

Spellweaver Version 1.0

Class Lore:

From their first breath, the Spellweaver has had more control over their magical powers than the other Drowrs.

With that power though came a boon. As powerful as they are, their magic prowess are limited in their nature. They have no control over any other magic that is found in the material world.

Even if the Drowrs magic causes the same effects such as fire, the magical source of these effects are incompatible.

As they received Lolth's gift, they also received a single goal shared by every other Drowr:
Expand the nest as to allow Lolth to roam the material world.

Class Features:

- As a Spellweaver you inherit lolth's power. Although it is limited for the time being, every conquest you accomplish, whether it is settling a new nest or doing actions towards it, will acquire you additional powers as a reward from your queen.
- All of your spells are thrown on a piece of web. If you miss your target, be mindful of those behind it as the webbing could land onto them instead and do the spell's effect to them.
- Regular means of healing are halved.
- You are not affected by any negative effect that would happen from your own spells due to your nature.

Physical Deformation:

Your eyes are seperated into two beads each that form into a shape similar to regular eyes.

The amount of beads can be higher as to your liking.

There is very little smoothness to your motion. It is snappy.

Class Spellcasting Unlocks

Level	Proficiency	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	3								
2	2	4	1							
3	2	4	2							
4	2	5	3	1		1				
5	3	5	3	1	1	1				
6	3	5	3	2	1	1				
7	3	5	3	2	1	1				
8	3	5	3	3	2	1				
9	4	5	3	3	3	1				

Level	Proficiency	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
10	4	5	3	3	3	1				
11	4	5	3	3	3	1	1			
12	4	5	4	3	3	1	1			
13	5	5	4	3	3	2	1	1		
14	5	5	4	3	3	2	1	1		
15	5	6	4	3	3	2	2	1	1	
16	5	6	4	4	3	2	2	1	1	
17	6	6	4	4	3	2	2	1	1	1
18	6	6	4	4	3	2	2	1	1	1
19	6	6	4	4	3	2	2	2	1	1
20	6	6	4	4	4	2	2	2	1	1

Custom Class Spellcasting Unlocks

This table should only be used if your game master allows leveling beyond the 20th level.

Level	Proficiency	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21	7	6	4	4	4	2	2	2	2	2
22	7	6	4	4	4	2	2	2	2	2
23	7	6	4	4	4	3	2	2	2	2
24	7	6	5	4	4	3	2	2	2	2
25	8	6	5	4	4	3	2	2	2	2
26	8	6	5	4	4	3	2	2	2	2
27	8	6	5	4	4	3	2	2	2	2
28	8	6	5	4	4	3	3	2	2	2
29	9	6	5	4	4	3	3	2	2	2
30	9	6	5	4	4	3	3	3	3	2
31	9	6	5	4	4	3	3	3	3	2
32	9	7	5	4	4	3	3	3	3	2
33	10	7	5	5	4	4	3	3	3	3
34	10	7	5	5	4	4	3	3	3	3
35	10	7	5	5	4	4	3	3	3	3
36	10	7	6	5	4	4	4	3	3	3

Level	Proficiency	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
37	11	7	6	5	4	4	4	4	3	3
38	11	7	6	5	4	4	4	4	3	3
39	11	7	6	5	5	4	4	4	4	3
40	11	7	6	5	5	4	4	4	4	4

Spells list:

Any spell under the 10th spell cast level cannot be cast at a higher level than the 9th level.

The spell cast levels 10, 11 and 12 are special levels used for specialization specific spells only and take a lot longer to regenerate.

The 10th level spell slots takes a week to regenerate.

The 11th level spell slots takes two weeks to regenerate.

The 12th level spell slots takes a month to regenerate.

Cantrip:

- **Firespit:** You imbue a piece of web with fire and launch it towards the target. Does **1d4 Fire Damage** and the targets has to **succeed on a Dexterity Saving Throw** or take **2 extra Fire Damage per turn until the webbing is removed or extinguished** by any means.
Requires a **Spell Attack roll**.
- **Acid Spray:** You send an **acidic mixture towards the target**. Does **1 Acid damage** and the target must do an **intelligence Saving Throw**, if he **fails, he loses 1 AC** for the rest of the battle.
If the cantrip is **cast using a spell slot** instead, the **AC loss is permanent**.
Add **1d4 Acid Damage per cast level** and an **additional 1 AC loss per cast level above 4th Level**.
- **Venom:** You **summon two fangs onto the target** that **sinks into them** dealing **1d6 Poison Damage**. This spell can **stack**. You **gain 1 stack on the target per cast**. On the **5th stack**, the target receives an **extra 1d4 Poison Damage**.
On the **10th stack**, the **extra Poison Damage also adds 1 stack**. On the **15th stack**, add an **extra 1 Poison Damage per stack above 15**.

1st Level:

- **Web:** You throw a **web that covers any surface** and renders the area into a **difficult terrain**.
You are not affected by any web due to your nature. At the **beginning of every turn a creature starts into the web**, they must do a **Dexterity Saving Throw**.
On a **failure**, their **movement is reduced by half** as the web starts to build up onto the legs of the creature. **The web spans over a 10 feet circular radius**.
- **Consume:** You **consume one** of the following of **your choice**:
 - i. A **web**, regardless of its origin, and **gain 1d3 HP for a small web, 1d6 HP for a medium web, 1d10 HP for a large web** and an **extra 1d4 HP per Higher Cast Level**. If the **web is bigger than large and can be consumed** in a single turn, **add an extra die on the large web dice roll per size over large**. You can **consume a web the same size of you plus your movement speed**.
 - ii. A **dead creature**: You use your **origin's nature to dissolve** some of the innards of the **target body**.
You **gain 1d6 HP** and an **extra 1d6 Temporary HP**. An **additional 1d4 HP is added per Higher Cast Level**.

iii. A **living creature**: The creature must **succeed on a Strength or Dexterity Saving Throw** or be **knocked prone** and **take 1d10 Damage** that **cannot be evaded, blocked, or reduced**. The **Spellweaver** is **healed by that amount** and **can now track the creature for the next 24 hours up to a distance of 1000 feet**. **Double the healing per Higher Cast Level**. For example, $5(1d10) * 2(2nd\ Level) * 2(3rd\ Level) = 5*2*2 = 20$.

- **Burrow**: You dive into the ground as if it was a liquid.
 - You **cannot send spells whilst burrowed**.
 - **Any roll** needed when attempting to **escape a situation is at Advantage**.
 - Burrowing **does trigger Attack of Opportunity**.
 - You **take the effect of any magical or non magical surface you travel through** that would affect you normally.
 - You **can only burrow through these materials**:
 - **Dirt**
 - **Gravel**
 - **Stone**
 - **Wood**
 - **Liquids**

2nd Level:

- **Web Affliction**: You imbue a web of your choice with one of the following effect:
 - i. The web **catches on fire** burning any creature for **1d4 Fire Damage per turn they stand in it**. In addition they take an **extra 1 Fire Damage per 5 feet of movement** whilst in the flaming web.
 - ii. **Acid starts pouring** from the web threads. **Any creature in the vicinity** of the threads takes **1d6 Acid Damage**. The web **continues to pour acid and deal an extra 1d4 Acid Damage per turn for 1 minute or until dispelled**. You can **fill containers** with this method. **Due to your nature you only take the initial 1d6 only if you are standing directly onto the acid**.
 - iii. The threads **transform into water**. The **area of effect expands by 10 feet** and **any creature** in the area must **succeed a Dexterity Saving Throw or be knocked prone**. The area is **still considered difficult terrain**. **You are not affected by these effects due to your nature**.
 - iv. The web **wraps around a chosen target** in an attempt to **immobilize it**. The target must do a **Strength Saving Throw**, on **failure the target takes 1d6 Crushing Damage**.
If **two creatures are caught**, they **each take an extra 1d4 damage**.
If **more than two creatures** get caught, they **also take the extra 1d4 damage** and must do a **Dexterity Saving Throw** to avoid being **caught on one of the other creatures weapons**.
If they **fail the Dexterity Saving Throw**, they take an **additional 2 Damage with the weapon's damage type**.
If cast from a **higher lever slot**, add an **extra 1d4 Crushing Damage per cast level**.
 - v. The web **lights up** providing light for the **area**. Any creature with **darkvision or better** has to **succeed on a Constitution Saving Throw** or take **1d6 Radiant Damage** and be **Blinded until the beginning of their turn**.
- **Blink**: You **reappear at the desired location you can see or know the state of**. If the location is **blocked**, you **appear in the nearest available location**. You can only blink at a **distance equal to your movement speed**.

3rd Level:

- **Morph**: You **morph your body** in a way that **allows you to slide throw openings half as wide as your original size**. This effect **last up to an hour or until dispelled**.

4th Level:

- **Nest Anchoring**: You **use your powers to interact with your network**. You can choose one of the following:
 - **Create**: You **create a new anchor point** at your location that **requires a viable object made in the essence of Lolth or that can support its origin**.
 - **Navigate**: You **open a portal to the nearest network tunnel** in your vicinity **up to 1000 feet away**. You can **Navigate through these tunnels** whilst being under the **protection of the nest** and **reach any destination previously**

anchored to. Your **companions are also under protection** and won't be attacked by the other Drowns inside the network **as long as you are in their presence or they possess a token given by the four sisters.** Such a token **can be obtained by you in their name if you can prove they are no threat.**

- **Inform:** You **inform your network** of some **specific information you decide to share.**
- **Request:** You make a **request to the network.** If you request **reinforcements,** it will **take at least 4 turns** for them to reach you. **Informational requests arrive to you instantly. All the other possible requests are at the Game Master's discretion.**

5th Level:

- **Acidhurl:** You hurl a **ball of acid towards the target.** On a **successful Spell Attack Roll,** the target takes **1d12 Acid Damage** and **has to Succeed on a Dexterity or Intelligence Saving Throw** or take an **extra 1d8 Acid Damage** every time the target takes a hit.

6th Level:

- **Infestation:** You **infest a living or dead creature with spiders** so they can **create a new nest anchor.**
 - If the **creature is alive,** it takes **1d6 Necrotic Damage** and must roll a **Percentile Dice over 50 + the Spellweaver's DC.**
 - On a **Failure,** the creature limbs begin to **slowly Petrify** and **requires Restoration to be healed.**
 - If the **creature is dead,** it **Petrifies much faster** and **slowly starts to Crystalize.**
 - Once the creature is **Petrified,** it can be used in these **options:**
 - **Letting it turn into a jade crystal to become an anchor.**
 - **Eating it to restore your health without using a spell slot.**
 - **Infesting it again so it can become a puppet of the network.**
 - Once the creature is **Crystalize,** it is fit to become a new **Anchoring Point for the Nest.**

7th Level:

- **Advanced Web Affliction:** Similar to the regular **Web Affliction** you can alter the state of a web.
 - **You can also cast the spell on previously Afflicted Webs.**
 - **You have access to these new options in addition to the lower version's:**
 - **Freezing Mist:** The threads **blast into thousands of ice shards** that **drops the temperature in the room or location to -15 Celsius.**
 - **The whole location is now considered a Difficult Terrain.**
 - **Any Creature caught in the mist as it forms over the web's covered area** takes **1d6 Cold Damage.**
 - **Collapse:** The threads **blast and breaks the surface it is currently on in a 5 feet extra radius around the web's covered area.**
 - **The blast creates a 10 feet deep hole.**
 - **Any creature caught in the blast takes 1d10 Fire Damage.**
 - **Any creature standing over the newly created hole falls and takes 1d4 Falling Damage.**
 - **Aurora:** The web **seperates from the surface** it sticks on and **dissipates into multiple beams of light.**
 - **Your party gains inspiration.**
 - **Any roll your party does gets an extra 1d4.**
 - **The entire area is now enlightened by a multitude of colors that composes the aurora.**

8th Level:

- **Poison Mist:** You turn an existing mist regardless of its origin to a **Poisonous Cloud** that **deals 1d8 Poison Damage per turn inside the mist.**
 - **The cloud lasts for 1 minute.**
 - If your specialization is **Shadow of Lolth,** your poison instead does **1d10 Acid Damage** and **reduces the AC by 1 every turn** whilst being inside the mist permanently.
 - If your specialization is **Lolth Infused,** the cloud also **expands by 5 feet in every direction every turn.**
 - **The cloud now lasts up to 10 minutes.**

- If your specialization is **Eyes of Lolth**, your **poison cloud cannot be dispelled other than by your will or a wish**.
 - **The mist now lasts up to 24 hours unless dispelled.**
 - **The misty cloud also deals an extra 2d10 Mental Damage when entering or leaving the cloud.**
 - **You are not affected by the cloud due to your nature.**
- **Mass Web:** You create a super thick web that doubles any effects from spells used on the web regardless of its origin.
 - **You are not affected by the web's effect regardless of its thickness, state or emanation.**

9th Level:

- **Lolth's Vision:** For a temporary moment, you borrow lolth's powerful vision and can see the very thoughts of any creature you desire, understand, and be able to communicate to it regardless of its language, or ability of speech.
 - **The spell lasts up to 1 hour.**
 - **You can only target 4 creatures.**
 - Any creature with an **intelligence score above 20** can **roll an Intelligence Saving Throw** to detect your presence in their mind.
 - **If they detect your presence it is up to them to decide how they would react.**
 - **They not only detect your presence, but also detect Lolth's influence over it.**
 - **They cannot resist it, but can still act without being blocked by the presence.**
 - **You will permanently remember anything you discover whilst reading the creature's soul.**

10th Level:

- **Lolth's Greed:** Lolth **transfers a valuable** object from her treasury **to your inventory**.
The object's value is **250 gold if cast at 10th level, 750 gold if cast at 11th level, and 1500 gold if cast at 12th level.**

11th Level:

- **Lolth's Wisdom:** Lolth **infuses your next spell**. The spell will be **cast at 5 levels higher** than its initial cast level.
 - **Does not apply to spell levels 10, 11, and 12.**
- **Lolth's Growth:** Lolth imbues your body with her **protective power**. For the next **10 minutes**, your **AC increases by 2** and you roll with **Advantage** on **Saving Throws**.

12th Level:

- **Lolth's Wrath:** Lolth **alters your body for 10 minutes**. You transform into a **miniature version** of one of the **guardians**. You can **choose** between these options:
 - i. **Ophae:** Ophae hides in the shadow of her sisters. Ready to strike at any moment.
 - Whether you are **hidden or not**, your attacks cannot be tracked accurately by the enemies.
 - They must succeed a **Perception Roll at disadvantage** to determine where your attacks come from.
 - If they fail, your **attacks automatically hit** and inflict an **extra 1d4 Poison Damage per Level you possess in the Spellweaver Class over level 4..**
 - Your **attacks are all** considered **lethally poisonous**. Any target successfully hit by your attacks must succeed on a **Constitution Saving Throw** or take an **additional 1d4 Poison Damage**.
 - You can **imbue your attacks once** and **change the element type** of your **next damaging attack** to any element you would like regardless of its origin and the element selected **afflicts its associated effect**.
 - If the element **should do a lethal effect** such as **petrify** or **instant death**, you must **roll a percentile dice** and roll **over 98, at level 5 it lowers to 95, at level 8 it lowers to 90, at level 15 it lowers to 80 and at level 20 it lowers to 70.**
 - Creatures killed by your **poison solidify into a magically enchanted jade shard** that can be used to **create a new anchor for your nest's network**.

ii. **Loeira:** This guardian is lolth's magical link to her spawns.

Transforming into this form gives all your spell an additional effect:

- Your **Damaging Spells** are now considered **one cast level higher**. They also have a **chance to apply Lolth's Curse**. The target has to **roll a percentile dice and roll over 50 + your Spell DC**.
 - On a **success** the target takes **1d6 Mental Damage** due to fighting against the power of Lolth.
 - On a **failure**, the target is **afflicted by Lolth's Curse** which **needs to be healed with greater restoration**.
 - The **target afflicted by the Curse** has an **Advantage** when trying to **convince a powerful enough healer** due to the nature of Lolth's Curse and its **danger for the material world**.
 - **The Curse does not stack**.
 - The Curse **slowly transforms the creature into a crystalline form** to be **used as a new anchor point for lolth's nesting network**.

iii. **Toeyra:** Toeyra brutally shows her strength by tearing the bodies of any intruders and using them as housing for the spawns' eggs.

- Your **attacks** are considered **critical on a roll of 19 or 20**.
- You emanate an **aura of fear in a 10 feet radius around you**. **Any creature** caught in the aura must **succeed on an Intelligence Saving Throw or be Frightened** preventing the creature from intentionally going towards you.
- When you **kill a creature**, **spiders starts to rush inside its body to create a new potential anchor for your nest's network**.

iv. **Hophaelia:** Being the biggest and oldest of the four sisters, she is also the toughest.

- Your **AC is doubled**.
- You can **use your web as a bonus action to Grapple, Knock Prone, or Immobilize a creature**.
 - The creature must **succeed on a Strength or Dexterity Saving Throw** or be **affected by the chosen effect** from the list above.
- You are considered a **Large Creature** and take a **10 feet cube space**. If you have the **Half-Guardian Specialization**, you occupy a **20 feet cube space** and are instead **considered Huge**.
- Your **movement speed is increased to 60 feet** and you can **climb any surface at the same speed**.
- You can **jump up to twice your movement speed** in distance on a single jump.
- Due to your **size and the chitin legs you possess**, you are **not affected by any liquid surfaces that are 5 feet deep or less**. **Any liquid surfaces under 10 feet deep**, you take **half damage** and when **over 10 feet deep** you **take the regular amount of damage**.
- **As you transform**, any creature caught in your new space gets **pushed 10 feet backwards** and takes **1 Blunt Damage**.