

Type	Cost	Range Modifier	Hit Modifier
Alchemical Fire	30gp	-10%	-2
Corrosion	100gp	-30%	-3
Fire Cage*	1gp	-20%	-4
Flashbang	50gp	-20%	-3
Glue	75gp	-30%	-3
Grappling*	5gp	-30%	-3
Holy Water	40gp	-30%	-3
Injector*	50gp	-20%	-2
Silver	5gp	0	0
Small Game*	2sp	0	0
Whistling	2gp	-10%	0

Ammunition types annotated with * cannot be adapted for use with sling, prodd or pellet bows.

Alchemical Fire: Made up of a somewhat enlarged head, containing a small volume of oil that ignites on exposure to air. There is a 6% chance per alchemical fire arrow landing on a flammable target (thatched roof, sail, etc.) within a round of starting a fire. Creatures struck with alchemical fire arrows take fire as opposed to piercing damage.

Corrosion: This ammunition contain a small volume of extremely corrosive acid. Such ammunition inflicts 2d4 acid damage in place of the normal damage done by the weapon, and may be used to burn ropes, corrode locks, etc.

Fire Cage: Made up of a complex iron cage to hold flammable materials, fire cage arrows are used to cause fires, usually in mass combats. When used to inflict damage

on single opponents, a fire cage arrow does half damage, but that damage is treated as fire rather than piercing damage. Fire arrows have a 3% cumulative chance of starting a fire per arrow landing on a flammable target (thatch, rope coils, etc.) in a single round.

Flashbang: Contains a small amount of alchemical powder that explodes on impact. This is not designed to cause harm (the ammunition causes half damage), but it can cause a distraction. Anyone within 5' of the explosion must make a save vs. dragon breath or any ongoing spellcasting or concentration on magical effects is broken, and at the DM's discretion unintelligent monsters may have to make a moral check or flee.

Glue: Glue arrows contain a small volume of strong alchemical glue. This may be used to try to destroy locks, stick coils of rope, etc. If targeted at an individual a glue arrow inflicts half damage if it hits, and the victim must make a save vs. paralysis or have one limb stuck in place or to their sides, until they spend 3d6 rounds cutting themselves free.

Grappling: Essentially a grappling hook on the end of an arrow or crossbow bolt, with a small hoop at the rear to which a cord is attached, this is used to try to attach a rope. A light, silk rope is used, as a heavier rope is too weight to be used in this application. If the grapnel holds, a single character can be supported by said light rope.

Holy Water: At the head of this ammunition is a small vial containing holy water, rather heavier than a projectile should be and inflicting no damage to most creatures. If it strikes an undead target, it inflicts damage as per a normal flask of holy water.

Injector: Contains a small syringe tipped with a needle. The syringe can contain a single potion, dose of poison or other liquid. Any unwilling target struck by this may make a saving throw as appropriate. Whether the arrow hits a target or not, the liquid is expended.

Silver: Ammunition made of silver can be used to hit targets immune to normal weapons but vulnerable to silver.

Small Game: Arrowheads of this type are blunt, typically used to hunt small game without causing enormous damage to the meat. Only half normal damage is inflicted. A cleric may use this ammunition.

Whistling: Typically made with small holes or vents in the side of the head or stone, whistling ammunition makes a loud noise as it flies through the air. Of little impact in itself, but massed volleys of whistling ammunition can be used to strike fear into enemy units, and when loosed into the darkness the time until the sound stops can be indicative of the distance that the ammunition travelled before hitting a wall.