

Bow, Ellianess

Area of Effect: Target.

Avoidance-roll: None

Charges: Permanent ability. Wielder chooses the power he or she wishes to use.

Command word(s): "Ellianess" (Vosk Elf for: Wonder). The command word must be spoken.

Damage: As explained for each ability.

Duration: 24 hours after activated.

Effect time: 1 turn (5 seconds).

Explanation: The Ellianess recurve Bow has one or more visible runes upon its surface, just above the center of the bow (making it easy to merely raise your thumb and rub the rune to activate it). Each run represents one of the powers of the bow, and will activate when it is rubbed as the command word is spoken.

The poundage of this RECURVE bow is quite unique, in that it compliments the strength of the one who reveals it. The poundage will be x5 the strength of the wielder (yet not more than a 300 lb. bow).

The arrow that materializes when this bow is drawn is considered as the following arrow type: Koar-steel tipped, Moon-wood, hunting-tipped (which gives a +7 damage per arrow strike).

Roll on **Table #1**: to see how many powers the Ellianess Bow will have.

Table #1

%Roll: # of powers:

01-80:	1	Roll on Table #2 to determine what the power of this bow will be:
81-86:	2	Roll on Table #2 to determine what each individual power will be, ignoring the same result:
87-91:	3	Roll on Table #2 to determine what each individual power will be, ignoring the same result:
92-95:	4	Roll on Table #2 to determine what each individual power will be, ignoring the same result:
96-98:	5	Roll on Table #2 to determine what each individual power will be, ignoring the same result:
99-00:	6	Roll on Table #2 to determine what each individual power will be, ignoring the same result:

Table #2

%Roll: Powers:

01-50: Animated Arrow	Roll on Table #3 to determine the type of Animated Arrow this bow will shoot.
51-55: Echo-Shaft	Roll on Table #4 to determine the # of arrows the Echo-Shaft will split into when this bow is fired.
56-65: Flare	Roll on Table #5 to determine the type of Energy Arrow this bow will shoot.
66-90: Focus	Roll on Table #6 to determine the type of Energy Arrow this bow will shoot.
91-95: Repulsiveness	Roll on Table #7 to determine the type of Energy Arrow this bow will shoot.
96-00: Spirit Arrow	Roll on Table #8 to determine the type of Energy Arrow this bow will shoot.

Table #3

Animated Arrow:

Roll on the following chart to see the type of Animated Arrow this bow will shoot when the wielder draws it:

%Roll: Energy arrow types:

01-10: Assassin	+1-D6 damage per 3 levels of the wielder on surprise attacks. Value: 176,000 white-gold.
11-20: Betrayer	Avoid vs. "Mental-Attack" or target will attack allies for 1 turn (5 seconds) per 10 levels of the wielder. Value: 250,000 white-gold.
21-30: Blood	When struck in the flesh or armor, the target must make a successful "Constitution" check (Constitution = % chance: Roll the % number, or below, to succeed), or be temporarily drained of 1-D6 Blood-points per 5 levels of the wielder. Value: 125,000 white-gold.
31-40: Essence	When struck in the armor or flesh, the target must make a successful avoidance-roll vs. "Magic", or be drained of 1-D6 Characteristic-points. Characteristics lost will regenerate at a rate of 1 per 24 hours. See: "Characteristics, Random Determination of" in the C Section of the Basic Rules Book for what each characteristic will be drained, as well as regenerated over time. Note: If this arrow causes 90%, or higher damage, the target will have no chance for an avoidance-roll. Value: 400,000 white-gold.
41-50: Luck Biter	Avoid vs. "Magic", or be temporarily drained of 1-D6 Luck-point loss per 5 levels of the wielder. Value: 250,000 white-gold.
51-60: Rogue:	+1-D6 damage per 5 levels of the wielder from behind. Value: 145,000 white-gold.
61-70: Sapping	Avoid vs. "Magic", or be temporarily drained of 1-D6 Ability-points per 5 levels of the wielder. Ability-points drained will regenerate as normal each turn. Value: 300,000 white-gold.
71-80: Suffocation	Avoid vs. "Magic", or be temporarily drained of 1-D6 Oxygen-points per 5 levels of the wielder. Oxygen-points drained will regenerate as normal each turn. Value: 277,000 white-gold.
81-90: Thunder:	+1-D6 damage per 3 levels of the wielder. Value: 345,000 white-gold.
91-00: Void:	Avoid vs. "Magic", or be temporarily drained of 1-D6 Spell-points per 5 levels of the wielder. Spell-points drained will regenerate as normal each hour. Value: 300,000 white-gold.

