

Salziar's staff-bow of missile defense

- This composite short bow takes the form of a staff when not being used as a bow. As a staff it appears to be, oaken, 6' long, 1.4" dia. Stained dark grey in color, the grain is plainly visible. Carved into the ends of the staff are the images of six different arrows (three on each end).
- The staff can be used as a normal traveling aid for the typical adventurer, as a weapon (as a staff), or it can be used in one of two additional ways. As a defense against missile weapons, or as a composite bow in an attack mode.
- When struck against the ground and command words "Salziar Dedosiate" spoken, the staff levitates in an upright stationary position (regardless of surface) and protects the wielder (whosoever activated the defense mode) against missile attacks. Activating missile **Defense** mode is a std. action.
- While in missile **Defense** mode, the staff absorbs physical (not spells/force effects) missile attacks (mundane or magical) directed at the wielder. For each incoming missile, the wielder must make an attack roll as if he/she were attacking with the bow. Attack rolls for defense are made at a +2 to hit/damage, as if the staff were enchanted with a +2 bonus. The attack rolls of the attacker and defender are compared. If the staff wielder's attack roll is equal to or higher than that of the attacker, the incoming missile (or missiles, if one attack roll was made for multiple missiles) is 'absorbed' into the staff as ammunition that can then be used later (see 'Attack mode' below). Any non-arrow missiles absorbed is converted to sheaf or blunt arrows (with corresponding magical enhancements if applicable) at the defenders choice. The player must keep track of any such ammunition thus absorbed. This defense mode allows the wielder to defend against a number of attacks equal to his/her normal attacks with a bow. These defense checks/attempts do not count against his/her normal actions. The defense attempts are available in addition to his/her normal number of attacks. The wielder can also use his/her normal attacks in order to attempt an 'absorption' of any missile attack within 60' of the staff's stationary position.
- The staff's **Attack** mode can be activated by striking the ground and uttering the command words "Salziar Achandriat". The staff then becomes a composite short bow. Activating the **Attack** mode is a std. action. The bow may then be used as a normal bow (with a +2 to hit/damage). Each use of the bow consumes one or more (depending on level of wielder) pieces of ammunition per attack. The wielder may use the previous 'absorbed' arrows as ammunition (selecting ammunition at will from the previously 'absorbed' missiles), or the wielder may use standard (non-absorbed) ammo.
- The staff remains in either mode until released by the utterance of the command words "Salziar Vertidiae". Releasing the staff causes it to revert to staff form and stop levitating (if it was in defense mode). If not grasped it will fall to the ground.
- Quarterstaff - Damage: 1d4/1d4 1d6/1d6 1d8/1d8 (w/out pluses); Crit: 20/x2; Rng: —; Wt: 3; Type: B; Parry: -1; M.Str: 6; M.Dex: 7; Fumble: 16

Item Level: 16th; Body Slot: —(held); Caster lvl: 15th; Aura: Moderate (DC 18) transmutation; Activation: move to retrieve/standard to activate/fire.

Weight(lb.): 3

Value(gp): 20,500