





NEW HEROES

THIS EXPANSION INCLUDES TWO NEW HEROES. YOU MAY USE THESE HEROES IN ANY OF THE SCENARIOS IN THIS EXPANSION, OTHER EXPANSIONS, OR THE BASE GAME AS YOU WOULD ANY OTHER HERO, EXCEPT FOR THE SCENARIOS THAT SPECIFICALLY INDICATE YOU CANNOT USE THEM.



GRAWL IS A STONE GIANT. HE IS TOUGHER THAN ANY OTHER HERO, AND WHILE HIS BASIC ATTACK MIGHT NOT BE AS STRONG AS OTHERS, IT WILL SLOWLY BUILD POWER THAT YOU CAN UNLEASH TO INCREASE THE POWER OF FUTURE ATTACKS. GRAWL CAN BE USED AS A HERO IN ANY SCENARIO OR PLAY MODE FOLLOWING THE SAME RULES AS OTHER HEROES FOR SET UP AND GAMEPLAY.

BASTION DAMAGE TILES

GRAWL HAS 5 BASTION DAMAGE TILES THAT HIS ABILITIES ALLOW HIM TO GAIN. GRAWL DOES NOT BEGIN WITH ANY BASTION DAMAGE TILES; LEAVE THEM TO THE SIDE UNTIL YOU ARE INSTRUCTED TO GAIN THEM. WHEN YOU DO GAIN ONE, PLACE IT ON GRAWL'S HERO BOARD.

AFTER GRAWL PERFORMS AN ACTION, IF HE IS STANDING ON A HORDE, YOU MAY MOVE ANY NUMBER OF BASTION DAMAGE TILES FROM HIS BOARD ONTO THE HORDE THAT HE IS STANDING ON. BASTION TILES DEAL PHYSICAL DAMAGE.

GRAWL CAN NEVER HAVE MORE THAN 5 BASTION TILES, AND CAN ONLY GAIN TILES FROM THE SUPPLY. IF YOU GAIN A BASTION TILE AND THERE ARE NOT ENOUGH IN THE SUPPLY (BECAUSE GRAWL ALREADY HAS THEM ALL, OR BECAUSE THEY ARE ON HORDES), YOU DO NOT GAIN THE TILE.

WHEN A HORDE WITH BASTION TILES ON IT IS DESTROYED THE TILES ARE RETURNED TO THE SUPPLY.



BASIC ATTACK

GRAWL'S BASIC ATTACK ALLOWS HIM TO GAIN BASTION TILES. AFTER YOU FINISH PERFORMING THE ATTACK, IF YOU DID NOT MOVE ANY BASTION TILES FROM

GRAWL'S BOARD TO THE AFFECTED HORDE THEN ADD 1
BASTION TILE TO GRAWL'S BOARD. IF YOU GAIN A BASTION
TILE IN THIS WAY, YOU CANNOT MOVE BASTION TILES FROM
HIS BOARD ONTO HORDES FOR THE REMAINDER OF
THE ROUND, EVEN IF ANOTHER ABILITY ALLOWS GRAWL
TO TAKE AN EXTRA ACTION, OR IF YOU MOVE AFTER
PERFORMING THE BASIC ATTACK. THIS ATTACK DEALS
PHYSICAL DAMAGE.



LET THERE BE ROCK!

GAIN A CRYSTAL AND GRAWL GAINS 2 BASTION TILES.



BOULDER THROW

PLACE A 2x2 DAMAGE TILE ON A HORDE IN RANGE. THIS ATTACK DEALS PHYSICAL DAMAGE.



STOMP

PUT TWO L-SHAPED DAMAGE TILES ON THE HORDE THAT GRAWL IS STANDING ON. THESE DAMAGE TILES MUST BE PLACED

SO THAT AT LEAST ONE EDGE OF EACH OF THEM IS TOUCHING THE BASE OF GRAWL'S MINIATURE. DAMAGE TILES ARE NOT CONSIDERED TO BE TOUCHING A MINIATURE IF ONLY A CORNER OF THE DAMAGE TILE IS TOUCHING A CORNER OF THE MINIATURE. THIS ATTACK DEALS PHYSICAL DAMAGE.



SHARD PUNCH

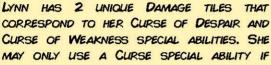
FOR EACH BASTION TILE GRAWL HAS ON HIS PLAYER BOARD PLACE A 2X1 DAMAGE TILE ON THE HORDE GRAWL IS STANDING

ON. AFTER USING THIS ABILITY GRAWL CANNOT MOVE BASTION TILES FROM HIS BOARD TO THE HORDE HE IS STANDING ON UNTIL THE START OF HIS NEXT TURN. THIS ATTACK DEALS PHYSICAL DAMAGE.



LYNN IS A HEXBLADE AND FORMER BODYGUARD OF BAJ'NIMEN, A LIEUTENANT IN THE TWILIGHT ELF ARMY. LYNN HAS OPPOSED HER BRETHREN IN THE PAST, JOINING THE WAR AGAINST THE SPIDER GODDESS, AND IS DOING SO AGAIN. IN ADDITION TO HER POWERFUL BLADE, SHE IS CAPABLE OF HEXING ENEMY HORDES AND BLOCKING THEIR VARIOUS ABILITIES AND ADVANTAGES.

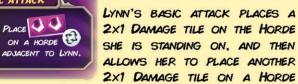
CURSES



IT IS FACE UP (AS PER THE NORMAL RULES), AND IF THE CORRESPONDING DAMAGE TILE IS NOT CURRENTLY ON A HORDE TRAY.

CURSES BLOCK ENEMY ABILITIES. WHEN A CURSE DAMAGE TILE IS ON A HORDE, IGNORE ALL ICONS DESCRIBED ON THE CURSE, THAT ARE PRESENT ON THAT HORDE.

BASIC ATTACK



ADJACENT TO HER CURRENT LOCATION. THIS ATTACK DEALS PHYSICAL DAMAGE.

CURSE OF DESPAIR IGNORE VICONS ON THE HORDE WITH THIS DAMAGE TILE ON IT.

BASIC ATTACK

PLACE Q Q

CURSE OF DESPAIR

THIS ATTACK HAS PERFECT RANGE, WHICH MEANS THAT IT CAN TARGET ANY HORDE THAT IS IN PLAY AND THAT CAN BE TARGETED BY A HERO ATTACK

(SO IT STILL CANNOT TARGET A BOSS OR PORTAL). PLACE THE 2x2 CURSE OF DESPAIR DAMAGE TILE ON THE TARGET HORDE. WHEN THE HORDE WITH THIS DAMAGE TILE ON IT ACTIVATES, TREAT THE HORDE AS IF IT DIDN'T HAVE ANY SPEED ICONS. THIS ATTACK DEALS TRUE DAMAGE.

CURSE OF WEAKENING Ignore 🧲 🤣 🧞 🐼 🔘 ON

CURSE OF WEAKENING

THIS ATTACK HAS PERFECT RANGE, WHICH MEANS THAT IT CAN TARGET ANY HORDE THAT IS IN PLAY AND THAT CAN BE TARGETED BY A HERO ABILITY.

PLACE THE 2X2 CURSE OF WEAKENING DAMAGE TILE ON THE TARGET HORDE. WHEN THE HORDE WITH THIS DAMAGE TILE ON IT ACTIVATES. TREAT THE HORDE AS IF IT DIDN'T HAVE ANY HEAL OR DEAD-EYE ICONS. WHILE THAT DAMAGE TILE IS ON THE HORDE. WHEN PLAYERS PLAY TOWER AND HERO CARDS, TREAT THE HORDE WITH THIS DAMAGE TILE ON AS IF IT DID NOT HAVE ANY PHYSICAL DEFENSES. MAGICAL DEFENSES. AND DEADLY ICONS ON IT. THIS ATTACK DEALS TRUE DAMAGE.

RESISTANCE IS FUTILE

CHOOSE AND COPY THE EFFECT OF ONE OF YOUR CURSE ABILITIES KEEP BOTH CURSE ABILITIES NEARBY, EVEN IF YOU HAVEN'T SELECTED THEM.

RESISTANCE IS FUTILE

IF YOU CHOOSE THIS ABILITY. KEEP CURSE OF DESPAIR AND CURSE OF WEAKENING ON THE TABLE FOR REFERENCE. IF YOU ARE ABLE TO CHOOSE MORE

THAN 1 ABILITY, YOU ARE ALLOWED TO CHOOSE A CURSE SPECIAL ABILITY AS WELL AS RESISTANCE IS FUTILE IN THE SAME SCENARIO.

WHEN YOU USE RESISTANCE IS FUTILE, CHOOSE CURSE OF DESPAIR OR CURSE OF WEAKENING AND COPY ITS EFFECTS. YOU MAY ONLY CHOOSE A CURSE IF ITS CORRESPONDING DAMAGE TILE IS NOT CURRENTLY ON A HORDE CARD.

