

TORTUROUS SLINGSHOT

Slingshot, legendary

This slingshot has +3 to attack and damage rolls.

When a creature is hit by this slingshot, the attacker may expend a charge of the slingshot to attempt to cause the target to feel as if they fell for one hour and then hit the ground. In this case, the target makes a DC 22 Dexterity saving throw, taking the maximum possible fall damage on a failed save and going prone. The target feels that they just fell in a void for an hour.

This slingshot has 3 charges, and regains 1d4 - 1 at dawn.