Table #4

Echo-shaft:

An arrow fired by this bow will split into two or more arrows. Roll to hit for each Echo-Shaft. Remember that the main arrow is NOT included in the number of Echo-Shafts that will appear (so the # of Echo-Shafts +1 (the arrow shot from the bow) will be how many arrows you must roll to hit with.

Roll on the following chart to see how many Echo-Shafts will phase into being each time this bow is fired:

%Roll: # of Echo-Shafts:

01-85: 1-D4	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 400,000 white-gold.
86-90: 1-D6	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 600,000 white-gold.
91-94: 1-D8	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 800,000 white-gold.
95-97: 1-D10	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 1,000,000 white-gold.
98-99: 1-D12	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 1,200,000 white-gold.
00: 1-D20	Echo-Shafts will appear with the arrow you shoot every time you shoot this bow. Value: 2,000,000 white-gold.

Table #5

Flare:

If this arrow causes 70%, or higher damage, it will explode into a ball of flame, causing 1-D6 fire damage per 5 levels of the wielder to all within the area of effect.

Area of effect: 35' radius (1 space and the next 3 rings of spaces surrounding that space).

Value: 325,000 white-gold.

Table #6

Focus:

Bow aids wielder, granting a bonus to strike. Roll on the following chart to see what bonus this bow will add to your offensive rolls when shooting it:

%Roll: Adjusted offensive roll to strike with bow:

01-85: +4-D6 +6	300,000 white-gold.
86-90: +5-D6 +7	370,000 white-gold.
91-94: +6-D6 +8	440,000 white-gold.
95-97: +7-D6 +9	510,000 white-gold.
98-99: +8-D6 +10	580,000 white-gold.
00: +9-D6 +11	650,000 white-gold.

Table #7

Repulsiveness:

When this bow is drawn back, an arrow will materialize that will cause the same damage as a Hunting-tipped arrow, but does x3 damage.

The bow itself will also works as the potion, "Repulsiveness", and can be used 1 time per 20 points of strength the wielder has, per 24 hours.

Example: If the wielder of the bow has a 28 strength, Repulsiveness can be used 2 times per 24 hours.

Time to invoke Repulsiveness: 1 turn (5 seconds).

Value: 450,000 white-gold.

Table #8

Spirit Arrow:

When this bow is drawn back, a luminescent arrow will materialize that will harm intangible creatures. The arrow from this bow can only harm intangible creatures and objects.

If the wielder follows the path of Healer and Spiritualist, he or she can heal the targeted for as much as the arrow does in damage.

An added 1-D6 damage will be inflicted on an intangible target per Spiritualist spell known (excluding seeker spells).

If the wielder of this bow knows ALL currently installed Spiritualist spells, seeker and adventurer, he or she can "attach" one Spiritualist spell to the arrow without having to cast it (spell-points must be expended to do this). If the spell attached to the arrow is not a damaging spell, the wielder can will the arrow to do no damage to the target (if he or she so wishes).

Value: 2,400,000 white-gold.

Hand movement: None.

Healing: As explained for each ability.

History: This marvelous bow was created by the Vosk Elf race. The making of its power has been kept secreted from all other races.

Immunities: As explained for each ability.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: Not applicable.

Notes: Normal arrows can be shot from this bow when it is not activated. If a normal arrow is knocked while the bow is activated, it will vanish.

Preparation: See: "Explanation".

Range: As explained for each power.

Resting time: None.

Special: See: "Explanation" (3rd and 4th paragraph).

Susceptibilities: As explained in each power.

Value: 750 white-gold x the bow's Rank. See each power of this bow for further value.