



## DRIDER

A SUBRACE OF ELVES MADE AND UNBOUND FROM LOLTH THE SPIDER QUEEN.

*By Christopher Zito*



# DRIDER

The creation of Driders is a common tale amongst elven kind, Drow in the underdark praising a demonic Spider Queen, through her will or fowl magics a elf would transform into a centaur like amalgamation of spider and elf. While most who transform into these creatures remain loyal to Lolth, there are some who splinter off into the underdark or even retreat to the surface free of the Spider Queen's influence and bidding. These traitor Drider go on to create small communities separate from the rest of the world in caverns or treetops, however some Drider will venture into cities to offer their services in trading knowledge and history to combat against Lolth, tailoring or construction with their webbing, taking on odd jobs of hunting and even partaking in assassination missions for the right price. With time and trust a Drider can find itself welcomed back into the society of other elves and races, but there will always be an air of uncertainty that the influence of the Spider Queen has never left them, even if one was born naturally as a Drider.

## DRIDER TRAITS

Your Drider Elf character will have the following features.

**Ability Score Increase.** Your Constitution score increases by 1.

**Size.** While the upper half of a Drider resembles an average elf, a Drider's lower half of their bodies are made up of a large spider's akin to a Centaur's lower half is equine in physiology. As such a Drider's size can vary between 5'5 - 9'11, Drider are considered Medium sized creatures.

**Speed.** A Drider's long and spindly legs assist the Drider in propelling itself great distances with minimal effort. A Drider's base land speed is 35ft and is considered under the effects of Spider Climb.

**Bite.** A Drider has an acidic venom within their saliva that can be used to dissolve their victim's flesh. A Drider has a natural bite attack that deals 1d6 Poison + Strength modifier damage.

**Web Shot.** A Driders body can produce a glob of sticky string that can be used to restrain targets. As an action you may shoot your web at a target, this may act as a melee or a ranged weapon with 30/60ft of range using Dexterity for both attacks, on a successful hit the target is restrained. The restrained target must make a Strength check vs the webbing's DC which is 8 + proficiency + your Strength modifier, on success the target is freed from the webbing. You can apply a second layer of webbing on an already restrained target, using a second action to do so will give the restrained target disadvantage to break free and they begin to suffocate.

Also as an action you can spend ten minutes to create a 20ft wide square of web along a surface vertically or horizontally. Any target that moves into a vertical web must roll a Dexterity saving throw vs 8 + proficiency + your Strength modifier on failure they are considered restrained. If a target moves upon a horizontal surface web must roll a Dexterity saving throw vs 8 + proficiency + your Strength modifier, on failure they are immobile until the start of their next turn.

If your webbing is set on fire it takes your Constitution modifier rounds before the webbing is completely burned away. You may use Web Shot as an action up to your Constitution modifier times(Maximum 5), you regain all expended uses of Web Shot after a long rest.

**Web Sense.** Walking within your own webbing is not considered difficult terrain and does not restrain you. While you are touching or standing within your webbing, if another target touches your webbing you know the target's exact location and distance from you.

**Additional Language.** The Drider speak, read and understand Undercommon.



## ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

### CARRY PRIZE

(Prerequisite: Drider Race, Strength 13 or Higher)

Your mass is stockier and heavier than most of other Medium sized creatures. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift any creature restrained in your webbing. You may also allow up to two Small or one Medium sized creature to ride on your back without applying their weight to your carrying capacity.

### MUFFLING WEB

(Prerequisite: Drider Race, Strength 13 or Higher)

If you successfully restrain a target with your Web Shot feature you may spend a bonus action to apply one of the following status effects to the target; Blinded, Deafened, or Silenced. You may use Muffling Web on the same target to apply more than one status effect however adding more than one status effect on a target requires an expended use of your Web Shot to apply. All status effects applied to the restrained target remain even if they are free from their restraints, the target must roll another Strength save vs 8 + proficiency + your Strength modifier to remove all added status effects at once.

### STEELSTRING WEB

(Prerequisite: Drider Race, Level 7, Strength 15 or Higher)

The webbing you produce is more durable and stronger than an average Drider. You may now calculate double your Strength modifier score for your save DC when a creature is hit with your Webshot or enters your webbing.

### TRAPDOOR TACTIC

(Prerequisite: Drider Race, Dexterity 13 or Higher)

You can attempt to hide even when you are only lightly obscured by your webbing. While you are hiding using your web, you have advantage to all attack actions made against a creature that is not aware of your location or does not have you in their line of sight.

### WEBWALK

(Prerequisite: Drider Race, Dexterity 13 or Higher)

You gain a +1 to your Dexterity modifier. When you walk upon your web you may use a bonus action to dash. Also any ally may walk upon your webbing without the need to roll a Dexterity saving throw against becoming immobilized.

## NUMBING VENOM

(Prerequisite: Drider Race, Constitution 13 or Higher)

If you successfully hit a target with your Bite attack you can spend a bonus action to attempt to put the target into a frozen paralyzed state. The target must succeed a Constitution save vs 8 + proficiency + your Strength modifier or become paralyzed. The target may attempt to a Constitution save again on the start of its turn, you may use Numbing Venom again after a short or long rest.

## WEAVER

(Prerequisite: Drider Race, Intelligence 13 or Higher)

You gain a +1 to your Intelligence modifier. You gain proficiency in Weavers tools and are capable of weaving items without the use of tools. You may expend one use of your Webshot feature to create your Constitution modifier pounds of silk (Maximum 5lbs) which is strong enough to create clothing for Medium or smaller sized creatures.

## WEB BOMB

(Prerequisite: Drider Race, Intelligence 13 or Higher)

You can create a snare trap using your silk as a net that snatches at targets that step upon it. You can expend one use of Webshot to create a 10x10ft square trap that when a target other than yourself steps within the trap's range all creatures within the trap's range must roll a Dexterity saving throw vs 8 + proficiency + your Strength modifier, on failure the target is restrained in web. You can expend more uses of your Webshot to expand the trap's square reach by another 5ft (Maximum 25x25ft Square). The trap can also be thrown 30/60ft, doing so will detonate the trap the moment it lands on a surface.

## COMFORTING WEB

(Prerequisite: Drider Race, Charisma 13 or Higher)

Using your Web Shot to restrain a target does not break any charm effect you have applied to your target. All charmed targets so long as they believe or understand they are in no danger, will willingly allow themselves to be restrained in web.



## CREDITS

ART CREDITS: ORDER OF APPERANCE  
COVER, PAGE 1 & 3

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PAGE 2

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A WARM THANK YOU TO MY FRIENDS  
AND ALL WHO HAVE SUPPORTED  
MY WORK ON TEAM FOUR STAR,  
THE UNEXPECTABLES,  
TWITTER, AND THE KOBOLD DEN  
DISCORD.

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