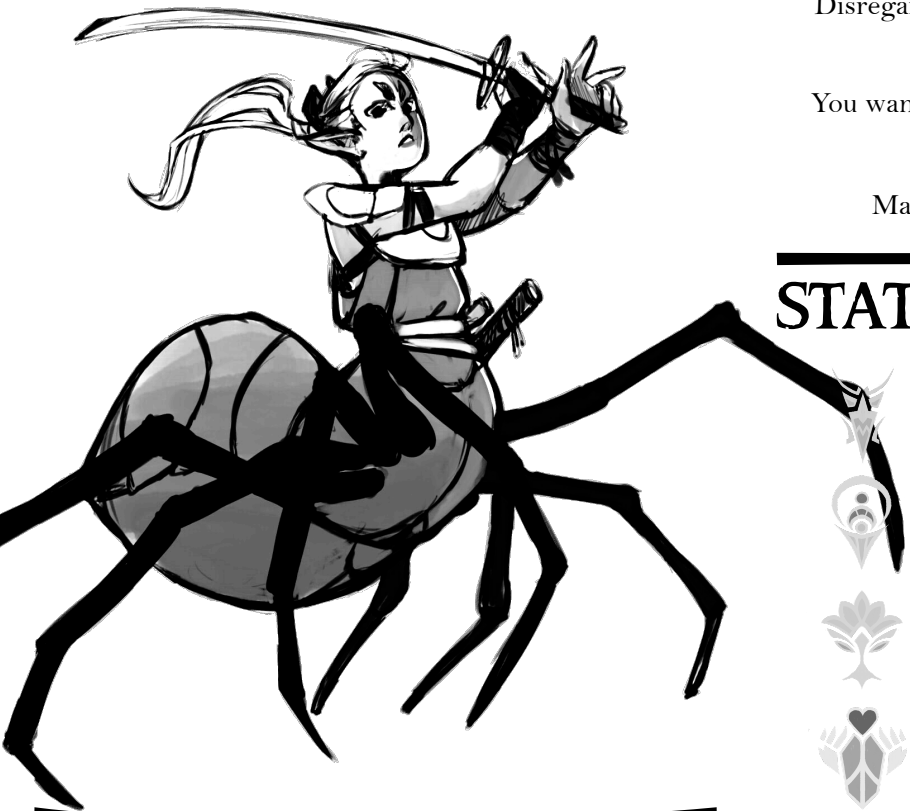


NAME:

Choose one or two from each, or make up your own:

Names: Parker, Vero, Donut, Tarrana, Ta'Ch'Ch, Kurodani, Carris, Lyrac, Protil, 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 Kal'Thul, 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



THE SPIDER

BASIC PLAYBOOK

LOOK

Circle one from each list, or make up your own:

- 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

AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

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.

STATS

Your Sense stat is +2. Assign +2, +1, +0, -1 to your other stats.

BLOOD

COURAGE

GRACE

SENSE

WISDOM



When a stat is damaged, mark the small box. You are in Despair when you roll a damaged stat.

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

PLAYING AS THE SPIDER

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.

SPIDER CORE

All Spiders have these 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 run, walk, or cling to it 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 on them before they make that move. **Choose one:**

- **Escape Route:** You *Get Away*, rolling with Hope.
- **Manipulate:** Throw, drop, or break an object in the 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.

WEBS

Mark your webs with a coin or other marker

1 2 3 4

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:

- **Armor:** 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 it 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, increase your level by 1, then choose an option from the list and mark **LEVEL** it. You may only choose each option once. *You begin the game at level 1.*

- Increase your Grace or Wisdom by 1 (to a max of +3).
- Increase one of your stats by 1 (to a maximum 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.

SHARED CUSTOMS

Record the moves you've learned from your allies here:

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

BASIC PLAYBOOK

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.

Record your other bonds here:

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.

TRAP

(Item Tag)

Traps are items you need to set in advance to use. A trap may only be placed while you have time and safety, and it costs 1 Use to place a trap. 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 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 hit one enemy, unless it says otherwise.

Threats to the World do not take damage from traps, but their other effects all work as normal.

SPIDER COMPANIONS

The main Companion to The Spider are baby spiders, and traps. The traps listed here can be purchased for a single Precious item in any marketplace.

BUG SWARM

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

NAME: SWARM CONSUME

ARROW TRAP

*A sudden shot fires from a hidden crossbow. The **Elf** or **Heir** may take this in place of any starting Gear option.*

2 USES. DEAL 1 DAMAGE TO AN UNDAMAGED ENEMY.

BEAR TRAP

*Surprisingly, not actually a bear. The **Halfling**, **Squire**, or **Orc** may take this in place of any starting Gear option.*

3 USES. IMMOBILIZES THEM UNTIL THEY PRY FREE. WHEN TRIGGERED, IT CAUSES IMMENSE, DISTRACTING PAIN.

EXPLODING TRAP

*Nothing better than a bomb to open a path. The **Dwarf**, **Orc**, or **Constructed** may take this in place of any starting Gear option.*

2 USES, DANGEROUS. CAVE IN A SMALL ROOM OR NARROW TUNNEL ON CUE, OR BLAST OPEN A WALL OR DOOR ON CUE.

FLASHPOWDER TRAP

*This mystical powder causes temporary blindness. The **Elf** or **Harbinger** may take this in place of any starting Gear option.*

2 USES. BLIND EVERYONE IN THE AREA FOR A SHORT TIME.

PIT TRAP

*The classic. Nobody gets out of one of these quickly. The **Dwarf** or **Halfling** may take this in place of any starting Gear option.*

2 USES. THEY FALL INTO A HOLE.

EARNED FELLOWSHIP

When you gain Fellowship with a community, the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

SPIDER NOTES

Use this space to take notes.
Write about the Spider, write about the people you've met, the places you've been, and the things you've found.
If you think it's important to you or to the Spiders, write it down.