

Lair Of The Spider Queen

A starting two hero tutorial quest designed for new players or those seeking a quick game

Quest Scenario

A gigantic Spider Queen has invaded the local caves and has built its nest in the network of tunnels. Local villagers have reported sightings of the huge terrifying spider creatures in the nearby forest, and some locals are now being reported as missing. A small party of brave heroes are selected to locate and destroy the Queen Spider in her lair.

Set Up

- Use 3 Locations > Winding Tunnels Confounding Stairs Throng Of Webs
- Lay out the counters, conditions, dungeon cards (same as the tutorial), add a deck of gear cards (do not include the legendary cards).
- Create a monster deck which includes the two cards for all the level 1 monsters (top left indicator) but not the elite ones. Also include the level 2 Giant Wolf cards and 2 Gigantic Spider cards (not the elite ones).
- Take the Elite Gigantic Spider and set it aside with the Throng Of Webs Location as your queen spider.
- Use the Winding Tunnels as the first location and apply the monster spawn (one monster to each hero and one in the shadows face down).

Gameplay

- Heroes use the hero card with the lowest health score (bottom right corner) and each **take one activation turn only per round** in this quest (same the tutorial quest in the learn to play guide).
- Follow the usual advanced rules but as this is a quicker one off mission you have no quest sheet to track. When you completely explore the Winding Tunnels you can travel to the Confounding Stairs, and when that is completed go to the Throng of Webs.
- Spawn monsters as indicated on the location cards from your monster deck. When you travel to the Throng of Webs, you must also add the Elite Gigantic Spider to the shadows face down (shuffle it with the face down shadow cards).

Spiders Rule

- Whenever you kill a Gigantic Spider, set it aside rather than discarding it.
- While the Elite Gigantic Spider Queen is in play, if a Nemesis dice is rolled, then add a normal Gigantic Spider (that you have set aside) to the shadows. If all the Gigantic Spiders are already in play or none are set aside, then instead trigger an ensnare action (hero exhausts one action).

Winning

- Fully explore all locations and defeat the Spider Queen to escape from the lair.
- If successful, you may draw one random treasure found within the spider's nest.

