

A vibrant, abstract painting of a Native American woman's face. The face is adorned with colorful face paint in shades of blue, yellow, purple, and red. She has striking blue eyes and red lips. A dreamcatcher with a red center and white web is positioned near her eye. The background is a complex, colorful composition of brushstrokes in various colors, including blue, yellow, pink, and red. The overall style is expressive and textured.

FIFTH EDITON
ARCHERS

BY DM DAVE

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CHAPTER 1. ARCHER SUBCLASSES

The three subclasses listed below are available for characters to choose in addition to those normally offered. At 3rd level, a barbarian gains the Primal Path feature and may choose the Warden option. Monks at 3rd level gain the Monastic Tradition feature and may choose the Way of the Curved Arrow option. Finally, a 3rd-level rogue gains the Roguish Archetype feature and may choose the Trickshot option.

WARDEN (BARBARIAN PRIMAL PATH)

Many see barbarians as savage nomads, moving from place to place without any real destination to call home. However, those who take up the mantle of Warden are sworn to protect specific locations from dangers. Wardens take on aspects of both barbarians and rangers, balancing their rage-driven melee prowess with deadly ranged attacks.

ANGRY ARROW

Starting when you choose this path at 3rd level, while raging, if you make a ranged weapon attack against a creature within 30 feet of you and miss, you can use your bonus action to make a second ranged weapon attack against the same target.

IMPROVISED ATTACKS

At 3rd level, when you are wielding a ranged weapon that deals at least 1d6 damage, you can use the weapon itself to make melee attacks. On a successful hit, you deal bludgeoning damage equal to 1d4 plus your Strength modifier. The melee attack does not expend ammunition.

MAGIC OF THE WARDEN

At 6th level, you can invoke nature's might to assist you. You know the following spells: *fog cloud*, *hunter's mark*, or *pass without trace*. Once you cast a spell using this feature, you can't do so again until you complete a long rest. Wisdom is your spellcasting ability for each of these spells.

HORDE FIGHTER

At 10th level, while raging, opportunity attacks against you are made with disadvantage. In addition, if a creature hits you with an opportunity attack while you are raging, you can use your reaction to make a melee weapon attack against that creature.

RANGED RAGE

At 14th level, while you are raging and you make a ranged weapon attack against a target within 30 feet of you, you can add your Rage Damage bonus to the damage roll.

WAY OF THE CURVED ARROW (MONK MONASTIC TRADITION)

Monks of the Way of the Curved Arrow turn their ki and martial arts towards archery. Sometimes called Zen Archers, these monks are just as effective at a distance as they are in close combat.

It's believed that Zen Archers were originally a subset of the monks of the Way of the Kensei.

LONGBOW PROFICIENCY

Starting when you choose this Monastic Tradition at 3rd level, you gain proficiency with longbows if you don't already have it. The longbow counts as a monk weapon for you.

ZEN ARCHERY

At 3rd level, you can use your bonus action to make your ranged weapon attacks with your bow more deadly. When you do so, choose one of the following benefits. The benefit lasts until the end of your current turn.

- You gain a +2 bonus to your ranged weapon attack rolls made using shortbows and longbows.
- A target you hit with a shortbow or longbow takes an extra 1d4 damage of the weapon's type.

BONUS LANGUAGE

At 3rd level, your connection to the Elemental Plane of Air grants you the ability to read, write, and speak Auran.

KI ARROW

At 6th level, you can extend your ki into arrows you fire. Once per turn, when you fire an arrow from a shortbow or longbow as part of the Attack action, you can spend the requisite ki to apply one of the Ki Arrow options below to that arrow. You must decide to use the option before you make your attack roll.

Arrow of the Prowling Tiger. You can spend 1 ki point to have your next attack with your shortbow or longbow ignore half cover and three-quarters cover.

Arrow of the Whispering Ibis. You can spend 1 ki point to have your next attack with your shortbow or longbow deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Arrow of the Winged Serpent. You can spend 2 ki points to turn your arrow into a bolt of crackling force energy. When you fire your shortbow or crossbow as part of your Attack action, the arrow automatically hits a target of your choice within 120 feet of you. The arrow then deals force damage equal to the weapon's normal damage die plus your Wisdom modifier.

