

Phase Spider Lair by Tom Cartos

Background

Strong tremors have shaken the ground nearby for the last few days, causing panic and fear among the local settlements. The tremors caused a series of rifts and chasms to open up, pockmarking the landscape. Most are around the size of a cartwheel, but several are far larger.

A strange miasma seems to be emanating from these openings, clinging to the trees and vegetation and causing a sense of dread in those who get too close. The villagers are seeking a bank of hardy adventurers to investigate the rifts and remove any possible source of danger.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Entrance

- 01 – Fallen Tree
- 02 – Ravine
- 03 – Opening

Side Chambers

- 04 – Chamber
- 05 – Food
- 06 – Primary Web

Pit

- 07 – Pit Entrance
- 08 - Nest