

+2 Never missing composite bow

- A +2 composite (rated for +2 STR bonus) longbow (sized for a medium character/resizes to fit wearer if held in close contact for 24 hours or more) of exceptional quality, enchanted with a +2 to hit and damage. Standard ammunition fired from the bow will do 2 points more damage than mundane ammo (due to the bow's bonus). Standard ammo fired from the bow is considered magical for purposes of what it can hit.
- In addition to the standard magic weapon bonuses, this weapon has one particular special power. Ammunition fired from the bow never misses. If the bow is aimed at an opponent and fired, the ammunition will speed towards its mark, if a miss is indicated on the to hit roll, the weapon will continue to circle the opponents, randomly selecting a different target (from among the conscious opponents present (it will not attack dead or unconscious targets)). In the next round (on the initiative of the person who fired the bow), the ammunition will attempt to strike a newly selected opponent. The STR bonus (to damage) provided by the 'Composite' rating does not persist after the initial 'to hit' attempt. Note: The ammunition will only select 'Known' targets. Hidden, concealed or otherwise 'unknown' creatures are not valid targets. If the ammunition misses again it will continue to circle, with one 'To Hit' roll (using the wielders bonuses) per round on the initiative of the person who originally fired it.
- Any indication of a fumble will cause the arrow to 'miss'. The fumble result will be applied in the normal fashion. The arrow didn't miss, you fumbled!
- If all 'opponents' are eliminated before a loosed arrow strikes its designated target, it will pick an 'ally' at random. The arrow will not miss! It must hit someone. If all living targets (Opponents and Allies) leave the area of effect (max radius from point where arrow(s) were fired) then the arrows fall from the sky (roll 50% breakage chance). The area may be safely re-entered (possibly to recover undamaged arrows or other items).
- If someone wishes to target a 'circling' arrow, the attacker and the person who fired the bow make opposed attack rolls. Remember that the arrow acts on the initiative of the person who fired it. Even if that person is no longer engaged in combat, they must continue to make initiative rolls in order to resolve the attacks of any circling arrows. If the attacker uses a held weapon they have a -20 to hit. If they use a thrown weapon they have a -10 to hit. With a fired weapon they have a -5 to hit. There are no size difference modifiers applied. If the attacker hits the arrow, they must cause at least 4 points of damage in order to destroy the arrow, thus preventing it from hitting a target. A destroyed arrow will fall to the ground near the intended target. If the attacker misses the target, the arrow continues circling, acting on the initiative of the person who initially fired the bow. However, there is one minor difference. The arrow now considers the person who attacked it to be an 'opponent' and will select targets accordingly.

Item level: 16th; Body Slot: – (held); Caster lvl: 14th; Aura: Moderate (DC 16) evocation; Activation: –

Weight(lb.): 3

Value(gp): 20,200gp