



TULAS



A PC race option
from The Book of House

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Tulas

THE YOUNG ONE STARED UP AT THE CAVE CEILING, stalactites returning their longing gaze with the ever-looming threat of descent. But Squish wasn't concerned with the ceiling coming to them in that moment. Their mind had gone up to the ceiling and beyond.

"You said there was a land up there, Sabanna," they said to their chaperone, eyes still transfixed upward.

The centuries older drow gingerly sat next to them. "There's a land down here," she said.

"Yeah, but you said there's land up there!"

"I did."

"Sabanna, tell me more!" Squish finally turned to look up at the drow only to be met with a disgusted, pleading expression wrapped across her face. She decompressed with a big exhale, turning her ugly grimace into a warm, compliant, neutral one.

"The sky is bright and burns your eyes. Those living on the surface are dregs standing in the way of Lolth. If you don't accomplish what you need to when you're up there, other people will accomplish what they need to first."

Squish's beady eyes appeared to widen, their mandibles clenched.

"They'll kill you," concluded Sabanna.

The tula looked away from the drow, first peering down at the dirt and fiddling four hands. But then they looked back up at the stalactites lining the ceiling. If they hadn't dropped down to kill Squish yet, then...

"I'm excited to go up there with you!"

The Awakening of Spiders

As Lolth's influence on the Material Plane grows, the effects have become more apparent. In particular, a number of spiders have undergone an awakening. They've grown larger and more intelligent, developing a newfound sense of consciousness and reasoning.

These are the tulas, spiders born of Lolth's influence on the Material Plane. With a newfound intelligence and a more upright torso, they enter into the greater world ready to understand their part in it.

Beating within the heart of every tula is the spirit of a methodical hunter. They'll lurk in the shadows of any surface waiting for the right moment to ensnare their prey in webs, or to bore down on them with poison. Some may even learn to channel the magic surging through their bodies to subdue their target.

Lolth's Blessing

As gnolls feel the insatiable hunger of Yeenoghu, tulas know the voice of Lolth quite well. She speaks to them in whispers and in nightmares, often suggesting they propagate more tulas or slay her enemies. Few tulas either succumb to her whims and become irrevocably violent. The rest dismiss the demon lord as a minor headache.

Tulas and Gnolls

A tula must still contend with an insatiable urge to hunt any gnolls they come across. It is an entrenched instinct to prove among their forebears who is the stronger demon lord, and one that ends poorly for a lone gnoll up against a crafty tula. When pitted against a gnoll's entire war band, however, Lolth's influences aren't nearly as strong as the tula's survival instincts.



TULAS AND DRIDERS

Tulas share a similar posture and locomotion with driders, but this is about where the similarities end. The drider towers over the tula, is no longer in control of its faculties, and represents a very different meaning for the drow.

Whereas drow see driders as an example of failing Lolth, they see tulas as a reminder that Lolth is watching them. They call the tulas *L'Solen d'Lolth*, or *The Eyes of Lolth*, and treat the presence of one as the blessing of the Spider Queen's own presence. A tula may not be immediately aware of what's going on, but they will undoubtedly appreciate free reign of drow society.

Thusly, driders and tulas share one other thing in common: the drow fear them.

Young and Curious

For all the weight of responsibility placed on their shoulders from on high, not many tula recognize it. They are effectively children taking in the world around them with fresh eyes. They're eager to speak to other people and ask them questions. It may be that they're simply filling their heads with something other than Lolth, but there's a sense of genuineness plain on their faces that's unlike any other creature.

Tula Names

Names are a new concept for tulas having recently achieved verbal communication. They are drawn to either words they hear a lot, or words that are euphonious. Deciding on a name for themselves is a very big deal for a tula, and when they do, it becomes one of their most prized possessions.

If Lolth attempted to whisper a name into a tula's head, it is very unlikely that they would notice.

Frequent Word Suggestions: Ahh, Beast, Coin, Hello, Hunt, Kill, Oww, Sorry, Thanks, Yes

Euphonious Word Suggestions: Bloom, Cinnamon, Dulcet, Elixir, Exude, Gossamer, Lilith, Ripple, Shimmer, Woodthrush



Tula Traits

Your tula character has the following racial traits.

