

Wrath & Windrider/Wildrunner Bow

Wrath

Body Slot: – (held)

Caster Level: 10th

Aura: Strong Conjunction & Divination

Activation: –

Weapon Type: Martial Ranged

Damage: 1d6

Critical Threat Range: 20 x3

Type: Piercing

Weight: 2 lbs

Wrath was owned by the Kagonesti Elf Piradon who served under Kith-Kanan and eventually rose to become a senior captain in the Qualinesti army. When the wildrunners were formed, the shortbow that he carried was enchanted with the standard enhancements of a wildrunner bow. When Piradon's father was slain by humans in a raid on his village, Piradon sought out House Mystic for further power and was granted additional enchantments due to his rank and the weapon was named Wrath. Piradon survived the war, but could not stomach the truce that was brokered as he had never found the human that slew his father. He left Qualinost during the signing of the Swordsheath Scroll and took Wrath with him. What became of it after that time is unknown.

Wrath is an enhanced Wild-runner shortbow that has a + 2 enhancement bonus and has the distance weapon quality on top of the typical enchantments found on Wildrunner bows. Also as a free action the wielder can act as is under the effects of a *haste* spell for up to ten rounds per day. These rounds need not be used consecutively.

Windrider\Wildrunner Bow

Body Slot: – (held)

Caster Level: 10th

Aura: Moderate Conjunction & Divination

Activation: –

Weapon Type: Martial Ranged

Damage: Varies

Critical Threat Range: 20 x3

Type: Piercing

Weight: varies



These bows are seemingly of elven make, as they have a vine and leaf motif etched into the design. They are made from yew wood grown in the Silvanesti forest and reinforced using elven magic. These bows were made during the time of the Kinslayer Wars, when many battles were fought between the humans of the

Ergothian Empire and the elves of the Silvanesti nation. When the Swordsheath Scroll was finally signed, most of these weapons were destroyed in a symbolic gesture of peace, but many embittered elves kept them in anticipation of the day when humans would again fight against the elves. Unfortunately during the war many of these weapons were also taken by humans from slain elves in an effort to keep them from being used against them or as souvenirs and the humans saw no reason to return or destroy them after the war.

All of these bows, whether the longbow (wind-rider) or shortbow (wild-runner) variety, are masterwork weapons with a +1 magical enhancement bonus and have the seeking weapon quality as well as the human-bane weapon quality increasing the enhancement bonus by +2 on attacks and inflicting +2d6 damage bonus when used against humans.

In the hands of an elf, the distance for the point-blank shot feat is doubled, basically granting the bonus to attack and damage from the feat at 60' rather than 30'. Coincidentally, this also increases the range for damage from precision attacks such as a rogue's sneak attack.

Should the wielder be of elven blood and have humans as a favored enemy such as with the ranger favored enemy class feature, then the bow grants a further +1 bonus on attacks and does an additional +1d6 points of damage.

Strangely enough for half-elves, these weapons function only as a bow with a +1 enhancement bonus. It grants neither the greater attack bonus, nor the damage bonuses when wielded by or used against them.

Many elves improved upon the base design bestowing greater powers upon their personal weapons such as Wrath, mentioned above.