A LITTLE LESS PREP. A LITTLE MORE WONDER.

Ammunition

Open an archer’s case, replenish a quiver or discover one exceptional piece of ammunition.



How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Ammunition	Price / rarity	Quick reminder
01-05	**Ammunition (+1)**	Uncommon	One piece: +1 attack and damage; magic ends on a hit. Choose a form for its weapon.
06-10	**Ammunition (+2)**	Rare	One piece: +2 attack and damage; magic ends on a hit. Choose a form for its weapon.
11-15	**Ammunition (+3)**	Very rare	One piece: +3 attack and damage; magic ends on a hit. Choose a form for its weapon.
16-20	**Ammunition of Aberration Slaying**	Very rare	One piece for Aberration targets; choose its weapon form. Extra damage, save and loss of magic on card.
21-25	**Ammunition of Beast Slaying**	Very rare	One piece for Beast targets; choose its weapon form. Extra damage, save and loss of magic on card.
26-30	**Ammunition of Celestial Slaying**	Very rare	One piece for Celestial targets; choose its weapon form. Extra damage, save and loss of magic on card.
31-35	**Ammunition of Construct Slaying**	Very rare	One piece for Construct targets; choose its weapon form. Extra damage, save and loss of magic on card.
36-40	**Ammunition of Dragon Slaying**	Very rare	One piece for Dragon targets; choose its weapon form. Extra damage, save and loss of magic on card.
41-45	**Ammunition of Elemental Slaying**	Very rare	One piece for Elemental targets; choose its weapon form. Extra damage, save and loss of magic on card.
46-50	**Ammunition of Fey Slaying**	Very rare	One piece for Fey targets; choose its weapon form. Extra damage, save and loss of magic on card.
51-55	**Ammunition of Fiend Slaying**	Very rare	One piece for Fiend targets; choose its weapon form. Extra damage, save and loss of magic on card.
56-60	**Ammunition of Giant Slaying**	Very rare	One piece for Giant targets; choose its weapon form. Extra damage, save and loss of magic on card.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 4% or 5% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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d100	Ammunition	Price / rarity	Quick reminder
61-64	**Ammunition of Humanoid Slaying**	Very rare	One piece for Humanoid targets; choose its weapon form. Extra damage, save and loss of magic on card.
65-68	**Ammunition of Monstrosity Slaying**	Very rare	One piece for Monstrosity targets; choose its weapon form. Extra damage, save and loss of magic on card.
69-72	**Ammunition of Ooze Slaying**	Very rare	One piece for Ooze targets; choose its weapon form. Extra damage, save and loss of magic on card.
73-76	**Ammunition of Plant Slaying**	Very rare	One piece for Plant targets; choose its weapon form. Extra damage, save and loss of magic on card.
77-80	**Ammunition of Undead Slaying**	Very rare	One piece for Undead targets; choose its weapon form. Extra damage, save and loss of magic on card.
81-84	**Arrows (20)**	1 gp	20 arrows for weapons that use this ammunition.
85-88	**Bolts (20)**	1 gp	20 bolts for weapons that use this ammunition.
89-92	**Bullets, Firearm (10)**	3 gp	10 bullets, firearm for weapons that use this ammunition.
93-96	**Bullets, Sling (20)**	0.04 gp	20 bullets, sling for weapons that use this ammunition.
97-00	**Needles (50)**	1 gp	50 needles for weapons that use this ammunition.

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