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and the many other players, strangers and friends, that came to die valiantly over the years.

Dedicated to Jeffrey Andrew Whitehead

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Introduction and How to Play

Monster is a game about surviving in the darkness.
You lose if your settlement's population reaches zero.
You win when your settlement defeats the Watcher.

Monster is played by 1-4 players*. Together, players will hunt and fight monsters, using what they scavenge to grow a small settlement. Each player typically plays as one survivor and the players take turns controlling the monsters.

This game is cooperative. Players are encouraged to make long-term and split-second decisions as a group, pooling their efforts to protect their future.

Monster is designed to be played as a campaign. Groups of players will return to the same settlement, and even the same survivors, over the course of several play sessions. Simply pick up where you left off the last time you played. You can play with the same group of people each time or swap in new friends.

Monster is a miniatures hobby game. An important component of this game is assembling, customizing, and painting your miniatures.

To begin playing, you only need to assemble the four starting survivors and the first monster, a White Lion.

Starting Survivors

White Lion

* 5-6 player variant appears later in this book. We do not recommend starting there.

A game session is a complete cycle of 3 phases.
We encourage taking hobby breaks with friends when you complete a game session.

This game includes more monsters and many options for customizing your survivors. You can build new versions of survivors to represent them as they obtain new gear or build entirely new survivors as some are lost and new ones start out on the hunt.

This game includes dice, 10-sided dice (known as d10s) and hit location dice (a 6-sided die representing parts of the body).

At its core, *Monster* is a game about the fragility of human life, the ferocity of the human spirit, and the wonder of exploration.

Your story will be shaped by the decisions you make, the strengths and weaknesses of your settlement, and the growth of your survivors. The game begins with a story that will introduce you to the basic concepts of the game.

🕮 Prologue

Begin your campaign. Gather some friends. Turn the page, read the First Story, and start playing the prologue!

nce upon a time, there was a place of carved stone faces. A man with a lantern lay sleeping a dreamless sleep. The man knew nothing.

One day, the man woke up. He rubbed the dried ink caked over his eyes and opened them. Around him, he saw other people stirring, and beyond, a horizon of unbroken darkness.

A woman approached the man with the lantern. Her soft hand reached out to him.
They had no words. They were a mystery to each other.

Suddenly, a monster emerged from the darkness, its eyes wild with hunger. It attacked.

The people were no match for the monster. It tore their flesh and crushed their bones between its teeth. Some, it devoured whole.

Overcome with terror and grief, the man with the lantern collapsed to the ground.
Cold stone noses pushed into his side. There was no escape.

But the man did not want to die. Desperately grasping at the cold stone faces, he felt a crack, and tore at it with all his might. A piece of stone came free. It was sharp and deadly.

The man with the lantern scrambled to his feet, his weapon clenched in his fist. He took a deep breath and roared into the darkness.

Somewhere in the place of stone faces, nameless men stand together. They have nothing but a need to survive and a lantern to light their struggle.

The First Story

The First Story is a prologue to *Monster*. It will teach you the fundamentals of the game. Always start the game with the First Story.

This story picks up after the awakening of the survivors. Before they can take stock of their surroundings, the survivors must fight for their lives against a vicious White Lion.

The game is designed around 4 survivors. To begin playing, if you have fewer than 4 players, some or all players should create more than one survivor so 4 survivors are represented.

You will need to assemble the 4 starting survivor miniatures and the White Lion miniature.

Although this is a prologue, Kingdom Death is a dangerous place. Even the starting survivors can perish before their story truly begins.

What is in the prologue?

The First Story is designed to guide the 4 survivors through their first encounter with a monster. If they prevail, they will create a brand new settlement. Players are meant to play as they read and learn the game.

By the end of this prologue, you should understand the core rules of gameplay, complete your first showdown, create your settlement, and be ready for campaign play.

During the prologue, questions may arise that are not completely addressed in this section. The aim of the prologue is to get you playing, so feel free to make decisions and mistakes. Full game rules that follow the prologue address the deeper nuances of gameplay once you've got the hang of the basics.

Assemble Starting Miniatures

4 Starting Survivors
White Lion

You can find detailed instructions online at:
build.kingdomdeath.com

Gear Grid with Cloth and Founding Stone Gear

Survivor Record Sheet

Create a Survivor

Gear Grid and Starting Gear

Each player uses a gear grid to arrange the gear their survivor currently has. Starting survivors begin with 1 **Cloth** armor gear card and 1 **Founding Stone** weapon gear card. Place these two cards right-side up in any two boxes on your gear grid.

The left side of the gear grid has a reference area describing the survivors' turn, spending survival, and fighting bare-handed with Fist & Tooth.

Survivor Record Sheets

Use a survivor record sheet for each survivor. The record sheet maintains vital information about a survivor's life.

Pencils and erasers are recommended for record sheets, as you will change them often. Fortune is fleeting, after all.

Only the survivor characteristics vital for a starting survivor's first showdown are discussed below. Complete rules can be found in the *Survivors* section of this rulebook.

Name Your Survivor

Name your survivor in the space provided. Your survivor gains 1 survival for having a name. Add "1" to the record sheet in the box labeled Survival.

Learn about Survival

Survival represents the desperate desire to cling to life. In the First Story, survival can only be spent to **dodge**.

As you play, you will gain up to three more life-saving survival actions: **dash**, **encourage**, and **surge**.

When survival is spent, decrease the number in the Survival box by 1. Survival does not automatically replenish and must be earned through gameplay.

Learn About Attributes

Survivors' attributes describe their advantages or disadvantages. Except for movement, attributes start at zero. While most won't be used during the First Story, all attributes are listed below.

Movement (5): the number of spaces a survivor can move each turn.
Speed (0): attack rate.
Accuracy (0): attack precision.
Strength (0): attack power.

Attributes

Survivors and monsters may gain permanent increases or decreases to their attributes.

If a survivor's attributes are permanently affected, update the appropriate box on the survivor record sheet to reflect changes. All survivor attributes have a box with a space to pencil in the values of these attributes.

If a survivor gains temporary modifiers to their attributes, place tokens on the record sheet instead of changing the sheet. Remove these tokens at the end of the showdown.

If a monster's attributes change, place attribute modifier tokens on the monster control panel.

Be sure to consider attribute changes when monsters and survivors attack.

Survivor Hit Locations

Evasion (0): the ability to avoid attacks.
Luck (0): the likelihood of lucky attacks.
Survival (1 for your name): self-preservation.
Insanity (0): mental guard against terror.
Courage (0): bravery.
Understanding (0): wisdom.
Hunt Experience (0): accrued experience.
Weapon Proficiency (0): experience with a weapon.

How Movement Works

A starting survivor's movement is 5, meaning they may move up to 5 adjacent unoccupied spaces each turn, counted cardinally not diagonally.

Survivor Hit Locations

Survivors have 5 hit locations vulnerable to damage and capable of wearing protective armor:
Head, Arms, Body, Waist, and **Legs**.
Hit locations have light and heavy injury levels (light and heavy-lined boxes).

Armor Points

The **Cloth** starting gear card provides 1 armor point at the waist location (indicated by a 1 in the shield accompanied by the waist symbol at the top left of the card). Record "1" in the shield-shaped space next to Waist on your survivor record sheet to represent the armor points gained from the **Cloth**.

Brain and Insanity

The Brain location is a survivor's mental fitness. The fragile Brain has only one injury level. Instead of armor, survivors use insanity to shield their brains.

Only *brain damage* harms the Brain location. Actions that cause brain damage are clearly marked. When suffering brain damage, insanity protects the Brain the same way armor protects hit locations.

Insanity keeps survivors steadfast in the face of a roaring, toothy maw that would bring a sane person to their knees. **Insanity is persistent, and is gained and lost through gameplay**.

Check Your Weapons

A starting survivor has two available weapons — the **Founding Stone** and **Fist & Tooth**. The rules for the Founding Stone can be found on the **Founding Stone** gear card and the rules for **Fist & Tooth** can be found on the left side of the gear grid, along with useful reference information for survivors.

Each weapon has attack attributes that determine the outcome of a survivor's attack. Details about making attacks follow later in this section.

The survivors' **Founding Stones** have a special ability (on the bottom of the gear card). Instead of attacking the monster with the Founding Stone in hand, survivors may throw it at a monster from anywhere on the showdown board, causing an automatic critical wound. Afterwards, the Founding Stone is lost forever and **archived** (returned to the game box).

First Story: White Lion

1 Create the White Lion AI Deck

The White Lion AI deck controls the monster's actions. The First Story White Lion has a predetermined deck. In future showdowns, you will use the expanded rules to randomize AI decks.

AI cards have ranks, denoted by a symbol in the top right corner: Basic, Advanced, and Legendary. Additional types of cards will be used later.

Select the following from the White Lion AI cards:

B Basic
1x Claw
1x Chomp
1x Size Up
1x Power Swat
1x Grasp

A Advanced
1x Maul
1x Terrifying Roar
1x Enraged

L Legendary
none

Set **Claw** aside and shuffle the remaining cards. Place them in a stack face down on the monster control panel in the area for the AI deck. **Place Claw face down on the top of the AI deck.**

Each type of monster card has a unique card back

AI	H	R
Artificial Intelligence	Hit Locations	White Lion Resources

2 Set Up White Lion Hit Location Deck

Hit location cards are used to track where the White Lion is hit when it is attacked. Take the White Lion's hit location cards and set aside **Strange Hand.** Shuffle all the remaining cards and place them in a stack face down on the monster control panel in the area for the Hit Location deck. **Place Strange Hand face down on top of the Hit Location deck.**

3 Set Up White Lion's Basic Action

Place the double-sided **Basic Action / Monster Reference** card on the monster control panel. The First Story White Lion's attributes are listed on one side and its Basic Action on the other.

4 Set Up the Showdown Table

Place the showdown board in the play area. Arrange the survivors' record sheets and gear grids so they are accessible to the players.

5 Place the Miniatures on the Board

Place the White Lion miniature at the center of the showdown board. Each player places their survivor miniature anywhere 6 spaces away from the White Lion miniature (counted cardinally, not diagonally). See blue squares in diagram above.

Showdown

The showdown proceeds in rounds. The White Lion takes its turn, then the survivors take a turn consisting of 1 act per survivor. This is considered one full round.

6 Select the Monster Controller

Choose a player to take the monster controller tile. After every round, pass the monster controller tile clockwise to the next player.

For that round, the monster controller will take the monster's turn, handle any reactions if the monster is attacked on the survivors' turn, as well as contolling their own survivor.

7 Draw the Claw Attack

The White Lion attacks! The monster controller draws the top AI card of the AI deck and reads it.

8 Determine Monster's Target

Consult the *Pick Target* list on the AI card. This action tells the monster controller which survivor to target.

Starting at the top, check each item to see if any survivors satisfy the target rule. **STOP** when the first target is found. If more than one survivor can be targeted, it's up to the monster controller to choose. Common target list terms include:

Closest threat: Closest standing survivor. A knocked down survivor is not a threat.

Facing: All spaces in front of the monster miniature.

In range: If the monster's movement can end adjacent to a survivor, they are in range (6 spaces in any direction for the White Lion).

In field of view: Not in the blind spot (above diagram).

In the case of **Claw**, the first item in the *Pick Target* list is *closest threat, facing, in range*. If the monster can move 6 or fewer spaces to reach a threat, in the direction the White Lion is facing, one of those survivors is the target (see above diagram).

If not, check the next item: *closest threat, in field of view*. The monster controller should find any threat not in the White Lion's blind spot. Note, **even if the closest survivor is out of the White Lion's movement, they still become the target.**

If no other targeting directives can be met, the final item on the list is *no target: **sniff***. The White Lion will fall back on an instinct behavior, **sniff**, if a target is not found. The rules for **sniff** are described above. If the White Lion **sniffs**, its turn will end.

Once a target is selected, move to the next section of the AI card.

Damage Survivor Steps

HIT

1. Reduce 1 armor point and expend the damage dealt by 1. Repeat until no armor points remain. If damage remains, continue.
2. Fill one injury level box and expend damage dealt by 1 (☐ light, then ◘ heavy). Repeat until all injury levels are filled. If damage remains, continue.
3. If any damage remains, turn to the **Severe Injury** story event and roll once on the section for the hit location. This expends any remaining damage.

When all damage dealt from a hit is reduced to zero, move on to the next hit and repeat this process. When no hits remain, the attack is complete.

Knocked Down

When the heavy injury level is filled, a survivor is knocked down and is no longer a threat. Lay the miniature on its side. If a survivor is knocked down while performing an attack, their remaining unresolved hits are canceled.

Knocked down survivors cannot spend activation or movement, or be knocked down again. They can spend survival to dodge, but stay knocked down. Knocked down survivors **get up at the end of the next monster turn.**

Move & Attack

The next action on the AI card is *Move & Attack.* Move the White Lion toward its target any number of spaces up to its current movement (6). Unless otherwise noted, a monster always turns to face its target.

The White Lion should move by the most direct route possible, one adjacent (non-diagonal) space at a time. The White Lion must be adjacent to a survivor to attack.

If the White Lion cannot reach its target, it will move the maximum available spaces towards the target, turn to face them, and end its turn.

Moving the maximum number of spaces allowed by a movement attribute is known as a **full move.**

White Lion Attacks!

Once the White Lion is adjacent, follow the attack profile on the AI card and make an attack based on the speed, accuracy, and damage listed there.

Speed determines the number of attack rolls. **Claw**'s attack profile has 2 speed, so roll 2d10 to attack.

Accuracy is the number an attack roll must meet or exceed to hit the target. **Claw** has 2 accuracy, so determine hits by checking how many roll results are 2 or over. If there are no hits, the monster misses, and it proceeds to the next action on the card. If there are none, the card is discarded.

Damage the Survivor

If there are any hits in the attack, the target suffers damage equal to the damage listed on the attack profile. This damage injures survivors, reducing their armor, then causing injuries.

Roll the hit location dice once for every hit to determine what hit locations are damaged. All hit location dice must be rolled before continuing.

The target chooses what order to apply damage to hit locations and if they will use survival to **dodge** a hit. Apply damage from all hits to complete the attack.

The **Claw** attack profile has 1 damage. The damage dealt by each hit is 1 (other attacks may have more damage). Resolve this damage according to the *Damage Survivor Steps* described above. Resolve any hits from **Claw** now.

Reducing armor points at a location to 0 does not cause the armor to be discarded. However, armor points do not replenish during the showdown.

Injury levels can only be filled in once, and cannot be used to reduce damage again once they are filled. When a heavy injury level with a bolded box is filled, the survivor is knocked down (see above).

End of Monster Turn

Once **Claw** is completed, place it face up in the AI discard pile on the monster control panel. End the monster's turn. The next page contains infomation for controlling the monster in future rounds.To start the survivor turn, turn the page.

Severe Injuries & Death

When a survivor's hit location has no remaining armor points and all injury levels are filled, they are in danger. Any further damage to this hit location will cause a **severe injury** (roll for that hit location on the Severe Injury story event table in this book).

Remember, survivors may spend survival to **dodge** 1 hit in these dire circumstances.

Roll once on the table each time the hit location is damaged even if the amount of damage is over 1.

Record effects of severe injuries in the Impairments section of the survivor record sheet.

Most often, survivors gain bleeding tokens when they suffer severe injuries. **When a survivor has 5 bleeding tokens, they die.** Survivors can also die from results on the *Severe Injury* table. When they die, remove the survivor's miniature from the board.

Speed	Accuracy	Damage	Trigger
1	2+	2	After Damage

Knockback 6: The target is moved 6 spaces in a straight line directly away from the monster.

Triggered Effects

Some attack profiles have trigger sections that indicates when to apply additional attack effects listed below the attack profile.

Before Damage: Apply effects after determining the number of hits but before rolling hit location dice.

After Damage: Resolve damage from all hits in this attack then apply additional effects.

