

RACE & FEAT

SPIDER DROW VARIANTS

RACIAL FEAT: DRIDER TRANSFORMATION

Prerequisite: Elf (drow)

Doomed to ostracization and having endured an excruciating transformation at the hand of your deity, you are cursed with the form and temperament of a drider. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You ignore movement restrictions caused by webbing.
- You learn the *poison spray* cantrip. You also learn the *web* spell, which you can cast once without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest. Charisma is your spell-casting ability for this spell.
- You gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

You also suffer the following side effects:

- You have disadvantage on Charisma checks you make when interacting with elves.
- You must drink another creature's blood at least once every 7 days. For each day beyond the seventh that you go without drinking blood, your hit point maximum is reduced by 1d10; you die if this effect reduces your hit point maximum to 0. Once you drink blood, your hit point maximum is restored to full the next time you finish a short or long rest.

ELF SUBRACE: DROW ELECT

This rare line of drow are blessed from birth with numerous characteristics in common with their revered spider allies. Some have several tiny eyes dotting their forehead, while others possess prominent spider-like fangs. However, unlike the accursed driders, these dark elves are esteemed members of drow society, typically serving as high priestesses or esteemed mages.

By the time drow elect come of age, they have sprouted a number of eerily authentic spider legs from their sides and back—typically four or six, though the most exalted may indeed grow eight. These legs are largely nonfunctional, merely serving as an outward display of the magnitude to which they have been blessed.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 1 (your choice).

Extra Language. You can speak, read, and write Undercommon.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Bite. Your spider-fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Favor of Arachnida. You can communicate simple ideas with spiders via sounds and gestures. When you reach 3rd level, you gain a climbing speed equal to your walking speed. When you reach 5th level, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.