Weekly Wonders

Drider

Corruption

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Introduction

Players have long wanted a chance to play as monsters, and GMs are always on the lookout for new and creative ways to torment their player characters. *Pathfinder Roleplaying Game: Horror Adventures* provided new rules for corruptions as a potential way to kill both of those birds with one stone, giving players access to exciting and monstrous abilities, while simultaneously tainting them and eroding at their humanity and their sense of self. While the eleven corruptions presented in *Horror Adventures* provide a wide array of options to choose from, there are far more things that can strip away humanity than those presented in that book.

The fear of spiders is one of humanity's oldest and most dire. They're creepy, crawly, and filled with deadly poison. They weave sticky webs as a lasting legacy to the horror of these tiny menaces. In fantasy, the drider combines all the worst elements of the spider with the terrifying subterranean dark elves. These horrible abominations are truly the stuff of nightmares, a heinous force that lurks in the dark and weaves webs about us. This book is about the drider corruption, a horrible process that takes an unlucky servant of good and fills them with the drider's foul influence. The corruption draws influence from all the worst aspects of spiders, as well as from the drider's unique abilities. The corrupted character will gain abilities like that of the spider, including poison and web-slinging powers, all while slowly being consumed by poison and the filth of evil.

Drider Corruption

In you flows the taint of the spider, which wears on your body and mind, slowly spreading its poison both literally and figuratively through your veins. Your body twists and morphs to resemble that of a spider, with many legs and eyes. Even as your body is twisted into an aberrant horror, your mind takes on the alien characteristics of the spider, becoming filled with a desire to manipulate and eat.

Catalyst

Generally, a drider corruption is acquired as a result of a fight with a drider or other spiderlike creature whose evil was so exceptional that their poison affects not just the body, but also the soul, leaving a lasting mark on the victim. Typically, a drider corruption begins slowly, but as the hunger for the living begins to grow, the transformation happens more and more rapidly.

Progression

A drider corruption is both physical and mental, attacking the body while darkening the mind. A drider corruption is driven chiefly by hunger and can be staved off, at least for a time, by sating that hunger. In order to stave off the corruption, one must consume at least 1 pint of blood from a creature that was still alive when it was eaten. Failure to do so requires that the character with the drider corruption must succeed on a Fortitude or Will save (DC = 15 + her manifestation level) or the corruption progresses. A character that succeeds on this save resists her hunger and need not make another saving throw or consume living flesh for 1 month. Even a character that consumes living flesh must still make a saving throw once per month on the new moon, though if she consumed living flesh every day during the month, she gains a +5 bonus on this saving throws. **Corruption Stage 1:** The drider's evil takes root in your soul, and your body begins to change. Your hair turns bright silver and your skin darkness considerably. Your alignment shifts one step towards chaotic evil.

Corruption Stage 2: The hunger and hatred of the drider builds to a high level in your body, twisting you into a wicked being of hunger and cruelty. Your eyes turn red and your alignment becomes chaotic evil.

Corruption Stage 3: Your transformation is complete, as the drider's taint overwhelms you. The GM gains control of your character and you become a drider or other spiderlike monster (at the GM's discretion) if you had fewer than 12 Hit Dice, or a greater drider (see page 5) if you had more than 12 Hit Dice.

Removing the Corruption

Drider corruption is a combination of physical and magical transformations, and requires a blend of physical and magical remedies to remove. Typically, this process involves a combination of surgery, obscure alchemical processes, and spells or rituals that must be laid upon the victim in a certain order. These rituals closely resemble those used by the drow to create driders and often involve at least some degree of the dread art of flesh warping. Rumors persist that surface elves have perfected a less invasive ritual that can be used to remove this corruption.

Manifestations

The following are manifestations of the drider corruption.

Climbing Legs

Your spider legs have specially developed hooks that can latch onto any surface, but they try to force you into being an ambush predator, waiting for prey to come to you. **Prerequisite:** Spider Legs.

Gift: You no longer need a free hand to climb and can scale sheer vertical surfaces and even suspend yourself from the ceiling, as though affected by the spell *spider climb*. **Stain:** If you spend more than 1 minute climbing in this fashion, you must make a Will save (DC = 10 + your manifestation level) or be unable to move from your current spot, except to attack a living creature, or to move to attack a living creature you can see.