Triggered effects appear directly under the attack profile. In the above example, **After Damage** from the attack is applied, trigger **knockback 6**.

Intimidate Actions

Rather than physically harming survivors, intimidate actions cripple the mind by causing brain damage (damage to the Brain location). Each AI card explains how to perform a specific intimidation.

The White Lion does not need to be adjacent to its target to intimidate.

Brain Traumas

Insanity is armor for your Brain. If the survivor's Brain has no remaining insanity and the Brain injury level is filled, further damage to the Brain causes a roll on the **Brain Trauma** table in this book. Like damage to other hit locations, rolling on the Brain Trauma table expends any remaining brain damage.

Survivors may gain **disorders** as a result of brain trauma. These are found in the Disorder Deck. Draw one at random and apply the rules to the survivor.

Moods

Moods are AI cards that remain in play after the monster turn ends instead of being discarded. They have rules that persistently modify the behavior of the White Lion once they come into play. When moods are discarded place them face up in the AI discard pile.

Enraged gives the White Lion a +1 damage token, which increases all damage dealt from attack profiles by 1. This does not include brain damage.

Survivors' Turn!

Each turn, every survivor has an **act**. Each survivor takes their acts **one at a time.** There is no set order. Players should decide their order strategically. After all players' acts are finished, the round is over and it becomes the monster's turn again.

Survivor Act

When a survivor takes their act, they gain 1 movement (3) and 1 activation (). These can be spent in any order and are not cumulative from act to act. Each movement and activation must be completed before another can begin. When a survivor finishes their act, they lose any unspent 3 before another survivor may begin their act.

Survivor Movement

When a survivor spends their movement (3), they can move up to their movement attribute (5), one board-space at a time to any unoccupied, adjacent, non-diagonal space.

A survivor cannot divide their movement into multiple parts. They cannot move 2 spaces, spend an activation, then resume their movement and move another 3 spaces.

Move a survivor adjacent to the White Lion to attack.

Survivor Activation

Survivors can spend their activation to attack with the Founding Stone or sling it by following the special rule at the bottom of the card. When an activation is required, it will be denoted by .

Attack with the Founding Stone

Starting survivors have two weapons: **Founding Stone** and **Fist & Tooth**. Each weapon has 3 attack attributes: speed, accuracy, and strength. **Once adjacent to the monster, spend your to attack with the Founding Stone!**

Make Attack Rolls

Speed determines the number of attack rolls. This represents how quickly you strike. The **Founding Stone's** speed is 2. Roll 2d10 to attack.

Count the Number of Hits

Accuracy is the number each attack roll must meet or exceed to hit. The Founding Stone's accuracy is 7. Every attack roll result of 7 or greater is a hit. If there were no hits, the attacker misses and their attack ends.

Survivors attacking from a monster's **blind spot** are at an advantage, and gain +1 to the results of their attack rolls. In the blind spot, an attack roll of 6 with a Founding Stone becomes 7, making this result a hit.

Draw Hit Locations

Draw 1 hit location card for each hit. Select what order to try to wound them in. Attempt to wound each hit location one at a time.

Attempt to Wound a Location

Strength determines if a hit can penetrate the monster's toughness to wound it. Make a wound roll by rolling 1d10. Then add the **strength** of your weapon to the result. If this total is equal to or greater than the White Lion's toughness (6), the monster is wounded. The **Founding Stone's** strength is 1, a wound roll of 5 or greater will wound.

Wound the Monster

When a hit location is wounded, remove the top card of the AI deck without looking at it. Place it in the wound stack space on the monster control panel.

If the AI deck is empty but there are AI cards in the discard pile, shuffle the discard to create a fresh AI deck and remove the top card.

Cards in the wound stack are not part of the AI deck, and represent the number of wounds the monster has suffered. **When the monster is wounded and no AI cards can be moved to the wound stack, the monster is dead.**

Resolve any reactions on the wounded hit location that apply (Wound, Reflex, or Failure). Check for critical wounds, then discard the hit location card face up in the hit location discard pile on the monster control panel.

Critical Wounds

If a hit location has a critical wound effect and the attacker's wound roll result is a lantern 10 (the lantern face is showing), a critical wound occurs.

Remove the top AI card from the AI deck and place it onto the wound stack as normal. Perform any critical wound effects and **cancel any reactions** listed on that hit location.

Some critical wound effects award survivors extra spoils. Resources gained during a showdown should be placed face up next to the gear grid of the survivor who earned them. If that survivor perishes, another survivor may take these resources. If all survivors perish, these resources are lost.

Example: If the survivor critically wounds the **Strange Hand** location, they may spend 1 survival (if they have any) to gain +1 permanent strength. Add "1" to the survivor record sheet in the space for the Strength attribute and add this strength attribute to future wound rolls along with weapon strength.

In addition, **Strange Hand** has a persistent injury, **Lost Hand** that affects some AI cards. When **Stange Hand** is critically wounded, the card stays in play on the showdown board. Some AI cards will have persistent injury actions also called **Lost Hand**, this persistent injury action replaces the attack on the AI card if the persistent injury occured.

Fighting with Fist & Tooth

Survivors may use their **Fist and Tooth** to attack (this weapon's attributes are listed on the left side of the gear grid). **Fist & Tooth** has +1 Luck in addition to its attack attributes. This means **Fist & Tooth** wound roll results cause critical wounds on a 9 or lantern 10.

Monsters React to Attacks

Some White Lion hit location cards have reactions to survivor attacks. Reactions (R) occur after a wound attempt and any succesful wounds are removed. Make sure to apply the reactions for each hit location as it is attacked.

Wound reactions are triggered after a successful wound attempt.

Failure reactions are triggered after a failed wound attempt.

Reflex reactions are always triggered after a wound attempt regardless of the outcome.

If a location suffers a critical wound, all reactions (Wound, Failure, and Reflex) on that location are canceled.

A hit location is completed after rolling to wound and performing any monster reactions or critical injury effects. **Discard the card in the Hit Location discard on the monster control panel.**

Trap

When its Trap is drawn, The White Lion lures the attacker and attacks instead. If any drawn hit location cards are **Trap!**, order them first. Cancel any subsequent hits, discard all hit locations drawn, and end your attack. The monster controller then performs the White Lion's Trap. Trap cards **doom** at least the attacker. A survivor who is **doomed** cannot spend survival until the card is completed. After a Trap is performed, reshuffle the monster's Hit Location deck.

Dodge - Survival Actions

In the First Story, survival can be spent to perform a **dodge** action. The **Survival Limit** is 1, which is the maximum amount of survival a survivor may have at any time. Any additional survival gained beyond the Survival Limit is lost.

Dodge: Once per round, spend 1 survival to cancel a monster hit from an attack profile. After hit locations are rolled but before any severe injury rolls, the survivor can dodge a hit of their choice. The hit becomes a miss and does not cause damage. Brain damage, and damage outside of attack profiles (like Grab) cannot be dodged.

Knockback X

When a survivor suffers **knockback X**, they are pushed **X** spaces in a straight line away from the monster. If the survivor passes over or ends up in a space with another survivor, they are both knocked down. Survivors may not share spaces, move the knocked back survivor to an adjacent free space. If the survivor encounters a board edge, stop and end **knockback**.

Movement Collision

Survivors may not voluntarily pass through spaces occupied by monsters or other survivors. However, monsters may pass through survivor-occupied spaces. If they do, that survivor suffers **collision** and is knocked down. If a monster ends its movement in a survivor-occupied space, the survivor is knocked down and suffers **knockback 5**.

Finish the Showdown

It is time to finish the battle between the survivors and the White Lion.

Each round, continue to pass the monster controller tile to the next player, draw a fresh AI card, and see what happens.

If the White Lion has no AI cards in its deck, but there are cards in the discard pile, shuffle the discard to create a fresh AI deck.

If no AI cards remain in the AI deck or discard, the monster will desperately cling to life by performing its **Basic Action** (on the Basic Action / monster reference double-sided card) instead of drawing an AI card. The next wound it suffers will kill the monster.

How Do We Kill It?

The White Lion is killed when it is wounded and there are no AI cards in the AI deck or discard pile to move to the wound stack. **If a monster has no AI cards in its deck or discard pile, survivors must still inflict one more wound to kill the monster.**

Survivors Perish

If the survivors die, try again until you emerge victorious!

Survivors Prevail and Aftermath

If the White Lion is killed, the remaining survivors are victorious.

In the aftermath, players should fill the first unfilled box in the **Hunt XP** section of the survivor record sheet to reflect their first successful showdown.

Survivors Are Victorious!

Collect Your Rewards
By scavenging the monster's corpse, the survivors earn resources. This is in addition to any resources earned from critical wounds during the showdown.

Take out the White Lion's resource cards.
Shuffle them and draw 4.

Take out the Basic Resource cards.
Shuffle them and draw 4.

Place all the resources face up on the table.

If players lost their survivor in the First Story, they can create new survivors in the settlement. The perished survivors' gear and resources are not lost, they are returned to the settlement with the remaining survivors.

Turn the page to create your settlement.

After they defeat the White Lion, the survivors wander the darkness, drawn to a soft glow blooming on the horizon.

In the First Story Settlement Phase, players create the settlement they will return to in every subsequent Settlement Phase.

The steps of the settlement phase are outlined on the settlement board as a useful reminder.

1. Setup

Place the settlement board in the play area, along with the gear grids and survivor record sheets of the survivors that persevered through the First Story. These are now the **returning survivors**.

Use a new double-sided settlement record sheet to record information about your settlement. Start by naming your settlement.

2. Survivors Return

Notice, below the settlement name, that returning survivors gain +1 survival when the settlement is named. Award it to any **returning survivors** (survivors cannot have more survival than the Survival Limit on their settlement record sheet).

Returning survivors heal any existing light and heavy injuries by erasing any filled boxes on their record sheets. Permanent injuries are not healed.

Add the names of the returning survivors to the population list on the settlement record sheet.

3. Gain Endeavors

Endeavors are the creative energy accumulated from experience. Each **returning survivor** generates 1 endeavor (✪). Endeavors are not recorded since any unspent endeavors are lost at the end of each settlement phase.

4. Settlement Event - The First Day

Find **The First Day** settlement event card and place it on the settlement board in the current settlement event area. The First Day determines the population of your settlement, and is always played when a new settlement is created. Follow the rules and record the results on your settlement record sheet.

Each subsequent settlement phase, play a random Settlement Event card by drawing from the deck.

5. Update the Death Count

If any survivors perished in the First Story, update the Death count on the settlement record sheet by filling one unfilled box for each lost survivor.

6. Update the Timeline

The extinguishing of a single lantern in the lantern hoard happens regularly. This is how the survivors track time, and is called a lantern year. Update the lantern year on the settlement record sheet now by checking off the first lantern year on the timeline.

Trigger Story Events

After the timeline is updated, trigger any story events listed for that year. In this case, 📖 **Returning Survivors** (📖 means "trigger this story event now").

Returning Survivors gives the survivors the Language innovation, builds your settlement's Innovation Deck, and adds the Lantern Hoard settlement location. Turn to it and follow its rules, then return here to complete the settlement phase.

The first time the death count is updated on the settlement record sheet it triggers a Milestone Story Event 📖 **Principle: Death.** The group will pick a principle and face the outcomes. Once you complete the story event get the corresponding principle card and place it on the settlement board.

7. Develop

During this step, the survivors spend their endeavors wherever ✪ is indicated to build, innovate, craft gear, and join activities.

When the settlement starts out, they can spend their endeavors at the Lantern Hoard to build new Settlement Locations. When an endeavor is spent, reduce the total number of endeavors by 1.

If you can, spend 3 endeavors to build the Bonesmith, Organ Grinder, and Skinnery settlement locations. If there were fewer than 3 endeavors to start, choose which locations to build. Get these large location cards from the box and place them below the settlement board where indicated.

If the settlement has a remaining endeavor, the players choose how to spend it. If they built an Organ Grinder, a survivor may participate in Augury by spending 1 endeavor and following the rules. If this causes a new birth **Principle: New Life**.

They may also spend their remaining endeavor and 3 resources (1 each of bone, organ, and hide) to innovate at the Lantern Hoard. If they do, draw the top 2 cards of the innovation deck and choose 1 innovation to add to the settlement permanently.

Craft Gear

New settlement locations allow survivors to spend their resources to craft gear. Gear is listed on each location, along with its cost. When resources are spent to craft gear, archive the resources cards (return them to the box) and get the gear you crafted from the box.

8. Prepare Departing Survivors

If you plan to continue, choose a monster from the Quarry List on the settlement record sheet and decide which survivors will set off to hunt it. After the First Story, only the White Lion is available. More monsters will be added to the Quarry List through story events.

Any eligible returning survivors may become **departing survivors**, or players may pull a new survivor from the settlement's population. To do this, get a new survivor record sheet and create a survivor, adding their name to the settlement's population list.

Place any gear your settlement has acquired in departing survivors' gear grids and update each survivor's armor points at each location to reflect their gear. Award any bonuses from gear and innovations that affect departing survivors.

9. Record & Archive Resources

Record any unspent resources and unworn gear in the settlement storage on the settlement record sheet, then archive those cards. These items may be retrieved from storage later.

10. The End of the Beginning

Clean up the play area. If the play session is over, be sure to record the settlement's gear in the settlement storage before putting the game away.

The players have completed the First Story and are now ready to begin the campaign. Next, read about campaign play and core game concepts.

Campaign-Based Game

Monster is played as a campaign, a continuous game that lasts over several play sessions. It starts with the First Story and ends with a final showdown against the Watcher.

This is not meant to happen in one sitting. Each time you play, you will hunt monsters, gather resources, and develop your settlement while fending off new threats.

A typical session includes one cycle of game phases: Hunt, Showdown, and Settlement. Survivors depart to hunt a quarry, battle their foe, and finally return to the settlement to use their spoils developing their civilization.

The Survivors mark time in lantern years. You will track the passage of time along the timeline on the settlement record sheet. With each new lantern year, you will face new events and challenges on the timeline that will shape the future of your settlement.

Cooperation & Group Decisions

The survivors' world is punishing and the odds are stacked against them. The game will challenge the teamwork of every group of players.

Monster is a fully cooperative game. The group plays against the game. Players control survivors individually and take turns controlling monsters. In each phase of the game, players will rely on each other to make critical decisions about everything from battle tactics to civilization expansion.

The game will prompt players to make decisions as monster controllers, event revealers, or resource spenders. Players can approach these decisions individually, as a group, or even elect leadership.

Your settlement's resources are a crucial example of group decision-making. It is up the players to decide whether or not they pool their resources, spending them as a group or split them and spend them individually.There is no right way to make a group decision.

Miniature Generations

Over the course of your campaign, survivors will die, new ones will be born, and others will profoundly change over time.

Survivors that endure multiple hunts will be rewarded with increases to their attributes, new abilities, and bonuses. Others will suffer attribute losses, permanent disfigurements, and crippling physical and mental afflictions.

Players will take the roles of multiple survivors throughout the campaign. The survivors' settlement is the enduring element that must persevere.

Players will create new survivors as old survivors perish. They may also create multiple living survivors to use depending on circumstances and the challenges presented to them.

The same players need not control the same survivors between play sessions. The survivors in a settlement can be treated as a common pool that different groups of players can use.

Just as survivors come and go, so can the players within the campaign.

Settlement Phase

Survivors establish their settlement at a strange source of light and safety. During the Settlement Phase, they will use their gathered resources to develop this small haven. Players must work together to ready their settlement for the final confrontation with the Watcher.

As you fight new monsters and make new discoveries, you will build new settlement locations, craft gear, add innovations to your society, and determine its guiding principles.

Players are encouraged to experiment, implement votes, assign roles, and find new ways to govern your settlement.

The Settlement Phase is a great place to start and end your game sessions. After survivors return from battle, players develop their settlement and spend resources before a new group sets off. Update the record of what you've earned so that you are ready to hunt when you return to the game.

