

ARACHNE

A 5E PLAYER RACE BY DM TUZ



ARACHNE

"Normal is an illusion, indeed."

Numerous races in the mortal world have been at odds with one another since the beginning of recorded history, frequently as a result of conflicts between their creators or more common causes like contested territory or a lack of resources.

Fortunately for mortals, cooperation frequently prevailed over conflict. The people of the world recognized that, at their core, they shared more similarities than differences, both in body and soul.

Oft excluded from these alliances were those races that lacked kinship with the masses. Those whose form or mind differed so greatly that they were branded monstrous and alien. And the unfortunate Arachne counted themselves among those outsiders, with little desire to change their position.

The Arachne's alien nature is immediately apparent to the naked eye; the creature has a humanoid torso joined to an arachnid abdomen from which several pairs of long legs protrude. They live far away from civilization and make their homes in remote forests and underground caverns. They are alleged as being solitary hunters who do not shy away from eating humanoids. This notoriety stems from the Arachne's formidable predatory talents and grotesque form, as well as an explanation for the disappearance of careless travelers under otherwise mysterious circumstances.

In general, Arachne are proud and emotionally distant; they aren't keen on altering their behavior in order to please others. However, if one earns their trust, Arachne can be surprisingly compassionate and dependable friends and lovers. Even so, Arachne are generally introverted and stay away from the spotlight and the bustle of social gatherings. The Arachne may have developed this strategy to ensure their own survival by presenting themselves as formidable foes, not to be trifled with.

SELF-MADE OUTCASTS

Arachne are mostly solitary creatures that rarely even interact with members of their own species for reasons outside of procreation. Because of their natural inclination to live alone, Arachne do not have a unified culture, although there are regional groups with their own traditions. The Arachne have no problem with the preconceived notions of their kind because they know that such stories will keep unwanted visitors away. As such, very few have ever challenged those widely held misconceptions.

It is not impossible to integrate an Arachne into common society, though an Arachne may be averse to engaging in social interaction and customs. But with patience and persistence, an Arachne can learn to overcome their prickly nature. There have been reports of individual Arachne actively seeking integration into civil society, suggesting that there may be an underlying desire for the Arachne to be accepted by the world's other races.



Aranea
Artwork by QueenChikkibug

ARACHNE TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is humanoid.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your bite is a natural weapon with the *Finesse* property which you can use to make unarmed

strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Spider Climb. You have a climbing speed equal to your walking speed and you can climb any difficult surface without needing to make an ability check, as long as you can use your free hands to climb. Additionally, once you reach 5th level, you can climb vertical surfaces and upside-down ceilings without needing your hands.

Webstring. As an action, you can create a strand of webbing from your abdomen, effectively creating a rope of your own silk that is up to 50 ft. long. It dissolves after 24 hours. Once you use this action, you can't do it again until you finish a long rest.

Subraces. Choose one of the following subraces: Aranea, Fanged, Weaver, Phaser, Serket.



Fanged
Artwork by
QueenChikkibug



Weaver
Artwork by QueenChikkibug

ARANEA

The Aranea are the most infamous of the Arachne. It's possible that the Aranea developed their innate illusory magic to help them blend in and hide their monstrous shape so that other races would accept them. These members of the Arachne family have been the subject of legends of cannibalism and human predation, using their duplicitous magic to lure unwitting folk to their demise.

These unfavorable superstitions have put the Aranea in a difficult situation where they must maintain their glamour within civilization in order to avoid being spurned, but alas, their discovery will only confirm accusations of their deception. On the other hand, their hideous appearance could turn people off at first sight and prevent them from interacting with other folk.

Change Form. As an action, you can assume a human form. This form is identical to your Arachne form, except all spider-like features are absent. Your statistics remain the same, and your equipment either falls to the ground, merges into your new form, or is worn by it. In this form, you lose access to all Arachne traits except **Charming Poison** and **Darkvision**, and you are indistinguishable from a human without the need for a check. You can revert to your true form as an action or bonus action. You revert automatically if you drop to 0 hit points.

Charming Poison. On your turn, you can secrete a charm-

ing poison from your mouth (no action required). Until the end of your turn, any creature that comes into contact with your saliva or is hit by your bite attack must succeed on a Wisdom saving throw or be charmed by you for 10 minutes. A charmed creature regards you as a trusted ally.

While the charmed creature is in combat or similarly endangered, it repeats the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends immediately if you deal damage to the creature.

The saving throw DC equals 8 + your proficiency bonus + your Charisma or Constitution modifier (your choice). Once a creature succeeds on this saving throw or the effect ends, it is immune to your Charming Poison for 1 hour.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

FANGED

The Fanged Arachne stands out from its kin in terms of size and build, being the only Arachne with clearly arachnid traits like vicious mandibles and claws, demonstrating a strong connection to their bestial side.

