

PHASE SPIDER LAIR

BACKGROUND

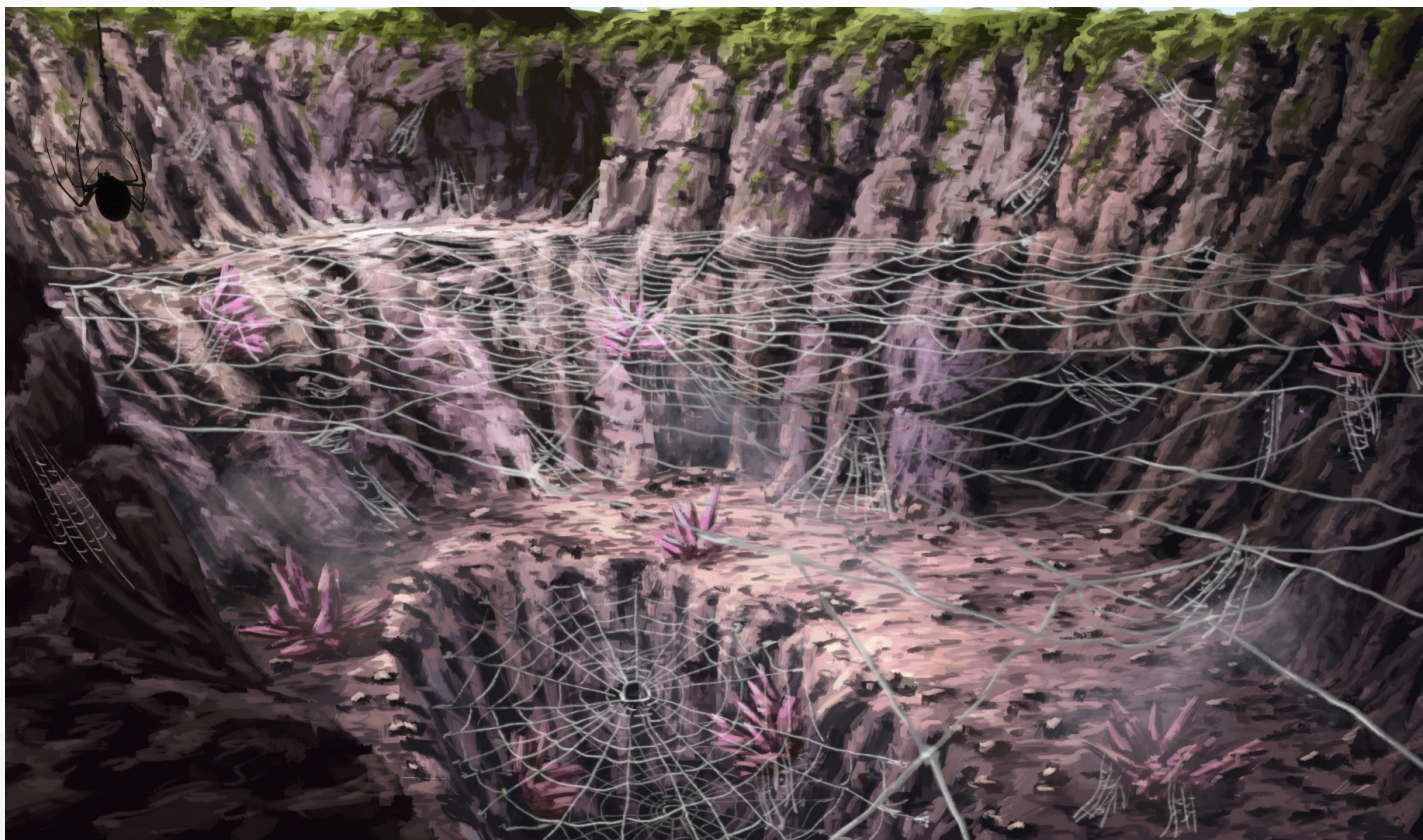
Strong tremors have shaken the ground nearby for the last few days, causing panic and fear among the local settlements. The tremors caused a series of rifts and chasms to open up, pockmarking the landscape. Most are around the size of a cartwheel, but several are far larger.

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.

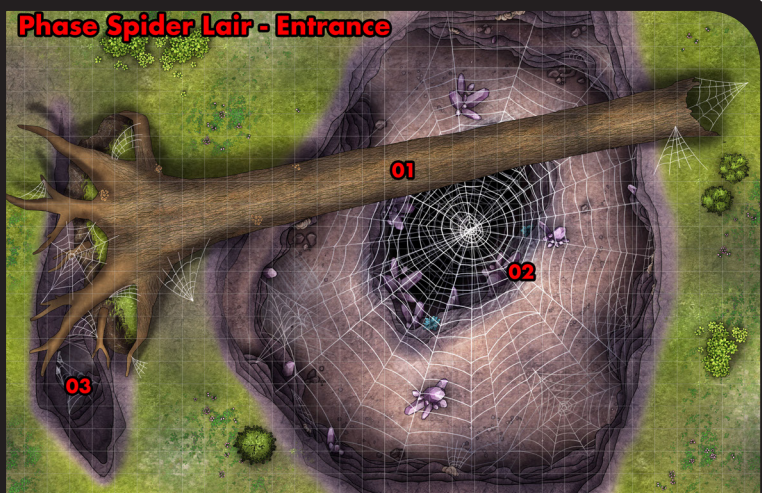
GRID SIZE

GRID	34x22 (300DPI)
VTT	4760x3080 (140DPI)
PRINT	A1/ANSI D

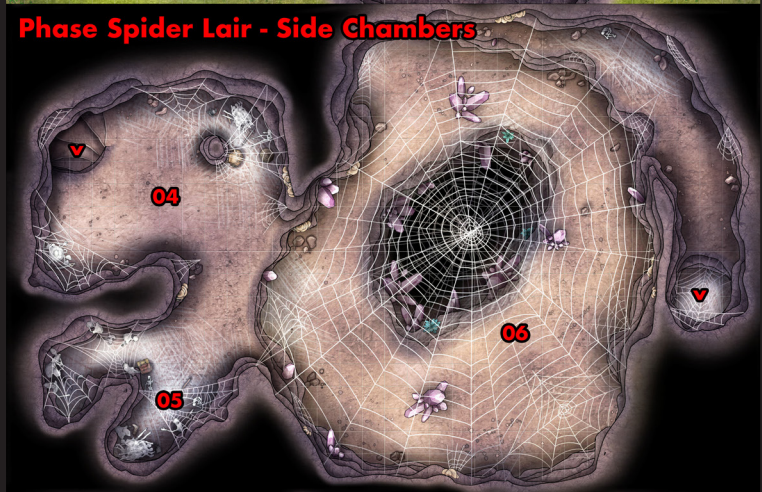


ROOM	NAME
01	Fallen Tree
02	Ravine
03	Opening
04	Chamber
05	Food
06	Primary Web
07	Pit Entrance
08	Nest

Phase Spider Lair - Entrance



Phase Spider Lair - Side Chambers



Phase Spider Lair - Pit