ARROW OF THE WRATHFUL SENSEI

At 11th level, you gain the ability to fire a devastating burst of energy from your longbow or shortbow. As an action, a brilliant ray of energy forming a line 100 feet long and 10 feet wide blasts out from you. Each creature in the area must succeed on a Dexterity saving throw or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover. You can increase the ray's damage by spending ki points. Each point you spend, to a maximum of 3, increases the damage by 2d6.

FLURRY OF ARROWS

At 17th level, when you use your Flurry of Blows, you can choose to make up to three ranged weapon attacks from a shortbow or longbow in place of the two unarmed strikes normally allowed. Each attack made in this way must target a different creature that is within 30 feet of you.

TRICKSHOT (ROGUSH ARCHETYPE)

Rogues are already well-known for their ability to snipe from the shadows. Rogue Trickshots, however, have taken their love of archery to the next level.

LONGBOW PROFICIENCY

Starting when you choose this Roguish Archetype at 3rd level, you gain proficiency with longbows if you don't already have it.

AIMED SHOT

At 3rd level, you can use your bonus action to carefully aim your next shot. Choose a target within 100 feet of you. Then, select one of the following benefits:

- The next ranged weapon attack roll you make against that target is made with advantage.
- The next ranged weapon attack roll you make against that target ignores half cover and three-quarters cover.

INSTINCTIVE SHOT

At 9th level, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you make a ranged weapon attack before doing anything else on that turn.

DEBILITATING SHOT

At 13th level, you can use your arrow to temporarily subdue foes. When you use your Aimed Shot feature, you can choose one of the following benefits in place of the other benefits already offered:

- If the next ranged weapon attack you make against the target hits, the attack deals normal damage and the target drops a held item of your choice. If the target is holding the item with two or more hands, it can make a Strength saving throw with a DC equal to 10 or half the damage taken (whichever is higher). On a successful saving throw, the target does not drop the item.
- If the next ranged weapon attack you make against the target hits, the attack deals normal damage and the target's speed is reduced to 0 until the end of its next turn.

BULLSEYE

Starting at 17th level, your aimed shots are capable of instant death. When you attack and hit a creature that you've targeted with your Aim Shot feature, you may forgo one of the feature's normal benefit offerings to force the target to make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed saving throw, double the damage of your attack against the creature. You can use this feature three times, and regain expended uses after you finish a long rest.



CHAPTER 2. THE BLIND ARCHER



What would you give up to be the best in your chosen field of expertise? Gold? Reputation? What about your eyesight? That is what the Blind Archer has chosen to surrender in exchange for unerring accuracy with a bow.

BECOMING A BLIND ARCHER

The Blind Archer is a prestige class, meaning that characters must meet certain requirements before they can take a level in the class.

REQUIREMENTS

Abilities: Wisdom 13 or higher

Feats: Sharpshooter

Proficiency Bonus: +3 (before you take a level in this class)

Skills: Proficiency in Wisdom (Perception).

Weapon Proficiencies: Proficiency in shortbow or longbow

Special: Must be permanently blind. If a character's eyesight returns after taking levels in this prestige class, the character loses all of the benefits of the class.

CLASS FEATURES

You gain a suite of abilities designed to turn your perceived weakness into a strength. All of the following are features of the Blind Archer prestige class.

HIT POINTS

Hit Dice: 1d10 per blind archer level

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per blind archer level

HEIGHTENED SENSES

Starting at 1st level, as long as you can hear, you gain the following benefits:

- You do not have disadvantage on attack rolls made with ranged weapons as a result of being blind.
- When you make a ranged weapon attack, you can use your Wisdom modifier instead of Strength and Dexterity for the attack and damage rolls.
- As long as you are wearing light armor and not wielding a shield, you gain a bonus to your AC equal to your Wisdom modifier.
- You have advantage on Wisdom (Perception) rolls that rely on hearing.

