
The Spider

An Official Fellowship Expansion Pack



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The Spider is the fifth *Fellowship* expansion. The Spider specializes in traps, surprises, and lies, using trickery and patience to get things done. They have the tools to get the upper hand in any situation, as long as they have time on their side. They watch, they wait, they plan, they win.

The Spider is a hero unlike any other. They are strange, different, and out of place. They don't like taking center stage, preferring to watch from the shadows and strike out at the perfect moment. They aren't necessarily a spider - perhaps some kind of extra-dimensional beast, or alien invader, or any other kind of bug people.

This expansion also adds Traps to the game, an item tag that requires you to set up in advance to use them, but allows you to trigger them later no matter where you are or what else you're doing. Traps are very powerful, but they require forethought and planning to use effectively.

The best playbooks to make use of Traps are the Halfling and the Elf. With the Elf's ability to *Camouflage*, their aptitude to *Get Away*, and the ability to *Touch The World Lightly*, they can place traps in strange places without much danger.

The Halfling, on the other hand, is the only playbook that does not need any foresight or planning to use a Trap - with *The Little Folk* move, they can place a trap right under everyone's noses, in the thick of even the most chaotic battlefield or tense standoff.

When playing as the Overlord, know that the Spider commands their territory, but they need the time to make their territory. They'll want to hide, they'll want to set up. Shadows, cover, difficult terrain - these are the things the Spider likes.

When you want to play to their strengths, give them time. Give them cover and hiding places. Use very fast or strong enemies, because the Spider's traps don't care how fast or strong you are. Give them chances to lie and pull a fast one. Give them good terrain to exploit. Let them feel clever and sneaky.

When you want to play to their weaknesses, surprise them. Give them problems they don't have time for. Use tough enemies or large numbers of enemies, who can take their traps and keep coming. Use poor terrain against them. And make them wish for time or safety.

For the Spider, good terrain can be anything dangerous that hurts everyone equally, like cliffs, camp fires, snake pits, collapsible walls, rolling stones. Poor terrain for the Spider includes open sight lines, high ground, and multiple entrances, which prevent them from using their traps efficiently.

New Content

The Spider is all about laying traps, a unique mechanic that they can take advantage of in ways no one else really can. While the Spider can make as many traps as they'd like with *Web Spinning*, everyone else needs to take them as Gear, or buy them during Downtime.

Trap (new Item Tag)

Traps are items you need to set up in advance to use. It costs 1 Use to place a trap, and you need time and safety to place it. If a trap never gets triggered, you can retrieve it later to regain its Use.

A trap may only be placed while you have time and safety. Anyone who sees you place a trap knows where it is, and you cannot trigger it on them while they're fully aware of their surroundings.

When you set up a Trap, tell us the area you placed it in. **When someone enters the trapped area**, you may trigger it, and the trap simply happens to them. A Trap will only ever hit one enemy, unless it says otherwise or doesn't target enemies at all, like the Exploding Trap.

Threats to the World cannot take damage from Traps, but their other effects all work as normal.

A set of Traps can be bought for 1 Use of something Precious.

- **Arrow Trap:** 2 Uses. Deal 1 damage to an undamaged enemy.
- **Bear Trap:** 3 Uses. Immobilize them until they pry free. It also causes immense, distracting pain when initially triggered.
- **Exploding Trap:** Dangerous, 2 Uses. Cave in a small room or narrow tunnel on cue, or blast open a wall or door on cue.
- **Flashpowder Trap:** 2 Uses. Blind everyone in the area for a short time.
- **Pit Trap:** 2 Uses. They fall into a hole.

If you are playing with The Spider expansion...

Most of the Spider's Custom Moves give them new traps to use with *Web Spinning*. **When you Share one of those Moves with someone**, they add the trap to their Gear as an item with the tags (Trap, 2 Uses) instead.

The Elf and The Heir may take an **Arrow Trap** (Trap, 2 Uses) in place of any other Gear option.

The Halfling, The Squire, and The Orc may take a **Bear Trap** (Trap, 3 Uses) in place of any other Gear option.

The Dwarf, The Orc, and The Constructed may take an **Exploding Trap** (Trap, Dangerous, 2 Uses) in place of any other Gear option.

The Elf and The Harbinger may take a **Flashpowder Trap** (Trap, 2 Uses) in place of any other Gear option.

