

Ammunition

Ammunition includes bullets, arrows, and quarrel (bolts). Daggers, javelins, and throwing hammers do not count as ammunition.

Recovery

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

Magic ammunition has a 50% chance of recovery.^{Needs source} 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.

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