PATIENT SOUL

Beginning at 2nd level, you have advantage on saving throws against illusion spells and magical effects. Your heightened senses also cause you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

THE BLIND ARCHER

Level	Features
1st	Heightened Senses
2nd	Patient Soul
3rd	Ability Score Improvement
4th	Echolocation (10 ft.)
5th	Killer Instinct
6th	Extra Shot
7th	Ability Score Improvement
8th	Echolocation (30 ft.)
9th	Lucky Shot
10th	Rapid Shot

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 7th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ECHOLOCATION

Starting at 4th level, if you are able to hear, you are aware of anything happening within 10 feet of you, and can perceive hidden or invisible creatures as if you could see them.

At 8th level, this blindsense increases to a range of 30 feet.

KILLER INSTINCT

At 5th level, your heightened senses are so honed that you have advantage on initiative rolls.

EXTRA SHOT

Beginning at 6th level, when you use the Attack action to make a ranged weapon attack, you can make an additional ranged weapon attack as part of the same Attack action.

LUCKY SHOT

Despite your perceived handicap, your shots are capable of hitting even the most unlikely of targets. At 9th level, whenever you make a ranged attack roll, you can choose to reroll the attack roll. You must choose to roll the extra die before the outcome is determined. You choose which of the d20s is used for the attack roll.

You can use this feature three times, and you regain all expended uses when you finish a long rest.

RAPID SHOT

At 10th level, when you use the Attack action to make a ranged weapon attack, you can use your bonus action to make an additional ranged weapon attack. The rapid shot must be made at a target within 30 feet of you.

CHAPTER 3. OPTIONAL RULES

Much of Fifth Edition requires that GMs think on their feet with certain rules, leaving a lot open to interpretation. However, if you'd like more solid rules on how to rule special shots, archery contests, and more, the optional rules in this section pertain to using bows and arrows in your Fifth Edition game.

SPECIAL SHOTS

Sometimes, a character needs to use his or her bow and arrow to do more than just “stab a target that’s over there.” An arrow could be used to set a fire. The archer may wish to aim for a particular spot on a target such as the eye or their hand. Firing an arrow with a rope attached to it makes for a great zip line; a classic staple of great adventures.

The following rules options can be used by archers in your game.

SMALL AND LARGE TARGETS

The Fifth Edition ruleset assumes that you will always be targeting a Medium or larger sized creature. However, if you’ve ever fired a ranged weapon of any sort you’ll know that the smaller the target is, the harder it is to hit. Inversely, large targets are a lot easier to hit.

As an optional rule, you can give an attacker disadvantage on ranged weapon attacks made against targets that are two or more size categories smaller than the attacker. And if the target is two or more size categories larger than the attacker, the attacker has advantage on ranged weapon attacks against the target.

FIRING AT NARROW OPENINGS

Sometimes, an archer needs to fire an arrow or other projectiles into a small opening such as a narrow window, a keyhole, or between the legs of an ogre. Normally, the opening itself would provide cover if the attacker was targeting a creature or object on the other side of the opening. However, if there is no specific target, the AC depends on the actual size of the opening. Refer to the Opening Armor Class table below to determine the roll needed to get your projectile through the opening.

OPENING ARMOR CLASS

Tastiness	Cookie Type
Tiny (inside a bottle, keyhole)	20
Small (arrow slit, closing chest)	15
Medium (doorway, well opening)	10
Large or larger	Automatic

FLAMING ARROW

You can fire a flaming projectile at a target that you can see within range.

The arrow (or other projectiles) must have some way of being set ablaze, such as coated in pitch, or wrapped in dry paper. You or another creature must use an action to light the fire.

If the flaming arrow hits a flammable object such as a barrel of gunpowder or thatch roof, the object takes the weapon’s normal damage and ignites.

If the arrow hits a creature, that creature takes the weapon’s normal damage and must make a DC 10 Dexterity saving throw. On a failed saving throw, the creature takes 1d6 fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 1d6 fire damage at the start of each of its turns.

ZIP LINE

You can attach a rope to your arrow with the intent of creating a zip line from it. Due to the weight and awkwardness of the attached rope, your ranged weapon attack rolls made with the arrow are made at disadvantage. You can then fire the arrow at an object you can see within the weapon’s normal range.