Eyes of Evil

Your arachnoid eyes begin to glow with a vile red light as you gain extraordinary powers of perception. **Prerequisite:** Spider eyes, manifestation level 5th **Gift:** You are constantly affected by *detect good, detect lawful, and detect magic* (CL equal to twice your manifestation level). As a move action, you can concentrate on a single item or individual within 6o feet and determine if it is good, lawful, or has a magic aura, learning about its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect these auras in any other object or

individual within range. **Stain:** Your eyes glow with an evil light, causing all good characters to have their starting attitudes towards you reduced by 1 step. Additionally, because you can see the good and lawful so clearly, you cannot clearly see the wicked and wild. You can never benefit from a *detect evil* or *detect chaos* spell, and suffer a penalty equal to your manifestation level on Perception checks made to detect evil or chaotic characters.

Spider Eyes

Your eyes shift and morph, and you begin to view the world through the tainted lens of the drider's exceptional vision. **Gift:** You gain a bonus on all Perception checks equal to your manifestation level. You also gain darkvision 30 feet, or if you already possessed darkvision, your existing darkvision is increased by 30 feet. At manifestation level 4th, your darkvision improves to 60 feet (or your existing dark vision is increased by 60 feet, if you had darkvision when you gained this manifestation). At manifestation level 8th, your darkvision increases to 120 feet (or your existing dark vision is increased by 120 feet, if you had darkvision when you gained this manifestation).

Stain: Your spider-like eyes are unable to see color and you lose the ability to see in color. Additionally, the shape of your eyes is hideous to behold, causing you to suffer a -2 penalty on all Bluff and Diplomacy checks. Finally, because you have more eyes, you are more vulnerable to visual attacks, causing you to suffer a -4 penalty on saving throws against gaze attacks, and on saving throws to avoid being blinded.

Spider Agility

You are exceptionally gifted at jumping, balancing, and moving quickly, but also prone to random spasmodic movements.

Gift: You gain a bonus on all Acrobatics and Climb checks equal to your manifestation level, and your movement speed is increased by 10 feet.

Stain: When initially confronted with a stressful situation, your body twitches and jumps in a way you cannot control. Whenever you first enter combat or similar stressful situations, you must make a Will save (DC = 10 + your manifestation level + your Constitution modifier) or be forced to make an Acrobatics check to jump as far as you can in a random direction. If this would cause you to land in a square where your life would be in immediate danger (such as jumping off a cliff or into a pool of lava), you gain a +2 bonus on this Will save.



Spider Bite

You grow a pair of hideous oversized spider fangs that can suck the blood from those you bite.

Gift: You gain a bite primary natural attack that deals 1d3 points of damage on a successful hit. Additionally, when you maintain control of a grapple, you can opt to drain blood rather than deal damage, inflicting 1d3 points of Constitution damage on your victim and regaining 5 hit points. **Stain:** You have a great hunger for blood and must make a Will save (DC = 10 + your manifestation level) whenever you are adjacent to a helpless creature. If you fail, you begin to grapple the creature and attempt to drink his blood until he dies. You may attempt a new Will save at the end of each round to end this effect, but suffer a penalty equal to the total amount of Constitution damage you have inflicted to the target with your blood drain.

Spider Legs

Your legs twist and morph into hideous giant spider legs, covered in shiny black chitin, and occasionally they carry you to places you may not want to go.

Gift: Your legs transform into 8 spider legs. Your land speed is increased by 10 feet and you gain a Climb speed equal to 1/2 your land speed. Furthermore, you can move through webs, including those created by *web* and similar spells, without reducing your movement speed or risking becoming caught in the web. Due to your extra legs, you gain a +12 bonus to your CMD against trip attacks.