THE END IS NEAR FOR EACH SQUARE COVERED BY A DAMAGE TILE ON THE TARGET HORDE, ON THE HORDE.

THE END IS NEAR

FOR EACH SQUARE COVERED BY A DAMAGE TILE ON THE HORDE CARD THAT LYNN IS STANDING ON. PLACE AN ADDITIONAL 1x1 DAMAGE TILE ON THAT HORDE

CARD. THIS ATTACK DEALS TRUE DAMAGE.



LEVEL 4 TOWERS

SPIDER GODDESS INCLUDES 8 NEW LEVEL 4 TOWERS, (SET LC AND D), 2 OF EACH TOWER TYPE. WHEN PLAYING SPIDER GODDESS SCENARIOS, INCLUDE THESE IN THE TOWER SUPPLY WHEN INSTRUCTED TO DO SO IN THE SCENARIO SET UP.

YOU MAY CHOOSE TO USE THESE TOWERS IN ANY SCENARIO OR GAME MODE OUTSIDE OF THE SPIDER GODDESS EXPANSION THAT INCLUDES BOTH THE A AND B LEVEL 4 TOWERS. TO USE THE EXTRA LEVEL 4 TOWERS IN THIS WAY, ADD THE SPIDER GODDESS LEVEL 4 TOWERS TO THE SUPPLY STACK WHEN SETTING UP THE GAME.

WHEN PLAYING WITH THE SPIDER GODDESS TOWERS IN SCENARIOS THAT ARE NOT IN THE SPIDER GODDESS CAMPAIGN, YOU ARE NOT ALLOWED TO HAVE MORE THAN 2 LEVEL 4 TOWERS OF EACH TOWER TYPE. DURING THE GAME, ONCE THE SECOND LEVEL 4 TOWER OF A TYPE IS ACQUIRED, RETURN THE OTHER 2 LEVEL 4 TOWERS OF THAT TYPE TO THE GAME BOX.

FOR EXAMPLE: IF THE TEAM ALREADY HAS THE MUSKETEER GARRISON AND THEN ACQUIRES THE ARCANE ARCHERS, THE RANGER HIDEOUT AND GOLDEN LONGBOW TOWERS WOULD THEN BE REMOVED FROM THE SUPPLY AND RETURNED TO THE GAME BOX.





NEW ICON: SPLASH DAMAGE



SEVERAL OF THE NEW LEVEL 4 TOWERS USE THE SPLASH DAMAGE ARROW ICON. THIS ARROW MEANS THAT THE DAMAGE TILES MUST BE PLACED SO THAT:

THE MAIN DAMAGE TILE, WHICH IS THE DAMAGE TILE THAT THE ARROWS POINT OUT OF, IS WITHIN RANGE OF THE TOWER ATTACK BEING PERFORMED

AND

B THE DAMAGE TILES THAT THE ARROWS POINT TO ARE PLACED ON HORDES THAT ARE ADJACENT TO THE MAIN DAMAGE TILE.

FOR EXAMPLE, THE HIGH ELVEN MAGE HAS A MAIN DAMAGE TILE. TO PERFORM ITS ATTACK FIRST PLACE THAT TILE ON A HORDE WITHIN RANGE, FOLLOWING THE USUAL TOWER ATTACK RULES. THEN, TAKE ONE AND ONE DAMAGE TILE AND PLACE BOTH SO THAT THEY ARE ON HORDES THAT ARE ADJACENT TO THE HORDE THAT YOU PLACED THE

IF A TOWER HAS MORE THAN ONE SPLASH DAMAGE ARROW, EACH OF THEM MAY TARGET A DIFFERENT HORDE.

NEW SPELLS

THE SPIDER GODDESS EXPANSION INCLUDES 4 NEW SPELLS: HORN OF HEROISM, PILE OF GOLD, DYNAMITE, AND TELEPORT SCROLL. THESE

EXPAND YOUR OPTIONS FOR SPELLS WHEN SETTING UP THE GAME. LIKE THE SPELLS IN THE BASE GAME, THESE HAVE SPELL LEVEL ICONS ON THE BACK, AND SO CAN BE USED IN ANY SCENARIO THAT ALLOWS YOU TO USE SPELLS OF THEIR LEVEL.



ONE HERO RECOVERS UP TO TWO ABILITIES.

(THESE CAN BE DIFFERENT HEROES)

HORN OF HEROISM

WHEN YOU USE THIS SPELL CHOOSE A HERO TO HEAL 2 HEARTS. THEN, CHOOSE A HERO TO RECOVER UP TO TWO OF THEIR ABILITIES. YOU CAN APPLY THESE

EFFECTS TO THE SAME HERO, OR TWO DIFFERENT HEROES.



PILE OF GOLD

TAKE A LEYEL 1 TOWER FROM YOUR HAND AND PUT IT BACK INTO THE SUPPLY. THEN, CHOOSE ANY LEYEL 2 TOWER CTHS CAN BE A DIFFERENT TYPE TO THE

LEVEL 1 TOWER YOU PUT BACK INTO THE SUPPLY) AND ADD IT TO THE HAND OF ANY CHOSEN PLAYER (WHICH CAN INCLUDE YOURSELF).



DYNAMITE

DYNAMITE IS A DELAYED ATTACK. SELECT A TARGET SPAWN STACK AND PLACE THE DYNAMITE SPELL TILE ON TOP OF THAT STACK. THE NEXT TIME A HORDE CARD WOULD SPAWN FROM THE TARGETED

SPAWN STACK, REMOVE THE DYNAMITE SPELL TILE AND, AFTER PLACING THE HORDE CARD IN A TRAY AND ONTO THE PATH, PLACE 3 1x1 DAMAGE TILES ON THAT HORDE. THESE DAMAGE TILES DEAL TRUE DAMAGE.

USE WHEN HORDES SPAWN:

PLACE THIS ON A SPAWN STACK.
SKIP IT IN PHASE 2: SPAWN NEW
HORDES, REMOVE THIS AND IT
SPAWNS TWO HORDES NEXT TIME.

TELEPORT SCROLL

THE TELEPORT SCROLL IS NOT USED DURING THE PLAYER TURN, WHEN SPELLS ARE NORMALLY USED. INSTEAD, IT IS USED WHEN HORDES ARE SPAWNED.

CHOOSE A SPAWN TOKEN AND PLACE THE TELEPORT SCROLL ON TOP OF IT. THIS TURN, THAT SPAWN TOKEN DOES NOT PRODUCE ANY HORDES. IF THERE ARE OTHER SPAWN TOKENS ASSIGNED TO THE SAME SPAWN STACK, THE STACK STILL SPAWNS A HORDE FOR EACH OF THOSE. THE TELEPORT SCROLL ONLY STOPS ONE HORDE CARD FROM SPAWNING.

DURING THE NEXT SPAWN PHASE, RETURN THE TELEPORT SCROLL TO THE GAME BOX AND SPAWN 2 HORDES INSTEAD OF 1 FOR THE SPAWN TOKEN THAT IT HAD COVERED.

NEW HORDE MECHANISMS

TWO NEW HORDE ABILITY KONS ARE INCLLIDED IN THIS EXIT UNTIL THERE IS EITHER AN AVAILABLE EMPTY SPACE EXPANSION. BOTH ARE CONSIDERED "SUMMONER" ICONS THAT HAVE SHARED RULES.

SUMMONER ICONS ALWAYS ACTIVATE BEFORE THE HORDE MOVES, BUT AFTER HEAL ICONS ARE RESOLVED. IF THERE ARE ANY VISIBLE SUMMONER ICONS ON A HORDE AT THIS TIME, SPAWN A SINGLE HORDE FROM THE MATCHING SUMMON HORDE STACK TO THE SPACE IN FRONT OF THE SUMMONER HORDE. IF THAT SPACE IS OCCUPIED BY A HORDE OR BOSS THE NEWLY SUMMONED HORDE JUMPS SPACES TOWARDS THE FOR IT TO SPAWN INTO OR IT REACHES THE KINGDOM.

IF A SUMMONER ICON SPAWNS A HORDE IN THIS WAY, THE SUMMONED HORDE CARD DOES NOT ACTIVATE THE TURN IT IS SPAWNED. AFTER SPAWNING A HORDE CARD. THE SUMMONER THEN MOVES AS NORMAL.

THIS WILL OFTEN RESULT IN THE SUMMONER HORDE JUMPING OVER THE SUMMONED HORDE INTO THE NEXT AVAILABLE EMPTY PATH SPACE.