If the arrow hits, the arrow sticks and the rope is anchored in place. You and other creatures can then climb along the rope.

CALLED SHOTS

With this option, if you make a ranged weapon attack roll and score a critical hit, instead of dealing double damage, you may substitute one of the following options:

- **Bleeding.** Your arrow pierces the creature’s artery. Until the creature receives magical healing or a creature makes a successful DC 10 Medicine check to staunch the bleeding, the creature takes damage equal to the weapon’s die roll at the end of each of its turns as it continues to bleed out.
- **Blinding.** Your arrow pierces the creature’s eye. The creature has disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If the creature has no eyes left after sustaining this injury, it is blinded.
- **Disarming.** Your arrow pierces the creature’s hand. If the creature attempts to make an attack with a weapon using that only that hand, its attacks are made at disadvantage. If the creature receives magical healing, this effect ends for it.
- **Hobbling.** Your arrow pierces the creature’s foot. The creature’s walking speed is halved. If the creature receives magical healing, this effect ends for it.
- **Horrific Scar.** Your arrow permanently scars the creature. It is disfigured to the extent that the wound can’t be easily concealed. It has disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.

THREATENING SHOT

Sometimes, a well-fired arrow can do more than damage a target. It can help you change a foe's attitude and demonstrate who is really in control. When you make a ranged attack roll at a target and hit, you can choose not to deal damage. Instead, the arrow lands within inches of the target, narrowly missing them. You can then immediately make a Charisma (Intimidation) check contested by the target's Wisdom (Insight). With a successful check, the target's attitude becomes indifferent towards you if it is hostile or friendly if it is indifferent. If the target is immune to being frightened, it automatically succeeds the contest.

ARCHERY COMPETITIONS

During an archery competition, two or more archers pit their archery skills against each other. Below are a few of the competitions that an archer may compete in.

MULTIPLE TARGETS COMPETITION

In this type of competition, numerous small objects are placed just outside of a weapon's normal range (for example, bottles are set atop a fence post 100 feet away from an archer wielding a short bow). The archer is allowed to make a number of shots equal to the number of targets present and must roll a 15 or higher to hit each target (or 20 if the targets are moving). Each target the archer hits is worth 5 points.

SHOOTING TARGET COMPETITION

The archers fire at a shooting target placed 230 feet away. The archer then makes a ranged attack roll against the shooting target. There are two ways to determine the winner of a shooting target competition:

- **Single Shot.** Each archer compares the results of their attack rolls. The archer with the highest result is the winner. If an archer rolls a 20 or higher on his or her die roll, the arrow hits the bullseye. If two competitors roll the same result, the first archer to achieve the result is the winner. Any archer that rolls a 9 or less completely misses the shooting target and is disqualified.
- **Multiple Shots.** Each archer is allowed three shots at the shooting target and scores points for accuracy. Archers score points based on where their arrow lands. Refer to the Shooting Target Results table below for scoring.

"WILLIAM TELL" COMPETITION

The third type of archery competition is a little more dangerous. A "volunteer" holds the object for the shooters to target. The object can be an apple placed atop the volunteer's head, a balloon held in its mouth, or an item that the volunteer tosses into the air. The archer makes a ranged weapon attack against the object and the object counts as having half cover provided by the creature. If the shooter misses the target but is still within the range that the creature's half-cover provides, the shooter hits the creature instead and the creature takes damage.

ARCHER FEATS

The archer feat options below are presented in alphabetical order.

ASSAULT ARCHER

You are deadly with ranged weapons, especially at close range. You gain the following benefits:

- Your ranged weapon attacks do not suffer disadvantage when targeting prone creatures that are within 30 feet of you.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you score a critical hit with a ranged weapon attack while within 30 feet of the target, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

LONG-RANGE ARCHER

Prerequisite: proficiency with longbows

You have perfected using a longbow at long range. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Your range when using a longbow is 200/800.
- Strong wind doesn't impose disadvantage on your ranged attack rolls.