When it comes to displaying their predatory inclinations, the Fanged Arachne sit above the rest of their kind. Because of their formidable power and active hunting skills, Fanged Arachne are justifiably feared. Extremely territorial in nature, they have each established their own domains, which they defend with great ferocity.

Powerful Bite. Your bite deals 1d6 damage instead of 1d4.

Predator's Instinct. When you roll initiative, you can use your reaction to add your proficiency bonus to the roll. If you do, the first attack roll or grapple check you make before the end of your turn has advantage.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Pounce. When use your action to dash, you can use a bonus action to make one bite attack or attempt to grapple until the end of your turn.

Designer's Note: Change Form

It is at the DM's discretion to change the forms that an Aranea character can assume through their Change Form trait. Commonly Araneas evolve to assume the forms of the most common type of humanoid in their surrounding.

WEAVER

All Arachne can spin silk from their abdomens, but only the Weavers truly mastered the art of doing so. The Weavers are Arachne who have, over generations, mastered the use of their natural silk. Unlike other Arachne, the Weavers gather together in enormous nests to form communities of their own kind. They live comfortably in their webbed domains, fashioned out of the resilient yet malleable silk they spin.

Spider Silk. The webstring that you create with your **Webstring** trait does not dissolve after 24 hours. Additionally, you can use your spider silk to make ranged attacks (range 30 ft.). On a hit, you can pull the target up to 10 feet toward you, provided it is no more than two sizes larger than you.

Web. You know the *Web* spell and can cast it once without expending a spell slot, regaining the ability to do so when you finish a long rest. When cast this way, the spell's area is a 10-foot cube, increasing to a 20-foot cube at 5th level and a 30-foot cube at 11th level.

When you choose this subrace, you choose Constitution, Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.

Web Walker. All natural webs and magical webs created by your **Web** trait do not impede your movement.

PHASER

The enigmatic Phasers are an Arachne subrace with deep roots in the Ethereal Plane. Maybe the stresses of the physical world drove these ancient people to seek solace in the immaterial world. They only partially succeeded in fleeing though, because they can only enter the ether for brief periods of time. The Phasers are a mysterious race about whom so little is known that their very existence has been called into question by academics.

Fifth Eye. As an action you can focus on your fifth eye to see up to 30 ft. into the Ethereal Plane until the beginning of your next turn.

Ether Walk. As a bonus action, you briefly shift into the Ethereal Plane until the end of your turn. While there, you can only perceive creatures and objects within 60 feet, and you can only affect or be affected by other ethereal creatures. You can move through objects and obstacles no thicker than 2 feet, provided they are no larger than your own size. At the end of your turn, you return to the Material Plane. If you cannot materialize in your current space, you

instead appear in the last unoccupied space you passed through and are stunned until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.



Phaser
Artwork by QueenChikkibug

SERKET

The Serket are the most physically estranged of the Arachne line, so far drifted from their kin that some scholars doubt the bloodline entirely, chalking it up to convergent evolution rather than descent. Where the common Arachne carries a spider's silhouette, the Serket carry a scorpion's — segmented tails, armored backs, stingers kept low and ready rather than shown off. The temperament, though, never changed: the same guarded pride and reluctance to be known sits under the carapace just as it does under Arachne skin. Settled in the desert kingdoms, the Serket have built a name people pay for, working as mercenaries known for finishing the job clean no matter what's said about them after. Once the contract ends, so does the company—a Serket doesn't linger, and rarely says so twice.

Demi Arachne. You do not have access to your **Bite** or **Webstring** traits and your climbing speed granted to you by your **Spiderclimb** trait does not improve as you gain levels.

Extra Claws. You have a pair of additional claws that you can use to make unarmed strikes. When you hit with them, you deal $1d4 + \text{your Strength modifier}$ piercing damage, instead of the bludgeoning damage normal for an unarmed strike. Additionally, you can use these claws to hold objects or grapple creatures while leaving your hands free, though they cannot perform

complex tasks such as providing somatic components, using items or tools, or wielding weapons.

Stinger. You have a stinger that you can use to make unarmed strikes. When you hit with it, you deal $1d6 + \text{your Strength modifier}$ piercing damage, instead of the bludgeoning damage normal for an unarmed strike. You have advantage on attack rolls made with your stinger against any creature you have grappled.

Scorpion Strike. Whenever you successfully grapple a creature, you can make one attack with your stinger against that creature as a bonus action.