Hunt Phase

During the Hunt Phase a group of survivors departs from the settlement to track their quarry through the bizarre landscapes of *Monster*. The price of their failure is grim: if the survivors perish or return empty-handed, the settlement will starve.

Hunting takes place on the hunt board, which acts as a stage for the chaotic events that befall the survivors while in pursuit of a monster.

Lethal risks and strange rewards await the survivors on the hunt. Even the journey to the battle can be potentially fatal.

When hunting the monster, players take turns guiding the group through each event. Use this as an opportunity to create suspense and surprise.

Read hunt events scenarios aloud without revealing the possible outcomes. Decide how to approach each situation, then make any rolls and face any outcomes together.

Showdown Phase

Defeating monsters in the Showdown Phase is the primary way of gathering resources, evolving survivors, and passing lantern years.

The Showdown Phase is the longest phase of the game, and requires the most in-depth cooperative strategy.

The showdown consists of a battle between the entire group of survivors against a single monstrous intelligence. Each showdown in *Monster* is unique. Players take turns controlling the monster using a pair of randomized decks that govern its behavior.

Monsters are also tough. Your group will utilize all of its weapons, gear, innovations, and survivor characteristics to their full potential to defeat each new foe.

Persistent Innovation Deck

Innovations are social and technological discoveries that profoundly affect the future of your settlement. They can grant new combat abilities, access to new resources, settlement activities, and expand the possibilities of the settlement's future.

Each new innovation is permanently added to the settlement. Settlement innovations are recorded on the settlement record sheet and stored apart from the innovation deck.

The innovation deck contains the settlement's potential. When survivors innovate, gaining cards from the deck to add to their settlement, the innovation deck grows. Innovations direct you to add new innovations to the innovation deck as they are discovered.

As a result, the innovation deck is persistent, and grows uniquely based on your settlement's decisions. There is a special place in the box to store your settlement's unique innovation deck to keep track of it between game sessions.

Story Events

A story event is a moment in time shared by all the players. When a story event is triggered, everything that is currently happening in the game freezes.

Pass the game book to a player, turn to the indicated story event, and read out loud what happens next. Share the full-page artwork with everyone. Once the story event is resolved, and all outcomes have been recorded, the game unfreezes and anything that was happening resumes.

Story events arise as survivors confront important philosophical decisions, explore and gather resources during the hunt, discover new monsters, and gain new power.

Each monster has a showdown story event that has all the information you will need to hunt and fight it.

When you see the 🕮 icon, trigger the indicated story event right now! Story Events are listed on the settlement's timeline, on some monster cards, on innovations, and even on the survivor record sheet.

Milestones

Milestones, indicated by heavy-lined unfilled boxes on the survivor and settlement record sheets, have special rules that occur when they are filled in. Milestones can be reached by individual survivors and by the settlement.

As survivors gain hunt experience, they will reach milestones. These milestones trigger the Age story event, which will increase the survivor's power. Survivors also encounter milestones as they gain courage, understanding, and weapon proficiency.

The Settlement Milestone Story Event section on the settlement record sheet includes many milestones. like the settlement's first birth, its first death and a game over when the population reaches 0. When these milestones are reached, fill their box and immediately trigger their corresponding story events.

Dice & Tables

Throughout the game, you will roll dice to determine the outcomes of everything from attacks to choosing random players.

When the game instructs you to roll d10s, it refers to the 10-sided dice included with the game. The values on the dice are 1 to 10 (the 10 face is represented by a lantern).

The number of dice you need to roll is specified by the number before "d10", so 2d10 is 2 dice.

If the game instructs you to roll a d5, roll a d10 and divide the result in half (rounded up).

Rolling on tables is an important component of the game, introducing an element of chance to events. Many moments in the game are accompanied by a table, everything from determining the outcomes of severe injuries to the results of story events contains an element of chance.

Some tables are even affected by existing innovations and principles the group has already chosen.

Lantern 10

Lantern 10 refers to a die roll result where the lantern face is showing. Natural 1 refers to a roll result where the number "1" face showing.

During the showdown, it is possible to encounter situations where it is impossible to succeed or fail at hitting or wounding. In such cases, Lantern 10's always succeed and 1's always fail. This way, the possibility of success or failure exists, even in the most one-sided circumstances.

For instance, players may find themselves facing monsters with toughness so high that the maximum die result (10) combined with their strength is not enough to penetrate the monster's toughness. In this case, when a lantern 10 is rolled, it will still wound (and cause critical wounds, if luck allows).

Conversely, monsters may face situations where an attack roll will always hit. For example, attacking a survivor with negative evasion mght mean it would hit on a 1 or higher. In these cases a natural 1 will still misses.

Conflicts and the Rule of Death

As in any game with many moving parts and rules, conflict may occasionally arise regarding rules interpretations, group decisions, or exceptions.

First and foremost, this game is designed to provide time well spent with friends. Use this as the guiding principle for solving any problems that arise. In addition, here are some technical guidelines for resolving conflict.

When conflict arises over contradictions in rules, apply specific rules found on cards (AI, gear etc) and story events, before any rules found in the rulebook core rules sections.

If conflicts arise that slow or halt a play sessions completely, use the Rule of Death: always rule against the survivors. Kingdom Death is a dangerous place, and the survivors' future is bleak. Make sure that any ambiguities resolve against the survivors' favor.

At its core, *Monster* is a cooperative experience. Be respectful of others as you navigate the game's decisions together.

SURVIVORS

Life is grim.

Each survivor has a record sheet that keeps track of essential information players will need to hunt, fight, and interact with the settlement. Make sure to use a pencil.

Survivor Miniatures

Players use miniatures to represent their survivors on the hunt and showdown boards. *Monster* includes 4 starting survivor miniatures that represent the survivors in their most primitive state.

Survivors change as they progress over lantern years, gaining gear and losing limbs. Players are encouraged to build new miniatures of their survivors by combining pieces from different armor sets to create a miniature that represents their survivor's favorite gear and personal story.

Survivor miniatures don't need to accurately reflect the gear a player uses in the game. However, if your group decides to play this way, it is usually possible to do so. Survivor miniatures use 30 mm bases.

Survivor Basics

1 | Name

Naming your survivor gives them substance and a connection to the player.

2 | Survival

Survival is the desperate desire to cling to life. Survival are gained and lost throughout the campaign, and may be spent to perform extraordinary feats and change your fate. When you name your survivor, they gain +1 survival. For a brand-new survivor, add a "1" in the survival box when you name them.

As the amount of survival increases and decreases, update the survival box on your record sheet.

Survival Limit

Survival Limit is the maximum amount of survival any survivor may have. Survival Limit is recorded on the settlement record sheet and applies to all survivors. Innovations and events will raise the settlement's survival limit.

At the start of the campaign, the Survival Limit is 1. When the settlement innovates **Language,** the Survival Limit is increased by 1 to 2. Any additional survival gained over the Survival Limit is lost.

Survival

Survival may be spent to **dash**, **dodge, encourage**, and **surge**. In the First Story, starting survivors can only **dodge**.

Other survival actions are added as a result of adding innovations to the settlement. When the settlement innovates **Language**, **Paint**, and **Inner Lantern**, survivors gain the ability to **encourage**, **dash**, and **surge**, respectively. As these become available in your settlement, fill in the appropriate box on current and new survivor record sheets.

3 | Survivor Attributes

Survivor attributes are used in the course of fighting monsters. They include: movement, accuracy, strength, evasion, luck, and speed.

A survivor may gain permanent increases or decreases to their attributes. Update the values in the appropriate box on the record sheet to reflect these changes.

If a survivor gains temporary modifiers to their attributes, place tokens on the record sheet instead of changing the sheet. Remove these tokens at the end of the showdown.

Movement

A starting survivor's movement is 5. Movement is the maximum number of spaces a survivor can move in a single action. A survivor with less than 1 movement may still move 1 space every turn.

Accuracy

A starting survivor's accuracy is 0. Accuracy is added to a hit roll result to determine if it is successful. Accuracy can be a negative number, in which case it is subtracted from the roll result.

Strength

A starting survivor's strength is 0. Strength is added to the result of a wound roll to determine the force of the attack. Strength can be a negative number, in which case it is subtracted from the roll result.

Evasion

A starting survivor's evasion is 0. Evasion is added to a monster's attack profile accuracy to determine the difficulty of the attack. Evasion can be a negative number, in which case it is subtracted from the attack profile's accuracy.

Luck

Luck is a survivor's chance to cause a critical wound from a wound roll. A starting survivor's luck is 0, which means they only cause critical wounds on a result of 10 (lantern face on 1d10).

Luck increases the range of wound roll results considered critical. +1 luck causes a critical wound on an unmodified result of 9 or 10, +2 luck on 8, 9, or 10, and so on. A luck modifier can be a negative number, making it impossible to roll a critical wound.

Speed

A starting survivor's speed is 0. Speed is added to a survivor's weapon speed to determine the number of rolls to hit in an attack. Speed can be a negative number, in which case it is subtracted from the number of dice rolled for an attack.

4 | Survivor Locations

Hit Locations

Head	■ Heavy Injury: Knocked Down	H
Arms	■ Heavy Injury: Knocked Down	L H
Body	■ Heavy Injury: Knocked Down	L H
Waist	■ Heavy Injury: Knocked Down	L H
Legs	■ Heavy Injury: Knocked Down	L H

Hit locations are areas of the survivor's body that can wear armor and suffer damage. The hit locations are: head, arms, body, waist, and legs.

Hit locations have a space for armor points (indicated by a shield icon). Without armor, hit locations have 0 armor points.

Hit locations have a light injury level (indicated by an light-lined unfilled box) and a heavy injury level (indicated by a heavier-lined unfilled box).

The head is an exception. Since the head is more fragile and can withstand less injury, it only has a heavy injury level.

Whenever players fill heavy injury levels on the survivor record sheet, their survivor is **knocked down**, as noted below each hit location name.

Insanity	Brain If your insanity is 3+, you are insane.	

Brain

The Brain is a survivor location different from hit locations, and represents a survivor's mental fitness. The Brain can only be damaged by brain damage.

Since the human mind is fragile, there is only one injury level for the Brain (indicated by the light-lined unfilled box).

Insanity

Insanity protects the Brain location the same way that armor protects hit locations. The more insane a survivor is, the less likely they are to be shaken by the horrors that befall them.

Insanity points are gained and lost throughout the campaign. Having 3+ insanity makes a survivor **insane**, which can stand in the way of making rational decisions during some events.

As the amount of insanity increases and decreases, update the insanity box on your record sheet.

5 | Hunt Experience (Hunt XP)

Survivors gain Hunt Experience during the aftermath of a victorious showdown.

When a survivor gains Hunt XP, update their record sheet by filling in the next unfilled Hunt XP box.

Some hunt experience levels have milestones (indicated by a heavy-lined box) that trigger the **Age** story event. The number of milestones filled indicates which **Age** rules to apply.

When the final hunt experience box is filled, the survivor is too old to hunt, and must retire.

6 | Weapon Proficiency

When a survivor reaches the first Hunt XP milestone, the Age Story event grants them weapon proficiency. They may select a weapon type and start gaining weapon proficiency levels with this weapon.

A weapon's type is a keyword on the gear card below the name. The following weapons may be selected as a weapon proficiency: axe, bow, club, dagger, fist & tooth, grand weapon, katar, shield, spear, sword, and whip.

Earning Weapon Proficiency Levels

During a showdown, a survivor must wound a monster at least once with their chosen weapon type to become eligible to gain 1 level of weapon proficiency.

During the Aftermath, if they are victorious, eligible survivors gain 1 weapon proficiency level. Fill in the next unfilled box on the survivors record sheet to indicate this.

A survivor cannot gain weapon proficiency if they do not have a weapon type selected (unless stated otherwise). They have not yet dedicated themselves to training and thus, cannot learn.

Changing your Weapon Type

A survivor may change their selected weapon type when they depart for a hunt. If they do, lose all accrued levels of weapon proficiency, including weapon specializations. Erase any filled boxes and start over with the new weapon type.

Weapon Specialist / Mastery

When a survivor reaches the specialization milestone, they gain the benefits of the specialization card for their selected weapon type. Specializations are advanced abilities that can be used with that weapon. They keep these benefits while their milestone remains filled.

When a survivor reaches a weapon mastery, it is permanently added to your settlement as an innovation. The survivor's command of the weapon is so extensive that all current and future survivors of that settlement gain that weapon's specialization ability in addition to their own weapon proficiencies. The master will keep the full benefits of the mastery, so long as the innovation remains in the settlement.

If a new survivor wants to gain the benefits of a mastery that is already an innovation in the settlement, they must gain all 8 weapon proficiency levels.

7 | Courage and Understanding

Courage and understanding will aid survivors throughout the hunt and showdown. Some events require levels of courage or understanding to participate in them.

Courage is a survivor's potentially ill-advised bravery, and understanding is a survivor's insight. Courage and understanding have milestones (indicated by heavy-lined boxes on the record sheet) that trigger story events the first time a survivor reaches that milestone. They can only be triggered once in a lifetime for each survivor.

8 | Fighting Arts

Fighting Arts Maximum 3. ☐ Cannot use Fighting Arts

Fighting arts can be learned from innovations and events. Some fighting arts are maneuvers that can be activated in place of weapon gear to make attacks. Fighting arts can have additional costs or prerequisites to use, but usually have exciting effects.

Each fighting art has a corresponding card in the Fighting Art deck that describes the rules for using it. When a survivor gains a fighting art, record it on the survivor record sheet.

Survivors can have up to 3 fighting arts. Any further fighting arts gained must replace an existing fighting art of your choice. If a survivor would gain a fighting art they already have, nothing happens.

Secret fighting arts are unique maneuvers that cannot be gained randomly. Each secret fighting art has a corresponding card in the Secret Fighting Art deck that describes the rules for using it. These count toward your fighting art maximum of 3.

9 | Disorders

Disorders Maximum 3.

The horrors of their existence can cause survivors to develop mental disorders. Survivors can gain a specific or random disorders.

Disorder cards describe the effects of each disorder. If a survivor gains a random disorder, shuffle all disorder cards and draw one. When a survivor gains a particular disorder, draw the corresponding disorder card.

When a survivor gains a disorder, record its rules on the survivor record sheet.

Survivors can have up to 3 disorders. Any further disorders gained must replace an existing disorder of your choice. If a survivor would gain a disorder they already have, nothing happens.

Disorders can be cured on their own, at upgraded settlement locations, as a result of some innovations, and even during some events.

10 | Abilities and Impairments

Abilities & Impairments ☐ Skip Next Hunt

In their lifetime, survivors may gain abilities, severe injuries, ailments and other painful reminders of their journey. Record these in the Abilities & Impairments section of the survivor record sheet. A survivor may have any number of abilities and impairments.

Abilities are unique rules acquired by survivors that can aid them during the hunt and showdown.

Severe Injuries

When survivors' armor and injury levels are exhausted, they accumulate severe injuries from the severe injury table. Severe injuries can be temporary or permanent.

When you suffer permanent injuries, note the name and rules on your record sheet and adjust the survivor's attributes as necessary. If a permanent injury is healed, erase it from your record sheet.

Some injuries require you to skip hunts (fill the Skip Next Hunt box on the survivor record sheet).

Otherwise, severe injuries last until the end of the showdown. Use attribute tokens to mark such injuries.

Bleeding Tokens

Bleeding tokens can be gained from most severe injuries, as well as some events and monster attacks. If a survivor has 5 or more bleeding tokens, they are dead. All tokens are removed at the end of each showdown.

Attribute Modifier Tokens

Attribute modifier tokens are used to indicate temporary changes to attributes. Attribute modifier tokens are double-sided to represent gains and losses for that attribute.

As survivors gain or suffer non-permanent changes to their attributes, place the appropriate token on their record sheet to mark these changes. All tokens are removed at the end of each showdown.

Retirement

In rare instances, survivors retire, rather than perish. When the last Hunt XP box is filled, the survivor retires. A survivor may also be forced into early retirement by some severe injuries

Retired survivors cannot hunt or participate in showdowns.

