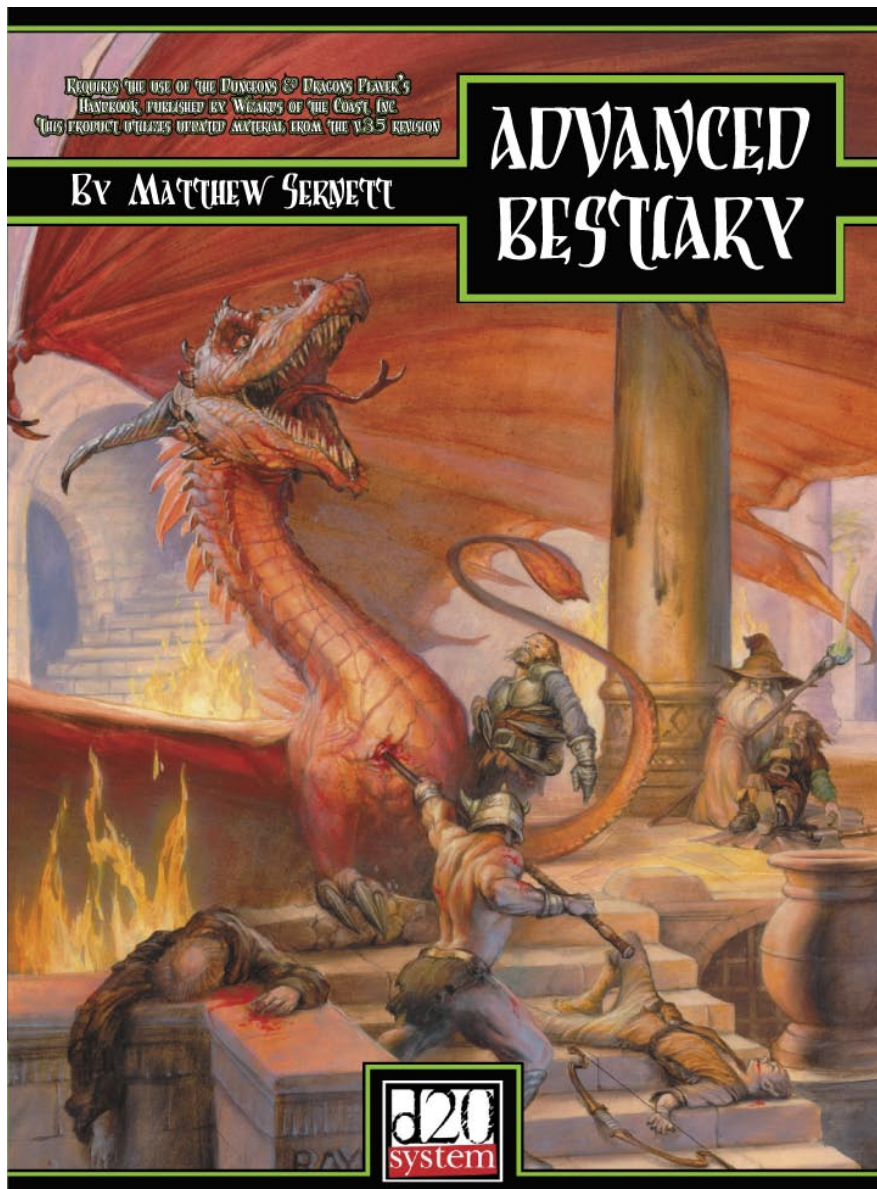


DRIDER: AN ADVANCED BESTIARY WEB ENHANCEMENT

DRIDER



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ADVANCED
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DRIDER

The Spider Queen (see Green Ronin's *Plot & Poison: A Guidebook to Drow*) creates the hideous half-spiders known as driders to serve as examples to her followers of the consequences of failure. When drow see a drider, they see their goddess mocking the same weaknesses they harbor within themselves. The presence of these creatures shows dark elves they are little better than the creatures they kill and enslave, and that they merely play at being true dark elves unless they can defeat and destroy their weaknesses. Thus, dark elves hate driders, and the feeling

is mutual. Bloodshed is the inevitable result of any meeting between the two kinds of creatures.

