

## Lolth's Chosen

You have found yourself studying a lost form of spider mimicry developed by a secret society of roguish cultists who worshiped a Spider deity eons ago. This mimicry allows you to gain the versatility and lethality of a spider through sheer imitation rather than any true magical abilities. With style and grace you will learn how to scale sheer cliffs and even ceilings along with using strange substances as webbing. You are on the path to being able to hide and strike from any direction.

### Web Mimic Features

Rogue Level	Feature
3rd	Toxic Strikes, Web Familiarity
9th	Spider Climb
13th	Absolute Mimicry
17th	Arachnids' Chosen

### Toxic Strikes

When you choose this archetype at 3rd level, your capabilities to inflict lethal and long lasting crippling damage is superior to most as you can innate coat the blades of your weapon in toxic spider venom.

You can choose to cause your sneak attack damage to become poison instead of your usual weapon damage. If you do so, a creature you damage with sneak attack must make a constitution saving throw against a DC equal to 8 + your Intelligence modifier + your proficiency bonus.

On a failed save that creature becomes poisoned until the end of your next turn. On a successful saving throw, the creature is unaffected.

### Web Familiarity

Starting at 3rd level, having studied the movements of the spider on its webbed home, you can ignore movement penalties and restrictions caused by webs and difficult terrain created by other magical effects.

Additionally, While in contact with a web, You know the exact location of any other creature in contact with the same web.

### **Spider Climb**

Starting at 9th level, you've learned how to make use of every crack, nook, and cranny to cling to when scaling walls and even ceilings. You gain a climb speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Additionally, you gain the ability to use your dexterity score instead of your strength score when calculating the distance and height you can jump.

### **Absolute Mimicry**

Beginning at 13th level, at this point your imitation has become enhanced to the point that your skill looks deceptively magical in nature. You gain the ability to cast the Web spell at 2nd level at will without needing any components. Intelligence is your spellcasting ability for this spell.

Also, You can choose to change the damage type of sneak attack to Acid rather than your usual weapon damage.

### **Arachnids' Chosen**

Starting at 17th level, you are no longer a spider's equal, you are their superior. You gain Immunity to poison damage and the poisoned condition if you are not already immune.

Additionally, you gain the ability to cast the Web spell as a bonus action using your Absolute Mimicry trait, and the spell does not require concentration when cast in this way.

