

# Ammunition

Ammunition includes bullets, darts,<sup>1)</sup> arrows, and quarrel (bolts). Daggers, javelins, spears, and throwing hammers do not count as ammunition. Remember that spears may be broken by their targets.<sup>2)</sup>

## Recovery

Non-magic ammunition is always lost when used. It cannot be recovered.

Magic ammunition has a 50% chance of recovery.<sup>Needs source</sup> A player can roll d6 for every magic shot expended; a shot is recovered for every die showing 1-3.

Since daggers, javelins, and throwing hammers are not ammunition, they can always be recovered under normal circumstances.

## XP and GP value

Listed XP and GP values are per individual ammunition. For example, 6x \*bolt +1\* would be worth 120 XP or 720 gp.

<sup>1)</sup>

Darts are worth more XP and GP than other ammunition presumably due to their rarity, not because they are reusable.

<sup>2)</sup>

DMG 169, "Spears".

From:

<https://www.demonidol.com/> - **Demon Idol**

Permanent link:

<https://www.demonidol.com/ammunition?rev=1702786530>

Last update: **2025-04-13 23:35**

