

## BARBED WEAPON

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*Weapon (javelin, spear, or trident), common*

The piercing tip of this nonmagical weapon is covered in hooked barbs. When you hit a creature with a ranged attack using this weapon, it becomes lodged in the target, reducing its speed by 5 ft. until the weapon is removed. The impaled creature or a creature within 5 ft. of it can use an action to remove the weapon, dealing 1d4 slashing damage to the impaled creature in the process. Alternatively, the impaled creature or a creature within 5 ft. of it can spend 1 minute to make a DC 10 Wisdom (Medicine) check, removing the weapon safely on a success or dealing 1d4 slashing damage to the impaled creature and removing the weapon on a failure. A creature impaled by a barbed weapon cannot gain the effects of a short or long rest until the weapon is removed.

### VARIANT: BARBED AMMUNITION

If you'd like to expand the use of barbed weapons in your game then you could apply the same principle to ammunition such as arrows or crossbow bolts. Barbed ammunition functions the same as barbed weapons with the additional restriction that the target's speed is not reduced if its size is large or greater.

### VARIANT: HARPOON

Barbed weapons can make an excellent addition to a seafaring campaign or a nautical enemy in the form of a harpoon. A harpoon is essentially a barbed javelin with a length of rope attached to it. It functions the same as a normal barbed javelin with the following modifications:

- The harpoon's range is 20/60 ft.
- As long as the harpoon is still lodged in the target and provided the target is no more than one size larger than you, it can move only in directions that bring it closer to you. Additionally, you can use a bonus action to make a contested Strength check against the impaled creature, pulling it up to 20 ft. closer to you on a success.

## GOBLIN THORN THROWER

Small Humanoid (Goblinoid), Typically Neutral Evil

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS    | CHA     |
|---------|---------|---------|---------|--------|---------|
| 15 (+2) | 12 (+1) | 10 (+0) | 10 (+0) | 8 (-1) | 10 (+0) |

**Skills** Stealth +5

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** The goblin makes two Scimitar or Barbed Javelin attacks.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

**Barbed Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Additionally, the javelin becomes lodged in the target, reducing its speed by 5 ft. until the weapon is removed. The impaled creature or a creature within 5 ft. of it can use an action to remove the weapon, dealing 1d4 slashing damage to the impaled creature in the process. Alternatively, the impaled creature or a creature within 5 ft. of it can spend 1 minute to make a DC 10 Wisdom (Medicine) check, removing the weapon safely on a success or dealing 1d4 slashing damage to the impaled creature and removing the weapon on a failure. A creature impaled by a barbed weapon cannot gain the effects of a short or long rest until the weapon is removed.

## WASTELAND HUNTER

Medium Humanoid (Any Race), Typically Neutral Evil

**Armor Class** 14 (studded leather)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 15 (+2) | 14 (+2) | 13 (+1) | 12 (+1) | 9 (-1) |

**Saving Throws** STR +5, DEX +4, WIS +3

**Skills** Athletics +5, Stealth +4, Survival +3

**Senses** Passive Perception 10

**Languages** Any two languages

**Challenge** 2 (450 XP)

### ACTIONS

**Multiattack.** The hunter makes two Shortsword or Harpoon attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Barbed Harpoon.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 3) piercing damage. Additionally, the harpoon becomes lodged in the target, reducing its speed by 5 ft. until the weapon is removed. The impaled creature or a creature within 5 ft. of it can use an action to remove the weapon, dealing 1d4 slashing damage to the impaled creature in the process. Alternatively, the impaled creature or a creature within 5 ft. of it can spend 1 minute to make a DC 10 Wisdom (Medicine) check, removing the weapon safely on a success or dealing 1d4 slashing damage to the impaled creature and removing the weapon on a failure. A creature impaled by a barbed weapon cannot gain the effects of a short or long rest until the weapon is removed.

As long as the harpoon is still lodged in the target and provided the target is large or smaller, it can move only in directions that bring it closer to the hunter. Additionally, the hunter can use a bonus action to make a contested Strength check against the impaled creature, pulling it up to 20 ft. closer to the hunter on a success.