

AARACHNIMAR

"I do not care what they say about me. I do not care what She wants from me either. My life, my path, it's in my hands..." she said into the night.

"What about me? Do you care what I want?" He asked.

"I thought I did... but I was wrong." She said, turning away from the stars to face him. "I don't give a damn what you want either..."

Her words summoned a stinging silence between them. This would be the last they saw of each other and they both knew it. Their web was falling apart but neither knew how to stop it. Neither knew if they wanted to, even if they could.

—Snickelsox, *Chitin Walls*

A strange twisting of a celestial ritual has created a divinely dark subversion of an angelic concept. Aarachnimar are an attempt by the Spider Goddess to create a holy humanoid champion of their own. Because of this dreaded origin, they are often outcasts from birth. Their striking spider-like appearance uncovers a deep-set fear into most creatures, regardless of their relationship with arachnids as a whole. This initial rejection influences many aarachnimar, leaving them to see the world as a cold and cruel place. This fear and resentment cycle repeats itself often in their lives and, while it can be broken, most often leads them down a path of darkness.

SPINNING FATES

Though their origin is steeped in dark magic and their lives harsh, their destiny is not determined. The Spider Goddess offers little to no guidance for their creations, be it for evil or good. This hands-off approach allows the aarachnimar to truly discover themselves and sometimes results in a total rejection of their origins. However, it also ensures that those who accept the goddesses' authority do so willingly and often with near religious fervor. Whatever the case, their power is never withheld by their creator; the Spider Goddess enjoying the way rebellious aarachnimar sharpen those creatures loyal to her.

WORLD'S WEBS

Aarachnimar always struggle to find a place to call home, their spider forms and powers being a blessing and curse. They are sought after by myriad guilds and adventures parties as powerful allies but often have trouble creating a life outside of harsh strife and conflict. Though incredibly rare, compared even to other celestial born, they frequently find themselves embroiled at the center of major conflicts and forced to make decisions that may impact countless lives. In this way, the Spider Goddess cements her power over the universe as a whole; taking credit for any good or bad that may befall it due to the aarachnimar's decisions.

AARACHNIMAR NAMES

Most aarachnimar have human or elven parents and may take names common to their culture. The Spider Goddess always refers to them with a secret name, comprised of shrill tones and loaded with difficult to translate meanings.



AARACHNIMAR TRAITS

Your aarachnimar character has the following traits.

Ability Score Improvement. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Aarachnimar live rapid lives, maturing by 10 and living a maximum of 70 years.

Alignment. The world nurtures harsh feelings in many aarachnimar, bending them towards chaos or evil. Their fate is ultimately their own though.

Size. Aarachnimar have the same height and weight range as humans or elves, based on their parentage.

Speed. Your Base walking speed is 30 feet.

Octoeyes. Your spider eyes allow you to see in darkness and obtain much more visual information at once than other species. You can see in dim light within 60 feet 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 grey. Additionally, you have advantage on Perception checks that rely on sight.

Arachnid Resistance. You have resistance to necrotic damage and poison damage.

Spider Step. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. While in contact with a web, you know the exact location of any other creature in contact with the same web. You ignore movement restrictions caused by webbing.

Languages. You can speak, read, and write Common and Undercommon.

Bittybite. Your fangs are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal 1d4 + your Strength modifier piercing damage and 1d4 poison damage. You must finish a short rest before this attack will deal poison damage again.

Web Wings. Starting at 3rd level, you can use your action to tap into your insectile powers, causing webbing-laced spider legs, that mimic wings, to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it you have advantage on grapple attacks, can glide safely up to your movement speed (dropping 2 feet and moving forward 1 foot for each foot of movement used), and cast the *web* spell once as a 2nd level spell without using a spell slot or materials.

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

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