

BHARGRACK'S BATTLEWEAR

ARMOR & WEAPONS
FOR
ADVENTURERS



BY
R. P. DAVIS



ell met, traveler! Welcome to Bhargrack's Battlewear, your source for the finest arms and armor in Impiltur and beyond.

We specialize in applying rare magics to the equipment discerning adventurers choose for their forays into the wilds.

Bhargrack's, near Deep Creek Bridge in [Timbertown](#), is where you get what you need to face adventure on your terms. From swords to shields, from crossbows to chain mail, the master crafts dwarfs of Bhargrack's, led by Bhargrack Brightshield himself, will ensure you're ready to face any foe.

Adventurers from Waterdeep to Mulhorand know: If you go into the Underdark without stopping at Bhargrack's first, you might as well go in your underwear!

ARMOR & SHIELDS

BONEGRIM ARMOR

Armor (heavy), legendary (requires attunement)

Forelimb bones adorn your arms and legs, rib cages are stretched across your chest, and a skull sits atop your head like a helmet. While you wear this armor, you have a +2 bonus to AC, as well as resistance to necrotic and poison damage. In addition, you have advantage on Charisma (Intimidate) checks.

CORUSCATING ARMOR

Armor (light), rare (requires attunement)

This glistening armor makes it hard for your enemies to determine your exact location. While you wear this armor, as a bonus action you can activate its magic. If you do, until the end of your next turn you don't provoke opportunity attacks and can't be grappled. This power doesn't end an existing grapple.

COUNTERSTRIKE ARMOR

Armor (light or medium), uncommon

The warding runes on this armor punish the first enemy to strike you in battle. During an encounter, if you're wearing this armor the first creature that hits you with a melee attack must make a successful DC 12 Constitution saving throw or take 10 necrotic damage.

DEATH'S BRINK ARMOR

Armor (medium or heavy), rare (requires attunement)

This black armor has the image of a heart emblazoned on its breast. While you wear this armor, if you're reduced to 0 hit points, you don't die until you fail four death saving throws. In addition, when you fail a death saving throw you can reroll the die; if you do you must use the new roll. Once you use this property you can't do so again until you finish a long rest.

GAMBLER'S LEATHERS

Armor (leather), rare (requires attunement)

Tymora dictates that Luck is fickle. In keeping with the Lady's teachings, this stylish suit, which consists of a suit of leather doublet and breeches, plays both sides of the coin.

While you wear this armor, when you're hit with an attack, you can use your reaction to force your attacker to reroll the die; your attacker must use the second result. If that result is a hit, the attack is a critical hit.



MOON ARMOR

Armor (light), rare

Favored by moon elves, who made it to a formula from the time of the Crown Wars, this armor functions better at night. While you're in darkness or dim light (including starlight) and wearing this armor, you have a +1 bonus to AC.

REPULSION ARMOR

Armor (any), rare (requires attunement)

Marked with mystical runes, this armor can repel the most persistent threats. While you wear this armor you have a +1 bonus to AC.

In addition, when a creature moves within 5 feet of you, you can use your reaction to push that creature 10 feet away from you. To avoid the effect, the creature must make a successful DC 15 Strength saving throw. If the creature fails by 5 or more, it is pushed 10 feet and knocked prone.

SERPENT SCALES

Armor (scale mail), rare

Forged from a strange green ore found only in the Feywild, this armor makes you as slippery as a snake. While wearing the armor, you have resistance to poison damage, as well as advantage on checks made to avoid being grappled or restrained.

In addition, you have advantage on saving throws to avoid the poisoned condition, and disadvantage on saving throws to avoid the charmed condition.

SHADOW ARMOR

Armor (plate), rare

Cunningly crafted of interlocking plates made of an alloy of fine dwarf steel infused the Shadowfell essence, this armor is as weightless as your shadow. While you wear this armor, you ignore the Strength requirements and skill check penalties for wearing plate armor.



SOULWARDING ARMOR

Armor (any), rare (requires attunement)

Soulwarding Armor strengthens your mental resolve as well as your physical defenses. While you wear this armor, you have a +1 bonus to AC. In addition, you have resistance to necrotic, radiant, and psychic damage.

SPIKED JACKET

Armor (leather), rare (requires attunement)

When something grabs you, hidden razor-sharp spikes spring out from this jacket. While wearing this armor, if you are grappled, you can use your reaction to activate the armor's magic and make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the grappling creature's Strength (Athletics) check. You have advantage on your check. In addition, if you succeed in escaping the grapple through the jacket's power, the grappling creature takes 1d8 piercing damage.