SHORTBOW ARCHER

Prerequisite: proficiency with shortbows

You are able to loose arrows at a dazzling speed. When you use the Attack action to make a ranged weapon attack with a shortbow, you can use a bonus action to make an additional attack with the same weapon.



CHAPTER 4. NEW MAGIC ITEMS

Those who chose the way of the bow are always on the lookout for ways to improve and diversify their skillset. This includes incorporating enchanted items into their repertoire. This section introduces new magic items that you can use in your Fifth Edition games. The magic items are presented in alphabetical order.

ARROW OF DOOM

Weapon (any arrow), legendary

The arrow of doom is an incredibly destructive weapon, capable of leveling entire fortresses or decimating whole armies in a single shot. When you fire this arrow, a 300-foot long and 10-foot wide burst of force energy erupts from your bow. Each creature in the area must make a DC 18 Dexterity saving throw, taking 5d10 + 20 force damage on a failed saving throw or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

The force from the arrow automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, the blast disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this arrow's effect.

Once the arrow is fired, it is instantly destroyed.

ARROW OF EXPLODING

Weapon (any arrow), uncommon

When a target is hit by this magic arrow, the arrow explodes. The target takes damage from the arrow plus 5d8 fire damage. In addition, each creature in a 20-foot radius sphere center on the target must make a DC 13 Dexterity saving throw, taking 5d8 fire damage on a failed saving throw or half as much damage on a successful one. The arrow is destroyed after it explodes.

ARROW OF LIGHT

Weapon (any arrow), common

After you fire this arrow, it instantly illuminates, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The arrow remains illuminated for 1 hour, then fades and permanently becomes a nonmagical arrow thereafter.

ARROW OF PETRIFICATION

Weapon (any arrow), rare

When this arrow hits a creature made of flesh, the creature must make a DC 16 Constitution saving throw. On a failed saving throw, the creature is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is permanently turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. After the arrow's effect is used once, it can no longer turn a creature to stone.

BOW OF THE HAMATULA

Weapon (any shortbow or longbow), very rare (requires attunement)

This barbed bow is carved from the carefully preserved spine of a barbed devil. When you fire an arrow from the bow, the arrow lights on fire. In addition to the damage normally dealt by the weapon, the arrow deals 3d6 fire damage, and if the target is a flammable object that isn't being worn or carried, it also catches fire.

BOW OF TELEPORTATION

Weapon (any shortbow or longbow), very rare (requires attunement)

This bow is a magical weapon. When you use an action to pull back the bowstring and speak its command word, you and the bow instantly vanish and teleport up to 60 feet to an unoccupied space that you can see.

FOLDING BOW

Weapon (any shortbow or longbow), common

You can spend an action to say a command word which causes the bow to fold in on itself. Once collapsed, it appears as a wooden cylinder that's 5 inches long and 1 inch in diameter. A second command word causes the bow to unfold.

HUNTER'S ARROW

Weapon (any arrow), rare (requires attunement)

This magical arrow flies around without the use of a bow and can attack targets on its own. As a bonus action, you speak a command word causing the arrow to float in place. Then, make a ranged attack roll at a creature within 60 feet of you using an attack bonus equal to your proficiency bonus plus your Intelligence modifier. On a hit, the target takes magical piercing damage equal to 1d8 plus your Intelligence modifier.

As a bonus action on your turn, you can mentally retrieve the arrow and move it up to 60 feet and repeat the attack against a creature within 5 feet of it.

You can continue to command the arrow for 1 minute. At the end of the duration, the arrow loses its ability to fly on its own and falls in its space.

The arrow's property can't be used again until the next dawn. In the meantime, the arrow can still be used as a magic weapon.

CHAPTER 5. THE CRIMSON BOW

Weapons of Legacy are special weapons (or items) that have the capacity to grow in power as its wielder advances in level. In addition, it confers increasingly powerful special abilities on its wielder. That character might carry and treasure the same item over her entire career as a hero (or villain).

To learn more about how Weapons of Legacy work in Fifth Edition, be sure to read this article: [Items of Legacy \(DMDave\)](#).