Stain: Your spidery legs are faster than human legs, but refuse to be shod, and you are unable to wear feet slot magic items. Additionally, your spider legs occasionally decide to carry you to a place that you do not want to go. Once per day, your legs might decide to carry you on their own, causing the GM to control all of your movements for 10 minutes, unless you succeed on a Will save (DC = 10 + your manifestation level). Because the violent instincts of the drider are stronger during combat and other stressful situations, your legs remain at your disposal during these times, so that you might sate your hunger and need for violence. Finally, any humanoid creature that sees your spider legs knows you to be a monster, and you suffer a -8 penalty on Bluff and Diplomacy checks made to interact with humanoids that can see your legs.

Venomous Bite

Your tainted body produces the polluted poison of a drider, which can infect the body and minds of those you inject with it.

Prerequisite: Spider bite, manifestation level 3rd. **Gift:** Your bite inflicts the following poison.

Drider poison Bite—injury; *save* Fortitude DC = 10 + your manifestation level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. A character who fails more than 3 saves against this effect must attempt a Will save (DC = 10 + your manifestation level + your Charisma modifier) or gain the drider corruption.

Stain: The drider poison weakens the strength of your soul, and you suffer a penalty equal to the number of manifestations you possess on all saving throws to resist the progression of this corruption.

Venom Immunity

Your body does not tolerate foreign substances and reacts with great alacrity to defend you from other poisons and other obtrusive substances.

Gift: You become immune to all non-magical poisons, as well as the sickened condition.

Stain: You cannot tolerate potions or alchemical substances. Whenever you consume a potion (excluding alchemist extracts or consumable wondrous items), you must succeed on a Fortitude save (DC = 10 + your manifestation level + your Constitution score) or become nauseated for 1d4 rounds. Additionally, if you fail this saving throw, the consumed item has no effect.

Web

Your body constantly produces ghostly white webs, which you can use to bind your foes.

Gift: You gain the web universal monster ability, except that the DC to escape your web is equal to 10 + your manifestation level + your Constitution modifier. Additionally, a 5-footsquare section of your web has a number of hit points equal to your manifestation level, and an amount of damage reduction equal to the number of manifestations you possess, which cannot be overcome by any means.

Stain: Whenever you are within 50 feet of a severely wounded character, your hunting instinct overtakes you and you unleash a web at that creature unless you succeed on a Will save (DC = 10 + your manifestation level + your Constitution modifier).

Web Armor

Your body constantly creates webs that enshroud your form, protecting you from harm but slowing you down and possibly entombing you.

Prerequisites: Web, manifestation level 5th.

Gift: You gain a +3 natural armor bonus to AC, as well as a bonus equal to your manifestation level on disarm combat maneuver checks and combat maneuver checks made to establish, gain control of, or maintain a grapple. Additionally, whenever a character misses you with a melee attack, if she rolled a natural 1 on the attack roll, you may attempt either a disarm or grapple combat maneuver against her as a free action.

Stain: The webs that enshroud your body slow you down, obscure your vision, and weaken your reactions. You suffer a -2 penalty to Dexterity, your movement speed is reduced by 10 feet, and you suffer a penalty on all Perception checks equal to 1/2 your manifestation level.

Greater Drider

This hulking arachnoid creature stands 15 feet at the shoulder and has the sturdy legs of the deadly brown recluse, though in equally mammoth proportion. These legs support the chiton-covered humanoid torso, from which extend arms that end in two-pronged claws. Its head is that of a spider, cold and predatory, its red eyes giving no hint of what malice it has in store.

DRIDER, GREATER

CR 14

XP 38,400

CE Huge aberration

Init +7; **Senses** darkvision 120 ft., low-light vision, see *invisibility, detect good, detect law.*; Perception +29

DEFENSE

AC 29, touch 12, flat-footed 25 (+3 Dex, +1 dodge, +17 natural, -2 size) hp 190 (20d8+100) Fort +13, Ref +11, Will +16 Immune mind-affecting effects, poison, SR 25

OFFENSE

Speed 60 ft., climb 30 ft.
Melee 2 claws +20 (1d8+7 plus grab) and bite +20 (2d6+7 plus poison)
Space 15 ft.; Reach 10 ft.
Special Attacks blood drain, venom web, web (+21 ranged, DC 27, 20 hp), web strike
Spell-Like Abilities (CL 12th, concentration +14)
Constant—see invisibility
3/day—divination, discern location
1/day—control wind

