

THE WEBBED CATACOMBS

Risk level: ☠☠☠☠☠☠

"I beg you, go down there. The catacombs beneath the cemetery are no longer a place of silence and rest: a Spider Queen has turned the crypts into her nest. I have seen the cocoons hanging from the stone arches... our villagers, still alive, wrapped in silk, waiting to be devoured. I do not have the courage to face such horror, but you can. Venture into the catacombs, cut through the webs, and free the captives before darkness claims them. And when you find the creature at the heart of the nest... show no mercy. Only her death will bring us peace".



Draw a Map card and place Room tiles (face up) for the Guard Posts and the Treasure Room. Use a green Room tile for the Treasure Room, which represents the Spider Nest. Place a Spider token (a cube) in each Guard Post and in the Treasure Room (representing webs). Place 3 Adventure tokens in the Treasure Room to represent the Cocooned Prisoners. As soon as a Hero reaches the Spider Nest, a Leader Encounter appears there, and place 2 Spiders in the two nearest Guard Posts. The Heroes must kill the Spider Princess (Leader) and exit through the Entrance while escorting at least 1 Prisoner.

Special Rules: The first three Guard Posts produce Encounters instead of a Boss (follow the normal rules for Encounters).

When a Hero enters a Room with a Web token, they must pass a Strength Test (ST 4). On a failure, they must place 1 Action cube in their reserve.

Prisoners move up to 2 spaces per Hour, acting and moving with the Hero who freed them. If a Prisoner is left alone, remove it (killed).

Traitor must prevent any Prisoner from escaping the Dungeon and exit through the Entrance.