

# Gloves of Missile Snaring

Magic item, UA 100. Vague in its description. Use the following rules.

- One missile can be caught per segment, per open hand.
- No throw is required to catch a missile; catching is automatic.
- For purposes of these gloves, a two-handed weapon can temporarily be held in one hand in order to catch a missile with the other hand, but only if the catcher is not attacking with their weapon on that segment.
- If the missile is a thrown weapon OR if the catcher happens to have in their other hand an appropriate firearm (e.g. a bow when catching an arrow), the missile can be returned as an attack on the following segment. This does not count as the catcher's attack for the round.
  - If both hands are free and both hands catch a thrown weapon in a single segment, both weapons can be returned in this way on the following round.<sup>1)</sup>
  - If an arrow, bolt/quarrel, stone, or bullet is caught and no appropriate weapon is at hand for the return attack, the missile cannot be returned.<sup>2)</sup>
- Missiles cannot be caught while casting a spell with a somatic component, or at any point prior to casting such a spell on a given round.

<sup>1)</sup>

Ambidexterity is not a game factor here, and whether the character is ambidextrous or not is ignored.

<sup>2)</sup>

This, we judge, is what is meant by the phrase “possibly enabling” in the magic item description.

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Last update: **2025-04-13 23:35**