FALLEN SUMMONERS

FALLEN SUMMONER HORDES WILL SPAWN NEW HORDES FROM THE FALLEN SUMMON STACK. WHEN SETTING UP A SCENARIO WHICH INCLLIDES THESE SUMMONERS YOU WILL NEED TO SHUFFLE THE FALLEN SUMMON

CARDS TOGETHER AND PUT THE STACK NEAR THE PLAY AREA. THE SUMMONED FALLEN HORDES ARE NOT WORTH ANY CRYSTALS WHEN DESTROYED (THEY HAVE NO CRYSTAL ICONS ON THE HORDE CARD BACK).



SAURIAN SUMMONERS

SAURIAN SUMMONER HORDES WILL SPAWN NEW HORDES FROM THE SAURIAN SUMMON STACK. WHEN SETTING UP A SCENARIO WHICH INCLUDES THESE SUMMONERS YOU WILL NEED TO SHUFFLE THE SAURIAN

SUMMON CARDS TOGETHER AND PUT THE STACK NEAR THE PLAY AREA. NOTE THAT THE SUMMONED SAURIAN HORDES ARE WORTH ONE CRYSTAL WHEN DESTROYED AND EACH SUMMONED HORDE HAS ABILITY ICONS ON IT. THE SAURIAN SUMMONER HORDE THAT SUMMONS THESE EXTRA HORDES IS NOT WORTH ANY CRYSTALS WHEN DESTROYED.



WEBBING HORDES

SPIDER GODDESS ALSO INCLUDES 4 WEBBING HORDES. WHEN THESE ARE DRAWN FROM A HORDE STACK, THEY DO NOT GET PLACED IN A HORDE TRAY NOR ONTO THE PATH. THE FRONT OF EACH HORDE WILL INDICATE A SPECIFIC TOWER STACK IN THE SUPPLY (SUCH AS WINDOWS)

). Take an unused Webbing transparency and place it on top OF THE INDICATED TOWER STACK. THEN, RETURN THE WEBBING HORDE TO THE GAME BOX. THE TOWER SUPPLY HAS BEEN WEBBED!

WHEN UPGRADING A TOWER, IF EITHER THE STACK YOU NEED TO PUT THE TOWER INTO, OR THE STACK YOU WOULD TAKE A TOWER FROM, HAS A WEBBING TRANSPARENCY ON IT: YOU DO NOT COMPLETE THE UPGRADE. THE TOWER IS STILL PASSED BUT NOT UPGRADED: INSTEAD REMOVE THE WEBBING TRANSPARENCY FROM THE STACK. IF YOU USED A HERO ABILITY, THE ABILITY TILE IS STILL FLIPPED OVER. IF YOU USED A SPELL ABILITY, THE SPELL IS STILL REMOVED FROM THE GAME.

EXAMPLE: MARY PASSES A LEVEL 2 ARCHER TOWER (MARKSMAN) TO JANICE WHEN THE LEVEL 3 TOWER (SHARPSHOOTER) HAS WEBBING OVER IT. SINCE THIS WOULD REQUIRE MARY TO TAKE A TOWER FROM THE LEVEL 3 STACK, SHE DOES NOT RETURN THE LEVEL 2 TOWER TO THE SUPPLY. INSTEAD, SHE PUTS THE LEVEL 2 TOWER IN JANICE'S RECEIVED TOWER SLOT, FACE DOWN, AND REMOVES THE WEBBING TRANSPARENCY FROM THE LEVEL 3 ARCHERY STACK.

IN PHASE 7: SPEND CRYSTALS: IF THERE IS A WEBBING TRANSPARENCY ON A LEVEL 1 OR 2 TOWER STACK, YOU CANNOT BUY NEW TOWERS FROM THAT STACK. INSTEAD, YOU MAY PAY THE CRYSTAL COST OF A TOWER FROM THAT STACK TO REMOVE THE WEBBING.

IF A TOWER BELONGING TO THE WEBBED STACK IN THE TOWER SUPPLY IS DESTROYED BY A PORTAL OR BOSS ACTIVATION, THE WEBBING IS REMOVED FROM THE STACK AS WELL.

TELEPORTALS

YOU MAY BE INSTRUCTED TO PLACE TELEPORTALS DURING SCENARIO SET UP. THEY ARE MAP FEATURES THAT AFFECT HOW HORDES MOVE ALONG THE PATH TOWARDS THE KINGDOM. THERE ARE TWO TELEPORTAL TRANSPARENCIES; AN ENTRANCE AND AN EXIT. THE ENTRANCE IS ALWAYS PLACED DIRECTLY ON A PATH SPACE AND THE EXIT IS PLACED ON A SPACE BESIDE THE PATH. THE SET UP DIAGRAM WILL SHOW AN ARROW INDICATING THE SPACE THAT THE TELEPORTAL EXIT POINTS TO.

WHEN A HORDE WOULD MOVE ONTO THE SPACE WHERE THE TELEPORTAL ENTRANCE IS, IT IMMEDIATELY MOVES INTO THE SPACE THAT THE TELEPORTAL EXIT IS NEXT TO. IF THAT SPACE IS OCCUPIED IT MOVES INTO THE NEXT AVAILABLE EMPTY SPACE BETWEEN IT AND THE EXIT, IF THERE IS ONE. IF THERE IS NOT AN AVAILABLE SPACE. IT MOVES INTO THE KINGDOM AS NORMAL.

HEROES CAN ALSO USE THE TELEPORTALS. WHEN A HERO MOVES ONTO THE TELEPORTAL ENTRANCE THEY MUST IMMEDIATELY (WITHOUT SPENDING A MOVEMENT POINT) PLACE THEIR MINIATURE ON THE PATH SPACE THAT THE TELEPORTAL EXIT IS NEXT TO. HEROES CANNOT END THEIR MOVEMENT ON THE SPACES OCCUPIED BY EITHER THE TELEPORTAL ENTRANCE OR EXIT TRANSPARENCIES.





SPIDER CHALLENGE

THE SPIDER GODDESS EXPANSION INCLUDES A SET OF SPIDER TILES. A DECK OF SPIDER CHALLENGE CARDS. AND A SET OF SPIDER CHALLENGE STICKERS. THE FOLLOWING RULES ARE INTENDED TO BE USED IN ALL OF THE SPIDER GODDESS CAMPAIGN SCENARIOS. EXCLUDING SCENARIO Nº 3.

YOU CAN ALSO REVISIT SCENARIOS FROM THE BASE GAME OR OTHER EXPANSIONS AND ADD THE SPIDER CHALLENGE RULES. IF YOU DO THIS. USE THE SPIDER CHALLENGE STICKERS ON THE SCENARIO MAP TO TRACK WHICH SCENARIOS YOU'VE BEATEN USING THE SPIDER CHALLENGE.



WHEN SETTING UP THE SPIDER CHALLENGE, IN ADDITION TO THE SET UP RULES DESCRIBED IN THE SCENARIO, DO THE FOLLOWING:

- SHUFFLE THE SPIDER CHALLENGE DECK AND PLACE IT FACE DOWN NEAR THE BOARD.
- FORM A PILE OF SPIDER TILES BESIDE THE DECK.
- PUT THE SPIDER CHALLENGE TURN REFERENCE CARD IN EASY VIEW OF ALL PLAYERS.

GAMEPLAY

THE SPIDER CHALLENGE ADDS A NEW PHASE TO EACH ROUND BEFORE SPAWNING NEW HORDES, AND ADDS AN EXTRA RULE WITHIN PHASE 5: ADVANCE HORDE TRAYS.

PHASE 1: REVEAL SPIDER CHALLENGE CARD BEFORE SPAWNING HORDES, FLIP THE TOP CARD OF THE SPIDER CHALLENGE DECK FACE UP. THE CARD WILL SHOW YOU WHAT SHAPE OF SPIDER TILE IS GOING TO DROP THIS ROUND.

PHASE 5: ADVANCE HORDE TRAYS WHEN YOU ACTIVATE A HORDE, BEFORE CHECKING ANY OF ITS ICONS OR MOVING IT, CHECK TO SEE IF THE SPIDER TILE SHOWN ON THE REVEALED SPIDER CARD FITS IN THE EMPTY SPACE ON THAT HORDE. IF IT DOESN'T FIT. ACTIVATE THE HORDE AS NORMAL.

IF IT DOES FIT. PLACE THE SHOWN SPIDER TILE ON THAT HORDE SO THAT IT:

(A) DOES NOT COVER AN ENEMY

AND

- (🔼) does not cover a Damage tile, Hero, or Soldier. You CAN ROTATE AND FLIP IT AS NEEDED TO ACHIEVE THIS.
- THERE MAY BE MORE THAN ONE SPIDER TILE ON A HORDE.

ONCE THE SPIDER TILE IS PLACED, RETURN THE SPIDER CHALLENGE CARD TO THE BOX (SO THAT NO CARD IS VISIBLE ON TOP OF THE DECK). ONLY 1 SPIDER TILE IS ADDED EACH ROUND.

