

TYRANTS OF THE UNDERDARK

SPIDERS OF THE DEMONWEB

INTRODUCTION

The strain of the Drow wars has reached a critical moment. The chaos boiling within Lolth has fractured her persona into four aspects, each with its own physical form. The Spiderkin of the Demonweb look to Lolth's worshippers to seize control and reunite Lolth's form under a new age of control.

To take on this task, the Drow have engaged the most vile fiends of the multiverse, the Yugoloth and other evil beings whose only pursuit is profit from conflict.

COMPONENTS

40 standard Market cards
20 Poisoned Minion cards

SETUP

Place all Poisoned Minion cards normally where Insane Outcast cards would go. If also playing with the Demon deck, place the Poisoned Minion cards either just off the market board or in the space for Victory Tokens.

For an optimal experience, the Yugoloth deck, also available on Board Game Geek for download is recommended to be paired with the Spider deck.

DURING PLAY

This deck introduces a new play area known as a player's **Web**. This is a separate area to the left or right of a player's house board.

When a card is instructed to go to a player's **Web**, they should place it face-up in this area. The card is considered out of play just as if it was in a player's Inner Circle.

Certain cards depend on how many and of what type (Malice, Ambition, etc) are in a player's **Web**. When playing, be sure to keep the face-up cards in your **Web** splayed so that the type is visible to all players.

At the end of the game, cards in a player's **Web** are considered part of their deck.

Poisoned Minion cards are meant to be limited. If the supply runs low, any effect which requires the recruitment of a Poisoned Minion card is completed as much as can be with the remaining supply, and the remainder is not recruited. Any future recruitments of Poisoned Minion cards are negated until cards are returned to the supply.