

# WEB WEAVER

**HOME BREW**

A Ranger subclass

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# WEB WEAVER

*The spider moved towards me, its many eyes glinting in the fire light. But it was not the monster that made me afraid, but the figure standing on the roof of the cave, a bow clutched in its hand. When its arrow caught me in the shoulder and a spiderweb enveloped me, I knew it was the end.*

## A RANGER CONCLAVE

Web weavers are rangers who have a deep connection to spiders. Thanks to this connection, they learn to walk on walls and create spiderwebs. Web weavers are

## SPIDER STRIKES

When you choose this subclass at 3rd level, you learn how to integrate your weaving into your attacks. Once when you hit a creature with a weapon attack on your turn, you may one of the following:

- **Grasping Strike.** The target is pushed or pulled up to 5 feet away or towards you. The distance this feature pushes or pulls increases to 10 feet at level 11 in this class.
- **Poison Strike.** The attack deals an additional 1d6 poison damage. This damage increases to 1d10 at level 11 in this class.
- **Webbed Strike.** The target's movement speed is reduced by 10 feet until the end of its next turn. When you reach level 11 in this class, the creature's movement speed is halved until the end of your next turn instead.

## WEB WEAVER'S MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Web Walker's Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### WEB WEAVER SPELLS

Ranger's Level	Spell
3rd	Feather Fall
5th	Web
9th	Hypnotic Pattern
13th	Giant Insect
17th	Insect Plague

## WALL CRAWLER

Also at 3rd level, you can walk up walls. You gain a climbing speed equal to your walking speed, and also gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also ignore movement restrictions caused by webbing, and while in contact with a web, you know the exact location of any other creature in contact with the same web.

## SPIDER SILK

At 7th level, you can create strands of spider silk. As a bonus action on your turn, you may choose a point of an object, wall



*Fairy Cave*, by Xu Tianhua

or the ground that you can see within 60 feet of you and fire a strand of spider silk at it. The strand of spider silk has an AC of 15 and 1 hitpoint, it remains until it is destroyed or until you use this feature again.

Whatever the strand hits, it remains tethered to it until it is destroyed. You can hold on to the other end, or touch it to an object or surface, tethering the other side as well. If the spider silk hits a small or smaller untethered object, you can pull it towards you using the strand. Otherwise, you can use your movement to walk or pull yourself along it.

## ENVELOPING WEBS

At 11th level, your webs can truly tie a creature down. Whenever you use your Webbed Strike feature to reduce a creature's movement speed, you can also force that creature to make a Strength saving throw against your spell save DC. On a failure, that creature is restrained for one minute, it repeats the saving throw at the end of each of its turns, ending all effects on a success.

You can use this feature a number of times equal to your proficiency bonus, after which you cannot use it again until you finish a long rest.

## ARACHNOID'S SENSE

At 15th level, your reactions are sharper. Whenever you roll a saving throw, as a reaction you may move up to 10 feet without provoking opportunity attacks. As long as you moved away from the source of the saving throw this way, you gain advantage on the roll.

Additionally, regardless of where you moved, if the effect allows you to take only half damage on a success, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

