

Harpoon

A harpoon is a weapon described on UA 77.

A hit **snags** the target. When snagged, the wielder of the harpoon can take a **E action** to **drag** the victim, which does 1 point of damage to the victim and moves them 1" closer to the wielder.

To get un-snagged:

- The victim must have INT 2 or higher.
- The victim must take an **E action** if in combat.
- The victim must have some means of dislodging the weapon head or severing the line.
 - If dislodging the weapon head, a saving throw vs poison is allowed (no bonuses to saves vs actual poison are granted; "poison" is merely the saving throw category here). Failure means the snagged creature is **dragged** as above.
 - If severing the line, the line is automatically hit, and damage is rolled. 2 points of cumulative damage sever it.

See UA 77 for additional rules and stipulations. Also see the [lasso](#) and [net](#).

From:

<https://demonidol.com/> - **Demon Idol**

Permanent link:

<https://demonidol.com/harpoon?rev=1707886192>

Last update: **2024-12-22 15:53**