When a survivor retires, they still contribute to the total population of the settlement, and may participate in settlement events and endeavors.

Gear Grid

The gear currently in a survivor's gear grid is what the survivor is wearing and carrying.

The gear grid has space for 9 gear cards, which can be arranged in any configuration as long as they are faced right-side up. They cannot be rotated.

Gear in gear grids can only be rearranged during the settlement phase.

Fist & Tooth

Fist & Tooth describes a survivor fighting with their bare hands, and is a weapon available to all survivors. Rules for Fist & Tooth are listed on the side of the survivor gear grid and also below.

Duplicate Gear

Except for weapons, a survivor may not have multiple copies of the same gear in their gear grid. A survivor gains the benefits of a weapon's special rules only once, no matter how many copies they have. Additional copies of weapons still contribute affinities.

Gear Keywords

Keywords are used to describe gear's important features. Gear keywords may be referenced by events, monster cards, or other rules.

For example, the **Bone Earrings** item requires survivors to only have *bone* gear in their gear grid to gain its bonus. This refers to gear with the *bone* keyword.

Gear Special Rules

Special rules are listed at the bottom of some gear cards. These rules include special abilities and limitations (e.g., weapons can be **Savage** or **Frail**).

The rules of lower-level gear are explained on their cards. However, rules on some higher-level gear are referred to by name only. Full explanations of all gear special rules can be found in the Glossary.

Armor Sets

A completed armor set will bestow the survivor with a bonus listed on an armor set card. Usually, armor that is part of a set all have names that begin with the same word(s).

While a survivor is wearing all armor from a single settlement location with the *set* keyword, they have completed the set and gain the benefits on the corresponding armor set card.

A survivor wearing the White Lion Helm, White Lion Gauntlets, White Lion Coat, White Lion Skirt, and White Lion Boots has completed the White Lion armor set and gains the completed set bonus listed on the White Lion armor set card.

Activation Costs

Some gear require an additional cost from the survivor in order to use them. The most common cost associated with using a gear is spending an activation, but other costs-such as spending survival, or suffering damage—also appear on gear cards.

The **Cat Gut Bow** *is Cumbersome, which requires survivors to spend their movement action in addition to an activation in order to be fired.*

Some gear functions differently if survivors are insane, have a certain amount of survival, or meet attribute requirements. These will be noted in the rules descriptions or explained in the Glossary.

Armor Gear

Armor protects survivors by increasing armor points at hit locations. Armor is worn by placing it in a survivor's gear grid. Only one piece of armor may be worn on each hit location.

1 | The name of the gear.

2 | The gear's keywords. (The armor keyword indicates that this gear is armor.)

3 | Number of armor points gained when worn.

4 | Hit location icon indicates the hit location that gains the armor points.

5 | Special rules for this armor. This includes extra abilities, affinity bonuses and restrictions from wearing the armor.

When you depart, update your current armor points from armor in your gear grid. If armor gear is lost during the hunt or showdown, update your armor points to reflect this loss immediately.

Weapon Gear

Weapons are primarily used to attack monsters.

1 | The name of the gear.

2 | The gear's keywords. (The weapon keyword indicates that this gear is a weapon.)

3 | Indicates spending 1 activation is required to attack with this weapon.

4 | The weapon's speed attribute.

5 | The weapon's accuracy attribute.

6 | The weapon's strength attribute.

7 | The weapon's affinity.

8 | Special rules and abilities of this weapon. Unless otherwise noted, these rules only apply when that weapon is activated.

Item Gear

Items have effects that can aid survivors in the hunt and showdown. Each has unique rules described in detail on the gear card.

1 | The name of the gear.

2 | The gear's keywords. (The item keyword indicates that this gear is an item.)

3 | The item's affinity.

4 | Special rules for the item. Unless otherwise noted, item rules are always in effect (their benefits are gained just by having the item in the gear grid).

5 | Some item special rules require the survivor to spend activation to trigger special rules (indicated by an activation symbol beside the rule).

Affinities

Some gear cards have red, blue, or green half-squares on the card edge. If a half-square is adjacent to another half-square of the same color, the complete square they form is 1 affinity.

Some gear cards have affinity bonuses that impart special effects on the survivor if the affinity requirements are met.

Affinity requirements are indicated by a number of small colored squares in the gear's special rules. Each colored square represents one affinity that must be in a survivor's gear grid. You must have the affinities the rule specifies to gain the bonus of the gear.

For instance, the +1 luck bonus on the Lucky Charm gear card has a requirement of 2 blue affinities.

The Survivor gains the +1 luck affinity bonus from their Lucky Charm when they have two or more complete blue squares anywhere on their gear grid.

Puzzle Affinities

In addition, some affinity bonuses can only be gained if the affinities are completed on that specific card (indicated by puzzle pieces instead of boxes). Instead of completing affinities anywhere on the grid, they must complete the specific affinities attached to the edges of that gear card.

Affinity Bonus Limit

An affinity bonus from a piece of gear is only gained once. A survivor with a total of 5 blue affinities will only gain +1 luck from Lucky Charm.

In addition, you cannot gain a second affinity bonus from a second identical gear.

Lost Gear and Affinity Bonus

If gear forming part of an affinity is lost during the hunt or showdown and no longer completes affinities in a survivor's gear grid, any affinity bonuses relying on these affinities are also lost.

MONSTERS

Monsters have unique anatomies and behaviors. The bizarre, inscrutable intelligence of monsters is represented in the game by these unique components:

- Miniatures that physically represent the monster.
- Story events that define a monster's attributes.
- Unique AI decks that control the monster's actions.
- Hit location decks that describe the parts of monsters that survivors can attack.
- Monster resources gained from defeating monsters.
- Hunt events that occur while hunting the monster.

Monster Miniatures

Miniatures are included to represent all 7 monsters that players will face. Some monsters have many parts and can be very large (like the Phoenix).

Only the White Lion miniature is needed to begin the game. Players don't need to assemble a monster's miniature until they are ready to fight it.

As you progress through the campaign, take the time to build new monsters as a part of the hobby aspect of *Monster*.

Monster miniatures are attached to 50 mm bases (White Lion, Screaming Antelope, Butcher, King's Man, The Hand, Watcher) or 100 mm bases (Phoenix).

Showdown Story Events

Monster showdown story events describe essential information about encounters with a monster.

1 | Monster Name

2 | Instinct

Instincts describe what a monster does if it cannot find a target to attack. Each monster has a different instinct. A Screaming Antelope will graze around the board, but a White Lion will sniff to track its prey relentlessly.

3 | Blind spot

This is a diagram of what spaces on the showdown board are the monster's blind spot.

4 | Monster Characteristics & Attributes

Monster's characteristics and attributes are organized by level. Monster attributes include movement, toughness, speed, and damage. Monster characteristics include level, AI deck, special AI cards, and bonus tokens.

Higher-level monsters are more difficult foes. They have more AI and Special AI cards, as well as higher toughness, movement, and speed than lower-level monsters.

A Level	B (B A L)	C Mov	D Tgh	E Spd	F Dmg
1	7 3 -	6	8	-	-
2	10 5 -	7	10	+1	+1
3	10 9 2	8	14	+2	+2

Level 2: Ⓢ Cunning

Level 3: Ⓢ Cunning, Ⓢ Merciless.
Tokens: +2 accuracy, +1 luck.

A Monster Level

Monster level determines the difficulty of the encounter and the monster's placement on the hunt board. Higher-level monsters have longer hunts.

B AI Deck

This lists the number of basic, advanced, and legendary AI cards that comprise a monster's AI deck. Details on building an AI deck are contained in the Showdown Phase section of this book.

C Movement

Movement is the number of spaces a monster can move.

D Toughness

Toughness is the monster's resilience. Toughness is the number a wound roll result must meet or exceed to wound a monster.

E Speed

Speed is added to the speed listed on an attack profile to calculate the total speed of a monster's attack.

If a monster has no speed listed in this section, nothing is added to the speed of its attack profiles.

F Damage

The monster's damage attribute is only added to the damage listed on an attack profile to calculate the total damage caused by a monster's attack.

Monster damage does not affect damage listed outside of attack profiles (e.g., damage from **Grab** or brain damage).

G Ⓢ AI Cards and Additional Rules

This section describes any Ⓢ (special) AI cards that start in play at the beginning of the showdown.

Ⓢ AI cards can change the monster's behavior, attributes, or setup rules.

Any other modifications specific to a monster's level (such as extra attribute tokens or AI cards) are also included in this section. The showdown begins with these additions in play.

H Monster Tokens

Monsters have two unique attributes tokens (**toughness**, **damage**) corresponding to these unique monster attributes. Negative attribute tokens cannot reduce a monster's damage, toughness, movement, or speed attributes below 1.

During the showdown, use attribute tokens to indicate positive or negative changes to a monster's movement, toughness, speed, damage, accuracy, evasion, and luck. Attribute modifier tokens are double-sided to show gains and losses for that attribute.

As the monster gains or suffers changes to its attributes, place the appropriate token on the monster control panel to mark these changes.

Monsters and survivors share the following attributes and tokens: movement, speed, accuracy, evasion, and luck. With the exception of luck, they affect monsters in the same way as survivors.

Luck Tokens

Every positive monster luck token reduces the range of wound roll results considered critical. Normally, the range of critical wounds is only lantern 10s. Unless the attackers have positive luck modifiers to counteract it, a critical wound against a monster with 1 or more luck tokens is impossible. Every negative monster luck token increases the attackers' critical wound range by 1.

The rule of lantern 10 always applies. Even if a monster's high luck makes critically wounding impossible, a wound roll of a lantern 10 will still cause a wound.

5 | Hunt Board Diagram

Some monsters, like the White Lion, Screaming Antelope, and Phoenix, can be hunted.

These monster's story events have hunt board diagrams that illustrate how to set up a hunt for that monster. Hunting a monster is fully-detailed in the Hunt Phase section.

6 | Showdown Setup

Showdown Setup

Legend

- Survivors
- Monster

Terrain & Deployment

- 1 Tall Grass Terrain Card (2 Tall Grass Tiles).
- 2 random terrain cards, set up normally.
- Place the White Lion in the center of the board.
- Place survivors in the blue zone.

Terrain and Deployment

This section describes what terrain to set up on the showdown board, and where to place the survivors and monster. Terrain and setting up the showdown board are fully-detailed in the Showdown Phase and Terrain sections, respectively.

7 | Aftermath

The Aftermath section of a showdown event describes what follows the end of the showdown, including victory and defeat rules.

Victory Rules

Victory rules describe what happens when the survivors kill a monster, including what resources and bonuses are gained if the survivors prevail. These rules are broken down for each level of a monster.

Defeat rules

Defeat rules describe what happens when the survivors are defeated by the monster. Follow these rules if all survivors are killed in the showdown or run away.

Rewards

This section describes any specific rewards gained from defeating the monster for each monster level.

Basic Action / Reference Cards

Double-sided Basic Action / Reference cards are included in the game as a small, portable overview of monster characteristics that are fully described on the monster's showdown story event. They serve as a compact reminder of frequently-used monster information to be used for each showdown.

A Monster's basic action is detailed on its Basic Action card. A basic action consists of a target action and an attack action with an attack profile.

Monsters will perform a basic action on some AI cards, in some reactions, or if there are no AI cards left to be drawn from the AI deck. Performing a basic action does not count as an AI card being drawn.

A monster may perform its basic action with a specific target listed. For example, the White Lion's **Trap**! hit location card directs the monster to perform a basic action targeting the attacker. In this case, instead of choosing a target, target the attacker and use the attack profile on the basic action to attack.

Monster AI

While a monster's showdown story event describes common traits of a monster, the AI system is used to create unique monster encounters.

The recipes for AI decks for each monster level are listed on the monster's story event and make every showdown different from the last.

Most AI cards are unique, and describe a myriad of strange and terrifying behaviors. However, every AI card has some, if not all, of the following characteristics:

AI Anatomy

AI cards are made up of actions, flows, and alerts. Some cards have persistent injuries and definitions.

1 Crest

The icon-sized version of a monster's crest designates which AI deck the card belongs to.

2 Name

The name of the AI card.

3 Card Level

The most common card levels are Basic, Advanced, Legendary, and Special (marked on the top right of the card as B, A, L, S).

4 AI Type

There are 4 types of AI cards: Moods, Traits, Durations, and Normal. A card is Normal unless another type is listed. **Chomp** is a Normal AI card. AI card types are described in the Showdown Phase section.

5 Pick Target

An action that determines a monster's target. Some Pick Target lists are followed or replaced by diagrams that specify a **zone** of the board to check within for targets.

No Target

A **no target** list item indicates what action to perform if no target is found. This is most often a monster's instinct action. When a monster cannot find a target, subsequent actions on the card are not performed.

6 Flows

A flow is represented by a bar with an arrow. An action following a flow is performed after the action above it.

Flows represent a subtle hesitation or opening in combat that survivors may take advantage of by spending survival.

Alerts

Alerts are represented by a bar with an alert symbol. Actions following an alert contain important conditional information that must be considered to determine if the action is performed. Continue to perform any further actions on the AI card unless stated otherwise. Survival may not be spent during an alert.

7 Move & Attack Target Action

A Move & Attack Target attack action includes any monster movement followed by an attack profile. This most often directly follows a flow after a Pick Target action, granting a survivor a chance to act before it is performed.

6 Attack Profile

The attack profile is the part of an attack action that lists the speed, accuracy, and damage of an attack, as well a Trigger.

A Trigger describes when to apply any additional effects listed after the attack profile. Attack effects change how damage is applied, or add follow-up consequences to a successful attack.

9 Attack Effects

Rules for attack effects are contained in a box below the attack profile, and applied when the trigger occurs.

10 Persistent Injury Actions

Persistent injuries are conditional actions that replace the normal rules of an AI card. Persistent injury actions on AI cards are only performed when the monster is suffering from its corresponding persistent injury. When a persistent injury action is performed, any other actions on the card are ignored.

Intimidate Actions

Intimidate actions hurt a survivor's mental well-being. Intimidate actions most often cause brain damage but can have further detrimental effects.

Definitions

Definitions are included on AI cards in gray corners, they explain terms in bold referenced elsewhere on the AI card. Definitions are not actions and are not performed.

Hit Locations

Combat is chaos. Flailing, thrashing blows rain down from both sides. A monster's complex anatomy, its reactions to being attacked, and the unpredictable nature of battle are represented by the hit location deck.

Each monster has a unique hit location deck composed of hit location cards. Hit location cards share the following characteristics:

1 Name

The name of the hit location on the monster.

2 Card Art

The card art designates which hit location deck the card belongs to.

3 Hit Location Types

Hit location cards can be: First Strike, Impervious, Super-Dense, Trap, and Normal cards. A card is Normal unless another type is listed. **Giant Tongue** is a normal hit location card. Hit location type effects are detailed in the Showdown Phase section.

4 Hit Location Special Rules

Some hit locations have special rules. For example, the Screaming Antelope's **Giant Tongue** is easier to wound because it has -2 toughness.

6 Reactions

Sometimes monsters react to being hit. Reactions on hit location cards are represented by a black diamond with an R. A reaction occurs after rolling to wound the hit location it is found on. The three types of reactions are wound, failure, and reflex.

6 Critical Wounds

Critical wounds are represented by a black diamond with a lantern symbol, followed by rules that specify what happens when a monster is critically wounded at that location. A hit location can only be critically wounded if it has this symbol. Critical wounds are not reactions. When a critical wound occurs, all reactions on that hit location card are canceled.

Persistent Injuries

When a monster suffers a critical wound on a hit location with a persistent injury, the hit location card is put in play instead of being discarded. Some persistent injuries modify a monster's overall behavior, while others only affect specific AI cards.

For example, if the monster has the No Jaw persistent injury when it draws **Chomp**, it performs the No Jaw persistent injury action instead of any other actions on the card.

