

## Always ready invisible bow

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- This magical long bow carries a few unique and very useful enchantments. First of all, it's completely invisible. It cannot be seen by any form of 'invisibility detection' as it isn't really invisible. It's actually made out of elemental air. This magical force is summoned from the plane of air by command. The bow wielder/owner merely needs to speak the command words: "Retuak Fetestalk" (as a free action) in order to summon the bow. The summoner can then 'feel' the bow in his/her hands.
- The bow may be 'drawn' using the same actions one would employ with a standard bow. Once drawn, an invisible arrow of force is 'knocked' and ready for flight. A maximum of one such force arrows may then be fired each round thereafter. The force arrows are considered to be a spell like effect and can be 'dispelled' by a 'dispel magic' or similar spell. A standard Attack roll is required in order to damage an opponent using these 'force' arrows. Damage from the force arrows is  $2d4+2$  per attack (minimum damage of 2 is caused in any circumstances of damage resistance - unless resistance/immunity to 'force attacks/effects' is indicated). All attacks using these force arrows are considered magical and they gain an additional +2 'To Hit' against sighted opponents due to the fact that the bow and its ammunition are 'invisible'.
- Once summoned, the bow remains held, and cannot be disarmed or dropped, until the wielder returns the bow to the elemental plane of air by uttering the command words: "Seleniak Angriak" as a free action. While the bow is held, the wielder cannot hold or wield other items or weapons, as his/her hands are considered to be 'occupied'.

Weight(lb.): 3

Value(gp):15,000

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-The bow can only be transferred to another wielder/owner by a creature native (has type or subtype of 'Air') to the Elemental plane of air. Such creatures can see the bow normally (they will recognize that it is made of elemental air). They may also grasp the bow and transfer it to some other recipient or wield it for themselves. Note that creatures with the 'Air' type or subtype are not subject to the +2 to hit noted earlier as they can see the bow and its arrows.

-The bow has the following stats:

-Damage: 2d4+2; Crit: x2; Rng: 120ft; Wt: 3; Type: P; Parry: -2; M.Str: 8; M.Dex: 5; Fumble: 20

*Item Level: 15; Body Slot: -(held); Caster Level: 18; Aura: Moderate (DC18) summoning; Activation: -*

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