TIMELINK MAIL

Armor (chain shirt), very rare (requires attunement)

Crafted from shimmering crystal links as hard as diamond, this light chain shirt not only protects you, it improves your reaction time. While you wear this armor you have a +1 bonus to AC. In addition, when you roll initiative and dislike the result, you can reroll the die but must use the second result.

WINGED ARMOR

Armor (heavy), very rare (requires attunement)

While you wear this armor, you have advantage on Strength (Athletics) checks you make to jump. In addition, as an action you can cause the armor to magically sprout gleaming, angelic wings. These wings last for 1 minute or until you will them out of existence. While the wings are active, you gain a fly speed of 60 feet. Once you use this property you can't do so again until you finish a long rest.

WEAPONS

AFTERSHOCK HAMMER

Weapon (warhammer), rare (requires attunement)

You can use this hammer to send ripples of force to strike nearby foes, toppling them like ninepins. You gain a +1 bonus to hit and damage rolls made with this magic weapon, and when you score a critical hit with it you deal an extra 1d8 points of force damage. In addition, all creatures except you within 5 feet of the creature you critically hit must succeed on a DC 15 Strength saving throw or be knocked prone.

ALFSAIR SPEAR

Weapon (spear), rare (requires attunement)

Favored by druids and wood elves who inhabit the deep forests, this spear binds you to nature and fills the minds of your enemies with mists. You gain a +1 bonus to hit and damage rolls made with this magic weapon, and when you score a critical hit with it the creature you strike is stunned until the end of your next turn. In addition, you have advantage on Intelligence (Nature) checks.

BATTLECRAZED AXE

Weapon (any axe), rare (requires attunement)

This axe, made of dull red iron, seeks blood where it can be found, whether from your enemies or you. You gain a +1 bonus to hit and damage rolls made with this magic weapon. In addition, when your hit point total is below half your normal maximum, you deal an extra 1d6 points of damage when you hit with it. Finally, as a bonus action you can deal damage to yourself equal to half your level, ignoring any resistances. You can only use this property to reduce yourself to less than half your hit point total.

BLADE OF BAHAMUT

Weapon (longsword), legendary (requires attunement by a cleric or paladin of Bahamut)

Emblazoned with the holy symbol of Bahamut, this platinum-plated steel blade empowers you to unleash divine retribution on your enemies while at the same time bolstering your allies. If you worship Bahamut, you can use this weapon as your holy symbol. If you do not

worship Bahamut, you gain no benefits from this weapon, and in your hands it is a mundane, non-magical sword.

You gain a +2 bonus to hit and damage rolls made with this magic weapon. In addition, as an action you can harness the power of the blade to unleash an explosion of divine energy. All creatures you designate as enemies in a 30-foot radius sphere centered on you must make a successful DC 15 Dexterity saving throw. A target takes 3d8 force damage on a failed save, or half as much damage on a successful one. All creatures you designate as allies in that sphere regain hit points equal to your Wisdom modifier + your Charisma modifier. Once you use this property you can't do so again until you finish a short or long rest.

BLADE OF NIGHT

Weapon (dagger or shortsword), rare

When you strike at your enemy's vulnerable spots, you magically blind them as well. You gain a +1 bonus to hit and damage rolls made with this magic weapon. In addition, when you hit a creature with a critical hit, the creature is blinded until the end of your next turn.

BLOOD DRINKER

Weapon (any slashing or piercing melee weapon), rare (requires attunement)

You know when to feed your weapon, because it growls and bites you when it's hungry. The hilt digs into your hand, drinking your blood while inflicting grievous wounds on your foes.

You gain a +1 bonus to hit and damage rolls made with this magic weapon. In addition, as a bonus action you can deal piercing damage to yourself equal to half your level, ignoring resistances. If you hit with your next attack with *Blood Drinker*, add a bonus to your damage equal to double the amount of damage you took, triple if you wield *Blood Drinker* with two hands.

BRONZEWOOD BASHER

Weapon (any club, greatclub, or quarterstaff), rare

Creatures which rely on stealth and subterfuge are stymied by this dense, hard wood. You gain a +1 bonus to hit and damage rolls made with this magic weapon.



In addition, when you score a hit with it, the target must make a successful DC 15 Wisdom saving throw or be outlined by a golden nimbus for 1 minute.

