

Gisher's Guide: Magic Ammunition Options

Description

This document provides a list of the magical ammunition which can be created using the Magic Ammunition feat from the Eldritch Archer archetype.

More materials are available on my [Gisher's Goodies](#) page.
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Magic Ammunition Feat Options

The following types of ammunition can be created using the Magic Ammunition feat from the Eldritch Archer archetype. With this feat, the ammunition can be either an arrow or a bolt despite any usual restrictions.

- [Antler Arrow](#) ◆ Player Core 2, pg. 301
- [Beacon Shot](#) ◆ GM Core, pg. 255
- [Climbing Bolt](#) GM Core, pg. 255
- [Shining Ammunition](#) GM Core, pg. 256
- [Slumber Arrow](#) ◆ Player Core 2, pg. 301
- [Spellstrike Ammunition: Type I](#) ◆◆ GM Core, pg. 256
- [Vine Arrow](#) ◆ GM Core, pg. 256
- [Viper Arrow](#) ◆ Player Core 2, pg. 302

Key

◆ One action activation

◆◆ Two action activation