The Dwarf or The Halfling may take a **Pit Trap** (Trap, 2 Uses) in place of any other Gear option.

The Spider

*I am here to help. You do not believe me yet. But you will, in time.
 We have common cause. We are very different. We are all the same.
 Death lies before us. An Overlord's cunning plan. Soon, devastation.
 But not yet, not now. We can be more cunning still. A chance lies with us.
 New hope blossoms here. This fellowship needs many. We have but a few.
 I am here to help. Spiders know much and see more. My webs keep you safe.
 I am the Spider. I await our victory. I await our prey.*

The Spider is patient, sneaky, and clever. They take their time. They play tricks. They do their own thing. They use every advantage they can get. They're weird monsters and they like it that way.

Play as the Spider if you like planning and traps, if you want to be strange and weird, if you like to tell lies and play tricks, or if you just think spiders and bugs are super cool.

Names

Choose one or two, or make up your own:

Names

*Parker, Vero, Donut, Taranna, Kurodani, Ta'Ch'Ch, Carris, Lyrac, Prottil,
 Truespinner, Lightwalker, Heartthief, Redeye, Va'Roon*

Claims

*Stole The Moon's Heart, Wandered 4000 Days, Eaten Every Creature, Infiltrated
 Hound's Hall In Silence, Foiled Assassination, Loved By The Elf King, Mother of
 Ten Spider's Grove, Destroyer of the Dusk Owls, Swallowed By The Dragon
 Demothaz And Crawled Back Out, Dueled King Alexandros and Won*

Look

Choose one from each list:

- Beautiful Eyes, Hard Eyes, or Hungry Eyes
- Dull Coloration, Shimmering Patterns, or Vibrant Tattoos
- Simple Clothes, Unusual Armor, or No Clothes At All
- Armored Body, Fuzzy Body, or Segmented Body

Stats

You begin with a +2 in Sense.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Alien Mindset**
Disregard the value of art, law, and social customs.
- **I Hunger**
You want food, you want love, you want to lash out.
- **The Waiting Game**
Make plans, set ambushes, take your time.

Spider's Core

All Spiders have the following Moves.

Wall Walker

You can move along walls and ceilings of any solid material. So long as the surface can support your weight, you can move along it at any speed or cling in place without falling.

When you go solo, you can act normally while *Wall Walking*.

When you have a passenger, they must cling to you with both arms or they will fall, and you must keep all your limbs on the wall or you will fall.

Web Spinning (Sense)

When you prepare an area for an ambush, roll +Sense. **On a 10+**, you gain 2 Webs. **On a 7-9**, you gain 1 Web. **When an enemy in the prepared area makes a move against you**, you may spend 1 Web to trigger a trap before they make that move. **Choose one:**

- **Escape Route:** You *Get Away*, rolling with Hope.
- **Manipulate:** Throw, drop, or break an object in the prepared area. You can use this to collapse a doorway, spread a camp fire, drop a chandelier, cause a rock slide, and other such tricks.
- **The Catch:** Their leg or arm becomes caught and immobilized. Next time they try something, you can *Manipulate* them.

On a 6-, your trap is poorly hidden. Tell us which trap you laid and where it is. Everyone can see it and see what it is going to do, and act accordingly.

This Move cannot be Shared.

Many of the Spider's Custom Moves give them new traps to use with *Web Spinning*. **When you Share one of those Moves with someone**, they add the trap to their Gear as an item with the tags (Trap, 2 Uses) instead.

What Is A Spider?

Choose the option that best represents your people:

- **Extra-Dimensional**

You are a being from outside the world we know, which mostly means you're a big weird bug that nobody understands. **When someone asks you a question, whether to *Speak Softly* with you, *Look Closely* at you, make you *An Offer You Can't Refuse*, or ask you to *Command Lore* about your people,** you may tell them lies. You should still tell the truth to us, the players, but to everyone in the world of the game, they will only know you by the lies you tell.

- **Human-Like**

You are mostly human-shaped, but being human-shaped is not the same as being human. You are immune to normal poisons and diseases, and the *Piercing* tag does not work on you.

- **Tauric**

Your lower body is all bug, your upper half is all human. **When you are *Wall Walking* with a passenger,** your hands remain free. **When you *Get Away*,** you can always take someone with you, regardless of your roll. **If you also choose to "take someone with you" from the *Get Away* list,** you can take up to three people with you instead.