The Spider Queen has made driders from hundreds of different kinds of creatures, but all share certain common features. A drider's lower body is that of an immense spider, with the torso of a humanoid creature projecting obscenely from where the spider's head should be.

CREATING A DRIDER

"Dridr" is an acquired template that can be added to any living, corporeal humanoid, monstrous humanoid, giant, or creature with a generally humanlike form (referred to hereafter as the base creature).

A drider uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. The creature's size category increases by one step over that of the base creature (maximum Colossal).

Speed: The base creature's legs and lower body are replaced with the legs and body of a giant spider. The drider gains a climb speed equal to one-half the base creature's land speed. If the base creature has no land speed, the drider gains a land speed equal to the base creature's highest speed and a climb speed equal to one-half that. If the base creature already has a climb speed, it either retains that or replaces it with a climb speed equal to one-half the base creature's land speed, whichever is faster.

Armor Class: A hard layer of chitin covers a drider's body, improving its natural armor bonus by +6 over that of the base creature. In addition, the drider's size change may result in additional changes to AC, as given on the following table.

ARMOR CLASS

New Size	Size Modifier	Increase to Base Creature's Natural Armor Bonus
Diminutive	+4	—
Tiny	+2	—
Small	+1	—
Medium	—	—
Large	-1	+2
Huge	-2	+3
Gargantuan	-4	+4
Colossal	-8	+5

Grapple: The drider's new size modifier on grapple checks is replaced with the appropriate value from the following table.

GRAPPLE

New Size	Size Modifier
Diminutive	-12
Tiny	-8
Small	-4
Medium	—
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Attack: The drider retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The drider gains a bite attack if it doesn't already have one. This attack is primary if the base creature has no other natural attacks, or secondary otherwise. If the base creature has natural attacks that rely on its lower body parts, such as a tail attack or a rake attack, the drider retains those attacks, which originate from perverted extra limbs extending from the back of its abdomen.

Damage: If the drider gained a bite attack from the application of this template, its base damage is as given on the following table. In addition, its bite attack (whether bestowed by the template or not) delivers poison. The table also gives the drider's size modifier for attack rolls based on its new size.

DAMAGE

New Size	Size Modifier	Bite Damage
Diminutive	+4	—
Tiny	+2	1
Small	+1	1d2
Medium	+0	1d3
Large	-1	1d4
Huge	-2	1d6
Gargantuan	-4	1d8
Colossal	-8	2d6

Special Attacks: A drider retains all the base creature's special attacks and gains those described here.



Poison (Ex): A drider's bite attack delivers poison (Fort DC 10 + 1/2 drider's character level + drider's Con modifier). The initial and secondary damage are the same (1d6 points of Strength damage). If the base creature already delivers poison with its bite, the drider may choose which poison to use with any given bite attack.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion*. Caster level equals drider's character level. The save DCs are Charisma-based.

Spells: A drider can cast spells as a 6th-level cleric or a 6th-level sorcerer (drider's choice at the time of creation). These effective spellcasting levels stack with any class levels of the same kind that the drider might have or gain later. Thus, a 6-HD drider cleric that gains four additional cleric levels casts spells as a 10th-level cleric but has the turning ability of a 4th-level cleric. Driders who choose the cleric option may choose spells from the Chaos, Evil, Destruction, and Tricky domains.

Abilities: Increase from the base creature as follows: Dex +6, Con +2, Int +4, Wis +6, Cha +6. In addition, the following changes to the drider's physical ability scores apply based on its new size.



ABILITIES

New Size	Str	Dex	Con
Diminutive	—	-2*	—
Tiny	+2	-2*	—
Small	+4	-2*	—
Medium	+4	-2*	+2
Large	+8	-2*	+4
Huge	+8	-2*	+4
Gargantuan	+8	—	+4
Colossal	+8	—	+4

*Minimum 1

Skills: A drider receives a +4 racial bonus on Hide and Move Silently checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. In addition, the drider's new size modifier for Hide checks applies normally.

