

# WEB

## 2<sup>nd</sup> level conjuration

⚙ Casting Time: Action

🎯 Range: 60ft

⌚ Duration: ☉ 1 hour

BARBARIAN  
BARD  
CLERIC  
UNDERDARK  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

You conjure a mass of thick, sticky webbing. The webs fill a 20ft cube. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5ft. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5ft cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



VERBAL



SOMATIC



MATERIAL

*A bit of spiderweb*