

# 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**.

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