Monster Hunt Events

Monster hunt event cards are events that are only encountered when hunting a particular type of monster. They describe specific pitfalls and wonders that occur while tracking this monster.

Each hunt-able monster has their own set of hunt event cards. They are used with the hunt board to hunt a quarry.

Monster Resources

Monster resource cards are resources that are only gained from fighting that type of monster. There are separate decks of monster resource cards for all hunt-able monsters (White Lion, Screaming Antelope, Phoenix).

Each monster resource has a resource type. For instance, **Lion Claw** is a bone type resource.

Monster resources can be used and spent as their resource type or as their specific resource name. Some monster resources will have additional rules on the bottom of their cards.

Life Trait

The **Life** card is a unique trait card that is used for encounters with some monsters and gameplay variants. It represents a monster's life in place of its AI deck. A pair of d10's should be placed in the marked spaces using the dice faces to represent a numerical value.

Monsters with Life

When a monster has the Ⓢ **Life** listed in its monster characteristics it will be followed by a number. This is the number of wounds the Life trait starts with. Instead of removing wounds by removing AI cards to the wound stack, wound the monster by reducing the number on the **Life** trait. When the number on **Life** is reduced to 0 the monster is dead. One consequence of **Life** is that a monster does not lose AI cards and is always fighting with its full deck!

Rules that trigger "when the monster is wounded" still function normally. For instance, if the Hand had the **Life** trait, wounding the monster would still add tokens to **Impossible Eyes**.

When a monster with **Life** heals, if the monster's Life number is less than its starting life, increase the number on **Life** for each wound healed by 1.

If any rules would give the monster the **Life** trait multiple times, combine the listed amounts to find the **Life** trait's starting number.

The Great Golden Cat from the Legendary Monsters Story Event, has Ⓢ ***Life*** *15 listed under its Characteristics. This means the monster starts with 15 wounds. Place 1d10 on* ***Life*** *with the 1 face showing to represent the 10's place and 1d10 with the 5 face showing to represent the ones place. The resulting number showing should be 15.*

The Great Golden Cat has 6 AI cards and it will not lose any of them when its wounded. Instead, reduce the number showing on ***Life*** *by 1 each time the Great Golden Cat is wounded.*

Gameplay Variants

In this rulebook, the 5-6 Player variant uses the **Life** trait.

In order to balance the encounter with additional survivors, monsters will gain the **Life** trait in addition to normal wounds tracked by their AI decks. To begin moving AI cards to the wound stack, the survivors must *first* reduce a monster's Life trait to 0.

Proxy Cards

There are 8 proxy cards included with the game, two of each number. These cards can be used to replace cards you've lost or when a gaming group decides to customize their experience.

For some ideas on customizing your game experience refer to the Gameplay Variants section.

Resources

Survivors collect resources to develop their settlements and craft gear. There are 4 kinds of resources: Basic, Monster, Strange, and Vermin.

All resources have shared types. Resource types include: bone, hide, organ, scrap, herb, vermin, and consumable. Some costs are listed by type (e.g., 3 bone and 2 organ) and any resource of that type may be spent. For instance, a **Lion Claw** resource may be spent as bone.

However, some costs list specific resources by name. No substitutions may occur in these cases.

If a recipe has "resource" listed as a cost, then any resource card can be used.

When a resource is spent, archive the corresponding card or remove its entry from the settlement's storage.

Basic Resources

There are 21 basic resources. Survivors earn them from events and defeating monsters.

Monster Resources

Monster resource cards are only gained from fighting that type of monster. There are separate decks for all huntable monsters (White Lion, Screaming Antelope, and Phoenix).

Strange Resources

Strange resource cards are resources that are only gained in specific circumstances. These are unique and difficult to come by.

Strange resources can be extremely rare monster parts, refined metals, and useful herbs. Gain strange resources as directed by events in the game.

Strange monster resources are not considered part of a monster's pool of resource cards.

Vermin Resources

The fauna of Kingdom Death has a variety of small, bizarre species. These are represented by vermin resource cards.

They can be found in Bug Patches during showdowns and sometimes found as a result of events.

Vermin cards have rules that describe how each vermin can be used. Vermin can also be cooked using the Cooking Innovation to produce excellent results!

Survivors Gaining Resources

When a survivor gains a resource, draw a card from the appropriate resource deck and place it next to their gear grid in their play area. The survivor is now carrying this resource. This has no effect on the survivor's ability to fight or hunt.

Any resources a survivor gains during the hunt and showdown are placed beside the survivor's gear grid. Survivors may spend these resources or activate a resource's rules at any time during the hunt.

If resources are gained during the Settlement Phase, place them in the play area.

Groups Gaining Resources

When a monster is defeated, the players collect the rewards listed on that monster's story event. All living survivors need to decide how to divide them.

Sharing and spending resources will greatly affect the outcomes of your campaign. Some groups may divide resources fairly, then trade them. Others may pool resources together and spend them as a group.

Resource Limit

When you are directed to gain a resource and that specific card is not currently in the resource deck, you do not gain it, nor do you add it to the settlement storage. You gain nothing.

This situation can occur when an event or effect of a card lists a specifc resource to gain, and that resource is currently being carried by a survivor.

Resources and Death

When a survivor dies or is lost during the hunt phase, another survivor simply takes the resources they were carrying.

When a survivor dies during the showdown, any resources they were carrying are regained by the group at the end of the showdown if the survivors are victorious.

When all the survivors die, all of the resources they were carrying are lost.

Resources with Special Rules

Some resources have special rules. They can be performed at any time and during any phase by the survivor holding the resource. Some resources have rules that are triggered when they are gained and should be performed then.

A resource must be removed from settlement storage to use its special rules. A survivor may only do this during the Develop step of the settlement phase.

Trading Resources

Sometimes a survivor will gain a resource with special rules that may greatly benefit another survivor.

During the Hunt Phase, survivors may give each other resources at the start of any hunt turn before an event is revealed.

During the Showdown Phase, survivors may give each other resources anytime during their act if they are adjacent. A survivor can pass a resource as they are moving by without ending their movement.

Survivors may freely trade resources during the Settlement Phase.

When a survivor receives a resource from another survivor, it is not considered gained.

Resources Stay in the Settlement

Once resources are brought to the settlement, they may not be taken on future hunts and showdowns. Any resources taken from the settlement's storage must be returned during the Record & Archive Resources step of the Settlement Phase.

Terrain

The landscape of Kingdom Death is strewn with odd features and relics that may prove advantageous to survivors fighting for their lives.

Terrain Tiles

Terrain tiles are placed on spaces on the showdown board before the battle begins. Unless otherwise stated, survivors may move through spaces with terrain tiles on them as if they were unoccupied spaces. Terrain tiles may not be placed on top of one another. Ignore any rules or effects that instruct you to place more terrain tiles than are available in the core game.

The Terrain & Deployment section of each monster's showdown story event specifies what terrain to use for that showdown. The Showdown Phase section details showdown terrain setup.

Terrain Cards

Terrain cards correspond with their matching tiles, and contain rules for placing and interacting with them. They are placed on the side of the showdown board so they can be easily referenced.

1. An image of the terrain tile.
2. Terrain Name and the number of tiles the card generates for setup. If no number is indicated, then only 1 tile should be set up.
3. Special Rules
4. Terrain setup rules are used if there are no specific setup rules listed in the Terrain & Deployment section of the monster's showdown story event.

Survivors and Terrain

Terrain cards with ❷ indicate the corresponding terrain can be activated. Survivors adjacent to or on spaces occupied by this kind of terrain may spend activation to use the rules listed on the terrain card.

> ❷: If you are standing on a space occupied by Tall Grass, you disappear into it. If you have the **priority target** token, remove it. You are not a **threat** until you attack or move out of a space occupied by Tall Grass.

Terrain cards can have persistent rules that affect survivors during the showdown. Including:

Obstacle: This blocks survivor and monster field of view. It interrupts ranged weapon attacks and monster targeting.

To check if the field of view is blocked, draw an imaginary line from the center of the miniature's base to the center of the intended target's base. If the line comes in contact with a space occupied by an obstacle, then the field of view is blocked, and the target is not in the field of view.

The monster's field of view is blocked by the Toppled Pillar. The red spaces and the blind spot are not in field of view.

The survivor's field of view is blocked by the Toppled Pillar. They cannot attack with ranged weapons.

Impassable: Impassable terrain occupies all spaces that it covers. Survivors cannot move through spaces occupied by impassable terrain. If a survivor would move (voluntarily or involuntarily) into a space occupied by impassable terrain, they instead collide with the terrain and end their movement.

If a monster rule (like **Grab**) would place a survivor onto impassable terrain, they instead collide with the terrain and are to the nearest free space adjacent to the terrain. A complete explanation of collision is found in the Showdown Section.

Destructible: When a survivor collides with destructible terrain, archive the terrain tile. The survivor suffers 1 damage to a random hit location as a result of collision.

Monsters and Terrain

Unless stated otherwise on the terrain card, monsters ignore terrain tiles on the showdown board. For example, terrain with the Obstacle rule block a monster's line of sight, and when a monster passes over Destructible terrain, it is archived.

The Hunt Phase

During the Hunt Phase, players will:
- Choose a quarry
- Set up the hunt board
- Hunt the quarry along the hunt board until a showdown begins or the hunt fails.

Table Setup

Place the hunt board (the opposite side of the settlement board) on the table. Place the gear grids, and record sheets of the survivors that compose the hunt team on the table.

Choose Your Quarry

Before departing on a hunt, choose a quarry from the list of available monsters on the Quarry List of your settlement record sheet.

Some monsters cannot be hunted, and only appear as a result of story events or nemesis encounters on the timeline (i.e., the Butcher, King's Man, or The Hand).

If this is a **nemesis encounter**, skip the hunt phase and move directly to the showdown.

Choose the Monster Level

Decide the level of the monster (usually 1, 2, or 3). The higher the level, the more difficult the monster will be to hunt and defeat.

Set Up the Hunt

The hunt is the survivors' journey to find their quarry. Survivors travel along the hunt board, facing perils along the way.

Hunt Board

The hunt board has 13 spaces, including a Start space, an Overwhelming Darkness space, and a Starvation space.

Hunt Event Cards

There are two types of hunt event cards, basic hunt event cards and monster hunt event cards.

Basic hunt event cards describe events survivors may encounter out in the darkness.

Monster hunt event cards describe events that occur while tracking a specific monster.

Hunt Board Setup

Each monster's story event has a diagram of the hunt board showing where to place monster hunt events and the monster miniature.

1. Shuffle the monster's hunt event cards. Place one monster hunt event card from the deck facedown on all the spaces indicated with an "E" on the hunt board diagram.
2. Place one basic hunt event card in every open space on the hunt board except those occupied by a monster hunt event card, the Start space, Overwhelming Darkness, and Starvation.
3. Place any hunt event cards triggered by gear in your gear grid (i.e., sickles and pickaxes).
4. Place the monster's miniature on the hunt board, according to its level, in the space indicated on the hunt board diagram.
5. Place the departing survivor miniatures on the Start space of the hunt board.

Mineral Gathering and Herb Gathering

Mineral Gathering and Herb Gathering are story events that may be triggered during the hunt by adding their unique hunt event cards to the hunt board.

If survivors have the appropriate tools in their gear grid, they can add the **Mineral Gathering** and/or **Herb Gathering** hunt event cards to any space (except Start, Overwhelming Darkness, and Starvation) on the hunt board before traversing it.

Each event may only be added to the hunt board once per hunt phase, on top of any existing event cards.

Hunt Your Quarry

Survivors take turns as the **event revealer**. The event revealer draws the top event card in the survivors' current space, reads it aloud to the other players, and follows the rules on the card.

When an event is complete, the card is archived and the next survivor becomes the event revealer.

If no cards remain in the survivors' space, the survivors move one space toward the monster and the event revealer draws the top event card in the new space and follows the rules on the card.

Hunt event cards are resolved one at a time, from top to bottom. Unless compelled to move by an event, the survivors must resolve all hunt events in their currently-occupied space before moving.

The monster does not move unless an event specifies otherwise.

If there are no hunt event cards on a hunt board space when the survivors move into the space, the event revealer makes 1 roll on the hunt event table before the survivors can move to the next hunt board space unless specifically directed to skip spaces.

During each hunt, the first time the survivors land on the Overwhelming Darkness space, trigger the Overwhelming Darkness story event instead of rolling on the hunt event table.

Find the Quarry

If the survivors move into the same space as the monster on their hunt turn, the hunt phase is over, and the showdown phase begins immediately. Do not resolve any hunt events on the hunt board space occupied by the monster.

Hunt Event Cards

Basic hunt event cards are identical and direct the event revealer to roll on the hunt event table to determine what happens next.

The hunt event table lists 100 possible events the survivors may encounter. The event revealer rolls "1d100" to randomly determine the event.
To roll 1d100, take 2d10 and nominate one die to be tens and one to be ones. Roll them together for a

result between 1 and 100.

For example, if the tens die result is "3" and the ones die result is "5," the event number is "35." Turn to hunt event 35 in the hunt event table, read it aloud, and resolve it.

Hunt Events

Often, hunt events will require players to roll on a table to determine the outcome of an event. Each event will specify who should roll (event revealer, random survivor, or survivors meeting a certain criteria). If no survivor is specified, the event revealer rolls.

The event revealer is also responsible for making any randomized choices (picking random survivors, gear, etc). The event revealer can use dice, names in a hat, or whatever they prefer.

Some events will have requirements for survivors to participate. For instance, some events require survivors to have high levels of courage or understanding to participate in the event.

Reaching Overwhelming Darkness

The first time in a hunt the survivors move into the Overwhelming Darkness space, they trigger the Overwhelming Darkness story event.

The survivors cannot skip Overwhelming Darkness. If they move through the space for any reason, instead, stop hunt board movement and resolve Overwhelming Darkness (before any other events or effects on this space). Resolve any other events on this space then continue to the next space on the hunt board.

If for some reason, the survivors move into or through Overwhelming Darkness more than once in a single hunt phase, treat it as a blank space.

Gaining Gear on the Hunt

If a survivor gains gear during the hunt phase, they may add it to their grid immediately. If their gear grid is full, they must either archive the acquired gear (unless it is cursed) or another piece of gear from the gear grid to make room for the new gear. A gear grid may not be rearranged when this occurs, and the item cannot be added to another survivor's gear grid.

Event Damage

Survivors may suffer damage during the hunt. This is event damage and is non-lethal. Event damage will still reduce armor points and insanity, cause light and heavy injuries, but will not cause severe injuries or brain trauma. Any damage accrued on the hunt persists into the showdown phase.

Any tokens gained on the hunt remain through the aftermath of the following showdown or the beginning of the next settlement phase, whichever comes first.

Severe Injuries and Brain Trauma

In special cases, survivors may suffer severe injuries or brain traumas during the hunt. These cases will be clearly indicated on an event.

Apply any attribute modifiers, impairments, and restrictions from injuries and brain traumas suffered on the hunt to the showdown that follows it (including bleeding tokens). If you must skip the next hunt as a result of an injury, this refers to the next hunt, not the remainder of the current one.

Retire on the Hunt

If a survivor retires during the hunt, they participate in the coming showdown and return to the settlement with any victorious survivors. When they return, they retire, never to hunt again.

Death on the Hunt

If survivors perish during the hunt phase, all of their gear (except any gear with the **irreplaceable** rule) returns to the settlement storage unless the event states otherwise. It may not be used by the remaining survivors on the hunt.

Ambush

If the monster moves into the survivors' hunt board space, the survivors are ambushed. End any current hunt events and start the showdown immediately,

If the survivors are ambushed by the monster, they must skip their first turn. In most cases, this means that the monster will take two turns.

Some hunt events allow the survivors to ambush the monster. When the monster is ambushed, survivors may choose to go first in the showdown. Do not follow the setup rules for terrain on the monster's story event. Instead, place the listed showdown terrain, the monster, and survivors on the showdown board as the players decide (setup rules on terrain cards must still be followed).