- **Well Armed**

You walk on two legs, and the rest of your many limbs are arms. You are multidextrous and can use any hand as well as any other, for any purpose. You always have a hand free to do something with, even when *Wall Walking* with a passenger.

Your many limbs make you a master puppeteer. **While you have any Webs,** it does not cost a Web to *Manipulate* your surroundings.

Spider's Gear

You carry strange food that only you enjoy (Food for Spiders, 3 Uses).

How do you fight? **Choose two:**

- With your claws and teeth (Melee).
- With a bladed weapon in each hand (Melee).
- With needles or stones you can eject from your body (Ranged, Reload).
- With confidence and fast healing (Healing, 2 Uses, self only).
- With a strangely shaped bow or rifle (Ranged, 3 Ammo).

Spiders never carry more than they need, but you carry some things rarely found outside of Spider territory. **Choose two:**

- The names and faces of your prey, including their sins and their worth, bound in a book of leather and silk.
- Fine silks and strange artifacts for trade (2 Uses, Precious).
- Various poisons and oils with overly-specific effects (2 Uses, Useful).
- A swarm of bugs that does your bidding. You have one Bond with them.
- A variety of special traps (2 Uses, Trap). **When you Use this**, choose one of the traps (Arrow, Bear, Exploding, Flashpowder, or Pit) and place it as normal, following all the rules of that trap.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

_____ is my partner in crime.
 I like to wait and see what _____ does.
 _____ wants what's best for me.
 I will never catch _____ in my web.
 _____ understands me like no one else does.
 _____ brought me out of my home, and here we are now.
 I can rely on _____ .
 When the world was cruel, _____ was kind.
 _____ believes in me, even when I lie.
 I have shown _____ my greatest secret.

Spider's Custom

Choose two of these Moves to further define what it means to be a Spider.

Approximate Knowledge of Many Things

The tricks of others are easily stolen. Take a Custom Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

Carapace

Add your Exoskeleton (Armor, 2 Uses) to your Gear.

You also gain this *Web Spinning* trap:

- **Armored:** Their attack does nothing to you.

Grasshopper

You can jump to anywhere you can see, and land there near-instantly. You still need to roll to *Get Away*, if that applies.

You also gain this *Web Spinning* trap:

- **Pounce:** You leap on top of them. If they are smaller than you, they fall. If they are bigger, you are now riding them.

Predator

When you *Look Closely*, you gain 1 Web, which must be used in the area or against the person you *Looked Closely* at. **If you still have this Web when you or they leave the area**, you lose it.

Silver Tongue

When you *Speak Softly*, in place of one of your questions you ask them, you may tell them a lie. They will earnestly believe this lie to be true until overwhelming or undeniable evidence contradicts them.

Step Into My Parlor

When an enemy wanders into your hiding place, you may attempt to *Finish Them* with +Grace. **If you destroy them**, no one hears them, and you remain hidden.

Weaver

You can produce infinite silk rope. You can use it for anything sticky, durable, flexible rope is good for.

Your *Web Spinning* traps and Traps in your Gear gain the *Area* tag, letting them affect any number of targets in the prepared area.

Widow's Kiss

The weapons in your Gear secrete a paralyzing toxin. **When you deal damage**, they become sluggish, giving you Hope to *Overcome* their attacks or *Get Away* from them. **When you destroy them**, you may paralyze them - they become immobile until you're ready to let them move again.

Spider Advancement

When you Level Up, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Wisdom or Grace by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Spider's Custom.
- Take another Spider's Custom.
- Take another Spider's Custom, OR choose another move from the *What Is A Spider?* list.
- Share one of your Moves with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Spider Companions

Spiders don't keep Companions, not really.

Bug Swarm: Many tiny babies who will crawl all over someone you don't like.

Stats: Swarm, Consume



The Spider's Fellowship

The Spider's Fellowship is fairly standard, like those of The Elf or Dwarf. They form communities, you meet with them, you solve a problem or earn their favor, and the Spiders will grant you their Fellowship.

Like all Fellowship Moves, while these ones specifically make mention of the Spider, they can be awarded for Fellowship with any community. This has always been true, but some people have had questions about this in the past, so I thought I should clear this up.

If you earn the Fellowship of Elves and they happen to be Silk Weavers, or if they let you use their newspaper network to tell Weird Lies, that's perfectly fine.

