

# 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;<sup>1)</sup> 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.<sup>2)</sup> 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.

<sup>1)</sup>

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.

<sup>2)</sup>

DMG 56.

From:

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Last update: **2025-08-08 02:54**