WHEN A SPIDER TILE IS ADDED TO A HORDE TRAY IT ADDS ADDITIONAL ENEMIES THAT MUST BE COVERED TO DEFEAT THAT HORDE.

AFTER ADDING A SPIDER TILE. ACTIVATE THE HORDE. THE SPIDER TILE MAY HAVE PROVIDED IT WITH SPEED ICONS, SO BE AWARE!

AFTER ALL HORDES ACTIVATE, IF THE SPIDER TILE WAS NOT PLACED, RETURN THE REVEALED SPIDER CHALLENGE CARD TO THE BOX.



SAND AND TELEPORTALS

THE WARPING OF TIME AND SPACE HAS BROUGHT STRANGE STRUCTURES THAT OUR ENEMIES CAN USE TO WARP AROUND OUR DEFENSES. THROUGH THEM, CREATURES THAT BELONG IN THE SOUTHERN DESERTS HAVE BEGUN TO APPEAR WITHIN OUR BORDERS. THE PORTALS HAVE ALSO BROUGHT NEW HEROES TO OUR CAUSE. JOIN FORCES WITH THE POWERFUL LIVING STONE GRAWL AND FORMER DARK ELF LIEUTENANT LYNN, AND STOP THIS THREAT BEFORE IT GETS OUT OF HAND.

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE \$/5.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 SICONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS. ALSO ADD THE 4C TOWERS TO THE SUPPLY.

HORDES

WAVE O	Wave 1	WAVE 3	WAVE 4	WAVE SI	BLANKS
2x GREEN	1x GREEN	2x GREEN	2x GREEN	2x GREEN	
1× YELLOW	1x BLANK				
	2x RED	1x RED			

YOU WILL ALSO NEED THE SPIDER CHALLENGE TURN REFERENCE CARD, 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, AND 6 FALLEN SUMMON HORDE CARDS.

TO CREATE THE SPIDER CHALLENGE DECK SHUFFLE THE 12 SPIDER CHALLENGE CARDS AND PLACE THEM NEARBY. DO THE SAME WITH THE 6 FALLEN SUMMON HORDE CARDS TO CREATE THE FALLEN SUMMON STACK.

PORTALS







PATH TILES











SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:







In this scenario you will encounter enemies with the following new ability and a new type of map tile:



THESE HORDES CAN SUMMON EXTRA HORDE CARDS ONTO THE PATH. BEFORE THE HORDE MOVES, IF IT HAS AT LEAST ONE FALLEN SUMMONER ICON VISIBLE, DRAW THE TOP CARD FROM THE FALLEN SUMMON STACK AND PLACE IT IN THE PATH

SPACE IN FRONT OF THE FALLEN SUMMONER. IF THAT SPACE IS OCCUPIED, THE NEWLY SUMMONED HORDE JUMPS FORWARD UNTIL IT REACHES AN UNOCCUPIED SPACE OR REACHES THE EXIT. THE NEWLY SUMMONED HORDE DOES NOT ACTIVATE THIS TURN. AFTER PLACING THE SUMMONED HORDE, THE SUMMONER MOVES AS NORMAL. THIS WILL OFTEN RESULT IN THE SUMMONER HORDE JUMPING OVER THE SUMMONED HORDE INTO THE NEXT AVAILABLE EMPTY PATH SPACE.



TELEPORTALS ARE PLACED ON THE MAP AS SHOWN IN THE SET UP DIAGRAM. THEY AFFECT HOW HORDES AND HEROES MAY MOVE ACROSS THE MAP.

WHEN A HORDE MOVES INTO THE TELEPORTAL ENTRANCE SPACE, THE HORDE IMMEDIATELY MOVES

INTO THE INDICATED SPACE NEXT TO THE TELEPORTAL EXIT. THE SET UP DIAGRAM FOR THIS SCENARIO HAS A WHITE ARROW WHICH INDICATES THE SPACE THE HORDES MOVE TO.

HEROES CANNOT END THEIR MOVEMENT ON A TELEPORTAL TRANSPARENCY, BUT THEY MAY MOVE THROUGH THEM IN THE SAME WAY THAT A HORDE CAN, AS DESCRIBED ABOVE.







CLASH OF ELVES

ONE OF OUR NEW ALLIES, LYNN, IS A DEFECTOR FROM THE DARK ELF ARMIES THAT HAVE ALSO APPEARED IN THE KINGDOM THROUGH THE TIME PORTALS. THE DARK ELVES HAVE MUSTERED TOGETHER THEIR FORCES AND ARE THROWING EVERYTHING AT THE KINGDOM

UNLESS WE GIVE THEM LYNN. LYNN IS HAVING NONE OF IT AND HAS STRODE OUT INTO THE FIELD TO TAKE ON THE DARK ELVES HERSELF. GATHER YOUR FORCES AND SUPPORT HER, IF SHE CAN REACH THEIR BASE CAMP. SHE'LL STOP THIS MADNESS!

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE \$\(\frac{6}{9}\), YOU CANNOT USE LYNN.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE I OR 2 SICONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS. ALSO ADD THE 4C AND 4D TOWERS TO THE SUPPLY.

HORDES

WAVE O	WAVE 1	WAVE 4	WAVE S1	Web s
	1x GREEN	2x GREEN		
1x YELLOW	4x YELLOW	2× YELLOW	3x YELLOW	4x Webbing Hordes
	3x RED	2x RED		

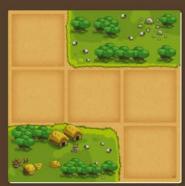
YOU WILL NEED LYNN'S MINIATURE, AND HER LIFE AND REFERENCE CARDS. 4 WEBBING TRANSPARENCIES, 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, AND 6 FALLEN SUMMON HORDE CARDS.

TO CREATE THE SPIDER CHALLENGE DECK SHUFFLE THE 12 SPIDER CHALLENGE CARDS AND PLACE THEM NEARBY. DO THE SAME WITH THE 6 FALLEN SUMMON HORDE CARDS TO CREATE THE FALLEN SUMMON STACK.



NONE.

PATH TILES













SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:





(2)





In this scenario you will encounter the following new abilities:



WHEN YOU DRAW A WEBBING HORDE IT DOES NOT SPAWN A NEW HORDE. INSTEAD, PLACE A WEBBING TRANSPARENCY ON TOP OF THE TOWER SUPPLY STACK INDICATED ON THE WEBBING HORDE. THEN, RETURN THE WEBBING HORDE CARD TO THE GAME BOX.

WHEN UPGRADING A TOWER, IF EITHER THE STACK YOU NEED TO PUT THE TOWER INTO, OR THE STACK YOU WOULD TAKE A TOWER FROM, HAS A WEBBING

TRANSPARENCY ON IT; YOU DO NOT COMPLETE THE UPGRADE. THE TOWER IS STILL PASSED BUT NOT UPGRADED, INSTEAD REMOVE THE WEBBING TRANSPARENCY FROM THE STACK. IF YOU USED A HERO ABILITY IT IS STILL FLIPPED OVER, OR A SPELL ABILITY IT IS STILL REMOVED FROM THE GAME.



LYNN'S MINIATURE

- HEROES MAY BE IN THE SAME SPACE AS LYNN
- LYNN CANNOT BE A TARGET OF SPELLS AND HERO ABILITIES.
- AFTER PHASE 2: SPAWN NEW HORDES, LYNN WILL MOVE ONTO THE HORDE IN THE SPACE IN FRONT OF HER AND ENGAGE IT (IF THERE IS ONE). THIS IS HOW LYNN MOVES FORWARD, AND ALSO HOW YOU WILL WIN THE SCENARIO. YOU CHOOSE WHERE TO PLACE LYNN ON THAT HORDE.
- HORDES THAT WOULD ENTER LYNN'S SPACE JUMP OVER HER INSTEAD, AS IF SHE WERE A HORDE.
- WHEN A HORDE LYNN IS ON IS DESTROYED, IF THERE IS AT LEAST ONE OTHER HERO OR SOLDIER ON IT, ALL HEROES ON THAT HORDE GAIN PROTECTION (INCLUDING LYNN).

WINNING AND LOSING

THERE ARE NO PORTALS OR BOSSES IN THIS SCENARIO. INSTEAD, YOU WIN BY HELPING LYNN DESTROY HORDES UNTIL SHE REACHES THE SPACE IN FRONT OF SPAWN POINT 3. ONCE SHE HAS REACHED THAT SPACE, IF THERE ARE NO HORDES IN HER SPACE AT THE END OF THE ROUND YOU WIN.

