

Kumoringu

When a Tiefling got lost in a far away cursed forest, the lonely being's mind was corrupted by dark spirits for what felt like an eternity.

When they were found, the darkest corners of their mind took shape in their physique.

Of the once proud Tiefling's appearance, the only characteristic left was the Kumoringu's upper body, looking as though a giant spider grew out of the hip where their legs once were.

Although scary looking at first, it turns out that these creatures still preserved their cognitive abilities, despite having no recollection of their previous life.

Today, Kumoringu are tribes of many individuals with different tastes, directions and goals.



The Kumoringu's darkest nature

Shared Legacy

Your Fiendish Legacy still glows deep inside of you and shapes you into the being that you are. Depending on which Fiendish Legacy you chose as a Tiefling, you retain the 1st Level traits granted to you by your legacy.

Legacy	1st Level
Abyssal	Resistance to <i>Poison Damage</i> , you know the <i>Poison Spray</i> Cantrip
Chthonic	Resistance to <i>Necrotic Damage</i> , you know the <i>Chill Touch</i> Cantrip
Infernal	Resistance to <i>Fire Damage</i> , you know the <i>Fire Bolt</i> Cantrip

Spider Climb

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

Web Walker

Kumoringu ignore movement restrictions caused by webbing.

Sunlight Sensitivity

While in sunlight, Kumoringu have **disadvantage** on **Attack Rolls**, as well as on **Wisdom (Perception) checks** that rely on sight.

Venomous Blood

On 1st Level you gain the ability to use your pointy teeth as an attack action that causes **1d4** Piercing Damage.

Starting at 3rd Level as an action, you can coat your teeth or a bladed weapon in your own blood and saliva. You lose **1d6** HP. The mixture of both causes the surface to be venomous for one hit with it and inflicts **2d8** additional Poison Damage. This action can only be used once until *Long Rest*.

Darkest Nature

When you are affected by a spell or ability that temporarily **increases** one or more of your Ability Checks, HP or Attack- & Damage rolls, your body falls partly or fully into a raging state depending on if the increase only lasts one turn or longer. A dark material forms around your body and giant constructs roughly resembling the shape of your horns or antlers grow from your head as long as you are in this form.

While being in this state, you can not speak any language other than *Kumoringu*.

Creature Type: Humanoid

Size: Medium or Large (7 - 10 feet tall)

Speed: 35 feet / 20 feet on difficult surfaces like ceilings

Life Span: 120 years on average

Additional racial trait: You have Darkvision with a range of 60 feet.

Languages: You can read, speak and write Common and Infernal. You can speak Kumoringu.

Ability Score Increase: Your Constitution score increases by 1 and your Charisma score by 2.

Kumoringu names follow a similar pattern as Tiefling names. Most Kumoringu have a name given to them either by the circles they grew up in or chosen by themselves based on their interest of something that impressed them.

Kumoringu are often met with distrust and a healthy amount of fear or „respect“ for the dark origin of their subspecies. Integration into humanoid societies is often difficult, but on success usually results in respected positions inside that society, such as creative or combatant occupations.

Kumoringu still carry the fiendish bloodline of the first Kumoringu in their family tree with them. Although the connection to their Tiefling origin is weak, it is still noticeable and Tieflings are generally more accepting of Kumoringu than other humanoid beings on first sight.