For the duration, the affected creature sheds dim light in a 10-foot radius. Any attack roll against the affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible. The creature can repeat the saving throw at the end of each of its turns.

CLOAKED RAPIER

Weapon (rapier), rare (requires attunement)

This invisible magical rapier becomes visible when it hits, surprising your enemies.

The weapon is invisible to everyone but you until you attack with it. You have advantage on the first attack roll you make with the rapier until you successfully hit with it, when it becomes visible to everyone. A *Cloaked Rapier* becomes invisible again when you finish a short or long rest.

COMMANDER'S WEAPON

Weapon (any melee), very rare (requires attunement)

You exhort, inspire, and lend aid to your allies with this magic weapon's aid.

You gain a +1 bonus to hit and damage rolls made with this magic weapon. In addition, when an ally you can see within 30 feet of you makes a d20 roll, you can use your reaction and the weapon's magic to add your Charisma modifier to the result.

Once you use this property you can't do so again until you finish a short or long rest.

CRUSADER'S WEAPON

Weapon (any melee), rare (requires attunement)

Undead hunters favor these weapons for their ability to exploit the creatures' vulnerabilities.

You gain a +1 bonus to hit and damage rolls made with this magic weapon, and half the damage it deals is radiant damage.

In addition, when you score a critical hit against an undead creature with this weapon, you deal an extra 1d10 radiant damage.

DEATH-DEALING DAGGER

Weapon (dagger), rare (requires attunement)

When you stab your foe, this dagger leaves a black, withered wound which continues to plague your enemy long after the wound was made.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, as a bonus action you can cause the next hit you make with the dagger to cause the target creature to take 5 necrotic damage at the start of each of its turns thereafter. The target creature can make a successful DC 15 Constitution saving throw at the end of each of its turns to end the effect.

DEMONBANE LONGBOW

Weapon (longbow), rare (requires attunement)

The limbs of this delicate longbow shimmer with inlaid shard of white compressed energy from the Astral Plane – energy which is anathema to demons.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you wield this weapon you gain resistance to all damage dealt by demons. When you attack a demon with this weapon, as a bonus action you can use the bow's power to cause all the demon's resistances to be removed until the end of your next turn. Once you use this property you can't do so again until you finish a long rest.

DREADFUL WEAPON

Weapon (any melee), uncommon

Those who suffer a telling blow from this weapon lose all hope, falling into a pit of despair and ennui.

When you score a critical hit with this magic weapon, your target has disadvantage on all saving throws and ability checks until the end of your next turn.

EARTHWROUGHT HAMMER

Weapon (warhammer), uncommon

This hammer appears to be carved from a single piece of stone, though it's no heavier than a normal weapon.

But it hits your enemies like a ton of bricks.

When you score a critical hit with this magic weapon, the creature you hit is also knocked prone.

ENTRAPPING BOW

Weapon (any bow or crossbow), uncommon

A missile fired from this weapon keeps your enemy from wandering away. When you score a critical hit with this magic weapon, your target is restrained until the end of your next turn.

ELAGIEROS LONGBOW

Weapon (longbow), rare (requires attunement)

The elves of the Elagieros clan haunt the woods near Timbertown. They are surprisingly resilient, and they do not like to miss.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you miss with an attack roll using this weapon, you can reroll the attack with advantage. You must take the result of the second roll. Once you use this property you can't do so again until you finish a long rest.

FARSLAYER LONGSWORD

Weapon (longsword), rare (requires attunement)

As you swing this sword through the air, wounds magically appear on creatures well beyond your reach.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, as an action you can use the sword's magic to make a melee attack against a creature you can see within 30 feet of you. Once you use this property you can't do so again until you finish a short or long rest.

FORCE WEAPON

Weapon (any), rare (requires attunement)

The business end of this weapon shimmers with magical force, and with a single attack you can trap your enemy with bands of force. As a bonus action, you can change all damage dealt by this weapon to force damage. Another bonus action returns the damage type to its normal state.

In addition, when you score a hit with the weapon, you can cause your target to be restrained until the end of your next turn. Once you use this property you can't do so again until you finish a long rest.



GRACEFUL RIPOSTE

Weapon (any finesse), rare

Light and razor-sharp, the weapon responds to your most intricate and subtle movements, as well as those of your enemies.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when a creature within your reach makes an attack against you, you can make a melee attack against that creature without using your reaction. Once you use this property you can't do so again until you finish a long rest.