Give them a choice of any Fellowship moves that make sense.

A Plague Upon Your Enemies

Each player is given a Bug Swarm companion, which they have one Bond with. It does not necessarily travel with them, but may be kept inside a box or summoned to your side by a whistle you have been given. These bugs will follow any simple command you give them, but cannot follow complex orders.

Bug Swarm: Many tiny babies who will crawl all over someone you don't like.

Stats: Swarm, Consume

Silk Weavers

Whenever you leave this community, each player is given Valuable Silk Goods (2 Uses, Precious, Useful), such as clothes, jewelry, ropes, or bolts of silk.

Trap Makers

Each player adds a Trap of their choice to their Gear (arrow trap, bear trap, exploding trap, flashpowder trap, or pit trap).

Unnatural Armor

Spiders move in ways no one else does, and their armor works the same way. The heroes become immune to the *Piercing* tag, as long as they wear armor of any kind. They will give Carapace Armor (Armor, 1 Use) to anyone in the fellowship who wants it.

Weird Lies

The spiders here control information, and they will tell the world whatever you want them to. Each player tells the spiders one thing they want the world to know, and the spiders will ensure the world knows it. Everyone in the world will believe these things to be true, until proven otherwise by convincing evidence.

World Wide Web

This community is a hub, with entrances everywhere. **Whenever you leave this community**, each player is given a map of these entrances (1 Use). They may spend their 1 Use to reveal one of these tunnel entrances. Every revealed entrance is connected to every other entrance, and they all connect back to this hub community, giving you safe, secret, but slow travel to just about anywhere in the world.

The World Weaver

A Destiny Playbook

Nothing can escape your web, when the whole world is already entangled.

Requirements: You have earned the Fellowship of Spiders.

The World Weaver starts with the Move *Pull The Strings*.

Pull The Strings

At the beginning of each scene, you gain 1 Web. If you do not spend it by the end of the scene, you lose it.

If you do not have *Web Spinning*, you may spend this Web to use any Trap in your Gear as if you'd placed it in advance, without spending a Use of that trap.

World Weaver Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by 1 (to a maximum value of +3).
- Take a Spider Custom.
- Take a World Weaver Custom.
- Take a World Weaver Custom.
- Take a World Weaver Custom.

World Weaver Custom Moves

An Omen of Things To Come

You are a **Threat to the World**.

You also gain this *Web Spinning* trap:

- **A Dark Portent:** You terrify them, and they flee the scene. **Threats to the World** merely hesitate a moment, instead of fleeing.

A Whisper In The Ear

When you *Talk Sense* to the rich and powerful, take the 10+ result without rolling.

Deadly Traps

When you use a **Trap** or **Web** on an enemy, it deals damage, in addition to its other effects.

Reminder: Threats to the World do not take damage from traps.

From The Shadows

When you are not in a scene, you may spontaneously appear anywhere you wish to be, stealing the spotlight from whoever was about to get it.

You also gain this *Web Spinning* trap:

- **Into Shadows:** You leave the scene.

Watch Your Step

When you use one of your **Webs** or **Traps**, you may pay a price to have it affect every enemy within the area, all at once.

The Spider's Enemies

These threats and the set piece that goes with them are new toys for the Overlord to play with. Most of these new threats are giant bugs, the kind of enemy you may find in Spider territory. The bugs listed here are of similar size to the Spider, making them a standard Beast type enemy you could find anywhere. If you want to use tiny or gigantic enemy bugs, the Tiny and Gigantic modifiers are there for exactly that reason.

The Bug Swarm is a part of the Overlord's *The Swarm* army option.

The Exterminator is part of the Overlord's *The Organization* army option.

Every other Threat listed here is a Beast. The Weaver is an update to the Giant Spider threat found in the core book. When selecting their Gear, Halflings can take a Weaver or Tarantula as their Riding Spider companion.

❖ **Bug Swarm:** *A swarm of creepy crawlies who get everywhere you don't want them to be.*

Consume: The bug swarm is hungry. People are hard to eat, though. When they swarm over someone, if they have any Food, the swarm will eat their food instead of attacking them.

Swarm: The bug swarm can't be hurt by standard weapons - you need Area, Burning, or Dangerous attacks to damage them. They can crawl over any surface or enemy they like. Anyone with a bug swarm on them is in Despair. **When the Bug Swarm becomes damaged,** it is destroyed.

