

LEGENDARY ARROWS



THE ARROWS OF ARNTHUR THE ARCHER

A BUNDLE OF DOWN, ONE RARELY FOUND, MAKES AN ARROW ONE OF A KIND.
SO ARNTHUR THE ARCHER, VENTURED OUR FARTHER, SEARCHING FOR HIS PRIZE.
ENCOUNTERED THE **GRIFFON**, FIRST ON HIS MISSION, GROUNDED BEFORE TOO LONG.
HE BATTLED THE **HARPY**, CLIPPED HER WINGS SHARPLY, HARNESSING HER SONG.
ASHED UP THE **PHOENIX**, NEVER DID SWEEP IT, AFTER IT BURNED TO A CRISP.
SUBDUED THE **PERYTON**, A MONSTROSITY SET UPON, ADDED ITS CURSE TO HIS LIST.
CHALLENGED A **PEGASUS**, LEAVING THE REST OF US, CRAWLING AS THIS ARCHER FLIES.
DEMOLISHED A **ROC**, REPLENISHED HIS STOCK, TO HIT HARDER THAN ITS SIZE.
RIDDLED THE **SPHINX**, ESTABLISHED A LINK TO ITS MASTERY OF TIME.
AIMED AT AN **ANGEL**, CONQUERED A FABLE, A TRUE SHOT COMPLETED THE CRIME.

Harvesting Feathers

Flight feathers and tail feathers are the kinds that will be useful for fletching arrows and bolts, but the violence of battle damages these delicate prizes.

Unless they were slain in a single, well-placed attack, many feathers will be damaged in the fight.

How many feathers are on the creature? The Dungeon Master determines how many feathers are available by rolling 1d20+2. If the creature was slain with one hit or without being physically damaged in any way, roll with advantage.

How many feathers is the player able to harvest? The number of feathers collected is determined by rolling a (Wisdom) Survival Check, subtracting the monster's CR from the final result. The number of feathers collected cannot exceed the number of feathers available.

CREATURE SIZE	GATHERING TIME
Tiny	1 minute
Small	5 minutes
Medium	10 minutes
Large	20 minutes
Huge	40 minutes
Gargantuan	60 minutes

Crafting Ammunition

These are not just well-crafted arrows, they're the storied tools of a legendary hunter, so their magical construction should be dramatic.

How to fletch arrows. When fletching arrows, the player must succeed a Religion or Arcana skill check at the end of a long rest. The DC is determined by the kind of arrows being fletched, DC7 + the CR of the creature.

- ★ All ammunition requires three feathers to fletch.
- ★ Ammunition for ballistas can only be fletched using feathers of a creature sized Large or greater.
- ★ If the skill check fails, the materials are wasted.
- ★ Only one arrow may be fletched at a time.

Describing the rite of fletching. This is a great opportunity for players to participate in world building by describing the ritual to imbue their specific legendary arrow.

Arrows and Bolts

Below are details for eight legendary arrows, with an example description, effect, materials and DC for the players' fletching check. When deploying these arrows in combat, they all share these two properties:

- ★ All ammunition is considered magical for the purposes of bypassing resistance to non-magical damage.
- ★ All ammunition is single-use, becoming mundane after being fired, regardless of whether it hits its target.

D8	AMMUNITION	FEATHER TYPE	FLETCHING DC
1	Arrow of Grounding	Griffon	9
2	Arrow of Luring	Harpy	8
3	Arrow of Immolation	Phoenix	23
4	Arrow of Weakening	Peryton	9
5	Arrow of Transposition	Pegasus	9
6	Arrow of Sieging	Roc	18
7	Arrow of Time	Sphinx	18
8	True Arrow	Deva	17



ARROW OF GROUNDING

Griffon feathers, DC9 fletching check

The shaft and head of the Arrow of Grounding are both fashioned from clay, but only the shaft is fired, so the head is soft and designed to make a mess on impact.

A target hit by this ammunition must succeed a DC10 Strength saving throw or lose their flying speed until the end of their next turn.

ARROW OF LURING

Harpy feathers, DC8 fletching check

The Arrow of Luring is made of dark polished wood, the base dipped in melted gold. The arrowhead is made from black porcelain with a cruel, hooked notch.

