



## HARPOONS

The following content can be used to add harpoon weaponry to your game world. The Harpoon Master feat can help players specialize in using these weapons, and the statistics for the Rope Qualities can be used to upgrade the reliability of harpoon tethers and net weapons.

### HARPOON WEAPONS

#### HARPOON GUN

ranged weapon (*martial, crossbow*)

**Damage:** 1d6

**Damage Type:** Piercing

**Properties:** Ammunition (range 30/120), loading, special

**Cost:** 90 gp, (ammo: 2gp)

**Weight:** 4 lb

#### HARPOON SPEAR

melee weapon (*martial, spear*)

**Damage:** 1d6

**Damage Type:** Piercing

**Properties:** thrown (range 20/60), special, versatile (1d8)

**Cost:** 2 gp

**Weight:** 4 lb

**Harpoons.** You can choose to tether yourself with a rope to a creature or object you hit with the harpoon; otherwise, you can pull the harpoon back to yourself as an object interaction. If you choose to tether yourself, the hand you used to make the attack becomes occupied maintaining the tether. You cannot maintain multiple tethers in one hand.

Once per turn, you can make an opposed Strength check against a creature you have tethered (no action required). On a success, you can pull the tethered creature towards you as though you are grappling it. A tethered creature can attempt to do the same to you on its turn, though if you fail the opposed Strength check, you can choose to drop the tether rather than be dragged by it. Any time an opposed Strength check is made between you and a tethered creature, if both of you roll a 10 or higher on this check, the tether snaps.

Any creature within 5 feet of a tethered creature (including the tethered creature) can use an action to remove the harpoon. Doing so deals an additional 1d6 weapon damage to the creature as the harpoon is removed. Dealing 5 slashing damage to the tether (AC 10) also snaps it.

If you recover a harpoon spear or a harpoon gun bolt with a snapped rope, you can replace the rope over 10 minutes, using 1gp worth of rope and other supplies. This can be done over the course of a short or long rest.

### ART CREDIT

- Deadeye Brawler - Jesper Ejsing, Wizards of the Coast



### NEW FEAT: HARPOON MASTER

You've learned how to use harpoons to maximum effect in combat. When you take this feat, you gain the following benefits.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- Creatures you've hit with harpoons have their speed reduced by 15 feet until they've removed the harpoon.
- If a creature is concentrating on a spell and ends its turn while impaled by a harpoon you hit it with, it must succeed on a DC 10 Constitution saving throw to maintain concentration.

### ROPE QUALITY FOR NETS & HARPOONS

Players can gain access to higher-quality rope for nets and harpoon tethers by paying more gold. The following table describes the gp cost for each level of quality. Each table row can be used to describe a net or the rope and supplies needed to attach a tether to a harpoon. In the case of nets, the gp cost describes the overall cost of the net. In the case of harpoon spears and gun bolts, the gp cost describes the added cost of upgrading the item's quality, which can also be done when replacing a snapped tether.

### ROPE QUALITIES

Cost	Break DC	Rope AC	Cumulative Damage to Cut
1gp	10	10	5
50gp	13	13	10
200gp	16	16	15

## **0.0.0 CHANGES**

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- This is a placeholder for the change log