

Net

Nets are weapons. They are often used by water-based races, and are often set with weights, hooks, and/or barbs. Nets are two-handed, but also function as a buckler if the wielder is proficient with nets and can normally use bucklers.

- [ENC](#): 75 [cn](#)
- Space required: 10'
- RoF: 1/2
- Range: 1"/2"/3"

WvAC:

0	1	2	3	4	5	6	7	8	9	10
+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1

Effect

- If the attack hits, the target is **netted**. The target must roll a save vs paralysis;¹⁾ if they fail, they are also **trapped**.
- **Netted** creatures lose any DEX bonus to AC (or take a -1 penalty if they have no DEX bonus), are at 50% [MV](#), and cannot [charge](#).
- **Trapped** creatures are unable able to move, cast spells, or use weapons (except dagger-length or shorter to cut themselves out, as below).
- Both effects last for 1-4 rounds.²⁾
- The victim can take an [E action](#) to do one of:
 - Use a bladed weapon of dagger length or shorter to reduce the duration by 1 round.
 - Make an open doors roll, with success reducing the duration by 1 round.
 - Make a BB/LG roll, with success completely freeing the character. This can only be attempted once per netting.

Characters attempting to use an underwater net suffer a -4 to hit unless they've both (1) taken the net as a [weapon proficiency](#), and (2) trained in its use while underwater.³⁾ Above-water nets suffer the regular untrained penalty for lacking the weapon proficiency.

Rules Note

There is no single ruleset for refereeing nets; there are several options provided by various monster entries and modules. Demon Idol uses the WG4 rules and [this Dragonsfoot thread](#) as inspiration, and adapts them to suit general-purpose net weapons.

¹⁾

In written works, a DEX save is often used. However this requires DM fiat if used against the many monsters who lack DEX scores. Therefore, breath is more practical.

²⁾

They are rolled and count down simultaneously – a netted and trapped creature is in those states for 1-4 rounds (roll a single d4 to cover both effects), and the grand total duration of these effects will be

1-4 rounds. Do NOT roll and count them separately (e.g. do not roll d4 + d4 with a total effect of 2-8 rounds).

³⁾

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