Numbing Poison. You have a number of poison charges equal to your proficiency bonus, and you regain all expended charges when you finish a long rest. When you hit a creature with your Stinger, you can expend one or more poison charges to inject poison into it. The target must make a Constitution saving throw. On a failed save, the creature takes $1d8$ poison damage, plus an additional $1d8$ poison damage for each charge expended beyond the first. On a successful save, the creature takes half as much damage. The DC for this saving throw equals $8 + \text{your proficiency bonus} + \text{your Strength or Constitution modifier (your choice)}$.

If you expend 2 or more charges, a creature that fails its saving throw is also poisoned until the end of your next turn.

Serket
Artwork by Ceehaz



ARACHNE UNIQUE FEATS

MARK OF THE SPIDER QUEEN

Prerequisite: Arachne (Any except for Serket)

You earned the Spider Queen's favor and in return she has bestowed upon you her mark. This mark enhances your innate Arachne abilities and allows you to manifest the lethal poison that was once innate to your people. You gain the following benefits:

Ability Score Increase. Increase one of your Ability scores, by 1 to a maximum of 20.

Blessed Fangs. Your bite becomes magical for the sake of overcoming resistances.

Venomous. When you hit a creature with your Bite attack, you can choose to secrete venom, dealing additional poison damage equal to a number of d6s equal to your proficiency bonus. Once you do so, you can't do so again until you finish a short or long rest.



Mark of the Spider Queen
Artwork by Lulzybot

BLACK WIDOW

Prerequisite: Arachne (Aranea), Charisma 13+ , Level 4+

You follow a heinous path considered wicked even among your kin. You embrace your duplicitous nature and made it your most lethal weapon. You gain the following benefits:

Ability Score Increase. Your Charisma score increases by 1, to a maximum of 20.

Arachne's Charm. You learn the *Charm* person and *Suggestion* spells. You can cast *Charm* person by expending one use of your **Charming Poison**, and *Suggestion* by expending two uses, without expending a spell slot. Charisma is your spellcasting ability for these spells.

Sway. When you cast the *Suggestion* spell with this feat and the target creature is charmed by you, the creature makes the saving throw with disadvantage.

Femme Fatale. You have advantage on attack rolls targeting creatures charmed by you.

FANGED PREDATION

Prerequisite: Arachne (Fanged), Level 4+

By tapping into your keen hunting instincts, you have accessed a new height of your innate traits. You gain the following benefits:

Ability Score Increase. Your Strength score increases by 1, to a maximum of 20.

Apex Predator. You learn the *Hunter's Mark* and *Pass Without Trace* spells. You can cast *Hunter's Mark* by expending one use of your **Predator's Instinct**, and *Pass Without Trace* by expending two uses, without expending a spell slot. Wisdom is your spellcasting ability for these spells.

Relentless Pursuit. When you make a grapple check against a creature marked by your *Hunter's Mark*, you add 1d6 to the check.

CORROSIVE WEAVE

Prerequisite: Arachne (Weaver), Level 4+

No longer is your silk a mere building material. It is now laced with caustic fluids, burning any prey caught in your web. You gain the following benefits:

Ability Score Increase. Your Dexterity score increases by 1, to a maximum of 20.

Corrosive Web. You can cast *Web* with your **Web** trait one additional time without expending a spell slot, regaining the ability to do so when you finish a long rest. Additionally, when you cast *Web*, you can choose to make the conjured web corrosive. A creature that starts its turn restrained by a corrosive web takes an amount of acid damage equal to 1d6 + your proficiency bonus.

Silk Shots. When you hit a creature with your **Spider Silk**, you can choose to deal additional acid damage equal to your proficiency bonus. Additionally, whenever you cast the *Web* spell, you can use a bonus action to make a ranged attack with your **Spider Silk** trait until the end of your turn.

ETHEREAL BLUR

Prerequisite: Arachne (Phaser), Level 4+

As you dart in and out of the immaterial, your form remains intangible, obfuscating your position from your foes. You gain the following benefits:

Ability Score Increase. Your Wisdom, Intelligence, or Charisma score increases by 1, to a maximum of 20.

Blur. You learn the *Blur* spell and can cast it once without expending a spell slot, regaining the ability to do so when you finish a long rest. You choose Wisdom, Intelligence, or Charisma as your spellcasting ability for this spell when you gain this feat.

Ephemeral Step. Whenever you return to the Material Plane after using your *Ether Walk* trait, your form appears blurry and ethereal, granting you half cover until the start of your next turn. Additionally, whenever you finish a short rest, you regain one expended use of your *Ether Walk* trait.

WARDING STINGER

Prerequisite: Arachne (Serket)

You gain the following benefits:

Ability Score Increase. Your Strength score increases by 1, to a maximum of 20.

Extended Reach. Your **Stinger** gains the *Reach* property.

Warding Sting. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to make one attack with your **Stinger** against the attacking creature.

Watchful. Creatures provoke opportunity attacks from you when they leave a space within 5 feet of you.



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