HARMONIC SONGBLADE

Weapon (any sword), rare (requires attunement by a bard)

As well as channeling your bardic magic, this lithe blade resonates with music that swirls away to empower your allies. You can use this weapon as a spellcasting focus for your bard spells.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, as a bonus action you can use the Songblade to grant an ally who can hear you and is within 60 feet of you advantage on all ability checks, saving throws, and attack rolls until the start of your next turn. Once you use this property you can't do so again until you finish a long rest.

HEALING BOW

Weapon (any bow or crossbow), rare (requires attunement)

This bow is strung with what looks like a healer's stitch thread, and with it you can send a missile of glowing white energy at an ally to heal her.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, as a bonus action you can use the weapon to grant an ally you can see within 60 feet of you the benefit of a *cure wounds* spell cast using a 1st-level spell slot. Once you use this property you can't do so again until you finish a long rest.

IMPALER

Weapon (any ranged), rare

Cover? What cover? This weapon can blast clear through one enemy's body and hit another behind it.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you reduce a creature to 0 hits points with this weapon, you can make an additional ranged attack with it against another creature within 5 feet of the original target.

JARRING BLUDGEONER

Weapon (any bludgeoning), rare (requires attunement)

The *Bludgeoner* smashes through your enemy's defenses, leaving them rattled from the shock and awe of your attack.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you hit with a melee attack, your target must make a successful DC 15 Constitution saving throw or be stunned for 1 minute. At the end of each of its turns, it can repeat the saving throw. On a success, the effect ends.

LUCKLENDER

Weapon (any), very rare (requires attunement)

Adherents of Tymora favor these weapons, which can turn bad luck into good fortune. When you roll a 1 on an attack roll or when a critical hit is scored on you, this weapon gains a charge. There is no limit on the number of charges the weapon can contain, but the weapon always resets to 2 charges at the end of each long rest you take.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, as a bonus action you can spend charges from the weapon to gain a bonus to your next attack roll equal to the number of expended charges. If you expend the last charge, roll a d20. On a 1, the weapon vanishes in a flash of light, taken back to Tymora and lost forever.

MINDSUNDER LONGBOW

Weapon (longbow), legendary (requires attunement)

This metal longbow projects arrows into your enemy's mind, creating missiles of psychic energy which bypass physical defenses.

You gain a +2 bonus to hit and damage rolls made with this magic weapon.

In addition, you can choose to attack the target creature's mind and willpower rather than its physical defenses. As an action, you transform your arrow into a metaphysical missile which strikes at your target's psyche. As part of the action, you make a ranged attack roll against your target's psychic defense, which is

equal to 10 + its Wisdom modifier. On a hit, you deal 3d8 psychic damage and the target is stunned. Once you use this property you can't do so again until you finish a short or long rest.

OATHBLADE

Weapon (any sword or scimitar), rare (requires attunement)

You strike deadly blows against your sworn foes with this finely-wrought elvish weapon.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, you can use a bonus action to swear an oath of retaliation against a creature you can see within 60 feet of you. Your next attack against that creature deals an extra 1d6 damage.

PARRYING WEAPON

Weapon (any melee), uncommon (requires attunement)

While you hold this magic weapon, you never truly lower your defenses.

When a creature makes a melee attack against you, you can make a melee attack against that creature. If your die roll result meets or exceeds the attack roll against you, the enemy's attack misses. Once you use this

property you can't do so again until you finish a short or long rest.

QUICKSILVER WEAPON

Weapon (any light bladed), rare (requires attunement)

This blade seems to move too quickly to be seen, and it imparts that ability to you.

You gain a +1 bonus to hit and damage rolls made with this magic weapon, as well as a +1 bonus to your initiative rolls.

In addition, when you score a critical hit with this weapon, you can move up to your speed without provoking opportunity attacks.

RENDING WAR AXE

Weapon (any axe), rare (requires attunement)

Every time you score a devastating strike with this axe, you can continue your furious assault.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you score a critical hit with this weapon, you can immediately make an additional melee attack with it against the same target.

RICOCHETING SLING

Weapon (sling), uncommon

Stones fired from this sling can bounce off one target to strike another. When you score a critical hit with this weapon, make a second ranged attack with it against a second target within 10 feet of the first.

