



# COUATL HERALD'S REACH

WEAPON (ANY BOW), RARE (REQUIRES ATTUNEMENT \*)

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*\*Requires attunement by a creature of good alignment.*

This wooden bow is carved to resemble a mighty couatl. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. When you make a ranged attack against a Large or smaller creature with the bow, you can choose a limb to target and expend 1 of the bow's charges as part of the attack. If the attack hits, the weapon's damage becomes radiant, and the creature is forced to make a DC 15 Dexterity saving throw. On a failed save, that creature's targeted limb is pinned by radiant tethers of magic: holding it to its body or an adjacent surface (if any) for up to 1 minute.

Depending on the pinned limb, the creature may fall over prone, be unable to move, or make weapon attacks with disadvantage while the limb remains pinned in this way. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success from the pinning tethers.

***Flight of the Couatls.*** While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