THE CRIMSON BOW

Weapon (shortbow), legacy (requires attunement)

The Crimson Bow is a sturdy, hickory bow seemingly painted a deep red color, yet its design is simple, lacking flourishes. The bowstring is made of enchanted silk. At 5th level and before its true nature is discovered, it counts as a *+1 longbow*. As you unlock its legacy abilities, its attack and damage bonuses increase by +1 at 11th level (+2), and again at 17th level (+3).

HISTORY

Originally, *The Crimson Bow* was owned by the Huntress Iriel. It was given to her as a gift from her two fathers on her 100th nameday. Iriel used the bow to hunt the displacer beasts that prowled the woods surrounding her people's camp. Her greatest achievement came when she slew the beasts' pack leader, Merthrex (First piece of lore, *The Lord of Beasts*).

On her 300th nameday, Iriel became terminally ill. Having no children of her own, she bequeathed the bow to a human farmgirl named Beatra Fawngiver. Beatra took up the Iriel's mantle of Huntress of the Wood, defending not only her own farmstead from harm but Iriel's elvenkind as well (Second piece of lore, *The Line of Huntresses*).

For over 1,000 years *The Crimson Bow* was passed down to women who served as the Huntress of the Wood. With each life the bow took to protect its owner's home, the bow turned a deeper shade of red. Nearly 1,500 years after the bow was crafted, it is now a deep crimson color, nearly black. Despite its dark shade, it is not evil and prefers to only be wielded by those of good alignment. The blood red hickory is a constant reminder to those who challenge the Huntress: "Tread carefully in her lands." (Third piece of lore, *Deep Crimson*).

LEGACY RITUALS

Three rituals are required to unlock all the abilities of The Crimson Bow.

THE LORD OF BEASTS

You must acquire proficiency in Intelligence (Nature).

Cost: 350 gp; **Feat Granted:** Least Legacy (*The Crimson Bow*).

THE CRIMSON BOW

Character Level	Features
6th	+1 longbow
6th	Hunter's Mark
7th	Crimson Aura
8th	Conjure Barage
9th	-
10th	Unseen Hunter
11th	+2 longbow
12th	The Hunter
13th	Kill Shot
14th	-
15th	Blood for Blood
16th	-
17th	+3 longbow
18th	Deathless Hunter
19th	Ghostwalker
20th	Unerring Shot

THE LINE OF HUNTRESSES

You must single-handedly defeat a beast or monstrosity whose challenge rating is equal to your current level. If any creature assists you in the combat, the ritual is negated and you must start anew.

Cost: 11,000 gp; **Feat Granted:** Lesser Legacy (*The Crimson Bow*).

DEEP CRIMSON

You must spend one day per character level in a trance-like state, staining *The Crimson Bow* with the blood of a fallen enemy, all the while chanting the names of each creature the bow has killed (the names come to you in a vision). At least 8 hours of each day must be spent performing this ritual, and you cannot engage in any strenuous activity or spellcasting during this period.

Cost: 35,000 gp; **Feat Granted:** Greater Legacy (*The Crimson Bow*).

WIELDER REQUIREMENTS

The optimal user of *The Crimson Bow* is an elf ranger, although another creature with strong ties to nature might use it such as druids, nature domain clerics, and barbarians.

THE CRIMSON BOW WIELDER REQUIREMENTS

- Wisdom saving throw proficiency
- Good alignment
- Proficiency with longbow

LEGACY ITEM FEATURES

All the following are legacy item features of *The Crimson Bow*.

HUNTER'S MARK

Beginning at 6th level, you can cast *hunter's mark* once with this feature and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell.

CRIMSON AURA

At 7th level, the bow radiates a menacing aura. While wielding the bow, you have advantage on Charisma (Intimidation) checks, unless the target of your check is immune to being frightened.

CONJURE BARRAGE

At 8th level, you can cast *conjure barrage* once with this feature and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell.

UNSEEN HUNTER

At 10th level, after you make a ranged weapon attack using *The Crimson Bow*, you can immediately use your bonus action to cast *blur*. You can use this feature three times, and regain expended uses after you finish a long rest.

