

Whip of Grasping

(from "The Jester" addendum by DM Superelf)

This normal-appearing whip grabs & holds whatever it is swung at, with no to hit roll necessary. If swung at a creature, it will merely grab their waist if they save vs. breath weapon. Note that a strong creature may well be able to pull the whip from the user's grasp.

If the user fails to save, one of the following situations will happen:

d8 roll Result

- 1-3 Target's legs bound, he or she cannot walk or run. AC -2.
- 4-5 Target's weapon hand/arm pinned, the target cannot attack with that hand. Attacks are at -3 in the opposite hand.
- 6-7 Target's other hand/arm pinned.
- 8 Target's neck grabbed. -2 AC, -2 to hit, and the target will take 1d6 choking damage per round.

Targets may make a Bend Bars/ Lift Gates roll at +10% each round to break free of the whip.

This whip does not use the Whip Effects table that most other magical and non-magical whips use. It will never do any actual damage to a target.

XP Value: 300

GP Value: 3,000