YOU LOSE IF:

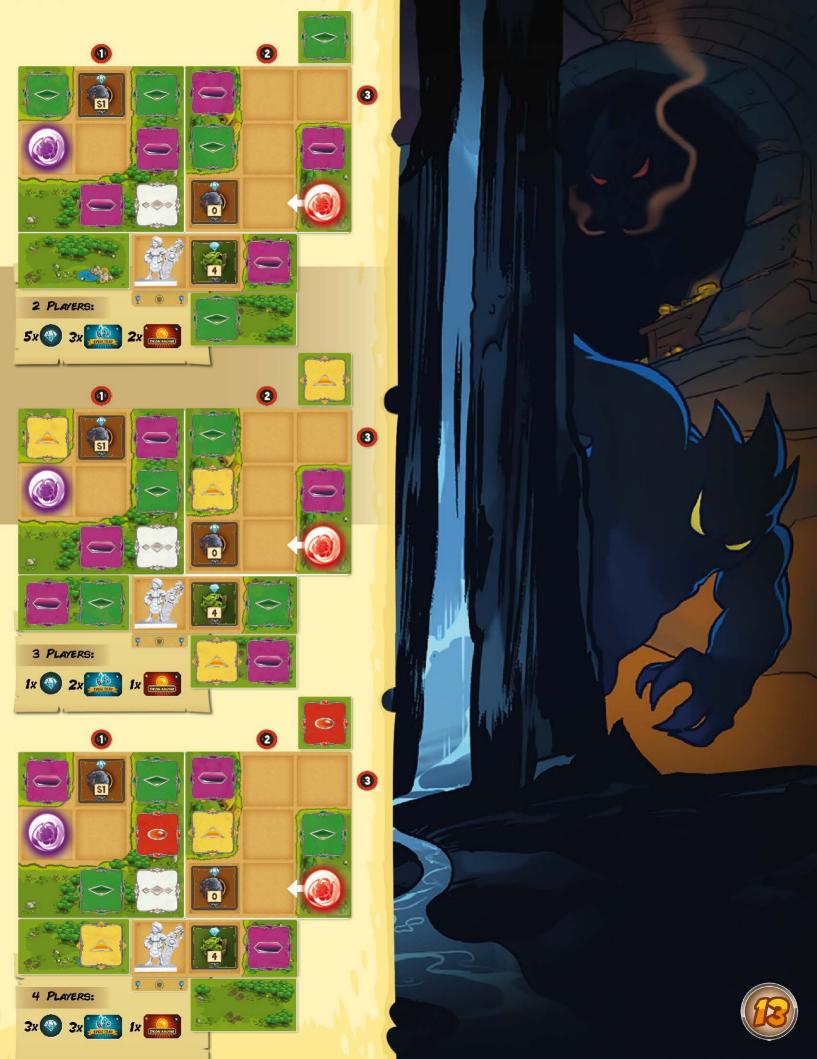
- Lynn runs out of Hearts. She loses Hearts from Dead-eye, and when the Horde she is standing on attempts to move.
- At the end of the round, all Hordes are behind Lynn. If this happens she cannot move forward anymore, and so you have failed to escort her to the Dark Elf camp.
- THE KINGDOM RUNS OUT OF HEARTS.



MAP SETUP







THE TIME OF THE TREES

A LARGE PORTAL FORMS AND FROM IT A FOE THAT WE HAD WISHED TO FACE EMERGES. A GIANT TREE SPEWING ACID AND LEADING AN ARMY OF TAINTED TREANTS! IT IS THE MIGHTY GREENMUCK. THE SAGES ALWAYS SAID TO BE CAREFUL WHAT YOU WISH FOR. LET US HOPE THEY WERE WRONG JUST THIS ONCE. TO ARMS!

DO NOT USE SPIDER CHALLENGE RULES IN THIS SCENARIO!

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE (5/5).

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 SINCE ICONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS IN THE SUPPLY. INCLUDE THE 4C AND 4D TOWERS.

HORDES

WAVE O	Wave 1	Wave 2
1x GREEN	4x GREEN	2x GREEN
	2× YELLOW	
3x RED	4x RED	
WAVE 3	Wave 4	BLANKS
2× GREEN		
2x YELLOW	2× YELLOW	3x BLANK
2x RED		

YOU WILL ALSO NEED: GREENMUCK MINIATURE, GREENMUCK REFERENCE AND LIFE CARD, TAINTED TREANT SPAWN MARKER, 2 TAINTED TREANT HORDE CARDS, AND 5 GREENMUCK ACTION CARDS.

PORTALS

NONE.

PATH TILES









SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:













IN THIS SCENARIO YOU WILL ENCOUNTER ENEMIES WITH THE FOLLOWING NEW ABILITY AND A NEW TYPE OF MAP TILE:



GREENMUCK'S LIFE DECK

GREENMUCK HAS 2 LIFE CARDS. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM RIGHT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF GREENMUCK IS FACE UP. THEN

STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP AND "2" IS BELOW THAT.



GREENMUCK'S ACTION DECK

ONE OF GREENMUCK'S ACTION CARDS HAS AN ACID SYMBOL ON IT. PLACE THE CARD WITH THE ACID SYMBOL FACE DOWN ON THE TABLE, THEN SHUFFLE



WINNING

THERE ARE NO PORTALS IN THIS SCENARIO. INSTEAD, YOU WIN BY DEFEATING GREENMUCK. WHEN THE LAST CARD IN HIS LIFE STACK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.



SCENARIOS THAT FEATURE A BOSS HAVE SPECIAL RULES FOR THE BOSS MINIATURE. THOSE RULES ARE SUMMARIZED HERE. YOU WILL ALSO FIND RULES HERE DESCRIBING THE SPECAL ABILITES OF GREENMUCK IN MORE DETAIL THAN IS PROVIDED ON THE REFERENCE CARD.

BOSS MINIATURES

- HEROES CANNOT ENTER THE SAME SPACE AS A BOSS MINIATURE.
- If a Boss miniature moves into a space that a Hero is IN. THAT HERO IS FORCED TO RETREAT (THEY MUST MOVE TO AN ADJACENT UNOCCUPIED SPACE. OR RETURN TO THEIR HERO BOARD) AND SUFFERS 1 DAMAGE.
- WHEN A BOSS MINIATURE MOVES, IF IT WOULD MOVE INTO A SPACE WITH A HORDE IT JUMPS OVER THAT SPACE.
- WHEN A HORDE WOULD MOVE INTO THE SPACE OF A BOSS MINIATURE, IT JUMPS OVER THE BOSS MINIATURE.

ACTIVATING BOSSES

BOSS MINIATURES ACTIVATE DURING PHASE 4: ADVANCE HORDE TRAYS AS IF THEY WERE A HORDE, BOSS MINIATURES ARE ACTIVATED AS PART OF THE NORMAL HORDE ACTIVATION SEQUENCE. WHEN IT IS TIME FOR A BOSS MINIATURE TO ACTIVATE, FOLLOW THE STEPS DESCRIBED ON THAT BOSSES REFERENCE CARD.

TO PERFORM AN ACTION, DRAW THE TOP CARD OF THE BOSSES ACTION DECK AND PERFORM THE EFFECTS OF ICONS AND TEXT SHOWN ON THE CARD.



TAINTED TREANTS

PUT THE 2 TAINTED TREANT HORDES IN A FACE-DOWN STACK. WHENEVER A TREANT HORDE IS DESTROYED PUT IT BACK ON TOP OF THIS STACK.

GREENMUCK'S ACTIONS MOVE, AND TRIGGER SPAWNS FROM THE TAINTED TREANT SPAWN MARKER. THIS BEGINS THE GAME IN THE SPACE IN FRONT OF GREENMUCK. THE SPAWN MARKER HAS THE FOLLOWING RULES:

- TT OCCUPIES A SPACE. HEROES CANNOT STOP THEIR MOVEMENT IN ITS SPACE. HORDES AND BOSSES THAT WOULD ENTER ITS SPACE JUMP IT INSTEAD.
- If it ends up on top of a Tower do not pick up those TOWERS AT THE END OF THE ROUND.

MOST OF GREENMUCK'S ACTIONS MOVE THE TAINTED TREANT SPAWN MARKER THEN CAUSE A TAINTED TREANT HORDE TO SPAWN FROM IT. TO MOVE IT. ALIGN THE ACTION CARD WITH THE PATH EXIT USING THE PURPLE LINE, THEN MOVE THE TOKEN IN THE DIRECTION OF THE ARROW. IT JUMPS OVER HORDES. AND FORCES HEROES IN THE SPACES IT MOVES INTO, TO RETREAT.

WHEN YOU SPAWN A TAINTED TREANT FROM THE TOKEN, DRAW THE TOP CARD OF THE TAINTED TREANT HORDE STACK (IF THERE ISN'T ONE. IGNORE THIS EFFECT) AND PLACE IT ON AN EMPTY PATH SPACE ADJACENT TO THE SPAWN TOKEN. IF THERE ARE MULTIPLE OPTIONS, YOU DECIDE WHICH SPACE IT SPAWNS INTO, IF THERE ARE NO AVAILABLE SPACES TO PLACE TAINTED TREANT HORDE PUT IT BACK ON THE TOP OF TAINTED TREANT HORDE STACK. WHEN TREANT HORDES ARE DEFEATED, PUT THEM ON THE TOP OF THE TAINTED TREANT HORDE STACK.