SCREAMING BOW

Weapon (any bow or crossbow), rare (requires attunement)

An ear-splitting shriek splits the air as your missile seeks its mark.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you score a critical hit with this weapon, you deal an additional 2d6 thunder damage, the creature you hit is deafened, and each creature within 10 feet of the target creature must succeed on a DC 15 Constitution saving throw. Creatures which fail are deafened for 1 minute. An affected creature can repeat the saving throw at the end of each if its turns. On a success, the effect ends.



SHADOW SPIKE

Weapon (any light blade), rare (requires attunement)

You move like a shadow, silent and invisible until you strike, then you fade away again.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you use this weapon to attack with advantage and hit your target, you are invisible until the end of your next turn or you attack or cast a spell.

THE SKEWER

Weapon (spear or javelin), rare

When you strike with it, the *Skewer* leaves behind a shard of magic which transfixes your enemy.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you score a hit with this weapon, you can call upon its magic to cause your target to be restrained for 1 minute or until it uses its action to make a DC 15 Strength saving throw. On a success, the effect ends.

SOUL DRINKER

Weapon (longsword), legendary (requires attunement)

Sages say the first *Soul Drinker* was forged for a princely Baatezu of Hellgate Keep, and that copies were forged for that devil to use as bargaining chips. In any case, if you strike with this weapon's powers and fail to make a kill, it takes its frustration out on you.

You gain a +3 bonus to hit and damage rolls made with this magic weapon.

In addition, when you hit a creature with this weapon, you can choose to have it deal 2d10 extra necrotic damage to that creature. If this doesn't reduce the creature to 0 hit points, *Soul Drinker* deals 2d10 necrotic damage to you, ignoring resistances. Once you use this property you can't do so again until you finish a long rest.

SPOTLIGHTING BOW

Weapon (any bow or crossbow), rare

Missiles which fly from your weapon show the way for your allies' attacks to strike true.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you hit a creature with an attack using this weapon, until the end of your next turn you and your allies have advantage on attack rolls to hit that creature. Once you use this property you can't do so again until you finish a long rest.

ELAGIEROS LONGBOW

Weapon (longbow), rare (requires attunement)

The elves of the Elagieros clan haunt the woods near Timbertown. They are surprisingly resilient, and they do not like to miss.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you miss with an attack roll using this weapon, you can reroll the attack with advantage. You must take the result of the second roll. Once you use this property you can't do so again until you finish a long rest.

SUBTLE WEAPON

Weapon (any melee), uncommon

When you have a leg up on your opponent, a *Subtle Weapon* gives you an even greater edge.

When you hit a creature with this magic weapon while you have advantage on the attack roll, the damage die of the *Subtle Weapon* increases to the next larger die type. For example, if the damage die is normally d8, when you attack with advantage and hit the damage die increases to d10.

TENACIOUS WEAPON

Weapon (any), uncommon

You favor dependability and skill over luck. When you make an attack with this magic weapon, you can draw upon the weapon's magic to gain advantage on that attack roll. Once you use this property you can't do so again until you finish a long rest.

TALOS'S FURY

Weapon (mace or warhammer), very rare (requires attunement)

When you righteously strike your foe, a resonating clap of thunder accompanies the blow.

You gain a +1 bonus to hit and damage rolls made with this magic weapon, and when you score a critical hit with it, you deal an extra 1d8 points of thunder damage.

In addition, *Talos's Fury* has 6 charges. When you hit with it you can expend a charge to cause a wave of

thunderous force to sweep out from you. All creatures in a 30-foot radius sphere centered on you must make a successful DC 12 Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage. On a successful save, the creature takes half as much damage.

Talos's Fury regains 1d4+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon explodes in a massive thunderclap that fills a 30-foot sphere centered on it. Every creature in the area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage.

TYRANT'S WEAPON

Weapon (any melee), rare (requires attunement)

Made centuries ago for the slavers of Nar, the formula for this weapon was recently recovered by one of Bhargrack's field agents. This harsh-looking weapon lets you take advantage of your enemy's vulnerabilities.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, your attacks with the weapon deal an extra 1d6 points of damage to a target that is blinded, prone, restrained, or incapacitated.

VENGEFUL WEAPON

Weapon (any melee), uncommon (requires attunement)

When a friend's life is on the line, you become a deadly adversary, so long as you wield a *Deadly Weapon*.

When an ally you can see within 30 feet of you is reduced to less than half its hit point total, you can use your reaction to move up to your speed toward that ally. As part of your movement, you can make a melee attack with advantage against the creature which attacked your ally. If that attack hits, you deal an extra 1d6 points of damage.