❖ **Exterminator:** *A user of poisons, specialized in killing bugs of all kinds.*

Bug Killer: The Exterminator's attacks are Necrotic. The Spider rolls with Despair to *Overcome* the Exterminator's attacks.

Fumigator: The Exterminator's attacks are Dangerous and fill entire rooms with deadly poison fog. They wear a protective suit against their own gas, but they cannot attack without friendly fire, so they usually work alone.

Patient: An Exterminator will never rush in without a plan. They are willing to wait and see how things play out before moving in or continuing their attacks, and often given their enemies time to think things through as a result.

❖ **Mantis**: *A gibbering, spitting, ooze-like monster that is grown from the Corruption that taints the world. It has as many hands, eyes, and teeth as it needs, and its needs vary from moment to moment.*

Hopper: The Mantis can jump to any surface it can see. When it jumps on top of someone smaller than the Mantis, they are pinned.

Scythes: The Mantis has the tags *Melee* and *Piercing*. **When the Mantis pins someone**, they take damage.

❖ **Rhinoceros Beetle**: *This tough beast wears a shell of hardened armor, and strikes out at its enemies with its mighty horn.*

These stats also work for a regular rhinoceros.

Carapace: This stat must be damaged three times. **When the Iron Beetle would be destroyed**, fully damage this stat instead.

Mighty Horn: **When the beetle deals damage to an enemy**, they are sent flying away from it. **If their Courage is damaged**, they cannot face the Rhinoceros Beetle head on.

❖ **Tarantula**: *An aggressive hunting spider, poisonous and quick to strike.*

Venomous Bite: Tarantula bites have a paralyzing venom. Players bit by a tarantula cannot *Get Away*, and anyone else they bite is filled with Despair.

Aggressive Movement: Tarantulas can run across any solid surface with ease, no matter the surface's orientation. **When a tarantula sees food or an enemy in front of them**, they can leap onto it, quickly and suddenly, from any distance.

❖ **Trapdoor Spider**: *It lies in wait inside of small holes, waiting for someone curious to take a look inside. Tiny Trapdoor Spiders will take your hands. Larger ones will take all of you.*

Secret: A Trapdoor Spider's presence and stats are unknown until it takes damage. It cannot be seen or detected without looking down its hole from up close. This stat must always be damaged first.

Death Trap: Trapdoor Spiders will leap on top of any creature that sees them or reaches into their lair. **When it successfully pounces on something smaller than itself**, the Spider can take damage to pull them into its hole. Someone trapped in the spider's lair will take damage every time someone gets the spotlight, until they are rescued.

❖ **Weaver:** *A spinning spider, lurking in its web until prey wanders in.*

Wall Crawler: Weavers can walk across any solid surface with ease, no matter the surface's orientation. They can also spin webs to cross gaps, create bridges, or build homes.

Creepy: Weavers are terrifying. **If your Courage is damaged**, you cannot stand up to a Weaver in combat, and must flee from them.

Modifications

Modifications can be applied to any existing Threat to change how it functions. Most modifications will ask you to replace one of its stats with a new stat, but some simply add new stats on top of what they already had.

Beasts with the Gigantic modifier are part of the Overlord's *The Titans* army option.

❖ **Gigantic:** *This creature is far bigger than you, and a serious threat.*

Gigantic is a modification. You can make any threat Gigantic by giving it the **Way Too Big** stat:

Way Too Big: A Gigantic creature cannot enter small spaces or buildings. Its attacks gain the Dangerous tag. **When this creature deals damage to an enemy that is not climbing on top of it**, it may make an additional Hard Cut against them, other than *deal damage*.

❖ **Tiny:** *This creature is much smaller than you, and hardly a threat. However, if you underestimate it, it may give you more trouble than you think.*

Tiny is a modification. You can make any threat Tiny by replacing one of its stats with the **Very Small** stat:

Very Small: This creature can hide in places no one can reach, and suddenly appear anywhere, ready to attack. **When this creature takes damage**, it is destroyed.

❖ **Venomous:** *This creature applies poison with its attacks.*

Venomous is a modification. You can make any threat Venomous by replacing one of its stats with the **Deadly** stat:

Deadly: This creature's Melee attacks are *Necrotic*. This creature is not affected by the *Necrotic* tag, and suffers damage from *Necrotic* attacks normally.

