

Trollwares - Hag's Locks

([Wayne Imlach](#))

This roughly knotted net is woven from the long dark tresses of a [Mere-hag](#). Once it entangles a target, the fibrous cords twist and contract, gradually immobilising the victim.

It can be thrown up to 5m using normal missile combat rules. It is wide enough to entangle a man-sized being but ineffective against larger foes.

Once snared, if the victim keeps quite still, the net remains inert. Any movement causes the net to constrict – at the end of each combat round, reduce the victim's ATTACK and DEFENCE by 2 points each, and their EVASION by 1 point. This penalty accumulates each round the victim moves or struggles.

As their action for the round, a character may attempt to untangle themselves from the net. They must roll equal to or under their Reflexes OR Intelligence (whichever is higher) on 2d20. However, pulling at the net makes it constrict faster, so if the roll is a failure the character takes double the prescribed loss to ATTACK, DEFENCE, and EVASION.

If EVASION drops to zero, the target is immobilised. Continued struggling will force the breath from the victim, and they will pass out in 1d6 rounds.

The still net will gradually loosen over the course of several minutes and may be carefully removed. *Dispel Magic* cast on the net will cause it to immediately loosen. It may also be cut away in 2d4 rounds, though this destroys the net.

A dry net is vulnerable to fire or extreme cold. However, these methods of destruction would leave those caught in the net somewhat worse for wear.

As one might expect, such a weapon is typically found in the use of the [Mere-hag](#) that created it.

This article first appeared in the [Casket of Fays Issue 3](#).

From:

<https://www.redruin.org/wiki/> - Red Ruin Wiki

Permanent link:

https://www.redruin.org/wiki/doku.php?id=items:hags_locks

Last update: **2023/11/29 10:26**

