

SPIDERS LAIR (SOLO SERIES)

ENCOUNTER I

The locals are terrified, as villagers have been vanishing and sightings of giant spiders emerging at night are increasing. The village council have appealed for your help to uncover the mystery, and you are offered a small reward, along with keeping any lost treasures you find in the local cave network. Your small party sets out on a quest to find the source of the recent fear, with hopes of finding their fortune on the way. Working your way through the dense forest which surrounds the caves, you hear noises through the trees, and emerging at a small clearing, it would appear that you are not alone...

MONSTERS

This quest was designed for new heroes as an act I scenario and monsters are placed according to usual party limits unless stated otherwise in special rules. Bane spiders are found in the pack 'Oath of the Outcast' or the conversion kit (alternatively use a master cave spider act II). Whilst there are no doors in the caves, spiders do not leave their respective lairs to help each other.

SETUP

Your party can be formed of two to four characters. Place heroes on the entrance and take their turn first.

SPECIAL RULES


Goblin Camp

You startle a camp of goblins who will attack on the next overlord turn.

Cave Spider Lair

The entrance corridor leading into the spider lair counts as an activation area. A small tunnel you can crawl through leads off into the Bane Spiders Den.

Bane Spider Den

This room and corridor is covered from floor to ceiling in unusually thick spiders webbing, and movement is restricted to 2 spaces each action, as you try to slash your way through (you can still use fatigue to gain extra movement). It contains a master bane spider and 1 minion cave spider per hero. Bodies of dead villagers are suspended around the room in cocoon webs. Once the bane spider is defeated a hero may  search at the villager token (draw 1 random blue shop item per hero and keep 1 item or give to another hero).

Arachyura Nest

The nest contains two arachyura (a master and a minion) who are guarding their nest of eggs. Use act I levels for 2 heroes, an act II master for 3 heroes and both act II for 4 heroes. The arachyura will activate once the heroes enter the preceding corridor. The corner of the room (X) seems to be crumbling away and you can peer through a hole into the darkness below.

Heroes

When heroes are knocked down for the first time they must put their player card to side two (if not already done) and will lose their heroic feat (if not already played).

The hero may then stand up or be revived as normal but if they are knocked down for a second time then they are captured by the spiders and put in a cocoon and taken out of play.

Solo Rules (optional)

The scenario was originally designed with solo play in mind, and the following rules can apply to automate the overlord.

Overlord - starts with a random deck of 12 basic cards (optionally amend this deck's contents to alter difficulty) and with no cards initially in play. At the start of the overlords turn, draw the top card from the overlords deck - this card will be activated at the first suitable opportunity between now and the next overlord turn e.g when the next hero moves or searches, or when the next monster rolls an attack dice. This is designed to keep a threat of the overlord rather than maximise the use of the cards. Once triggered (or if the card in play doesn't ever trigger before the next overlord turn) the card is discarded. When all the overlord cards have run out then follow the reinforcement rule.

Monsters - the best option to determine monster movement and attack is to use cards from 'Nature's Ire' turning over a new card each time a monster group is activated (re-shuffle if the deck runs out). Where these cards are not available you can roll a blue dice for each model and use the number to fulfill the following actions, starting with the master and then minions. Ranged monsters each activation will try to move to maintain a distance of 3 spaces from their target, so long as they keep a line of sight. All monsters use cave spider actions and will first try to web or immobilise heroes if they have that ability.


X a master monster activates as if they rolled a 2,3 and also gains an extra attack action this turn - all minion monsters are indecisive and take no action this turn.

2,3 move into range or line of sight to then try and attack the nearest or adjacent hero.

4 move into range or line of sight to then try and attack the hero with most health points left.

5 move into range or line of sight to then try and attack the hero with least health points left.

6 move into range or line of sight to then try and attack the hero furthest away.


Surges - a monster  will be used up in the following priority order: web or immobilise the hero, any other attacking special action found on the card (read from left to right), heal up, pierce, extra damage.

REINFORCEMENTS

Once the overlord deck has been used up, then at the start of each overlord turn place a minion cave spider at search point 1 or 2 (alternate between them). Reinforcements can be activated during the overlord turn to chase down the heroes.

VICTORY

If you defeat the arachyura and destroy the eggs then you have saved the village from immediate danger. Any captured heroes are freed and can take a stand up action. Heroes may choose to take their reward and exit the caves or alternatively continue exploring through the crumbling hole.

If the heroes are all captured (have received two knock outs) then the spiders have overcome them, and the heroes are bound up inside their own web cocoons. As a final last effort each hero may test  to try and wriggle a small knife free. If any hero is successful they will slowly cut through the thick strands, and free themselves and their companions, dragging themselves out the caves. Any treasures they had found in the caves are lost. Should every hero fail this final test then in time they are all devoured by the baby spiders when they hatch.

REWARDS

Each hero that survived the quest victorious and returned to the village is rewarded with 1XP and 25 coins from the village treasury. Not a great deal, but heroes can choose to risk entering the crumbling hole in search of even greater rewards.

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ENCOUNTER 1



TWO HEROES SET UP SHOWN
(MODIFY MONSTERS TO GROUP LIMITS FOR LARGER HERO PARTIES)

SPIDERS LAIR (SOLO SERIES)

ENCOUNTER 2

The heroes have cleared the caves of the spider threat, but they discover that the floor is crumbling in the corner of the room. Looking into the darkness they catch a soft glint in the room below. Are the heroes feeling healthy or lucky enough to discover what else lurks within the caves, as there may be no easy way back out?

MONSTERS

Encounter 2 features a spider queen. Use the Queen Ariad spider model and Act 1 card from the Lieutenant Pack. If you do not have this then use the token and the Act II card from Labyrinth of Ruin, amending the monster statistics shown as per the lair room rules.

