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 paralysis[1] is allowed. 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.

[1]
The rules say "poison", but paralysis is the same category and doesn't suggest that the victim gets bonuses for racial resistance to poison and the like, which they certainly do not.