



THINGS CATCHERS

This two-handed polearm has a large, tong-like head with the inside of its grips lined with spikes. The weapon is designed to be thrust around the torsos and extremities of foes to grab and painfully subdue them.

THINGS CATCHER

melee weapon (martial)

Damage: 1d4

Damage Type: Piercing

Properties: reach, special, two-handed

Cost: 2 gp

Weight: 3 lb

Things Catcher. A large or smaller creature you hit with a things catcher is automatically grappled by you. Until the grapple ends, you can't attack any other targets with the things catcher. A creature can use its action to make a DC 10 Strength or Dexterity check (its choice), freeing itself or another creature within its reach on a success. If a creature has multiple attacks with the Attack action, it can replace any number of them with these checks. The grapple also ends if you drop the things catcher.

ART CREDIT

- Skaven Master Moulder - Daarken

NEW FEAT: THINGS WRANGLER

You developed the abilities needed to wield things catchers in more versatile ways and make them more difficult to escape from, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20, or gain proficiency with things catchers.
- You treat things catchers as though they have the versatile property, dealing 1d6 piercing damage with two hands and 1 piercing damage with one hand.
- You can use two-weapon fighting while wielding a things catcher as long as one of the weapons you are wielding is light.
- You may have the grapple escape DC of a things catcher you are wielding be $8 + \text{your proficiency bonus} + \text{your Strength modifier}$.



1.0.0

- Public release