Compulsory Movement

Some hunt events or effects may move the survivors. When this happens, move the group the indicated number spaces forwards or backwards. The survivors cannot move past the **Start** or **Starvation** spaces.

The Hunt Fails

If the survivors perish on the hunt, reach the end of the hunt board without a showdown, or the monster moves off of the hunt board, the Hunt Phase ends and the quarry is lost.

Apply the rules on the **Starvation** space of the hunt board. The lantern year is over, and a new settlement phase begins.

Run Away

If the survivors' settlement has innovated **Pictographs,** they may trigger the **Run Away** story event at any time during the hunt. Running frantically for home rarely has good outcomes, but may be an improvement on looming death.

In this case, each escaping survivor must trigger the story event individually. Turn to the **Run Away** story event and follow the rules for attempting escape.

Showdown Phase

The showdown is the battle between a monster and the survivors. The showdown ends only when the monster or the survivors are defeated.

During the showdown phase, you will:
- Create a monster
- Set up the showdown board
- Place terrain, monster, and survivors
- Battle the monster
- Confront the aftermath of the battle, collecting your rewards or facing your destruction.

Keep the monster showdown story event page open on the table for reference during the showdown. This page contains information about:
- Monster attributes
- Showdown board terrain setup
- Setting up monster and survivor miniatures
- Monster instinct rules

Table Setup

Place the showdown board, monster control panel, and the gear grids and record sheets of the survivors participating in the showdown on the table.

Create a Monster

To create a monster, you will need:
- Monster AI deck
- Monster (S) cards and any attributes tokens
- Monster hit location deck
- Basic resource deck
- Monster resource deck
- Double-sided Basic Action / Reference Card

Creating the AI Deck

A monster's AI deck is assembled from its pool of unique AI cards. AI deck construction is different for each monster and also varies by the monster level. Consult the monster attribute section on the monster's showdown story event in the row corresponding to the monster's level. This will indicate the number of basic (B), advanced (A), and legendary (L) cards to include.

To build the deck, set aside the monster's (S) AI cards. Separate the monster's Basic, Advanced, and Legendary AI cards into stacks and shuffle each stack.

Draw the indicated number of each card type from each stack without looking at them.

Combine the resulting cards and shuffle them to create the AI deck. Place the AI deck face down on the monster control panel.

To build a Level 3 Screaming Antelope, shuffle its Basic, Advanced, and Legendary AI cards into three separate stacks. Draw 13 Basic, 7 Advanced, and 2 Legendary cards. Combine them and shuffle to create the AI deck.

Monster (S) Cards and Attributes

Each monster showdown story event lists any (S) cards and further modifiers that start *in play.* These are not added to the AI deck. Place these face up on the monster control panel and apply their rules for the duration of the showdown.

Basic Action / Reference Card

Place the double-sided Basic Action / Reference card on the monster control panel.

Creating the Hit Location Deck

Take all hit location cards for the monster. Shuffle the cards to form the monster hit location deck and place them face down on the monster control panel.

Resource Decks

Take the basic resource deck and shuffle it. Place it face down next to the monster control panel.

If the monster has its own monster resource cards, shuffle those and place them face down next to the monster control panel.

Showdown Board Setup

This section details the rules for placing terrain, monster miniatures, and survivor miniatures on the showdown board.

Terrain

Terrain changes the makeup of the showdown board. Survivors and monsters can interact with terrain tiles, and use them to avoid harm. The complete rules for interacting with terrain are found in the Terrain Section.

Terrain & Deployment

Each monster's showdown story event has a Terrain and Deployment section. It lists specific and random terrain to place on the showdown board.

Note the quantity of terrain tiles each terrain card instructs you to place, as many terrain cards add more than one terrain tile to the showdown board.

First, use any specifically-listed terrain cards to set up their corresponding terrain tiles according to the Showdown Setup diagram found on the story event. If the terrain tiles are not on the diagram, follow the setup rules on the bottom of each card. Set aside these terrain cards.

Next, add random terrain by shuffling the terrain deck and drawing the number of cards specified by the story event. Set up their corresponding terrain tiles, one card at a time, according to the rules on the bottom of each card.

Place the monster and survivors on the showdown board according to the Showdown Setup diagram. Once the terrain, the monster, and the survivors are on the showdown board, the showdown begins.

Additional Terrain
Some effects add extra terrain to the showdown board. Unless directed otherwise, always follow the setup rules on the bottom of the card.

The Showdown Round

The showdown proceeds in rounds, consisting of the monster turn followed by the survivors' turn. Rounds will continue until the monster is dead or all the survivors are dead.

Unless otherwise stated, monsters always go first.

Each round, a new player takes the monster controller tile and is responsible for controlling the monster that turn. The monster controller tile moves clockwise at the start of every round.

Monster Controller Bonus

When a monster controller's survivor is selected as the monster's target, this foolhardy action earns that player's survivor +1 insanity.

If you control more than one survivor, make sure to nominate a different survivor each time you take the monster controller tile, cycling through all possible survivors.

Monster Turn

A monster's turn proceeds in the following order:

1. Start Turn
2. Draw AI
3. End Turn

Start Turn
Some AI cards and persistent injuries have rules that are performed at the start of the monster's turn. Make sure to perform them before drawing an AI card. If there are multiple instances, the Monster Controller decides the order to perform them.

Draw AI
The Monster Controller draws the top AI card on the monster's AI deck and plays it. If there are no cards in the AI deck, shuffle the discard pile, create a new AI deck, and draw the top card.

If the monster does not have any cards in its AI deck or its AI discard pile, it will perform its Basic Action (listed on the monster's Basic Action / Reference Card) instead of drawing AI cards until it is defeated.

End Turn
Some AI cards and persistent injuries have rules that are performed at the end of the monster's turn. If there are multiple instances, the Monster Controller decides the order to perform them. Once these are resolved, the monster's turn comes to an end and the round continues.

Playing AI Cards

After drawing an AI card, the monster controller should read the card in its entirety, then perform all the actions on the card. AI cards consist of actions that are divided by flows and alerts.

Perform each action before moving to the next. Some cards may only have 1 action.

Some AI actions are conditional. If the conditions are met, perform the action, otherwise continue to the next action.

If there are no further actions on a card, the card is resolved. Discard the AI card by placing it face up on the monster control panel in the discard pile. Then, continue the round.

The White Lion's Combo Claw has 3 actions and 1 Persistent Injury (Lost Hand).

After drawing **Combo Claw**, the monster controller performs the first action on the card, *Pick Target*. The monster controller picks a target according to the target list. Whenever a flow is reached on an AI card, survivors have a window of time where they may spend survival and perform survival actions (dash, encourage, surge) before advancing to the next monster action.

Complete any survival actions before moving to the next monster action.

Move & Attack Target

The monster controller moves the monster towards the target and makes its attack. After the attack is resolved, advance to the next action on **Combo Claw**. After a second flow, perform the next action.

If this attack deals damage more than once, draw AI .

This is a conditional action. If the target suffered damage more than once, the condition of the action is met. Since there are no actions left on the card, **Combo Claw** is resolved. The monster controller discards **Combo Claw**, then draws and plays a new AI card.

If the monster's attack missed, or the target avoided being hit more than once, the condition is not met and the monster controller does not draw another AI card. Since there are no further actions on **Combo Claw**, the card is resolved. Discard **Combo Claw** and continue the round.

Persistent Injuries

Persistent injuries are conditional actions that replace the normal rules of an AI card. If a persistent injury action is performed, ignore any other actions on the card.

Lost Hand: The White Lion stares sadly at its bloody stump. Any adjacent survivors gain +1 understanding.

Persistent injury actions are only performed when the monster draws an AI card with a persistent injury action that matches a persistent injury on a hit location in play.

*When the White Lion draws **Combo Claw**, the monster controller checks the monster control panel for hit locations currently in play as a result of critical wounds suffered earlier in the showdown.*

*If the **Strange Hand** hit location is in play with the Lost Hand Persistent Injury, the White Lion ignores all other actions on **Combo Claw** and performs Lost Hand. The monster controller awards all adjacent survivors +1 understanding, then discards **Combo Claw** card and continues the round.*

Playing Moods & Traits

Moods & Traits have persistent effects over multiple rounds. These cards may change a monster's behavior and/or actions as play continues.

Apply any persistent rules as long as the card remains in play (any time after it is drawn and before it is discarded). Perform any conditional actions as their conditions are met.

If an AI card contains an action to **"draw AI "**, complete any applicable actions on the current AI card before drawing and playing a new AI card.

*The White Lion's **Ground Fighting** mood states that the monster does not draw AI cards while this card is in play.*

Instead, each round the monster controller will monitor the Zone of Death specified on the card and perform a Basic Action targeting any survivor that spends activation in the specified spaces.

*When the monster is wounded, discard **Ground Fighting**. When the card is discarded, the White Lion's behavior returns to normal.*

Pick Target

Monsters choose their target based on a **Pick Target** list or diagram at the top of each AI card.

Pick Target

- closest threat, facing, in range
- closest threat, in field of view
- no target: **sniff**

A pick target list is made of a series of conditions. Each may include several terms that create a single condition. Start with the first condition. The monster controller should check if the conditions for targeting can be met. If not, move to the next condition and so on. Stop when a target condition is met.

In some cases, the target is determined by an area or zone, such as adjacent survivors or all survivors in a zone described by a diagram. These AI cards will illustrate or clearly state the area of the board that determines the target. The dark gray box represents the monster and its current facing.

Zone of Death

In some cases, more than one target may be picked. Each AI card will specify if multiple survivors can be targeted by that AI card.

The last condition on the targeting list is **no target**. When this is reached, instead of performing any other action on the card, discard it and perform the indicated **no target** action or rule. This is most often the monster's instinct.

The target may not be changed once the target is chosen (including effects of gear like **Fecal Salve**).

Often, multiple survivors will satisfy a targeting rule. For instance, multiple survivors might be considered *closest*. In these cases, the monster controller decides which survivor becomes the target.

Monster controllers can use their decisions to give the advantage to the monster or to the group, or approach each decision randomly.

Some attacks have collateral damage that effect survivors in a zone. In these cases, these survivors are not targets unless stated otherwise.

Common Targeting Terms

Facing: A monster is facing all spaces on the board that are in front of the miniature.

In field of view: A survivor is always in a monster's field of view, unless they are in the monster's blind spot or the monster's line of sight is blocked. Only terrain with the **Obstacle** rule blocks field of view. These rules are described in the Terrain section.

In range: A survivor is in range of a monster if the number of spaces between them is less than or equal to its current movement (including modifiers).

If *in range* is followed by a number, such as range (8), that number replaces the monster's movement when calculating to see if a survivor is in range.

Zachary is in range, Erza is out of range.

Random survivor: The monster controller should randomly pick a survivor. Use dice, names in a hat, or any other preferred method.

Threat: A threat is any survivor that is not knocked down or using special gear/terrain to prevent being considered a threat.

Closest survivor/threat: The survivor/threat fewest spaces from the monster.

Last to wound: The last survivor to wound the monster.

Non-deaf survivors: Survivors not suffering from the deaf severe head injury.

Most / Least: Zero can count as most or least unless otherwise stated.

When the monster controller draws and plays **Vicious Claw**, the first action on the card is *Pick Target*. Starting at the top, check each item on the *Pick Target* list to see if any survivors satisfy the target rule. Stop when the first target is found. If more than one survivor satisfies a target rule, the monster controller chooses one.

Priority Target Token

If a survivor gains the priority target token, that survivor captures the monster's attention. Only one survivor may have the priority target token at a time. A survivor keeps the priority target token until another survivor gains it or the end of the next monster turn unless it is removed by a card or effect.

When a monster performs a **Pick Target** action on an AI or Ⓢ card, ignore all other targeting conditions and target the survivor with the priority target token.

The priority target token does not affect AI cards that pick multiple targets or all survivors, nor any targeting on monster AI cards outside of a Pick Target action (e.g. the White Lion's **Cunning** S card).

The priority target token does not affect targeting in a monster's hit location deck. If a monster's reaction on a hit location card targets the attacker, the priority target token has no effect.

Move & Attack Target Actions

Move & Attack Target actions are the most common way a monster will attack survivors. *Move & Attack Target*, unless specifically stated otherwise, is an instruction to move the monster towards its target up to its current movement or until adjacent, turn to face them, and attack using the action's attack profile. If a monster is already adjacent to its target, it will turn to face its target and attack without moving.

Variants of Move & Attack Target

Other actions, such as *Materialize & Attack Target*, or *Move & Intimidate Target*, are performed similarly to *Move & Attack Target*, but with the rules of another behavior substituting for a portion of the action.

The *Materialize & Attack Target* action on the Phoenix's **Wing Punch** AI is performed the same way as a *Move & Attack Target* action, but the Phoenix **materializes** facing and adjacent to the target instead of moving. Likewise, the *Move & Intimidate Target* action on Butcher's **Gaze of Truth** AI card full moves the Butcher the same way as a *Move & Attack Target* action, but **intimidates** the survivor instead of attacking.

Some attack profiles will only be preceded by an instruction to attack target. On these profiles, the monster does not move before attacking.

Some actions will simply state to full move towards target, then attack target. This is effectively the same as a *Move & Attack Target* action.

Monster Movement

Actions will dictate when to move the monster. Most commonly, this will be in the form of a *Move & Attack Target* action after a monster has picked a target.

When an action instructs a monster to move toward a target, the monster controller must identify the shortest path between the monster and the target, then move the monster miniature along that path until it is adjacent to the target or has no movement remaining. If there are multiple paths tied for the shortest, the monster controller chooses one.

Regardless of their size, monsters move 1 space at a time in cardinal directions (not diagonal).

After the White Lion plays **Vicious Claw** and picks a target, it will proceed to the next action on the card, *Move & Attack Target*.

To move towards the target, the monster controller first chooses the shortest path between the monster and the survivor, then moves 1 cardinal space at a time along that path. Since the White Lion's movement is 6 and the survivor is 7 spaces away, the monster controller is able to move the monster to a space adjacent to the target.

The monster has turned to face Zachary.
It is now facing all of the indicated spaces.

After moving the monster, turn to face the survivor, resolve any instances of collision, then attack the target using the card's attack profile.

Some attacks have reach (the long halberd of the King's Man) or range. In these cases, move the monster the minimum number of spaces it must move to attack its target.

Full Move

Full move is a term that describes a monster or survivor's maximum available movement, taking into account any positive or negative movement modifier tokens.

For example, a Level 1 White Lion (movement 6) with a -1 movement token would have a full move of 5.

Forward, Back, Away, and Toward

Some actions and rules will specify a direction for the monster to move.

Forward: This is the direction the monster is currently facing.

Back: This is the opposite direction the monster is currently facing.

Away: This is usually in conjunction with something on the board (e.g., all survivors, the attacker, a board

edge, a terrain tile).The monster controller should move as directly as possible, in any direction that puts the most spaces between the monster and the specified location.

Toward: This is usually in conjunction with something on the board (all survivors, the attacker, a board edge, or a terrain tile).The monster controller should move as directly as possible, in the direction that moves the monster closest to the specified location.

Place the Monster

Although they usually change a monster's location on the showdown board, rules specifying to **place** a monster are not considered movement.

How Monsters Attack

Attack actions direct a monster to attack. The second portion of a *Move & Attack Target* action tells a monster to attack its target. Attack actions are followed by attack profiles. Attack profiles on AI cards list the 3 basic components of an attack: speed (how many dice in an attack), accuracy (the likelihood of hitting), and damage (how much damage a hit causes).

The monster controller makes attack rolls equal to the monsters speed, determines a hit location for each successful hit and deals damage.

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

Speed: The number of attack rolls. Speed is determined by the speed listed on the attack profile and modified by the monster's speed (listed on the monster's story event) and any speed modifier tokens. The monster controller rolls a number of d10s equal to the speed of an attack.