A target hit by this ammunition must succeed a DC10 Charisma saving throw or become focused on the shooter, spending its full movement on its next turn to take the most direct path towards the shooter, without walking into dangerous terrain.

ARROW OF IMMOLATION

Phoenix feathers, DC23 fletching check

The Arrow of Immolation is brittle, blackened and charred. But when the arrow is put to bowstring, the fletching erupts with the orange anger of the sun itself, coating the whole arrow in magical flames.

A target hit by this ammunition and all creatures within 10 feet of it must succeed a DC14 Dexterity saving throw or take 5d6 fire damage and catch fire, or half as much on a successful one. Flammable objects within ten feet of where the Arrow of Immolation strikes catch alight. Flames from this ammunition take twice the amount of water to douse compared to regular flames.

ARROW OF WEAKENING

Peryton feathers, DC9 fletching check

Touching the Arrow of Weakening leaves your tingling, like the arrow is buzzing with shadowy electricity. The entire shaft is etched with lines and circles, designed to concentrate and direct the fletching's negative energy into the arrow's copper tip.

A target hit by this ammunition must succeed a DC10 Wisdom saving throw or become affected by the Bestow Curse spell for 1 minute. Roll on the table below to determine the effect of the curse:

D4 CURSE

- 1 Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- 2 While cursed, the target has disadvantage on attack rolls against you.
- 3 While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action and does nothing.
- 4 While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

ARROW OF TRANSPOSITION

Pegasus feathers, DC9 fletching check

Although it seems mundane with a shaft of untreated pine and shock white fletching, the Arrow of Transposition's head shimmers with opalescent hues of purple, green and black.

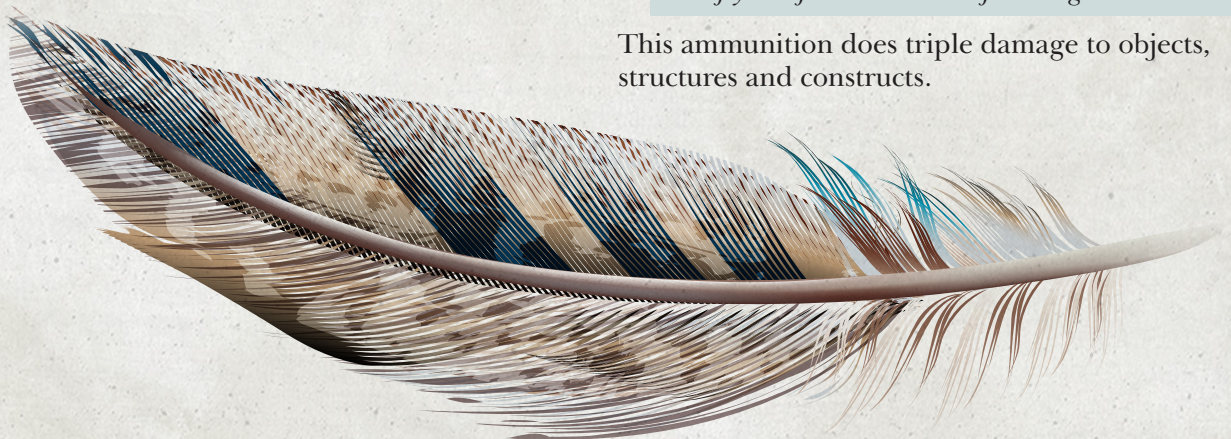
If the target is within 30ft of the archer, targets hit by this ammunition must succeed a DC14 Wisdom saving throw or switch places with the shooter.

ARROW OF SIEGING

Roc feathers, DC18 fletching check

Stone and bone lend their weight to the Arrow of Sieging, creating a heavy arrow which could not fly but for its oversized fletching.

This ammunition does triple damage to objects, structures and constructs.



ARROW OF TIME

Sphinx feathers, DC18 fletching check

The Arrow of Time is made of rough glass, similar to fossilized lightning.

A creature struck by this ammunition must succeed a DC14 Intelligence saving throw or forget the past 1d4 hours, including who shot them.

TRUE ARROW

Angel feathers, DC17 fletching check

A True Arrow is sunlight given shape, pure white in shadows, and invisible in bright light.

If you have advantage on an attack made with this ammunition, you cannot miss.

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