SETUP

Any hero can choose to push their luck and continue the quest into the dark hole to find its hidden secrets. If they leave and return to the caves at a later time, they will find it repopulated with monsters. If they continue onwards they may spend their 1XP earned immediately on a new skill if they wish to. Any hero knocked out that were received in encounter 1 are carried over into encounter 2. A hero captured by the spiders and rescued gets a stand up action (roll two red dice and restore ♥ and ♣ as normal). That hero now has one knock down remaining again (is on side two of his hero sheet).

Any hero who chooses to drop down the hole cannot then climb back out and must fully explore encounter 2 to survive. If any hero is knocked out for their second time during encounter 2 (and cannot be revived by using a vial) then they are lost to the dark caves forever.

SPECIAL RULES

Crumbling Room

The heroes drop down into the darkness landing on rock and strewn debris. To avoid hurting themselves they must test either ⚔ (toughness) or 🎯 (dexterity). Any hero that fails the test lands heavily and takes 2 ♥. Movement is restricted by -1 while in this room. Buried in amongst the debris are shattered glass vials, with one per hero appearing to be intact and containing liquid, either red, blue, yellow or green (draw randomly using tokens).

At any stage during encounter 2 a hero can ➡ consume the liquid from a vial or ➡ feed the liquid to a knocked out hero. For each hero who drinks the liquid, roll two dice of that colour and recover any ♥ and ♣ rolled. This can be used to recover a hero that is knocked out for a second time.

Volucrix Cave

Within the lost tunnels is a cave containing strange mutated insect like creatures that will savagely attack any intruders. A hero may ➡ to find one potion of healing (one use, roll 2 red dice and recover any ♥ and ♣ rolled).

Poisonous Passage

A passage containing a musty green gas which swirls around the heroes and smells disgusting. Any hero ending their turn on a space in this corridor must then test ☠ and if they fail must take a poison condition.

Queen Spider Lair

A huge spider queen emerges from the ground as the heroes enter this room. Mutated by the gases within the dark caves, this creature is the ultimate test for the heroes as they try and escape the caves. Use Queen Ariad spider card Act 1 from the Lieutenant Pack (if you only have the Act II card from the LOR box then deduct 6 health and only use the special ➡ pincer attack with a blue and yellow attack dice. Defence is 2P = 1 black dice, 3P = 1 black and 1 brown dice and 4P 1 black and 1 grey dice. Surge is unchanged).

In the corner of the room lies an old rusty grate, beneath which the heroes can see the glint of lost treasures and some old rope. Each hero can test 🗝 to try and break open the grate. If all fail then it proves too tough to break into, however if opened then each hero can either take a rope item or a random blue shop card. Heroes may exchange their selected item with another hero if they wish.

Rickety Bridge

A large fissure extends across the cave, blocking your route out. A small rickety bridge spans the gap, but it is missing a number of slats and the wood generally looks completely rotten. To escape the cave each concious hero must try and cross the bridge, however more slats will continue to break off with each crossing, and the bridge will become ever more hazardous. As each hero crosses they must test 🎯 (dexterity) as outlined below, and anyone who fails will fall into the fissure to their death - unless they can discard a rope item:

First hero to cross > roll 1 brown and 1 grey dice

Second hero to cross > roll 2 grey dice

Third hero to cross > roll 1 grey and 1 black dice

Fourth hero to cross roll 2 black dice

Heroes

When heroes are knocked down for the first time they must put their player card to side two and will lose their heroic feat (if not already played). The hero may then stand up or be revived as normal but if they are knocked down for a second time (includes knock downs from encounter 1) then they are lost to the dark caves forever unless revived with a vial.

Solo Rules (optional)

Overlord and monster rules continue to apply as per encounter 1 with the follows changes:

Overlord - re-shuffle a random deck of 10 basic cards (optionally amend this deck's contents to add difficulty) and with no cards initially in play. At the start of the overlords turn follow the overlord rules from encounter 1. When all the overlord cards have run out then follow the new reinforcement rule.

Monsters - to determine monster actions use the cards from 'Nature's Ire' and turn over a new monster card each time a monster group is activated (shuffle and re-use if the deck runs out). Where these cards are unavailable, roll a blue dice for each model and use the number to activate the monster as per encounter 1. All spider monsters use the cave spider actions and the volucrix reavers use the merriod actions.

REINFORCEMENTS

Once the overlord deck has been used up, then at the start of each overlord turn place a volucrix reaver minion at the crumbling hole entrance. It can be activated during the overlord turn.

VICTORY

If you defeat the spider queen and escape the caves then the heroes will emerge victorious, knowing they have eliminated the threat of the spiders. If the heroes are all defeated or lost during encounter 2 (have received their second knock out and cannot be revived with a vial) then the heroes pushed their luck too far and are lost to the dark caves forever.

REWARDS

Any heroes that escape from the caves at the end of encounter 2 are rewarded with an extra 1XP plus another 25 coins from the treasury.

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ENCOUNTER 2

CRUMBLING ROOM



RED VIAL

BLUE VIAL

YELLOW VIAL

GREEN VIAL

CRUMBLING ROOM SEARCH LOCATIONS
EACH CONTAIN A RANDOM COLOUR VIAL
(USE RED AND BLUE FOR TWO HERO PARTIES)



VOLUCRIX
CAVE

POISONOUS
PASSAGE

QUEEN
SPIDER
LAIR



RICKETY
BRIDGE

EXIT



RUSTY GRATE

TWO HEROES SET UP SHOWN
(MODIFY MONSTERS AND SEARCH LOCATIONS
TO GROUP LIMITS FOR LARGER HERO PARTIES)