



# BOW OF MIND THIEVERY

WEAPON (SHORTBOW), RARE (REQUIRES ATTUNEMENT)

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Arrows fired from this bow deal an extra 1d4 psychic damage to any creature that they hit. When you hit a humanoid with an arrow in this way, you can force that creature to make a DC 15 Wisdom saving throw after the attack. On a failed save, that creature falls under the effects of the *dominate person* spell for up to 1 minute as if cast by you. This effect does not require concentration. In addition, you can use a bonus action to see through that creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses. Once this property of the bow has been used, it can't be used again until the following dawn.

