

ARACHNOMANCER WARLOCK



5E WARLOCK PACT



NEW CREEPY CRAWLY WARLOCK PATRON

DUNGEON MASTERS GUILD™



COPYRIGHT INFORMATION

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors.

Cover art and other art content is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work created by William Nelson and published under the Community Content Agreement for Dungeon Masters Guild.

Formatting platform provided by Natural Crit Homebrewery.

DEDICATION

To my lovely wife Candyce who is deathly afraid of spiders! I will love you forever :)

THE ARACHNOMANCER



SERVANT OF LOLTH, DEMON QUEEN OF SPIDERS

An Arachnomancer is the term given to a warlock who performs spider magic. The Queen of Spiders is a powerful deity named Lolth. She is your patron. Also known as "Queen of the Demonweb Pits," her alignment is chaotic evil. She is the primary deity of the Drow and is known as the goddess of darkness and spiders. She can take many forms, from that of an attractive female Drow to that of a giant spider. She usually grants power to the clerics who worship her. But occasionally uses pact magic to empower a warlock such as yourself who may be of use to her. In addition to the normal class features, proficiencies and equipment a warlock starts with, Lolth provides many expanded options.

NEW PACT BOON OPTION

Lolth provides the option of a new Pact Boon, Pact of the Web.

PACT OF THE WEB

You can use your action to attempt to dominate a spider that you can see within 100 feet. The spider's challenge rating must be equal to or lower than your warlock level. The spider must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 24 hours.

While the spider is charmed, you can communicate with it telepathically. You may command the spider through telepathy, even when you are unconscious. You cannot communicate telepathically to other planes. The spider must follow your commands if it can. If it is not given a command, or has finished its given task, it will follow you and defend you unless otherwise ordered.

You can only control 1 spider at a time in this way. You can use this feature once per short or long rest.

EXPANDED SPELL LIST

Lolth lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

EXPANDED SPELLS

Spell Level Spells

1st *bane, detect poison and disease*

2nd *darkvision, web*

3rd *revivify, water walk*

4th *giant insect, freedom of movement*

5th *contagion, rary's telepathic bond*

WEB EXPLOSION

Starting at 1st level, Lolth bestows upon you the power to encase your enemies in web. As an action, you can cause each creature in a 10-foot cube originating within 20 feet of you to make a Dexterity saving throw against your warlock spell save DC. Creatures that fail their saving throws are incapacitated until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

SPIDER MOVEMENT

Starting at 6th level you may cast *spider climb* as a bonus action, without using a spell slot. You do not incur attacks of opportunity for the remainder of your turn. You do not have to choose to learn *spider climb* to use it this way.

Once you use this feature, you can't use it again until you finish a short or long rest.

POISON IMMUNITY

Beginning at 10th level, you are immune to both poison damage and the poisoned condition. You cannot take damage from poison sources and you do not become poisoned, meaning you do not take damage or roll at disadvantage if a poison attack hits you.

PARALYSIS

Starting at 14th level, a humanoid you can touch is injected with paralysis venom. They must make a Constitution saving throw against your warlock spell save DC or become paralyzed.

Once you use this feature, you can't use it again until you finish a short or long rest.



NEW ELDRITCH INVOCATIONS

Lolth provides new options for eldritch invocations. You must meet the prerequisites to learn the invocation.

CRITICAL SPIDER BLAST

Prerequisite: eldritch blast cantrip

When the outcome of your roll for *eldritch blast* is 19 or higher it becomes a critical hit. In addition to dealing extra damage, the blast also spawns 1d4 **spiders** on the target. The spiders will attack the target until the target dies or the spiders die.

SPIDER MELD

Prerequisite: Pact of the Web feature

If a spider is under your control through Pact of the Web, you may use one warlock spell slot to meld with that spider to become a humanoid-spider hybrid. The hybrid has the warlock and the spider's hitpoint pool combined together and the higher of the two's AC and individual Stats. This form lasts 1 hour. After the duration is over the warlock sheds the remnants of the spider's body. The spider cannot be brought back to life.

You may not do it again until you finish a long rest.

VAMPIRIC ARACHNID

Prerequisite: Pact of the Web feature

If a spider is under your control through Pact of the Web, that spider may suck the blood and internal juices from a freshly killed beast or humanoid. When they do, they regenerate 1d8 hitpoints for every beast or humanoid consumed this way.

STICKY FINGERS

You may grow trichobothria (tiny sticky hairs) on your hands, giving you advantage on your next sleight of hand or lockpicking attempt. Duration is 1 hour.

You may do this once per short or long rest.

ILLUSIONARY SPIDER

Prerequisite: 15th level

You may choose any creature within 100 yards that you can see and cause them to perceive you as a gargantuan spider. They must roll a Wisdom saving throw against your spell save DC or they become frightened. If they pass the Wisdom spell save DC, they recognize this as an illusion.