BOSS MINIATURE'S MOVEMENT CANNOT BE STOPPED BY SOLDIERS. WHEN A BOSS MINIATURE MOVES, IF THERE ARE SOLIDERS ON ITS LIFE CARD, FIRST RETURN THOSE SOLIDERS TO THE SUPPLY, THEN MOVE THE BOSS.

FIGHTING BOSSES

BOSS MINIATURES ARE HARD TO DEFEAT.

- HEROES AND SPELLS CANNOT AFFECT BOSSES. HEREOES CANNOT STAND ON THE BOSSES LIFE CARD, AND IF A HERO ABILITY OR ATTACK WOULD PLACE DAMAGE TILES ON A BOSS, THOSE TILES ARE NOT PLACED. LIKEWISE FOR SPELLS.
- WHEN A TOWER ATTACKS A BOSS THE DAMAGE TILES ARE PLACED ONTO THE TOP CARD OF THE BOSSES LIFE DECK. TO DAMAGE THE BOSS THE BOSSES GRAPHIC ON THE LIFE CARD MUST BE FULLY COVERED.
- ALL TOWER ATTACKS TARGETING A BOSS HAVE 🚫



DAMAGING BOSSES

DURING THE PHASE 3: DESTROY HORDE TRAYS, CHECK THE TOP CARD OF THE BOSS LIFE DECK. IF THE GRAPHIC DEPICTING THE BOSS IS FULLY COVERED THE BOSS IS DAMAGED. REMOVE THE TOP CARD FROM THE LIFE DECK AND FLIP IT OVER. ON THE BACK IT WILL DESCRIBE THE BOSSES RETALITION EFFECT. THIS IS RESOLVED AS IF IT WERE AN ACTION CARD (SEE ABOVE). ONCE YOU PERFORM ALL RETALIATION EFFECTS. RETURN THE CARD TO THE GAME BOX.











STRANGE LIZARDS WITH THE POWER TO CALL MORE OF THEIR OWN KIND FORTH FROM THE ETHER HAVE ARRIVED AT THE KINGDOM'S BORDERS. THESE FOES SHOULD NOT BE UNDERESTIMATED. THEY MUST BE STOPPED IF WE ARE TO STAND A CHANCE AGAINST THE SPIDER GODDESS, WHO LYNN HAS ASSURED US. WAS ALSO BROUGHT FORWARD IN TIME BY THE SAME PORTALS HER AND GRAWL HAVE COME THROUGH.

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE 6/66.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 🔕 KONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS. ADD THE 4C AND 4D TOWERS TO THE SUPPLY.

HORDES

WAVE 1	WAVE 2	WAVE 3	Wave 4
2x GREEN	2x GREEN		
2x YELLOW	1× YELLOW	2× YELLOW	
3× RED			1x RED

WAVE 7	Wave S2	Blanks	Webs
	1× GREEN		
2x YELLOW		3x Blanks	4x Webbing Hordes

YOU WIL ALSO NEED: SPIDER CHALLENGE TURN REFERENCE CARD. 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, 4 WEBBING TRANSPARENCIES, AND 6 SAURIAN SUMMON HORDES.

TO CREATE THE SPIDER CHALLENGE DECK SHUFFLE THE 12 SPIDER CHALENGE CARDS AND PLACE THEM NEARBY. DO THE SAME WITH THE 6 SAURIAN SUMMON HORDES TO CREATE THE SAURIAN SUMMON HORDE STACK.

PORTALS







PATH TILES















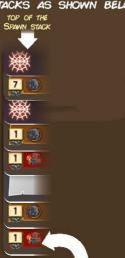


ENTRANCE



SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:









In this scenario you will encounter enemies with the following new ability:



SAURIAN SUMMONERS

THESE POWERFUL SAURIANS ARE ABLE TO OPEN PORTALS TO SUMMON REINFORCEMENTS FROM FARAWAY LANDS.

BEFORE A HORDE MOVES, IF IT HAS ANY SAURIAN SUMMON ICONS ON IT THAT ARE NOT COVERED, DRAW THE TOP HORDE FROM THE SAURIAN SUMMON STACK (THE GREEN HORDE CARDS WITH THE SUARIAN SUMMON ICON ON THE BACK) AND PLACE IT IN THE SPACE IN FRONT OF THE HORDE. IF THAT SPACE IS OCCUPIED, THE NEWLY

SUMMONED HORDE JUMPS FORWARD TO THE FIRST UNOCCUPIED SPACE. THIS MAY RESULT IN THE SUMMONED HORDE CROSSING INTO THE KINGDOM IMMEDIATELY. IF THIS HAPPENS, THE KINGDOM LOSES HEARTS AS NORMAL. THE NEWLY SUMMONED HORDE DOES NOT ACTIVATE THE TURN IT IS SUMMONED, BUT WILL ACTIVATE AS A NORMAL HORDE ON FUTURE TURNS.

THE SAURIAN HORDES HAVE A CRYSTAL ON THE BACK SO ARE WORTH 1 CRYSTAL WHEN DESTROYED, BUT SAURIAN SUMMONERS HAVE NO CRYSTALS ON THE BACK.













HORDES AND HORDES

THE SAURIAN SUMMONERS AND SAND WRAITHS HAVE GATHERED TOGETHER AND ARE ATTEMPTING TO OVERRUN THE KINGDOM WITH THEIR OVERWHELMING NUMBERS AND NEAR ENDLESS REINFORCEMENTS.

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE \$/\$\$.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 (5) KONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS. ADD THE 4C AND 4D TOWERS TO THE SUPPLY.

HORDES

WAVE O	WAVE 1	WAVE SI	WAVE S2	Webs
1x GREEN		2x GREEN	2x GREEN	
2x YELLOW		2x Yellow	2x YELLOW	4x Webbing Hordes
	3x RED	2x RED	2x RED	

YOU WILL ALSO NEED THE SPIDER CHALLENGE TURN REFERENCE CARD, 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, 4 WEBBING TRANSPARENCIES, 6 SAURIAN SUMMON HORDE CARDS, AND THE 6 FALLEN SUMMON HORDE CARDS.

TO CREATE THE SPIDER CHALLENGE DECK, SHUFFLE THE 12 SPIDER CHALLENGE CARDS AND PLACE THEM FACE DOWN NEARBY. DO THE SAME WITH THE 6 SAURIAN SUMMON HORDE CARDS TO CREATE THE SAURIAN SUMMON STACK AND WITH THE 6 FALLEN SUMMON HORDE CARDS TO CREATE THE FALLEN SUMMON STACK.

PORTALS



PATH TILES





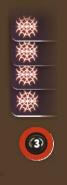


SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:

S1 🦓 S2 🦓 S2 (8) S1 (6) S1 (S2 (8) S2 (4)













SPAWN POINT 3 IS NOT PLACED BESIDE THE PATH BECAUSE NONE OF THE HORDES FROM THIS STACK WILL APPEAR ON THE PATH.