Ability Score Increase: Your Dexterity increases by 2.

Age: While spiders and tarantulas can live anywhere between 1 to 25 years depending on species, it has yet to be determined how long a tula can live for.

Alignment: Tulas carry a predisposition towards their own needs, but they can be easily swayed towards good or evil in the right company.

Size: Tulas stand about face level with halflings and gnomes. Your size is small.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. You ignore movement restrictions caused by webbing.

Auxiliary Hands. Your two smaller hands can manipulate simple objects and can carry up to 5 pounds between them. They cannot activate magic items, wield shields, or wield weapons without the Ready Hands trait.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak Common and understand Elvish. You also have the ability to communicate with spiders and other tulas by vibrating and thumping a shared surface using your legs.

Subrace. Select one of the following subraces, Hirsute or Glabrous.

Hirsute

Hirsute, or hairy, tulas are covered head to toe in a shimmering fur. These follicles are heavy and saturated with magical potential. Their silk is also naturally stronger than the webbing of their hairless siblings, and can quickly ensnare their foes.

Ability Score Increase: Your Charisma increases by 1.

Speed. You have a base walking speed of 20 feet, and a climbing speed of 20 feet.

Cantrip. You know one cantrip of your choice from the sorcerer spell list. Charisma is your spellcasting ability for it.

Web. You can fire a shot of webbing from your spinneret, as if casting a *web* spell that only fills a 10-foot cube. Once you use this trait, you can't use it again until you complete a short or long rest. Charisma is your spellcasting ability for this trait.

Free Hands. When you reach 3rd level, you can perform the somatic components of spells as long as one of your four hands are free. Additionally, when you use an action to cast a spell, you can use a bonus action to cast an additional cantrip that normally has a casting time of 1 action or shorter. You calculate any damage dealt by the cantrip as if you were 1st level.

Glabrous

Glabrous tulas are completely hairless, leaving their exoskeletons exposed. These tulas tend to be tougher and more agile than their fuzzy siblings. Glabrous tulas possess more pronounced mandibles, which facilitate their trademark venomous bite after they get the jump on their prey.

Ability Score Increase: Your Constitution increases by 1.

Speed. You have a base walking speed of 25 feet, and a climbing speed of 15 feet.

Standing Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Bite. You can target a creature with an unarmed strike using your fangs. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. The target must also succeed on a DC 12 Constitution saving throw or take an additional 2d4 poison damage.

Ready Hands. When you reach 3rd level, you can wield a simple light weapon in your auxiliary hands to make an additional melee weapon attack. When you use an action to make an attack with your primary hands, you can attack again using your auxiliary hands without using your bonus action. You don't add your ability modifier to the damage of the additional attack, unless that modifier is negative.



Racial Feats

You have access to the following feats as a tula.

Detachable Limbs

Prerequisite: Tula

Your body's regenerative capabilities have kicked in, proving handy even in the lack thereof. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You can detach a limb with relative ease as an action, taking 1d6 piercing damage in the process. The detached limb can be used as a nonmagical +1 weapon.

Detached limbs stay durable for 10 days before degrading. You regrow missing limbs to full functionality after 10 days. Its weapon type and the consequence for removing it can be found below

AMPUTATION TABLE

Limb Removed	Weapon Equivalent	Consequence
Main Arm	Scimitar	Cannot take reactions
Auxiliary Arm	Dagger	Cannot use Free Hands or Ready Hands trait
Leg	Warhammer	Halved Movement Speed

Silk Spinner

Prerequisite: Tula

You've developed a consistent source of natural, strong material with a proper diet. As long as you are eating regularly, you can produce up to 100 feet of silk rope a day. You can work with this silk to produce constructs such as wire traps and parachutes.

Any amount of this rope can be made poisonous to the touch. If handled, the target must succeed a DC 12 constitution save or be poisoned for 1 hour.

Spider Camouflage

Prerequisite: Tula

You have tapped into your latent spider nimbleness and have become quick to miss if people aren't careful. You gain the following benefits:

- Your Dexterity increases by 1, to a maximum of 20.
- Your speed increases by 10 feet.
- You have advantage on stealth checks while standing on walls and ceilings.