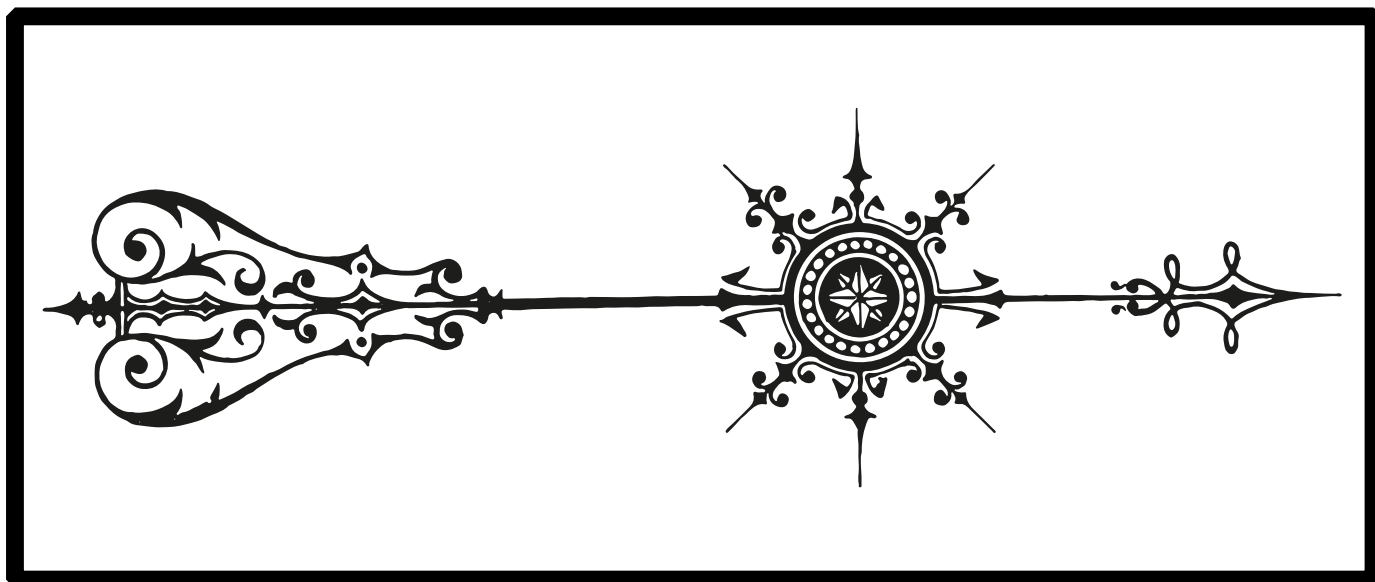
An arrow only activates when it hits a hard surface, such as a stone. Upon impact, the arrow bursts, turning into clouds of blue dust that begin to spin through the air at very high speeds. This creates a zone that within 10 feet radius of the point of impact deals 1d8 to each creature that enters it. Additionally, each creature takes an additional 1d8 damage for every 5 feet it walks through

7. Drill arrow



This arrow can penetrate even the strongest armor. It completely ignores the target's Armor class.

8. Ice crystal arrow



The target hit by this arrow becomes frozen. Its speed drops to 10 feet, additionally, the target has a disadvantage on its attacks and saving throws. The effect has no effect on constructs.

If the arrow hits the floor, wall, or other solid object, it covers the surface of everything within a 20 feet radius with ice. Walking speed on an icy floor is halved.

Additionally, a creature walking on ice must make a Dexterity saving throw (DC 15) every 5 feet. On a failed test, creatures become prone.

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