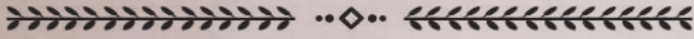


SPELLS



Arachnoid Adaptation

2nd-level transmutation (druid, ranger, warlock, wizard)

Casting Time: 1 reaction, which you take when a hostile creature you can see outside your reach moves

Range: Self

Components: V, M (a spiderweb)

Duration: 1 round

You enhance yourself with arachnoid magic. Until the end of your next turn, your melee weapon attacks deal an extra 3d6 poison damage, and your reach is increased by 15 feet. If the creature that moved is within your increased reach, you can make a melee weapon attack against it as part of the same reaction.

Pan's Embrace

4th-level conjuration (bard, druid, ranger)

Casting Time: 1 action

Range: 60 feet (15-foot-radius sphere)

Components: V, S, M (an enchanted pan flute)

Duration: Concentration, up to 1 minute

You conjure a plant of the forest god Pan at a point you can see within range, which releases spores within a 15-foot radius. When you cast this spell, choose between one of the following effects:

- **Calming Embrace.** When an allied creature moves into the spell's area for the first time on a turn or ends its turn there, it regains 1d4 hit points.
- **Vengeful Embrace.** When a hostile creature moves into the spell's area for the first time on a turn or ends its turn there, it must succeed on a Strength saving throw or become restrained until the start of its next turn.

You can swap between the two possible effects as a bonus action.

Darkened Veil

3rd-level necromancy (warlock, wizard)

Casting Time: 1 action

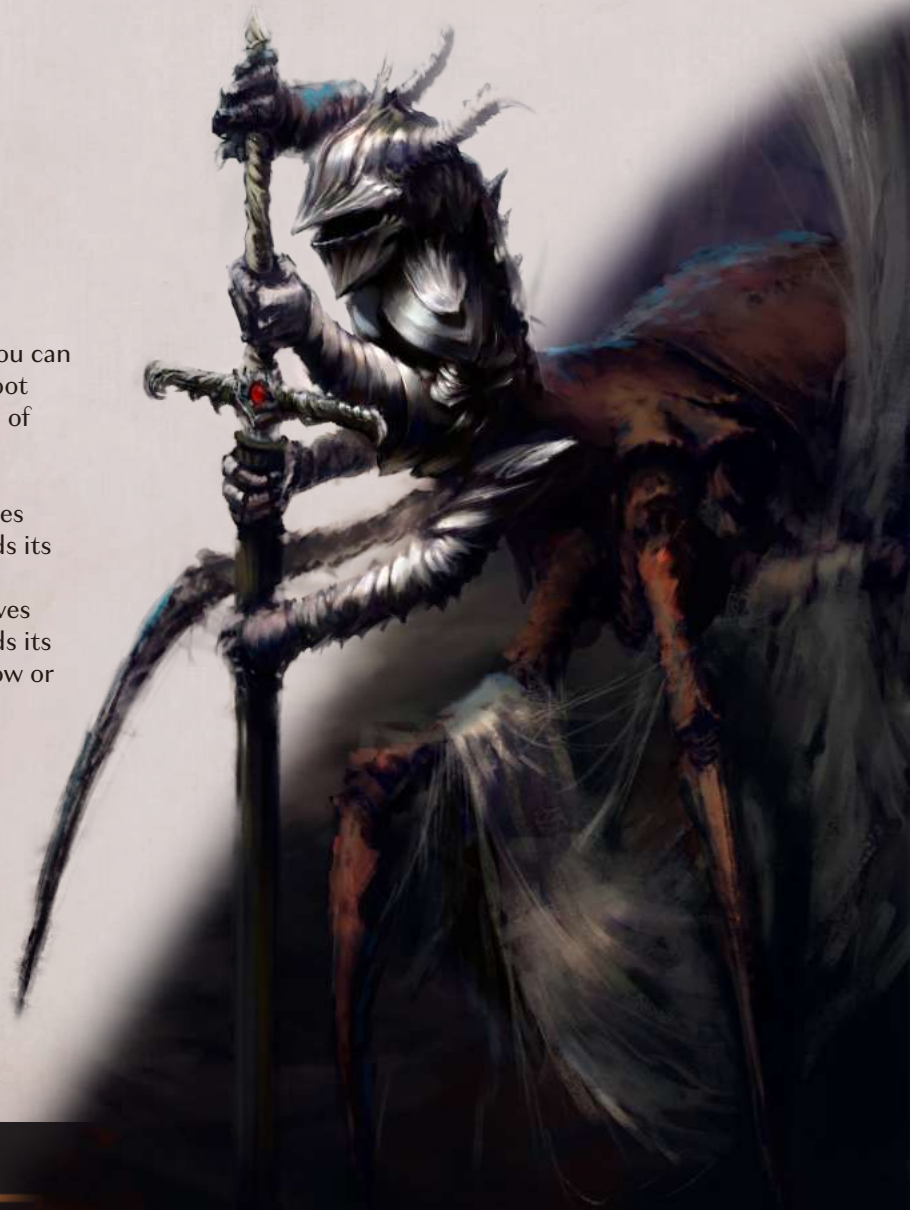
Range: Self (10-foot cone)

Components: S

Duration: 1 round

You release a cone of pure, darkened magic from your hands. Each creature in a 10-foot cone originating from you must make a Wisdom saving throw. On a failed save, a creature takes 4d10 psychic damage and is frightened until the end of its next turn. While frightened in this way, it can't cast spells.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the cone increases by 5 feet for each slot level above 3rd.



Forest's Fury

6th-level conjuration (druid, wizard)

Casting Time: 1 reaction, which you take when a hostile creature you can see outside your reach moves

Range: Self (30-foot radius)

Components: V, M (a spiderweb)

Duration: Instantaneous

You conjure destructive roots from the ground. Each hostile creature within a 30-foot radius centered on you must make a Strength saving throw. On a failed save, a creature takes 14d6 piercing damage, is knocked prone, and is restrained until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no additional effects.