STATISTICS

Str 24, Dex 16, Con 20, Int 14, Wis 14, Cha 14 Base Atk +15; CMB +24; CMD 37 (49 vs. trip) Feats Ability Focus (poison, venom web, web), Alertness, Dodge, Great Fortitude, Iron Will, Improved Initiative, Lighting Reflexes, Power Attack Skills Bluff +22, Climb +38, Knowledge (dungeneering) + 25, Knowledge (religion) +22, Perception +29, Sense Motive +26; Racial Modifier +8 Climb Languages Celestial, Common, Draconic

ECOLOGY

Environment deserts **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Blood Drain (Ex): Whenever the greater drider begins its turn in control of a grapple, it automatically drains the blood of the creature it is grappling, dealing 1d4 points of Constitution damage to the target. The greater drider regains 5 hit points for every point of Constitution damage dealt this way.

True Drider Poison Bite—injury; *save* Fortitude DC 27; *frequency* 1 round/6 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves.

Light Vulnerability (Ex): A greater drider is a creature of darkness and is weakened by bright lights. When in an area of bright light, a greater drider loses his spell resistance and gains the blinded condition.

Venom Web (Su): Any creature which is entangled by the greater drider's web attack must succeed on a Fortitude save (DC 27) or suffer 1d4 points of Dexterity damage. A creature that suffers at least 5 points of Dexterity damage in this way must make an additional Fortitude save (DC 27) or gain the drider corruption. This is a poison effect.

Web Strike (Su): A greater drider is especially gifted at attacking those caught in its webs. Whenever a greater drider makes an attack against a creature entangled by its web special attack, it deals an additional 2d6 points of damage to the target

Ecology

Greater driders are powerful aberrations that combine all the worst aspects of humanoids and spiders. Like their smaller cousins, they were originally creations of the drow, though their exact origins are shrouded in mystery, at least to members of surface races. Some believe that they are the result of drow fleshcrafters applying the same techniques used to create driders from drow on some giant race, but critics of this theory are quick to point out that no known race of giant quite seems to match the physique seen in drow and driders alike, raising questions about just what giants would have been used in this way. Others believe that the greater driders are the result of rare and exotic radiation affecting normal driders and causing them to grow to greater sizes, and develop deadlier venom. Perhaps the most disturbing rumors of all are the whispered tales that the greater driders actually predate those spawned by the drow, and that the dark elves crafted their twisted abominations in the image of these giant terrors of the underground world.

While lesser species of driders are able to produce offspring, the same cannot truly be said of the greater driders, who are able to continue their species only by infusing victims with their taint. A greater drider's webs contain a horrifying toxin which can actually cause the victim to transform into a greater drider, body and mind. The process is slow and agonizing, and greater driders think little of eating a half-transformed victim if food is scarce. In fact, many greater driders will allow only the most impressive of their captives "come to term" and finish their transformation, meaning that only those deemed worthy of becoming a greater drider (or those who manage to escape) ever do so.

While most greater driders live out solitary lives as lone predators, some prefer the company of living creatures. It is not uncommon for a greater drider to claim a small enclave of drow, ettercaps, or even lesser driders as its own, forcing them to serve its every whims and, in rare cases involving particularly impressionable humanoids, sometimes they are even worshipped as gods by these impromptu cults, which seek out victims to feed to their dark overlord, and compete for the honor of being transformed themselves. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Along Came a Spider...

Corruptions, from Pathfinder Roleplaying Game: horror Adventures, give players a new way to indulge their dark fantasies and take the role of gothic monsters, infecting themselves with some taint or darkness, and presenting the tantalizing question of whether to struggle against the corruption, or embrace it, and allow themselves to bask, however briefly, in its dark power. While horror Adventures presents 11 different corruptions to choose from, there are many more potential sources of corruption that could potentially be explored.

This book presents the drider corruption, a brand new corruption featuring unique progression rules, and 10 new manifestations that are flavorfully connected to driders, as well as other spider=like monsters. Further, the book introduces the greater drider, a new CR14 huge drider with venomous webs, drinks the blood of its victims, and can inflict the drider corruption on those that it catches in its webs.

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