

Net

Nets are weapons. They are often used by water-based races, and are often set with weights, hooks, and/or barbs.

- [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 breath;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, use weapons, or cast spells.
- Both effects last for 1-4 rounds.
 - This duration is halved (round up) if the trapped creature has a bladed weapon handy of dagger length or shorter.
 - A creature can spend a round making an open doors roll. On a success, the duration is reduced by one round. This can be done multiple times. A BB/LG check can be made instead of OD, with success meaning a two round reduction, but failure meaning no reduction at all.

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.²⁾ 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⁾

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