*When the level 1 White Lion attacks Zachary with **Vicious Claw,** the attack speed is listed as 2. The level 1 White Lion has no additional speed, so the monster controller rolls 2d10.*

Accuracy: The number to meet or exceed on an attack roll result for an attack to hit the target. Accuracy is determined by the accuracy listed on the attack profile, any accuracy modifier tokens the monster has, and the evasion of the target.

Attack Roll Result + Monster Accuracy Modifier
must meet or exceed
Attack Profile's Accuracy + Survivor's Evasion Modifier

*The monster controller rolls 2d10 to attack Zachary with **Vicious Claw.** If the roll results are 1 and 4, one attack roll hits (4) and one misses (1).*

Damage: An attack's target suffers the amount of damage listed on an attack profile, modified by the monster's damage attribute and any damage tokens. **Damage from a single hit is applied to a single hit location.** *The Level 1 White Lion's **Vicious Claw** hit Zachary once. Since the damage listed on the Attack Profile is 1 and the Level 1 White Lion has no additional damage modifiers, the damage dealt from this hit is 1.*

Determine Hit Locations

After the number of hits in an attack have been determined, the monster controller rolls the hit location die once for every hit. Once all the rolls are made, resolve damage from each hit one at a time in the order the target chooses.

If there is more than one hit, it is possible that the location dice will roll the same location more than once. Each hit to this location is resolved separately. *The monster controller rolls the hit location die to determine where the **Vicious Claw** attack lands. The result is waist. Zachary, like all starting survivors, has a Cloth gear card that gives his waist 1 armor point. 1 damage to this location reduces the armor by 1 to 0.*

Deal Damage to Hit Locations

After the monster controller rolls the hit location die for each hit, damage is dealt to each hit location one at a time in the order of the target's choosing.

Damage from a hit is spent 1 point at a time at a location to reduce armor points, cause injuries (light, then heavy), and cause severe injuries. A hit is resolved when all damage from it has been expended.

All damage is spent in the following order:

1 | **Armor**: Spend 1 damage to reduce the armor points at a location by 1 until either no damage remains or the armor at that location is reduced to 0. If damage remains at a hit location with 0 armor points, continue to light and heavy injuries.

2 | **Light and Heavy Injuries**: Spend 1 damage to fill in 1 injury box (first light, then heavy). When the heavy injury box is filled, the survivor is knocked down. If damage remains at a hit location with 0 armor points and both injury boxes are filled, continue to severe injuries.

3 | **Severe Injuries**: All remaining damage from a hit is expended by rolling once on the severe injury table for that hit location and suffering its effects.

If a location is hit multiple times in a single attack, each hit is considered separately. This means that it is possible to suffer multiple severe-injuries to one hit location within a single attack.

Trigger & Attack Effects

Some attack profiles cause additional effects. These are listed directly under the attack profile.

Bleed 1: Target gains 1 bleeding token.

The **Trigger** section of the attack profile indicates when to resolve these effects. Attack effects are triggered once per attack.

After Hit: if there are any successful hits in the attack, before rolling hit location dice, apply this trigger's attack effects. (Do not apply if there are no hits.)

Before Damage: apply this trigger's attack effect after hits and hit location dice are rolled, but before damage is dealt to hit locations.

After Damage: if there are any successful hits in the attack, resolve all damage from all hits in this attack (roll hit location dice, apply damage to hit location), then apply this trigger's attack effects. If there is no damage dealt from the attack, do not apply this effect.

*The Level 1 White Lion's **Vicious Claw** attacks Zachary. He is hit twice in the waist location. Since he suffered damage from this attack, the After Damage trigger applies once for this attack. Zachary gains 1 bleeding token.*

Common Triggered Rules

Knockback X: The target of knockback is pushed X number of spaces. Move the miniature the number of spaces indicated by knockback, in a straight line, directly away from the source of the knockback.

Bash: The survivor is knocked down.

Bleed X: The survivor gains X bleeding tokens. If no number is specified, gain 1 bleeding token.

Intimidate

Intimidate actions are not attacks, and survivors can not spend survival to dodge Intimidate actions.

Intimidate actions cause brain damage instead of damage to physical hit locations.

Monsters don't need to be adjacent to their targets to intimidate. Follow the specific rules on the AI card to perform each unique Intimidate action.

Brain Damage

Brain damage affects the brain location. Treat insanity as armor points for the brain location and assign damage as listed above. Reduce insanity the way you would armor, then fill the 1 brain injury box, and finally make rolls on the Brain Trauma table.

Playing Duration AI Cards

In order to be resolved and discarded, duration cards must be drawn twice.

The first time a duration card is drawn, perform any "when drawn face down" actions. Then, instead of discarding it, place the duration card in play face up on top of the AI deck.

The next time a monster would draw an AI card, it will draw the duration card for a second time. Perform any "when drawn face up" actions. Then, discard the card.

Some duration cards will have effects that are persistent while they are face up on top of the AI deck, waiting to be drawn again.

Any effects that manipulate the AI deck besides wounding (rawhide headband, whistling mace) are ignored while a duration is face up.

If a monster is wounded while a duration AI is face up, the duration is moved into the wound stack.

Survivor Status AI Cards

When a survivor gains a survivor status card, place it in a convenient location next to their gear grid. The effects on the card apply only to them.

Some status cards will have conditions that will need to be monitored and tracked. Others grant survivors actions that are unique to a showdown.

If a monster's story event has a Survivor Status card in its setup, all survivors gain the card at the start of the showdown.

Damage Outside of Attack Actions

Some AI cards cause damage without choosing a target or without explicitly attacking.

For instance, resolving damage from the White Lion's Grasp triggers grab. Grab deals 1 additional damage per monster level to the attacked survivor.

Damage dealt outside of an attack profile is resolved normally, but is not modified by the monster's attributes or tokens, If no hit location is specified, roll the hit location die.

Damage dealt outside of an attack profile cannot be dodged, since it does not result from a hit.

Healing

When a monster performs **heal X**, they return X wounds from the Wound Stack to the AI deck. Without looking at them, take the number of wounds healed from the top of the Wound Stack and place them on the bottom of the AI deck.

Collision

Survivors, monsters, and impassable terrain tiles may collide with each other. This causes survivors to suffer collision. When a survivor suffers collision, they are knocked down.

Colliding occurs when:
- A monster moves through or ends its movement on a space occupied by a survivor.
- A survivor moves through or ends their movement on a space occupied by a survivor (due to knockback).
- A survivor is knocked back into an impassable terrain tile.

Monsters Colliding with Survivors

Monsters may move through spaces occupied by survivors. When they do, they collide. At the end of the monster's movement, the survivor suffers collision.

When a monster ends their movement on a space currently occupied by a survivor, they collide. The survivor suffers collision and knockback 5 directly away from the monster.

Lucy is the closest threat, in field of view.
The Monster picks her as its target.

The monster moves directly towards its target, Lucy.
Zachary suffers collision.

Survivors Colliding with Survivors

Survivors may not normally move into spaces occupied by other survivors. However, they may collide due to knockback. When this happens, complete the knockback movement normally. At the end of the knockback movement, both survivors suffer collision.

When a survivor's knockback movement ends on a space occupied by another survivor, they collide. Place the knocked back survivor in the closest unoccupied space. Both survivors suffer collision.

Survivors Colliding with Impassible Terrain

Monsters move through impassible terrain unimpeded.

Impassable terrain interrupts all survivor movement (including knockback). If knockback would cause a survivor to move into an impassable terrain tile, instead they collide with it. The survivor suffers collision and stops its movement in the last space before the terrain tile.

Survivors may not be placed on impassable terrain. For example, if the White Lion's Grab would place a survivor on an impassable terrain tile, instead they collide with it. The survivor suffers collision and is placed in an unoccupied space adjacent to the terrain tile and as close to the monster as possible.

Showdown Board Edges

Survivors and monsters cannot move off the showdown board or be knocked off the board.

Zachary has suffered knockback 5.
Zachary moves 3 spaces to the board edge and stops.

If movement or knockback would cause a survivor or monster to move off the showdown board, instead, stop the movement at the board edge.

If knockback or monster movement starts at a showdown board edge and would go off of it, instead move along the board edge.

Zachary has suffered knockback 5.
Zachary moves 5 spaces along the board edge.

Knocked Down & Standing

Monsters and survivors are standing unless they are knocked down. While a survivor or monster is knocked down, they cannot be knocked down again.

Knocked Down Survivors
A knocked down survivor must spend time standing back up. Knocked down survivors stand at the end of the next monster turn or another survivor may spend survival to **encourage** a knocked down survivor.

- A knocked down survivor is not a threat.

- If a survivor is knocked down in the middle of their attack, their unresolved hits are canceled.

- Knocked down survivors may only spend survival to dodge (remaining knocked down), and cannot spend activation or movement.

Tip the survivor miniature on its side to indicate that it is knocked down.

Knocked Down Monsters
A knocked down monster stands up at the start of the next turn (monster or survivors').

- While a monster is knocked down, attack rolls hit on 3+ in place of normal accuracy.

- While a monster is knocked down, all reactions are canceled. This includes reactions that might be beneficial to survivors. (This does not cancel critical wounds, since they are not reactions.)

- A knocked down monster stands when a monster controller draws an AI card and then plays that card as normal.

- A knocked down monster stands when a trap is played and plays out its rules.

- If the monster is knocked down during a flow, cancel any remaining actions on the card.

- Unless otherwise stated on the AI card, any moods or traits currently in play will affect survivors even if the monster is knocked down.

Survivors' Turn

The second part of a round is the Survivors' turn. During the survivors' turn, survivors act one at a time, completing their entire act before another survivor may act.

Survivors may act in any order, taking advantage of different gear, abilities, and fighting arts to make the most of their collective turn.

Act Overview

At the start of their act, a survivor gains +1 ❶ and +1 ❷. During their act they may perform the following actions in any order. Each action must be completed before another can begin.

- Spend ❶ (move)
- Spend ❷ (activation)

At the end of their act, a survivor loses unspent ❶ ❷.

Movement

Survivors can spend ❶ to move. Survivors move one space at a time, to any adjacent unoccupied space, moving only in cardinal directions (not diagonal).

Survivors cannot move through spaces occupied by monsters or other survivors (even if they are knocked down). Survivors may move before or after spending activation.

Activation

Survivors can spend ❷ to activate gear, interact with terrain, or activate other special rules (e.g., fighting arts, abilities). These special rules will clearly state what happens when ❷ is spent.

How Survivors Attack

Survivors attack by spending ❷ to activate a weapon, using its attack attributes to make an attack. Survivors must be in range to attack.

Melee Weapons

To attack with a melee weapon, a survivor must be in a space adjacent to the monster unless that weapon has reach.

Reach Weapons

A **reach 2** weapon is a long melee weapon that allows a survivor to attack from 2 spaces away.

Ranged Weapons

A ranged weapon, like a bow or dart, allows the survivor to attack from a distance. A survivor can attack with a ranged weapon from a number of spaces away, less than or equal to the weapon's range.

A survivor using a ranged weapon cannot attack a monster when their field of view is blocked. Only terrain with the **Obstacle** rule blocks field of view. These rules are described in the Terrain section.

A Survivor's Attack

Follow the steps below to perform an attack.

1. Make Attack Rolls

Attack rolls represent how quickly you strike. Roll a number of d10s equal to the attack speed.

Attack Speed = Weapon Speed + Survivor Speed Modifier

2. Determine Hits

For each attack roll result add any survivor accuracy modifier. A hit occurs if this total meets or exceeds the weapon's accuracy, taking into account any monster evasion. Any attack roll that does not hit is a miss.

Attack Roll Result + Survivor Accuracy Modifier
must meet or exceed
Weapon's Accuracy + Monster Evasion

3. Draw Hit Location Cards

The monster controller draws 1 monster Hit Location card for each hit and places them face up in front of the attacking player.

4. Read Hit Location Cards

Read all of the drawn hit locations cards. If a Trap was drawn, end the attack(s) and resolve it now.

5. Resolve Drawn Hit Locations

Follow **the wound steps** for all the hit locations drawn by this attack. Once all hit locations are resolved, the attack ends.

6. End the Attack

Stop applying any effects that last until the end of this attack. The attack is now resolved.

- The Wound Steps -

1. Select a Hit Location to resolve

Select a face up hit location card to resolve. First Strike hit locations must be selected before any other hit locations.

2. Perform Special Rules

Perform any special rules on the hit location card.

3. Wound Attempt

Attempt to wound the selected hit location by making a wound roll (roll 1d10) and adding the attacking weapon's strength and any survivor strength modifiers to the result. If this wound attempt total meets or exceeds the monster's toughness (including any toughness tokens), it succeds and the hit location is wounded.

If the total is less than the monster's toughness, the wound attempt fails.

Wound Roll Result (1d10) + Weapon Strength
+ Survivor Strength Modifier

must meet or exceed

Monster's Toughness
+ Monster Toughness Modifiers

4. Check for Critical Wounds

If a hit location has a critical wound listed, there is a chance to inflict a critical wound. A critical wound has effects that occur in addition to wounding the monster.

5. Wound the Monster

When you wound a hit location, remove the top card of the AI deck without looking at it. If the AI deck is empty, shuffle the discard to create a fresh deck. Place the removed card in the wound stack on the monster control panel. Cards in the wound stack are no longer part of the AI deck, and are the number of wounds the monster has suffered.

6. Fellow Survivors React

Survivors that are not the attacker may have an opportunity to perform survival actions.

7. Perform Reactions

Hit location cards may have reactions. The three types of reactions are Wound, Failure, and Reflex.

- Wound: Perform if wound attempt succeeds.
- Failure: Perform if the wound attempt fails.
- Reflex: Always perform (unless critical wound).

8. Resolve the Hit Location

Discard the hit location card face up on the monster control panel. If unresolved hit locations remain in this attack, select the next hit location to resolve. Return to step 1 and resolve this location.

If all hit locations are resolved, end the attack.

Survivor Attribute Modifier

Calculate the survivor attribute modifier by adding the survivor's respective attribute, positive or negative tokens, modifiers from gear special rules, fightings arts, abilities, impairments, disorders, permanent injuries, and anything else that modifies that attribute.

Perfect Hits

An attack roll that is a lantern 10 is a Perfect Hit. When there are multiple Perfect Hits in a single attack, each triggers its own rules separately.

For example, if Allister attacks with a Scrap Dagger and rolls two perfect hits, his strength is increased by +4 for the rest of the attack.

Monster Evasion

Evasion makes a monster more difficult to hit. For every +1 evasion token the monster has, the accuracy required for an attack roll to hit increases by 1.

Conversely, for every -1 evasion token the accuracy required for an attack roll to hit decreases by 1.

Monster Toughness

Every toughness token a monster has increases the monster's toughness by 1.

Conversely, every -1 toughness token a monster has decreases its toughness by 1.

Traps

When a Trap is drawn from a hit, resolve it immediately. If a monster is knocked down when a Trap is drawn, it will stand and resolve the Trap.

To resolve a Trap, end all survivors' attacks and discard all unresolved hit locations, then perform the actions on the Trap card. This does not end the survivor's act, just the current attack(s).

Once a Trap is resolved, discard it and shuffle all hit location cards in the deck and discard pile.

First Strike

First Strike hit locations must be selected and resolved first. If multiple First Strike hit locations are drawn, the attacker chooses the order in which they are resolved.

Impervious

Impervious hit locations are impossible to wound, even with a lantern 10. However, a survivor must still attempt to wound this location. If an impervious hit location is critically wounded, perform any listed effects, but do not wound the monster.

Super-Dense

Super-Dense hit locations can destroy the weapon that struck them. If a survivor attacking with a frail weapon attempts to wound a super-dense hit location, archive the weapon at the end of the attack.

Critical Wounds

A critical wound occurs when a wound roll result is a lantern 10 on a hit location with a critical wound effect.

