

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.

Demi Humanoid. You have advantage on saving throws against effects and spells that target humanoid type creatures (such as the *Hold Person* spell).

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. Additionally, once you reach 5th level, you can climb vertical surfaces and upside-down ceilings while leaving your hands free.

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.



Fanged
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Weaver
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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 magically assume the form of a human or elf. This form is identical to your Arachne form except that your spider features are replaced with the common humanoid features of your chosen form. When you transform, you choose whether your equipment drops to the ground, merges into your new form, or is worn by it (if the new form is capable of wearing it). In this form, you cannot use your Arachne traits other than your **Charming Poison** and **Darkvision** traits, but you pass as a human or elf without the need of an ability check. As an action or bonus action, you can change back into your original form.

You revert to your true form if you fall to 0 hit points.

Charming Poison. On your turn, you can secrete a charming poison from your mouth. When you do so, until the end of your turn, any creature that comes in contact with your saliva or that you hit with a bite attack must succeed a Wisdom saving throw or be charmed for 10 minutes. A charmed creature sees you as an ally (Note: The creature will see only you as an ally, not any of your allies). While the charmed creature is in combat or a similar situation that may endanger it, it repeats the saving throw at the end of its turn, ending the effect on a success. When you deal damage to the creature, it is no longer charmed. The saving throw is equal to $8 + \text{your proficiency bonus} + \text{your Charisma or Constitution modifier}$. Once a creature succeeds its saving throw or the effect ends, it becomes immune to your Charming Poison for 1 hour.

You can secrete poison a number of times equal to your proficiency bonus before you have to finish a long rest to do so again.

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 for initiative, you can use a reaction to add your proficiency bonus to your initiative roll. When you do so, the next attack roll or ability check to grapple a creature you make before the end of your turn is made with advantage. You can use this reaction a number of times equal to your proficiency bonus before you have to finish a long rest to use it again.

Pounce. When use your action to Dash, you can use a bonus action to make one bite attack or attempt to grapple a creature 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 an Action to make a ranged attack with your Spider Silk. It has a reach of 30 ft. and on a hit you can pull a target up to 10 ft. towards yourself unless it is larger than two Sizes than yourself.

Web. You know the *Web* spell and can cast it once per day without using a spell slot. When you do so, the size of your web is a 10 by 10 ft. cube. You can choose whether Constitution, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell. You choose which when you gain this trait. Once you cast this spell without using a spell slot, you can't do so again until you finish a long rest. When you reach level 5, when you cast the web spell with this trait, its size is a 20 by 20 ft. cube and a 30 by 30 ft. cube when you reach level 11.

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. You can use a bonus action during your turn to shift into the ethereal plane. While in the Ethereal Plane you can only see up to 60 ft. and affect or be affected by other creatures on that plane. You can move through objects of your size or smaller and obstacles no thicker than 2 feet. At the end of your turn, you shift back into the material plane. If this causes you to materialize in a space you cannot enter, you materialize in the nearest unoccupied space that

you can occupy instead and are stunned until the end of your next turn. You can do so an amount of times equal to your proficiency modifier before you have to finish a long rest to do so again.

Phaser

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ARACHNE UNIQUE FEATS

Arachne characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

MARK OF THE SPIDER QUEEN

Prerequisite: Arachne (Any)

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:

- Increase one of your Ability scores by 1.
- Your bite becomes magical for the sake of overcoming resistances.
- Whenever you hit a target with a bite attack provided by your Bite trait, you can choose to secrete venom. When you secrete venom, attack deals an additional amount of poison damage equal to d6 times your proficiency bonus (so if your proficiency modifier is 3, it would be 3d6 poison damage). Once you secrete your poison you can only do so again after finishing a short or long rest.

BLACK WIDOW

Prerequisite: Arachne (Aranea), 13 Charisma or higher

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:

- You learn and can cast the *Charm Person* and *Suggestion* spells. You can expend one use of your **Charming Poison** to cast *Charm Person* without having to expend a spell slot. Charisma is your spellcasting ability for these spells.
- Once per day you can cast the *Suggestion* spell without having to expend a spell slot. If you cast the spell this way and the target creature is charmed by you, the creature makes the saving throw with disadvantage.
- You have advantage on attack rolls targeting creatures charmed by you.

FANGED PREDATION

Prerequisite: Arachne (Fanged)

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

- You learn and can cast the *Hunter’s Mark* and *Pass Without Trace* spells. You can expend one use of your **Predator’s Instinct** to cast *Hunter’s Mark* without having to expend a spell slot.
- Once per day you can cast the *Pass Without Trace* spell



Mark of the Spider Queen
Artwork by Lulzybot

without having to expend a spell slot.

- Whenever you make a check to grapple a creature under the effect of your Hunter’s Mark you add 1d6 to the check.

CORROSIVE WEAVE

Prerequisite: Arachne (Weaver)

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:

- You can cast *Web* one additional time per day without having to use a spell slot. Additionally when you cast the *Web* spell you can choose the conjured web to be corrosive. A creature starts its turn restrained by a corrosive web takes an amount of acid damage equal to twice your proficiency bonus.
- Whenever you cast the *Web* spell, you can use a bonus action to make a ranged attack with your silk using your **Spider Silk** trait until the end of your turn. Additionally whenever you make an attack using your Spider Silk and hit you can choose to deal an amount of acid damage equal to your proficiency bonus to the target.

ETHEREAL BLUR

Prerequisite: Arachne (Phaser)

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

- You learn the *Blur* spell and can cast it once per day without having to use a spell slot.
- Whenever you reappear in the material plane after you use your Ether Walk trait, your body appears blurry and ethereal, granting you half cover until the beginning of your next turn. Additionally whenever you finish a short rest, you regain one use of your Ether Walk trait.



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