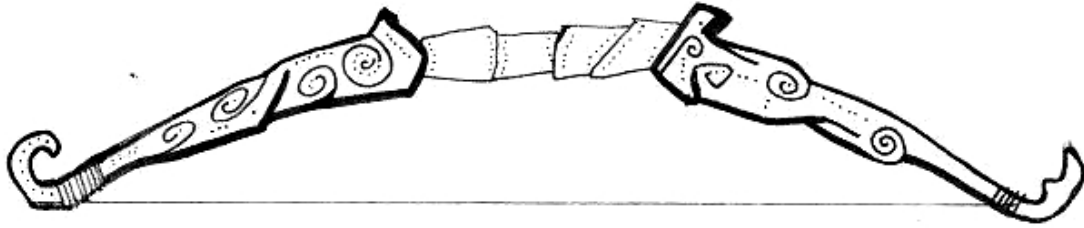


This document contains the rules for The Bow Unerring, a magical relic of Aristemis, the Insightful One.



The Bow Unerring

Holy relic of Aristemis, the Insightful One

Description: The Bow Unerring is a legendary relic of the cult of Aristemis, the Insightful One. Personally blessed by this mystical deity, the bow has a way of appearing where insight and understanding are most needed. From the bountiful hunting paths of the vaunted past to the viscera-covered battlegrounds of the Wars of Balance, the bow has seen many owners along the way, but few have truly mastered the insight hidden within its spiral carvings.

An ancient longbow of grey, carven wood, the Bow Unerring is obviously magical. The bowstring is twisted from the gut of some ancient beast, and the handle is polished bone. If one meditates upon the spiral decorations upon the relic, they receive powerful, synesthetic visions of past hunts.

Abilities: The Bow Unerring has the following abilities:

- *Weapon type:* Longbow +3; damage 1d8+3.
- *Alignment:* Lawful; the bow is sacred to Aristemis.
- *Intelligence:* Vast and divine; the bow is a direct conduit to Aristemis.
- *Communication:* Powerful urges towards purpose (see below), prophetic dreams. Avoiding the path towards the chosen purpose may require Ego checks.
- *Special:*
 - *Insight of Skill:* Does not require the user to have a proficiency for longbows: the weapon grants this to its chosen wielder.
 - *Insight of Purpose:* Appears on the mundane plane for a specific purpose determined by Aristemis (Judge's discretion, if in doubt roll on the table in the DCC rulebook, pg. 369). Judges are encouraged to describe the purpose to the wielder only in vague, cryptic terms, as the bow only communicates with urges and dreams. When the purpose is complete the bow disappears, and the wielder goes through the Test of Understanding (see below).
 - *Insight of Accuracy:* The arrows shot from the Bow Unerring are so accurate, that they can even shoot down spells in flight. As a reaction to any spell cast within the bow's range and the wielder's

vision may be targeted as a counter action (can be used out of turn order, but only once per round): if the wielder's attack roll exceeds the targeted spell's spell check result, the spell fails.

The Test of Understanding: Upon completing the special purpose set upon the bow by Aristemis, the wielder receives a mystical vision which is likely to change their outlook on life completely. Judge's are encouraged to describe the vision as a dream-hunt, at the end of which important insight is imparted upon the wielder. At the end of the dream roll for effect on the table below (Table A), adding the wielder's Personality modifier.

Table A – The Test of Understanding	
D6+PER mod.	Effect
<i>0 or less</i>	A Mystic Misunderstanding: The wielder entirely misunderstands their mystical experience, possibly with profound effect. Their alignment may change due to this, roll d3 for their new alignment: (1) Lawful; (2) Neutral; (3) Chaotic.
<i>1</i>	An Award of Experience: The wielder immediately gains 1d10 EXP, as they weigh their travels upon the hunter's path.
<i>2</i>	Instinct or Intelligence?: The character is improved by their ordeal, receiving 1d3 points to their maximum Personality or Intelligence, player's choice.
<i>3</i>	The Lucky Survive: Completing the task set upon them by Aristemis increases the wielder's maximum Luck by 1 point, and replenishes spent Luck by 1d3 points.
<i>4</i>	Training the Arrow: The wielder immediately gains 5d10 EXP, as they benefit from the trail they've run after Aristemis' prey.
<i>5</i>	Clarity: The character finds deep meaning in their completed quest, and may add 2d3 to either their Personality or Intelligence.
<i>6</i>	Fortune's Favours: The divine touch of Aristemis increases the wielder's maximum Luck by 3 and replenishes 3d4 points of spent Luck.
<i>7</i>	A Veteran's Mind: The character is blessed by their travails, and their toil awards them 100 EXP.
<i>8</i>	Enlightenment!: The wielder perfectly understands the meaning of the vision-dream, and becomes aware of their place in the universe. Set the character's Intelligence and Personality to 18.
<i>9 or more</i>	Kismet!: The character continues to carry Aristemis' blessing even after their ordeal is complete. Increase their maximum Luck score by 6 and replenish all spent Luck to max.