



# Darkest Dungeon<sup>®</sup>

THE BOARD GAME



## Master Webber Cards - Front 1/3

I

### Master Webber



The illusory slither of light on debris so often startles the nerves when one walks the ruins. In our village's derelict remnants, scuttling shapes in the dark and the threatening scrape of chitinous claw are hardly a rarity. But deep in one cellar, an uncommon specimen hides its time. Those few who have crossed its path and survived share wild tales of an arachnid with inscrutable appetites, and for the foolhardy mercenary, a bounty to match...

II

### Master Webber



If you seek to collect on this creature, be wary. The dust-choked corners of its home lie riddled with the husks of those who have tried. Worse still are the sunken-cheeked victims that tremble still-living in its webs. Theirs is a protracted, leaden suffering, for the spider they feed subsists not on their fluids, but on their fear. Gild your mind or find yourself snared in its silk-spun trap!

III

### Master Webber



No chronicler can say whether mutation or magies made such a thing. But as you step across the threshold, you'll feel the thickness in the air, the oppressive reek of fear, and know the whispers are true. This fiend sustains itself on terror! Deseend now into its den, free the wretches bound in its webs! And for those too weakened for rescue, do what must be done, so that they might finally know peace...



Master Webber Cards - Back 1/3








# Darkest Dungeon<sup>®</sup>

THE BOARD GAME




## Master Webber Cards - Front 2/3



**Master Webber**

**ACTIONS / Round: 1**

**Save the Master:** At the end of each round, Master Webber transfers  to the closest Monster.

Transfer  from Master Webber to the closest Monster until Master Webber has no more  or the Monster is 1  away from death.



**Master Webber**

**ACTIONS / Round: 1**

**Save the Master:** At the end of each round, Master Webber transfers  to the closest Monster.

Transfer  from Master Webber to the closest Monster until Master Webber has no more  or the Monster is 1  away from death.



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## Master Webber Cards - Back 2/3



### Master Webber Beckons

III

When a Webber, Spitter or Maggot Monster is spawned in Battle, each Hero chooses to either suffer +4 or gain a Negative Quirk.

At the end of each Day, roll a . If a Hero is standing in a Building matching the roll, they gain a Negative Quirk.

The Cult of Webber Dominates



### The Cult of Webber

II

When a Cultist Monster dies, draw 3 Monster cards. If any Webber, Spitter or Maggot is drawn, spawn them in Battle, if able, in the order they were drawn (discard the rest); then each Hero suffers +1 per Webber and/or Spitter and/or Maggot spawned this way.

At the end of each Day, roll two . If a Hero is standing in a Building matching any of the rolls, they suffer +2 per matching roll.

The Cult of Webber Spreads



### Arachnophobia

I

When a Webber, Spitter or Maggot Monster is spawned in Battle, each Hero suffers +1.

At the end of each Day, roll a . If a Hero is standing in a Building matching the roll, they suffer +2.

The Cult of Webber Assembles





# Darkest Dungeon

THE BOARD GAME



## Master Webber Cards - Front 3/3

### Master Webber

Beast - Front



69

Resistances



Immunities



1

Master Web

Crowded



Crit 1 4 Acc 10 2

↳ ♡ 2t, ♦ 2t, ☹ 3t

2

Master's Bite

Marked -> Closest



Crit 1 6 Acc 9 4

↳ ♠ 3t, +2 vs ☹



### Master Webber

Beast - Front



99

Resistances



Immunities



1

Master Web

Crowded



Crit 1 6 Acc 10 3

↳ ♡ 3t, ♦ 2t, ☹ 3t

2

Master's Bite

Marked -> Closest



Crit 1 9 Acc 10 6

↳ ♠ 2t, +3 vs ☹



### Master Webber

Beast - Front



129

Resistances



Immunities



1

Master Web

Crowded



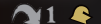
Crit 1 8 Acc 11 4

↳ ♡ 4t, ♦ 2t, ☹ 3t

2

Master's Bite

Marked -> Closest



Crit 1 10 Acc 9 7

↳ ♠ 2t, +4 vs ☹





Master Webber Cards - Back 3/3





## Master Webber Rules - Front 1/1


### Master Webber







When you face the Master Webber, follow these steps:

**1** Find the Ruins Room 9 “Old Abbey” Tile and Card and put them in play.

**2** Take the following Monster Cards depending on Master Webber’s level and shuffle them together to form the Master Webber Monster Deck:

**I** : All Cultist Brawlers and all Cultist Acolytes (level 1  Monsters)

**II** : All Cultist Brawlers, all Cultist Acolytes (level 1  Monsters) and all Ascended Witch ( Monster) Cards.

**III** : All Cultist Brawlers, all Cultist Acolytes (level 1  Monsters), all Ascended Witch and all Ascended Brawler ( Monster) Cards.

**3** Place Master Webber (using a regular Webber Miniature) on the Aggressive Stance Area and start revealing Monsters from the Master Webber Monster Deck following the standard spawning rules until all Stance slots are full.

When a Cultist Monster dies, shuffle it back into its Deck. At the start of each Battle Round, replace empty Monster Stance slots by spawning new Monsters from the Master Webber Monster Deck.



Master Webber Rules - Back 1/1