WHISTLING SONGBOW

Weapon (any bow or crossbow), rare (requires attunement by a bard)

Missiles you launch from this weapon whistle as they streak toward their target. Bards can use this weapon as a spellcasting focus.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, when you attack a creature using this weapon, each of your allies within 15 feet of that creature gains advantage on their attack rolls against that creature until the end of your next turn. Once you use this property you can't do so again until you finish a long rest.

WITHERING MACE

Weapon (mace), rare

Each blow you strike with this weapon weakens your foe's armor and its resolve.

You gain a +1 bonus to hit and damage rolls made with this magic weapon.

In addition, each time you hit a creature with the *Withering Mace*, that creature takes a cumulative -1 penalty to its AC. At the end of each of its turns, it can make a DC 15 Wisdom saving throw. On a success, the effect ends.



AMMUNITION

READY, AIM, FIRE!

Enchanted ammunition can be activated and fired from ranged weapons. You must load magic ammunition before you can activate and fire it (using whatever action is necessary to do so), and once it hits its target, the ammunition is no longer magical.

ARROW OF ALLIED ACCURACY

Weapon (arrow), uncommon

This brightly-painted arrow trails a shockingly loud orange streamer from its bright pink fletching. When you hit a creature using this ammunition, the flag flashes and twinkles. Each ally who can see that creature gains advantage to attack rolls against it until the end of your next turn.

ATTENTION-SEEKING ROCK

Weapon (sling stone), rare

This bright red sling stone demands your target's immediate and constant attention. When you hit a creature with an attack using this ammunition, the creature must make a DC 12 Charisma saving throw. On a failure, every time the creature makes an attack which doesn't include you as a target, the ammunition strikes that creature again for 1d6 bludgeoning damage. This effect lasts for 1 minute, or until the creature succeeds on the saving throw, which it can repeat at the end of each of its turns.

BOLT OF TRANSIT

Weapon (bolt), rare

This bolt magically brings you closer to your foe. When you hit a creature with an attack using this ammunition, you can use your bonus action to teleport to an unoccupied space within 10 feet of that creature.

FIRESTORM ARROW

Weapon (arrow), rare

Made from charred wood, this arrow is hot to the touch and seems to shimmer with heat. When you hit a creature with an attack using this ammunition, that creature takes 3d6 extra fire damage. In addition, each creature within 5 feet of it

must make a successful DC 12 Dexterity saving throw or take 1d6 fire damage.

FREEZING ARROW

Weapon (arrow), rare

Crafted from unmelting ice, this arrow is cold to the touch and frost crackles from it. When you hit a creature with an attack using this ammunition, that creature takes 3d6 extra cold damage. In addition, it must make a successful DC 15 Wisdom saving throw or be subjected to the effects of a *slow* spell for 1 minute. The creature can attempt another saving throw at the end of each of its turns. On a success, the effect ends.

LIGHTNING ARROW

Weapon (arrow), rare

Crafted from wood harvested from a tree which had been struck by lightning, when you touch this arrow your hair stands on end. When you hit a creature with an attack using this ammunition, that creature takes 3d6 extra lightning damage. In addition, each creature within 5 feet of it must make a successful DC 12 Dexterity saving throw or take 1d6 lightning damage.

SPIDER BOLT

Weapon (bolt), rare

This ebony quarrel is wrapped in milky white threads which explode into webs which envelop your enemy. When you hit a creature with an attack using this ammunition, that creature takes 3d6 poison damage. In addition, that creature and each creature within 5 feet of it must make a successful DC 12 Dexterity saving throw or be restrained until the end of your next turn.

SURPRISE BULLET

Weapon (sling stone), uncommon

This lead projectile blinks in and out of existence, making it hard for your target to see it coming. When you hit a creature with an attack using this ammunition, you gain advantage on your attack roll for that attack.



BHARGRACK'S BATTLEWEAR

Is the first in a series of products which convert magic items from previous editions to the 5th edition of D&D.

These conversions are brought to you by



and



ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. Most of it sucked, but he likes to think he learned from the process.

You can find R P Davis at [The DM's Guild](#), [his website](#), and on [Facebook](#).

If you liked this work, please go to the DM's Guild to rate and review it. That's how people like me figure out what people like you enjoy. Help us give you more high-quality entertainment!

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