

# TREASURES OF NEOEXODUS: PROTECTORATE TWILIGHT BOW

Not every weapon is created with the individual in mind. In the modern world of Exodus many weapons are built with the intent of mass production to fuel the march of war. Thus it was with the Protectorate Twilight Bow. A weapon built with massive battles with Dominion forces in mind, its overwhelming cost and difficulty in manufacture made it a laughable example of bad military spending.

## HISTORY

In the year 93 BU during the Twilight War, Tsar Georgy II of the Arman Protectorate commissioned his researchers to create a weapon that could be handled by his archers and Bowman that would potentially end the war.

Though the engineers and artificers of the Arman protectorate at the time were clever they lacked the creativity and military sense required to fulfill the projects main goals. In the end, after years of failed lines of research into explosive weaponry, crossbows that utilized wands as ammo, and various other forgotten weapons, the group applied their mechanical knowledge to the old standby, the longbow. Utilizing the latest theories regarding the efficient application of mechanical force, they used a high tensile wire and pulley system to lend an incredible amount of strength to the shot with relatively little pull on the bow. The design was complex and required a great deal of maintenance but was quite ingenious in adding a modern twist to an ancient weapon. Unfortunately the cost of deploying the weapon to troops in the field was exorbitant in the extreme, and proper utilization would have bankrupted the Protectorate.

So furious was the Tsar at the failure of the engineers to produce anything of worth after spending scandalous amounts of money on the project, he immediately replaced the engineers and sentenced them to serve on the frontlines as regular soldiers.

The bow itself was stored in the armory of the capital and was mostly forgotten. The occasional engineer or noble with a certain mechanical bent would bring the bow out to showcase its novelty and power. Though it was never considered for mass production it did gain some minor notoriety as an example of Armanian technical skill and the folly of over-thinking a problem. It might have remained that way were it not for the end of the Twilight War.

At the end of the war there were a number of mercenary armies and adventuring groups who fought under the banner of the Protectorate

who needed payment. Already on the verge of financial collapse and with greedy armies ready to turn on the Protectorate if not given satisfaction, the Tsar had no choice but to open up his armories and magical storehouses, allowing them to take their payment in weapons and magical items as well as money. The bow fell into the hands of a group of adventurers who were master saboteurs and scouts during the war. Their leader, a ranger and archer named Yergev Sermikovski, took the bow as his personal weapon. Impressed by its power and range he traveled to the Dominion in peace time and had it enchanted by the sorcerers there into an even more formidable magic weapon. Dominion sorcery and Protectorate technology combined would make a poignant remark about the potential power behind any unity of the nations, as the weapon served with distinction in minor conflicts and adventures all around the continent for years. Eventually the adventurers founded their own private mercenary company, the Lightning Dragons. Ever since wherever this company

went the Protectorate Twilight Bow went with them.





**Aura** strong evocation; **CL** 12th;  
**Slot** None; **Price** 62,500; **Weight** 3lbs

### DESCRIPTION

This +4 *seeking mighty composite longbow* functions in all ways like a normal bow except for the following: it acts as if the wielder has a +4 bonus from their strength score even if the wielder even if their bonus is lower, though it does not grant an additional bonus to a higher Strength. It has a range increment of 200 ft. This bonus is an extraordinary ability, not a magical or supernatural effect. The weapon also magically confers on its wielder extraordinary aim, such that it ignores the first 5 points of hardness of any object it hits, and that object's first 10 points of damage reduction.

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *true seeing*, creator must have at least 15 ranks in Knowledge (engineering); **Cost** 31,250gp

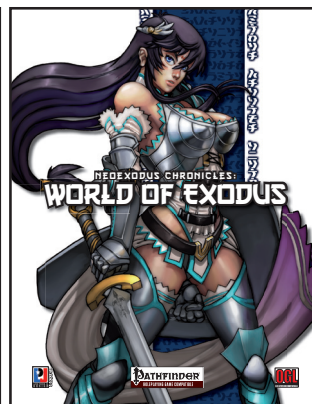
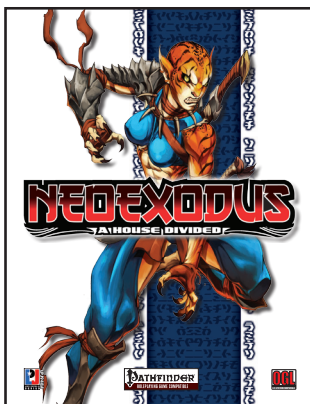
### DESCRIPTION AND CONSTRUCTION

The Protectorate Twilight Bow looks, for all intents and purposes, like a 5 foot tall heavy composite longbow made of brass and lightweight mithril. It is strung with a high tensile wire and pulled with the assistance of a number of highly complex gears and pulleys, allowing even a weak wielder to lend incredible power behind the projectile. Thanks to Dominion sorcery the weapon glows with an eerie blue fire when the bow is drawn.

# NEOEXODUS

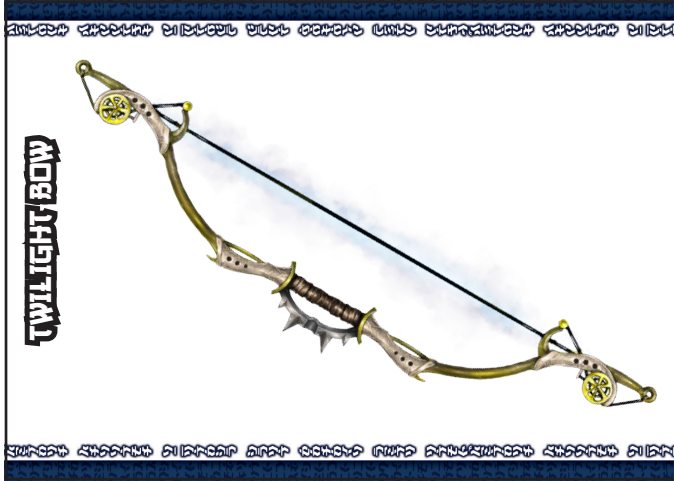
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**TWILIGHT BOW**



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Item Description

Notes:

Item Code

# PROTECTORATE TWILIGHT BOW WEAPON CARDS

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