THE HUNTER

At 12th level, choose a terrain type: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. While you are in that terrain, you make Dexterity (Stealth) checks and Wisdom (Perception) checks with advantage.

KILL SHOT

At 13th level, when you hit a target with a ranged weapon attack using *The Crimson Bow*, you can add an amount of bonus damage to the damage roll equal to your Wisdom modifier. Once you use this feature, you can't do so again until you finish a long rest.

BLOOD FOR BLOOD

At 15th level, whenever you hit a target with a ranged weapon attack using *The Crimson Bow*, you can choose to have the shot deal maximum damage. The first time you use this feature before you finish a long rest, you take 1d10 necrotic damage immediately after you fire the arrow, and your hit point maximum is reduced by an amount equal to the necrotic damage taken. Each time you use this feature before finishing a long rest, the necrotic damage increases by 1d10. This damage ignores resistance and immunity. Your hit point maximum returns to normal after you complete a long rest.

DEATHLESS HUNTER

At 18th level, while you are in the terrain you chose for The Hunter feature, you gain resistance to bludgeoning, piercing, and slashing damage, and you cannot become magically charmed or frightened.

GHOSTWALKER

At 19th level, while you are in the terrain you chose for The Hunter feature, you can cast *greater invisibility* targeting yourself. If you leave your chosen terrain type before the duration, the spell automatically ends. Once you use this feature, you can't use it again until you finish a long rest.

UNERRING SHOT

At 20th level, when you make a ranged weapon attack using *The Crimson Bow* and miss, you can reroll the attack with advantage. You must keep the new die result, even if it's lower. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses after you finish a long rest.



CHAPTER 6. ARCHER UNITS

War and mass combat are common occurrences in fantasy adventures. The following archer units use the mass combat rules developed by DMDave. To learn more about using mass combat in Fifth Edition, read this article: [Mass Combat Basics](#).

ARCHERS

Archers are the back bone of most humanoid armies. Typically positioned out of reach and defended by infantry units, archers provide cover to advancing units and can clear out other dangers on the battlefield for their fellow troops.

ARCHER UNIT

Huge unit of 10 Medium humanoids (any race), any alignment

Armor Class 13 (studded leather armor)
Hit Points 110 (20d8 + 20)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Unit. The unit can occupy a Medium or smaller creature's space and vice versa, and the unit can move through any opening large enough for a Medium humanoid. If the unit is targeted by an area of effect spell or effect that completely encloses the unit and the unit has more than half its hit points remaining, the unit takes double damage from the effect. The unit can't regain hit points or gain temporary hit points.

Actions

Hail of Arrows. The unit fires a hail of arrows at a point that it can see within 600 feet of it. Each creature in a 15-foot cube centered on that point must make a DC 11 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed saving throw, or half as much damage on a successful one. If the unit has half its hit points or fewer, the target instead takes 13 (3d8) piercing damage on a failed saving throw, and zero damage on a successful one.

UNDEAD ARCHERS

Just as humanoids use archers to protect their forward ranks, undead lords do the same with skeleton archers.

What makes skeleton archers even more deadly is their unrelenting drive to follow commands, even when faced with assured destruction. Furthermore, they cannot be exhausted. As long as they have arrows in their quivers, they will continue to fire.

Undead Nature. The unit does not require air, food, drink, or sleep.

SKELETON ARCHER UNIT

Huge unit of 10 Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 130 (20d8 + 40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +2
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 12
Languages understands all languages they knew in life but can't speak
Challenge 3 (700 XP)

Unit. The unit can occupy a Medium or smaller creature's space and vice versa, and the unit can move through any opening large enough for a Medium skeleton. If the unit is targeted by an area of effect spell or effect that completely encloses the unit and the unit has more than half its hit points remaining, the unit takes double damage from the effect. The unit can't regain hit points or gain temporary hit points.

Actions

Hail of Arrows. The unit fires a hail of arrows at a point that it can see within 320 feet of it. Each creature in a 15-foot cube centered on that point must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed saving throw, or half as much damage on a successful one. If the unit has half its hit points or fewer, the target instead takes 10 (3d6) piercing damage on a failed saving throw, and zero damage on a successful one.