Environment: Same as the base creature and underground.

Organization: Solitary, pair, or troupe (1–2 plus 7–12 monstrous spiders).

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

DRIDER CHARACTERS

A drider favors whichever class the base creature does. Since driders are always chaotic evil, characters of certain classes or prestige classes may lose their class abilities upon gaining this template. The GM may, if desired, allow a PC turned into a drider to remain under the control of the player. Such a character might change alignment to neutral rather than chaotic evil, or perhaps a *wish* or *miracle* spell could change the PC's alignment back to what it once was.

SAMPLE CREATURE: GRAY RENDER DRIDER

Huge Aberration (Augmented Magical Beast)

Hit Dice: 10d10+100 (155 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 15 ft.

Armor Class: 29 (+2 Dex, -2 size, +19 natural), touch 10, flat-footed 27

Base Attack/Grapple: +10/+28

Attack: Bite +18 melee (2d8+10 plus poison)

Full Attack: Bite +18 melee (2d8+10 plus poison) and 2 claws +13 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, poison, rend 2d8+15, spells, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +17, Ref +9, Will +7

Abilities: Str 31, Dex 14, Con 30, Int 7, Wis 18, Cha 14

Skills: Climb +18, Hide +4, Move Silently +6, Spot +13, Survival +6

Feats: Cleave, Power Attack, Improved Bull Rush, Track

Environment: Temperate marshes and underground

Organization: Solitary, pair, or troupe (1–2 plus 7–12 monstrous spiders)

Challenge Rating: 10

Treasure: None

Alignment: Always chaotic evil

Advancement: 11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment: +5

Here is an example of a drider using a gray render as the base creature.

Gray render driders present grave threats to drow communities and to any creatures that come near them. Their powerful bodies and immense size make them deadly melee combatants, and their spells and mobility allow them to kill from afar with ease.

A gray render drider is about 15 feet tall and 15 feet wide. It has the lower body of a powerful spider and the vaguely humanoid torso of a gray render. Its short, powerful neck makes it seem as though its head is set directly on its massive shoulders. The gray render drider has three pairs of yellow eyes, all stacked up on the front of a whalelike head, and a gaping maw filled with sharp teeth, including two large fangs in the front that drip venom. Its powerful arms end in black-clawed hands. Its body is gray, and so are most of its spider legs, but they darken to black toward the edges and tips. The gray render drider's torso, arms, head, and abdomen are covered in ridges of black chitin.

Gray render driders display a perverted version of the attachment a gray render often feels for a particular creature or group of creatures. Upon becoming attached to a creature, the gray render drider protects it from harm, but also attempts to destroy everything its beloved creature holds dear. Eventually, such creatures become little more than the gray render drider's slaves.

Gray render driders speak Undercommon.

COMBAT

A gray render drider is deadly despite its lack of tactical brilliance, for its sheer power and toughness allow it to blunder through battle after battle. Gray render driders that cast spells as sorcerers use their low-level spells to bolster their strengths and defenses

and save their higher-level spells to attack foes. Gray render driders that cast spells as clerics save most of their spells to heal themselves after battles.

Improved Grab (Ex): To use this ability, a gray render drider must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): DC 25 Fortitude save; see the drider template.

Rend (Ex): A gray render drider that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d8+15 points of damage.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 15). Caster level 10th. The save DCs are Charisma-based.

Spells: The gray render drider casts spells as a 6th-level cleric.

Typical Cleric Spells Prepared (5/5/5/4; save DC 14 + spell level):
0—*detect magic, light, read magic, resistance, virtue*; 1st—*cause fear, cure light wounds (2), protection from good*, shield of faith, 2nd—bull's strength, cure moderate wounds (2), desecrate*, hold person; 3rd—contagion, cure serious wounds (2), magic circle against law*.*

Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Skills: A gray render drider has a +4 racial bonus on Hide, Move Silently, and Spot checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.



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