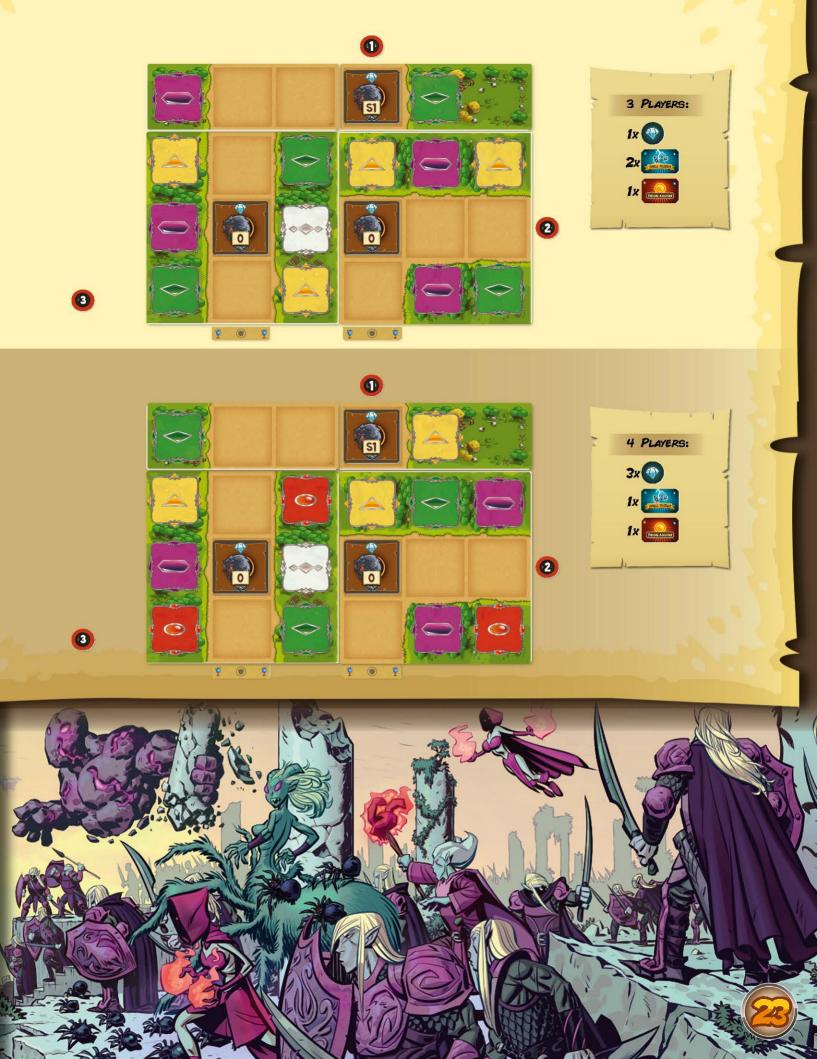












A RERCE ADVERSARY HAS RETURNED FROM THE PAST, THE SPIDER GODDESS! GRAWL WENT AHEAD TO FACE HER ON HIS OWN, CONFIDENT IN HIS STRENGTH AND NATURAL RESISTANCE. WE WERE UNABLE TO STOP

HIM TRYING TO FACE HER ALONE, AND HE HAS NOW BECOME ENTANGLED IN HER WEBS. WE MUST FREE HIM BEFORE THE SPIDER GODDESS TURNS HIM INTO A HEARTY MEAL!

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE \$\(\frac{1}{2}\)/\$\(\frac{1}{2}\)\$. YOU CANNOT USE GRAWL.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 SICONS ON THE BACK.

TOWERS

SET UP WITH ALL LEYEL 1, 2, 3, 4A, AND 4B TOWERS. ADD THE 4C AND 4D TOWERS TO THE SUPPLY.

HORDES

WAVE O	Wave 1	WAVE 3
2x GREEN	2x GREEN	2x GREEN
1x YELLOW	4x YELLOW	2x YELLOW
	2x RED	1x RED
Wave 7	Wave S1	Webs
	1x GREEN	
1x YELLOW	3x YELLOW	4x Webbing Hordes

YOU WILL ALSO NEED: GRAWL'S MINIATURE, THE SPIDER GODDESS MINIATURE, 3 WEB TRAP CARDS, 6 FALLEN SUMMON HORDE CARDS, THE SPIDER CHALLENGE TURN REFERENCE CARD, 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, AND 4 WEBBING TRANSPARENCIES.

TO CREATE THE SPIDER CHALLENGE DECK: SHUFFLE THE 12 SPIDER CHALLENGE CARDS AND PLACE THEM FACE DOWN NEARBY. DO THE SAME WITH THE 6 FALLEN SUMMON HORDES TO CREATE THE FALLEN SUMMON STACK.

EACH WEB TRAP CARD SHOWS A NUMBER IN THE BOTTOM RIGHT HAND CORNER. FORM A STACK OF THE WEB TRAP CARDS BY PLACING THE CARD WITH THE NUMBER 3 ON THE SPACE SHOWN ON THE MAP, WITH THE NUMBER 2 CARD ON TOP, AND THE NUMBER 1 CARD ON TOP OF THAT.



PATH TILES A2 1×1 B11

Using the gathered Horde Cards, prepare the Spawn stacks as shown below:

1x1

SPAWN STACKS







GRAWL'S MINIATURE

GRAWL IS TRAPPED BY THE SPIDER GODDESS' WEBBING. HEROES MAY ENTER AND OCCUPY THE SAME SPACE AS GRAWL.

GRAWL DOES NOT MOVE EXCEPT WHEN THE LAST WEB TRAP CARD IS DESTROYED. THE RETALIATION EFFECT ON THAT CARD ALLOWS YOU TO MOVE GRAWL UP TO 3 SPACES. THIS MEANS YOU CAN GET HIM OUT OF DANGER, AND USE HIM TO FIGHT HORDES BY ENGAGING THEM WHICH WILL HELP YOU FINISH THE SCENARIO.

IF THE SPIDER GODDESS MINIATURE EVER ENTERS THE SAME SPACE AS GRAWL. YOU LOSE THE GAME.

WINNING

THERE ARE NO PORTALS IN THIS SCENARIO. INSTEAD. 拳拳拳拳 YOU WIN BY REMOVING THE CARDS FROM THE WEB ** ** ** TRAP STACK AND FREEING GRAWL. THE WEB TRAP ** ** CARDS WORK LIKE BOSS LIFE CARDS.



A WEB TRAP CARD IS DESTROYED ONCE ALL OF THE SPACES THAT SHOW THE WEB ICON ARE COVERED. THE PLAIN SPACES CANNOT BE COVERED AND DO NOT NEED TO BE TO DESTROY THE CARD. WEB TRAP CARDS CAN ONLY BE ATTACKED BY TOWERS, AND ONLY BY TOWERS THAT CAN TARGET THE SPACE THE STACK IS PLACED IN. AT THE END OF PHASE 4: DESTROY HORDE TRAYS, IF ALL WEB SPACES ARE COVERED THE WEB TRAP IS DESTROYED. FLIP IT OVER AND FOLLOW THE INSTRUCTIONS ON THE CARD, THEN RETURN IT TO THE GAME BOX.



THIS SCENARIO USES THE SPIDER GODDESS MINIATURE. BUT NOT HER ACTION OR LIFE DECK. YOU CANNOT ATTACK THE SPIDER GODDESS IN THIS SCENARIO.

BOSS MINIATURES

- HEROES CANNOT ENTER THE SAME SPACE AS A BOSS MINIATURE
- IF A BOSS MINIATURE MOVES INTO A SPACE THAT A HERO IS IN. THAT HERO IS FORCED TO RETREAT (THEY MUST MOVE TO AN ADJACENT UNOCCUPIED SPACE, OR RETURN TO THEIR HERO BOARD) AND THEY SUFFER 1 DAMAGE.
- WHEN A BOSS MINIATURE MOVES, IF IT WOULD MOVE INTO A SPACE WITH A HORDE, IT JUMPS OVER THAT SPACE.
- WHEN A HORDE WOULD MOVE INTO THE SPACE OF A BOSS MINIATURE, IT JUMPS OVER THE BOSS MINIATURE

ACTIVATING SPIDER GODDESS

DURING PHASE 5: ADVANCE HORDE TRAYS, THE SPIDER GODDESS MOVES ONE SPACE DOWN THE PATH TOWARDS GRAWL'S MINIATURE. IF SHE ENTERS THE SAME SPACE AS GRAWL'S MINIATURE; GRAWL IS CAPTURED AND YOU LOSE THE GAME. IF THE KINGDOM RUNS OUT OF HEARTS YOU ALSO LOSE THE GAME.

NOTE: DESTROYING WEB TRAP CARDS WILL PUSH THE SPIDER GODDESS BACK UP THE PATH, GIVING YOU MORE-TIME TO SAVE GRAWL.



MAP SETUP









THE GODDESS RETURNS

BY SAVING GRAML WE HAVE ANGERED THE SPIDER GODDESS. SHE HAS NOW TURNED HER RAGE TOWARDS THE KINGDOM AND HAS CALLED UPON HER ARMY OF SPIDERS TO ASSIST HER. RALLY THE FORCES, AND PREPARE FOR BATTLE.

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM ANY THAT THEY HAVE \$\(\frac{1}{2}\)/\$\(\frac{1}{2}\)\$.

SPELLS

SPELLS MAY BE CHOSEN FROM THOSE THAT HAVE 1 OR 2 SICONS ON THE BACK.

TOWERS

SET UP WITH ALL LEVEL 1, 2, 3, 4A, AND 4B TOWERS. ADD THE 4C AND 4D TOWERS TO THE SUPPLY.

HORDES

WAVE O	WAVE 1	WAVE 3	Wave 4	Webs
3x GREEN	1x GREEN	2x GREEN	2x GREEN	
1× YELLOW	4x YELLOW	2x YELLOW	2x YELLOW	4x Webbing Hordes
	3x RED		2x RED	

YOU WILL ALSO NEED THE SPIDER GODDESS MINIATURE, HER 5 LIFE CARDS, 5 SPIDER BROOD CARDS, 4 WEBBING TRANSPARENCIES, 12 SPIDER CHALLENGE CARDS, 12 SPIDER TILES, SPIDER CHALLENGE TURN REFERENCE CARD, AND SPIDER GODDESS REFERENCE CARD.

