

OTHERWORLDLY PATRON

THE NINE-EYED SPIDER

A god long forgotten, almost nothing is known about Drizlash or the other Vestiges trapped in the Amber Temple to the present world. Be it the craving for long deprived worship or a greater sinister plan, Drizlash offers those who are willing more than their fellow Vestiges, demanding only obedience in return. Warlocks forging a pact with the Nine-Eyed Spider often show changes in their physical appearance, such as teeth turning into pointy fangs, an uncanny alteration in eye color or the growth of microscopic hair on their body.

EXPANDED SPELL LIST

The Nine-Eyed Spider 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.

NINE-EYED EXPANDED SPELLS

Spell Level	Spells
1st	<i>grease, jump</i>
2nd	<i>melf's acid arrow, web</i>
3rd	<i>animate dead, water walk</i>
4th	<i>giant insect, vitriolic sphere</i>
5th	<i>awaken, insect plague</i>

OTHERWORLDLY ASCEND

Starting at 1st level, you grow urticating hair on your body, allowing you to adhere to surfaces you are touching. You gain a climbing speed equal to your walking speed and can move up, down and across vertical surfaces if the skin of more than half of your limbs is in direct contact with them and upside down along ceilings as long as the skin of all of your limbs is attached to it.

Additionally, you ignore movement restrictions caused by webbing if the skin of the limbs you are using to move across it is in direct contact with the web.

STRAINS OF REALITY

Starting at 6th level, your patron grants your body the ability to produce a fleeting stream of silk, letting you cling to creatures or objects within range. As a bonus action on your turn or as a reaction when another creature you can see moves, you can shoot hindering webs at that creature if it is within 60 feet of you, forcing it to make a Dexterity saving throw against your warlock spell save DC. It has disadvantage on the saving throw if that movement would provoke an opportunity attack from you. On a failed save, it is restrained until the end of your next turn. A creature restrained this way can use its actions to make a Strength check against your warlock spell save DC. If it succeeds, it is no longer restrained.

Additionally, when you are falling, you can use your reaction to choose a point on a surface you can see within 60 feet of you to tie yourself to the surface with sticky strings. The silk remains 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'S KISS

Starting at 10th level, your body transforms further, letting you harvest a limited amount of paralyzing mucus from your fangs. As a bonus action on your turn, you can coat one weapon or one piece of ammunition with it. The next time an attack made with that weapon or piece of ammunition hits a creature, it must make Constitution saving throw against your warlock spell save DC. On a failed save, the creature is poisoned for 1 minute and is paralyzed while poisoned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

NINE-EYED HORROR

Beginning at 14th level, your patron bestows upon you one final transformation. As an action, you can turn your body into a temporary vessel for Drizlash, the Nine-Eyed Spider. For the duration, you can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa. Additionally, ghostly spider legs erupt from your body, allowing you to magically shift from the Material Plane to the Ethereal Plane as a bonus action, or vice versa. The transformation lasts for 1 minute or until you are knocked unconscious.

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

