

Net

The net is a tool that has been used as a weapon since the days when emerging civilizations held gladiatorial arena combat. This version of the net is an eight- to twelvefoot diameter circular net with weights around the edges and a trailing rope used to guide the net and pull it away. It is usually folded in such a way that it twirls open when thrown. It is tossed with one hand, with the attacker holding onto the guide rope with the other hand.

A successful hit with this weapon means that the victim is netted and must try to break free by making a Strength check once per round until successful. The netted victim cannot make any sort of attack until the net has been shaken off.

On the round after the victim is netted, the attacker has several options for his next action, including using another weapon to strike the entangled victim. The victim loses his Dexterity and shield bonuses to armor class until he is freed.

The attacker may improve his grip on the victim by looping the trailing rope around the netted character. This requires a normal attack roll for success, and the victim loses 4 points of effective Strength (for determining success of freeing oneself from the net) per successful round of attack. If the victim's Strength is reduced to zero, he is hopelessly tangled and cannot escape unless helped by someone outside the net.

If a warrior throws a net and misses, it is open and unfolded. It may still be thrown, but it is no longer folded correctly and is consequently an unwieldy weapon. Attackers suffer a -3 penalty to hit when throwing an unfolded net.

A properly folded net allows the attacker to perform Disarm, Parry, and Pin maneuvers. Such attacks are at a -3 to hit if the net is unfolded. Certain underwater races, such as nixies and sahuagin, use nets not only for fishing, but also as a combat weapon, usually when they wish to take a victim alive.

"This weapon is rather unusual, but it can be quite effective. Imagine, a weapon which, if it hits, will immobilize an opponent in just one round. Of course, such a weapon is not very effective on larger than man-sized or exceptionally strong creatures (such as an ogre), though it may buy a wounded adventurer some time, since a successful hit means that the victim must abandon plans for attacking and concentrate instead on getting out of the net."

"Characters who can set snares and traps ought to consider the net when making their little traps. It could come in handy for defense or in a hasty retreat."
-- *Bramm Po, Illusionist*

Bola

The bola is a missile of prehistoric origins. Currently, it is still used by arctic tribes and by savages who dwell on temperate plains. The main function of the bola is to provide a hunter with a good missile weapon that will catch the prey off guard and entangle it so as to make escape impossible.

The bola is basically a leather strap or straps with weights fastened to the ends, although there are many variations to the design. Arctic bolas are generally used for hunting birds. The bola may have four, six, or ten weights made of walrus ivory or bone. The weights are egg-shaped, spherical, or carved into the likeness of animals. All of the

straps or cords join together to make a sort of handle. The thrower grasps the handle, jerks back the strand to straighten them, whirls the bolas over his head, and releases them.

Each bola strand is about 28 inches long and each weight is about two inches in diameter. Two-ball bolas are called somais; triple-ball bolas are achicos.

Temperate plains bolas are usually twice as large and consist of a single leather thong with a leather-covered stone at each end. Often a second cord is fastened in the center of the first cord, with a small weight attached at the end. This weight is held by the thrower.

This version of the bola can bring down a man-sized target. When a bola hits, the victim is held fast and must take a round to make a Strength check in order to get free. Failure means the bolas are still holding fast.

If an attacker makes a Called Shot to the target's legs and succeeds, the bolas wrap themselves tightly around the victim's legs and prevent further movement. The target must make a Dexterity check in order not to fall down, incurring a -3 penalty if the victim was moving when the bolas hit.

If the attacker succeeds in a Called Shot to the victim's arms, the bolas wrap themselves tightly around the torso, preventing the victim from using a weapon or employing the protection of his shield until he frees himself. Strength checks are made at -2 penalty due to lack of leverage.

A successful Called Shot to the victim's head wraps the bolas around his neck, strangling him (unless the character is wearing a great helm or closed-face helm). The bolas cause normal damage on the round in which they hit, then an additional 1d3 hit points of strangulation damage every round the bolas are still in place.

Table 51:

Poison Strength

Class	Method	Onset	Strength
A	Injected	10-30 minutes	15/0
B	Injected	2-12 minutes	20/1-3
C	Injected	2-5 minutes	25/2-8
D	Injected	1-2 minutes	30/2-12
E	Injected	Immediate	Death/20
F	Injected	Immediate	Death/0
G	Ingested	2-12 hours	20/10
H	Ingested	1-4 hours	20/10
I	Ingested	2-12 minutes	30/15
J	Ingested	1-4 minutes	Death/20
K	Contact	2-8 minutes	5/0
L	Contact	2-8 minutes	10/0
M	Contact	1-4 minutes	20/5
N	Contact	1 minute	Death/25
O	Injected	2-24 minutes	Paralytic
P	Injected	1-3 hours	Debilitative