Web

📏 10' per level ⏳ 2 turns/level

Creates a mass of strong, sticky strands, filling a volume of up to 8,000 cubic feet. The web must be anchored to two or more solid and diametrically opposed points or collapse upon itself and disappear. Anyone in the area of effect may be prevented from all physical actions (save vs. Death Ray to allow movement at half speed). Creatures with Strength of 13 or higher (or 4+ HD) may be able to break loose by attempting another save. Fire can burn away a 10' cube in 1 round. All creatures within flaming webs take 2d4 fire damage from the flames.

BF 35

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