TO SET UP THE BROOD DECK, SHUFFLE THE BROOD CARDS AND PUT THEM IN A FACE-DOWN STACK NEARBY. DO THE SAME WITH THE SPIDER CHALLENGE CARDS TO SET UP THE SPIDER CHALLENGE DECK.



NONE.

PATH TILES









SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:









SPIDER GODDESS LIFE DECK

THE SPIDER GODDESS HAS 5 LIFE CARDS. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM RIGHT CORNER. TO PREPARE THE LIFE DECK. TURN THE CARDS SO THE IMAGE OF THE SPIDER GODDESS IS FACE UP. THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP. "2" IS BELOW THAT, AND SO ON.

WINNING

THERE ARE NO PORTALS IN THIS SCENARIO. INSTEAD, YOU WIN BY DEFEATING THE SPIDER GODDESS. WHEN THE LAST CARD IN HER LIFE DECK IS DESTROYED. YOU WIN AT THE END OF THAT ROUND.



THE SPIDER GODDESS FOLLOWS ALL OF THE USUAL BOSS RULES, IN THIS SCENARIO YOU WILL BE FIGHTING HER DIRECTLY.

A BOSS MINIATURE'S MOVEMENT CANNOT BE STOPPED BY SOLDIERS. WHEN A BOSS MINIATURE MOVES, IF THERE ARE SOLDIERS ON ITS LIFE CARD, FIRST RETURN THOSE SOLDIERS TO THE SUPPLY. THEN MOVE THE BOSS.

FIGHTING BOSSES

BOSS MINIATURES ARE HARD TO DEFEAT.

- HEROES AND SPELLS CANNOT AFFECT BOSSES. HEROES CANNOT STAND ON THE BOSSES LIFE CARD. AND IF A HERO ABILITY OR ATTACK WOULD PLACE DAMAGE TILES ON A BOSS. THOSE TILES ARE NOT PLACED. LIKEWISE FOR SPELLS
- WHEN A TOWER ATTACKS A BOSS THE DAMAGE TILES ARE PLACED ONTO THE TOP CARD OF THE BOSSES LIFE DECK. TO DAMAGE THE BOSS THE BOSSES GRAPHIC ON THE LIFE CARD MUST BE FULLY COYERED.
- 🏴 ALL TOWER ATTACKS TARGETING A BOSS COUNT AS HAVING 🥵.

DAMAGING BOSSES

DURING PHASE 4: DESTROY HORDE TRAYS, CHECK THE TOP CARD OF THE BOSS LIFE DECK; IF THE GRAPHIC DEPICTING THE BOSS IS FULLY COVERED THE BOSS IS DAMAGED. REMOVE THE TOP CARD FROM THE LIFE DECK AND FLIP IT OVER. ON THE BACK IT WILL DESCRIBE THE BOSSES RETALIATION EFFECT. THIS IS RESOLVED AS IF IT WERE AN ACTION CARD. ONCE YOU PERFORM ALL RETALIATION EFFECTS. RETURN THE CARD TO THE GAME BOX.

SPIDER BROOD

THE SPIDER GODDESS HAS A SPIDER BROOD HORDE STACK INSTEAD OF AN ACTION DECK. WHENEVER SHE LEAVES A SPACE; DRAW THE TOP CARD OF THE SPIDER BROOD STACK AND PLACE IT IN THE SPACE SHE JUST LEFT. SPIDER BROOD HORDE CARDS DO NOT ACTIVATE THE TURN THEY APPEAR ON THE PATH.

YOU DO NOT GAIN CRYSTALS FOR DEFEATING THESE HORDES. WHEN ONE IS DEFEATED, PUT IT ON THE BOTTOM OF THE SPIDER GODDESS ACTION DECK.















SPIDER GODDESS AND PORTAL STORM

THE PORTAL STORM SECTION AT THE END OF THE BASE GAME SCENARIO BOOKLET IS DESIGNED TO PROVIDE RE-PLAYABLE SCENARIOS FEATURING TWO RANDOMLY SELECTED BOSSES AND A RANDOM HORDE STACK. THE COMPONENTS OF THIS EXPANSION CAN BE INCORPORATED INTO PORTAL STORM SCENARIOS. THE WEBS! STRIKE CARDS. AND SPIDER GODDESS AND GREENMUCK PORTAL STORM LIFE AND REFERENCE CARDS ARE SPECIFICALLY FOR THIS PURPOSE. THEIR RULES ARE DESCRIBED IN DETAIL BELOW. THE WAYE S HORDE CARDS CAN ALSO BE ADDED TO THE STORM SET UP BY MIXING THEM WITH THE HORDES THAT MATCH THEIR LETTER GROUP.

WAVES CARDS

WAYE SI AND S2 CARDS CAN BE INCLUDED IN PORTAL STORM. WHEN PREPARING SPAWN STACKS FOR PORTAL STORM. IF YOU WANT TO HAVE WAVE S CARDS APPEAR IN THE SPAWN STACKS. YOU'LL ALSO NEED SETS OF FALLEN SUMMON CARDS AND SAURIAN SUMMON CARDS. PLACE THE WAVE S CARDS INTO THE FOLLOWING GROUPS:

> GROUP A - S1 GREEN, S2 GREEN GROUP B - SI YELLOW GROUP C - SI RED. S2 YELLOW GROUP D - S2 RED

TOO MANY WAVE S CARDS CAN MAKE PORTAL STORM IMPOSSIBLE TO WIN. IF YOU ARE USING THE WAVE S CARDS IN PORTAL STORM: AFTER GATHERING HORDE CARDS, LOOK THROUGH THEM: IF THERE ARE 4 OR MORE WAVE S CARDS IN A SINGLE STACK, REPLACE WAVE S CARDS WITH OTHER CARDS FROM THE SAME GROUP, UNTIL THE TOTAL NUMBER OF WAVE S CARDS IS 3 OR LESS.

THIS EXPANSION ADDS THE LIFE AND REFERENCE CARDS YOU NEED TO INCLUDE GREENMUCK AND THE SPIDER GODDESS INTO THE BASE GAME'S PORTAL STORM SCENARIOS AS WELL AS 2 NEW STRIKE CARDS FOR PORTAL STORM. THOSE CARD EFFECTS ARE DESCRIBED IN DETAIL HERE:

SPIDER GODDESS

THE SPIDER GODDESS IS A YERY CHALLENGING BOSS. TO HELP YOU. WHEN SHE SPAWNS YOU GAIN A SPELL. IF YOU HAVE USED ANY SPELLS YOU STARTED WITH, YOU MAY CHOOSE TO REGAIN ONE OF THOSE, OR CHOOSE A SPELL FROM THE GAME BOX AND ADD IT TO THE AVAILABLE SPELLS.

YOU WILL NEED THE SPIDER BROOD CARDS IF SHE SPAWNS IN PORTAL STORM. AFTER THE SPIDER GODDESS MOVES, SPAWN A SPIDER BROOD INTO THE SPACE SHE JUST LEFT. THIS SPIDER BROOD DOES NOT ACTIVATE THE TURN IT SPAWNS.

GREENMLICK

WHEN GREENMUCK SPAWNS TAKE THE TAINTED TREANT SPAWN MARKER AND CHOOSE AN EMPTY PATH SPACE AND PLACE THE MARKER THERE. IF THERE ARE NO EMPTY PATH SPACES DO NOT PLACE THE MARKER. IN PORTAL STORM THE SPAWN MARKER DOES NOT SUMMON TREANTS. INSTEAD, IT JUST BLOCKS THAT SPACE. HEROES CANNOT MOVE THROUGH IT OR END THEIR MOVEMENT THERE. AND HORDES AND BOSSES THAT WOULD MOVE INTO THAT SPACE JUMP OVER IT INSTEAD. WHEN GREENMUCK IS DESTROYED. REMOVE THE TAINTED TREANT SPAWN MARKER FROM THE PATH.

WEBS! STRIKE CARDS

THERE ARE TWO WEBS! STRIKE CARDS. THEY BOTH PLACE 2 WEBBING TRANSPARENCIES OVER TOWERS IN THE SUPPLY. THE DIFFERENCE BETWEEN THEM ARE THE SPECIFIC TOWERS THEY PLACE THE WEBBING TRANSPARENCIES OVER. THESE WORK THE SAME AS WEBBING TRANSPARENCIES PLACED BY WEBBING HORDES DO IN THE SPIDER GODDESS SCENARIOS (SEE PAGE 12).



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SEN-FOONG LIM JESSEY WRIGHT

GAME DEVELOPMENT: FILIP MIŁUŃSKI

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PRODUCER: VINCENT VERGONJEANNE

SCENARIO BOOKLET EDITING THE GAMING RULES! TEAM AND PROOFREADING:









