

# LAIR OF THE SPIDERS

## Spiders Quest

The spiders lair is covered with thick, sticky webbing which restricts the heroes movements and actions.



*Sticky webs slow your movement and heroes spend precious energy cutting their way through*

The party leader must exhaust one action. If unable to exhaust one, then another hero must choose to do so instead.

*Gigantic spiders scuttle from the tunnels to protect their queen*

Spawn one random set aside Gigantic Spider enemy face down.

*The Spider Queen emerges to attack the intruders*

If outside the Throng of Webs then spawn the elite Gigantic Spider to the shadows. If it is already in play it activates, targeting the hero with the most health remaining, and readies. If at the Throng of Webs then spawn the Spider Queen once only to the shadows. When spawned or if already in play the Spider Queen will activate, targeting the party leader and readies.

### VICTORY

If you defeated the Spider Queen and explored the Throng of Webs then you saved the villagers from this dangerous creature.

### DEFEAT

If all heroes are defeated you have failed to defeat the Spider Queen and it continues to feast on the villagers.



**Spider Queen**  
 Creature, Nemesis

ADVANCE    INFLECT    VENOM

**VENOM:** This enemy has a poisonous bite which causes the hero to gain a sickened condition when it attacks.

Spawn a random spider from the discard pile to the shadows.

**Spider Swarm**  
 Creature, Elite

ADVANCE    INFLECT

*"Giant spiders swarm from the thick webs to surround the heroes"*

**WEB:** A hero engaged with this enemy cannot explore or travel.





## LAIR OF THE SPIDERS

### SETUP

**Locations :** Take the Throng of Webs and put it aside. Shuffle three other tier I open locations together to form the spiders lair. Add the Throng of Webs to the bottom of this deck as the final nemesis location.

**Enemies :** Remove all greenskins and shuffle all remaining standard and elite tier I enemies plus two standard tier II Giant Wolf cards and all three Spider Swarm cards to form a monster deck. Place the Spider Queen nemesis card and all standard and elite Gigantic Spiders aside to be spawned by the peril track.

**Gear and Dungeon Decks :** Shuffle 12 open gear cards together. Shuffle 12 open dungeon cards together.

**Special Rules :** Any discarded Spiders are kept in a separate discard pile to be spawned again by the nemesis event.

*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 deep in her lair. These tunnels will be treacherous and progress will be slow.*

### REWARD

*You have fought bravely and defeated the Spider Queen in her lair. The local villages are now safer due to your heroic intervention.*

Add one legendary fortune gear card to the campaign pool.

### PENALTY

*The Spider Queen has proved too strong for you to overcome. You drag yourselves out of the dark tunnels to be treated for your wounds.*

Lose any gear or item cards you have gained on this quest. Add the Spider Queen card to the campaign pool.

## I

## Spider Swarm

Creature

## 1

## 2

### ADVANCE

### INFLECT

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