Critical wounds are lucky blows that always wound a monster, even if the hit strength does not exceed the monster's toughness.

Luck increases the range of wound roll results considered critical wounds. +1 luck causes a critical wound on an unmodified wound roll result of 9 or 10, +2 luck: 8, 9, or 10, and so on.

A hit location without a critical wound listed cannot be critically wounded.

Critical Wound Effects

Critically wounding a monster has two important effects:

1. All reactions (R) on the critically wounded hit location are canceled. This includes wound, failure, and reflex, including reactions that might be beneficial to survivors.

2. Perform the rules listed in the critical wound section of the hit location card. If a monster gains attribute modifier tokens, place them on the monster control panel. If there is a persistent injury listed on the hit location, do not discard the hit location at the end of the attack. Instead, place the card in play on the monster control panel.

Persistent Injuries

When a hit location with a persistent injury is on the monster control panel, it is no longer part of the monster hit location deck. Do not shuffle it back in.

Persistent Injuries can have conditional rules that effect various parts of the showdown. It is important to reference them often and ensure that these rules are not missed.

*For example, Allister has critically wounded the White Lion's **Beast's Heel** hit location. According to the rules on the card, the White Lion is knocked down. After any attacks are resolved, instead of discarding **Beast's Heel,** the monster controller places it on the monster control panel since the persistent injury, Ruptured Tendon is marked as "Keep in Play." From now on, whenever the White Lion starts movement, the monster controller must roll 1d10. If the result is 1, the monster is knocked down instead of moving.*

Movement During an Attack

Monsters may move during the Survivors' turn, often as a result of reactions to an attack. When a monster moves during an attack, all unresolved hits from the attacking survivors that are now out of range are canceled.

Place the Survivor

Although they usually change a survivor's location on the showdown board, rules specifying to **place** a survivor are not considered movement.

Survivor Healing

When survivors heal, they restore previously-filled injury levels and lost armor points. Do this by erasing filled injury level boxes or restoring armor as described by the specific heal rule.

Survival

Survival is a survivor's desperate desire to cling to life. During the showdown, many conditions will arise where survival can be gained, lost, or spent.

Although survival can be spent at any time, the powerful, life-saving survival actions can only be performed at certain times during the showdown.

Survival Actions

Survival actions cannot be performed until all current survival actions are resolved. If a survivor's surge causes a disastrous reaction from a monster, survivors cannot dash out of its way.

The four survival actions are:

Dodge
Encourage
Dash
Surge

The campaign begins with the survivors knowing how to dodge. The other three survival actions are learned from innovations.

Dodge: When a survivor is hit, they may spend 1 survival to dodge, canceling a monster hit. After hit locations are rolled, but before any severe injury rolls, the survivor can dodge a hit of their choice. The dodged hit becomes a failed attack roll and does not cause damage. Any additional un-dodged hits will resolve normally. Dodge is the only survival action that can be performed by knocked down survivors.

Encourage: A standing survivor may spend 1 survival to encourage, calling out to another survivor and allowing them to stand if they are knocked down. A survivor may encourage at any time. Deaf survivors may not be encouraged.

Dash: When opportunity permits, a survivor may spend 1 survival to dash. A survivor who dashes gains +1 ❶, which must be spent immediately. This allows them to move up to their available movement.

Surge: When opportunity permits, a survivor may spend 1 survival to surge. A survivor who surges gains +1 ❷, which must be spent immediately. This allows them to attack by activating a weapon, interact with terrain, use gear, and anything else spending an activation would allow them to do.

Resolve the results of the surge (including monster reactions or outcomes) before resuming the turn.

Survival Opportunities

There are moments during the frantic chaos of combat that survivors may exploit to their advantage. These moments are survival opportunities, and are the only times that survivors may dash or surge.

Survival opportunities exist at the following times:

- **Between actions on the survivors' turn**
- **During flows on monster AI cards**
- **At specific points during survivor attacks**
- **When a monster is knocked down**

Survival Action Limitations

Despite the power, there are limits.

- **A survivor may perform each survival action once per round.**
- **Attacking survivors cannot perform survival actions.**

During the Survivors' Turn

During the survivors' turn, there is an opportunity for survival actions before or after any completed survivor movement or activation.

During the survivors' turn, Erza spends 1 ❶ to move adjacent to the monster. Zachary, who is nearby in some Tall Grass, surges and spends the ❷ to hide. Erza resumes her act and spends ❶ to activate a weapon to attack. After her attack, she dashes into position beside the hidden Zachary hoping to bait the monster over on its turn.

During Monster Flows

Every flow on monster AI cards (including a monster's basic action) is a survival opportunity. During flows on either the monster or survivors' turn, non-attacking survivors may perform survival actions. The only time a survival action may be performed on the monster turn is during a flow unless the monster is knocked down.

*The monster controller draws **Claw** and picks Alister as the target. Allister is 4 spaces away from the monster and decides to make use of the opportunity from the flow, before the White Lion moves and attacks. Allister dashes, moving 5 spaces backwards and putting a total of 9 spaces between himself and the White Lion. Now that the survival action is complete, the opportunity remains open for more survival actions. None of the other survivors want to perform survival actions, so the opportunity closes. The monster re-*

sumes its action, and it finally moves and attacks. The monster moves 6 spaces and falls short of Allister. It cannot attack him and its turn ends.

During Survivor Attacks

An attacking survivor cannot perform survival actions (including dodge). However, during a fellow survivor's attack, there are two specific opportunities for other survivors to interrupt and perform survival actions:

1. After the attacker rolls to wound, but before a monster resolves its reaction. If a hit location does not have a reaction, there is no opportunity for survivors to act.

2. When the attacker causes a critical wound, after any critical wound effects are applied, but before the card is discarded.

Once the survival action is fully resolved (including monster reactions, effects, and or movement), the interrupted attack resumes.

*For example, Lucy has attacked the White Lion from its blind spot. She rolls to wound the **Beast's Chest** hit location and fails. The White Lion will perform its Failure reaction and charge forward. Both Zachary and Allister are in its path. Allister uses the opportunity to dash safely away. Zachary's survival is 0 and the monster snatches him up.*

When a Monster is Knocked Down

The only time survival actions may be performed on the monster turn outside of a flow is when the monster is knocked down. When a monster is knocked down on its turn, there is an opportunity for all survivors to perform survival actions.

End of the Round

The round ends when the survivors' turn is complete. Stop any effects or rules that persist until the end of the round.

Survivor Death

A survivor can die during the showdown in a variety of ways. Regardless of how they met their end, remove their miniature from the showdown board when a survivor dies. They can no longer participate in the fight.

When a survivor dies, their gear is returned to the settlement storage (except any gear with the **irreplaceable** rule). If all the survivors die during the showdown, all of their gear is returned to the settlement.

Monster Death

A monster is defeated when it is wounded and there are no AI cards in the AI deck or AI discard pile to move to the wound stack.

If a wound leaves a monster without any cards in its AI deck or its AI discard pile, it will perform its **Basic Action** instead of drawing AI cards until it is defeated by being wounded one more time.

Gaining Gear During the Showdown

If a survivor gains gear during the showdown phase, they may add it to their grid immediately. If their grid is full, they must either archive the new gear (unless it is cursed) or a piece of gear they are currently carrying to make room. Their grid may not be rearranged and the item cannot be added to another survivor's gear grid.

Aftermath

When the survivors have defeated the monster or all of them have died, the showdown is over and the Aftermath occurs.

Remove all tokens from all survivors. Keep any permanent injuries. If the survivor must skip the next hunt to recover from their injuries, check the corresponding box on the survivor record sheet.

Consult the monster's story event to determine what happens next. If the survivors perished, follow the rules for Defeat. If they prevailed, consult the Victory rules.

Defeat

When the survivors are defeated by a monster, the Aftermath of the showdown is completed by following the outcome listed on that monster's story event.

Victory

When the survivors are victorious against a monster, add that monster to the Defeated Monsters section of the settlement record sheet. If a Nemesis monster was defeated, update the Nemesis monster section of the settlement record sheet.

Each survivor gains and records all the benefits listed in the Victory section of the Aftermath in that monster's story event, including Hunt XP and any earned Weapon Proficiency.

Victorious survivors also gain bonuses from the Rewards section.

Rewards

Follow the rules for the Rewards section for the defeated monster. Rewards are gained once per victorious showdown, and are shared by the entire group (unless stated otherwise).

End of the Showdown

Once the Aftermath is complete, the showdown comes to an end. The campaign continues to the settlement phase even if the survivors do not return home.

The Settlement

During the settlement phase, you will welcome back any returning survivors, advance your society, and prepare for upcoming challenges.

> **!** All campaigns begin with the **First Story**. If this is your first settlement phase, refer to the Prologue for setting up your starting settlement.

The Settlement Phase

Every Settlement Phase follows these steps:

1. Set up the Settlement
2. Survivors Return
3. Gain Endeavors
4. Draw a Settlement Event Card
5. Update Death Count
6. Update Timeline
7. Develop
8. Prepare Departing Survivors
9. Record & Archive Resources
10. End Settlement Phase

1 | Set Up the Settlement

Place the settlement board on the table. Place the gear grids and record sheets of any survivors returning from the showdown on the table. Place the settlement record sheet on the table.

A Settlement Board

The Settlement Board is located on the reverse side of the Hunt Board. The spaces on the board correspond to steps in the Settlement Phase to guide you along.

front back

B Returning Survivors

The survivors returning to the settlement.

C Settlement Record Sheet

Each settlement has a doubled-sided Settlement Record Sheet that contains all information about a settlement. It will be referred to and updated multiple times each Settlement Phase, so make sure to use a pencil.

D Settlement Event Deck

Shuffle all Settlement Event cards and place them face down in the play area.

E Settlement Locations

Place any Settlement Locations the settlement has built in the play area below the settlement board.

F Settlement Innovations

Place any innovations the settlement has innovated in the play area above the settlement board.

G Principles

Place any principles the settlement has chosen on the settlement board.

H Innovation Deck

Shuffle your settlement's unique innovation deck and place it face down in its space on the settlement board. It should contain all innovations that are *consequences* of existing innovations in your settlement.

Details on building and expanding your innovation deck are found later in this section.

2 | Survivors' Return

All survivors that endured the previous showdown are **returning survivors**.

When these survivors return to the settlement, their injuries are healed. Erase any filled light or heavy injury levels. Remove all tokens from all survivors.

Survival and insanity do not automatically replenish. Their values persist until they are changed by gameplay.

Permanent injuries do not heal on their own, but some later innovations and events will enable you to heal them.

Apply any effects for the **returning survivors** from principles, settlement events, and innovations. This may include bonuses and penalties.

It is possible to have no returning survivors if all survivors perished during the hunt or showdown.

3 | Gain Endeavors

Endeavors are the generative energy **returning survivors** accumulate from their experiences. The settlement gains 1 ✪ for each returning survivor.

4 | Draw a Settlement Event

Draw the top card of the settlement event deck and perform its rules. Place the card on the settlement board to remind players of any persistent effects it may have for the settlement phase.

Settlement events may have new ways to spend endeavors, unique opportunities to craft and impart lasting restrictions or bonuses.

A Lingering Effects

Lingering Effects last throughout the Settlement Phase and can have positive or negative effects on the survivors.

B Endeavors

A survivor may spend an endeavor and any additional resources to participate in any activities listed. Many of these will require the settlement to have a specific innovation before it can be used.

Crafting Recipes

When crafting on a settlement event, nominate a survivor to spend the listed resources and gain its effects.

5 | Update Death Count

If any survivors perished during the previous hunt or showdown, update the death count on the settlement record sheet.

If a survivor dies during the Settlement Phase, update the death count immediately.

The first time the Death Count is updated, make sure to update the Milestone Story Event list and trigger Principle: Death. (See below).

6 | Update Timeline

Fill the next unfilled lantern year on the timeline to advance the current lantern year.

Trigger any story events listed for the current lantern year on the timeline. If there are multiple story events for that lantern year, resolve them one at a time in the order they are listed.

If the current lantern year has a Nemesis Encounter Story Event on the timeline, follow the rules in the Nemesis Monster section of this chapter.

Settlement Events on the Timeline

During the campaign, specific settlement events might get added to your timeline. When the timeline is updated, resolve these by drawing them from the settlement event deck and playing them. (In addition to your yearly settlement event.) The same settlement event card cannot be played more than once per Settlement Phase.

Milestone Story Events

Milestone story events are conditional events that appear next to the timeline. When these are met, fill in the milestone box and trigger the corresponding story event immediately.

7 | Develop

During this step players will decide, as a group, how to spend the settlement's resources, Players can:

- Craft Gear
- Endeavor
- Innovate
- Build

Craft Gear

Players may spend resources to craft weapons, armor, and items at locations their settlement has built. Each settlement location lists the resource cost for each gear that can be built at that location.

When you spend resources to craft gear, archive the resources (return the cards to the box), and get the gear card you crafted from the box.

It is up to the players to decide whether or not they pool their resources and craft gear as a group or split their resources and craft gear as individuals.

Endeavor

Survivors can spend endeavors to innovate, build new settlement locations, or perform unique endeavors in the settlement.

Whenever a rule on an Innovation, Settlement Location, or Settlement Event is preceded by ✪, it indicates that any listed rules or effects cost an endeavor to use them.

To spend an endeavor, select a survivor to perform the endeavor, reduce the settlement's total endeavors by 1, and follow the rules for the action the endeavor was spent on. Unless stated otherwise, any of the rule's effects apply only to the selected survivor.

Innovate

To innovate, select a survivor to spend an endeavor and the required resources at the **Lantern Hoard**. Follow the rules for innovating on the Lantern Hoard.

Detailed information about innovating is available later in this section.

Build

When a new location is built, place that settlement location in the play area and add the new location to your settlement record sheet. This is a permanent addition to your settlement.

8 | Choose Departing Survivors

At this point, players should decide if they plan to press on to the next hunt or end their play session. If they decide to stop, skip this step and choose departing survivors next play session.

If they decide to continue, players must choose 4 **departing survivors**. If the populations is less than 4, choose as many as possible. If there are fewer than 4 players, players must control multiple survivors.

Remove the returning survivors' gear and add gear to the departing survivors' gear grids. Record armor points and attribute modifiers imparted from gear.

Be sure to apply any bonuses from innovations, endeavors, or events that effect **departing survivors**.

9 | Record & Archive Resources

Record unspent resources in the settlement storage, and archive the corresponding cards. This is an important step to ensure that the full range of possible resources is available in each deck, ready to be drawn again.

Settlement Storage

Resources in storage can be spent at anytime during the settlement phase. When a resource is spent, erase its entry from the storage list.

10 | End Settlement Phase

- Lose unspent endeavors
- Store settlement innovations
- Store unused gear
- Clean up

Any unspent endeavors are lost, they do not carry over to the next settlement phase.

Store your settlement's innovation deck in the allotted space in the game box. Store your settlement's current innovations, principles, and masteries together, in the space provided.

Place any unused gear in the allotted space in the game box. Retrieve these cards in future settlement phases. (Players can keep a written gear list.)

Finishing cleaning the play area by returning the settlement's locations, event cards, and unused survivor record sheets to the game box.

Innovations

Name: The name of the Innovation.

Keywords: Innovations have a type (Paint's type is *art*) and an origin (Paint is a *language consequence*).

Rules: Some innovations, like **Language,** have persistent benefits. Others will allow you to endeavor at these innovations for potential gain.

If an endeavor cost is listed, one or more players may nominate a survivor, spend their endeavors at this innovation, and apply any resulting rules.

Consequences: Some innovations direct you to add further innovations to the innovation deck.

The Innovation Deck

A settlement's innovation deck is a persistent deck that grows during the campaign. It represents the potential cultural and technological growth of your settlement, and will grow as a consequence of gained innovation cards.

Whenever your settlement gains a new innovation, search the innovation cards for any innovations that are a *consequence* of the new innovation. Shuffle them into the innovation deck.

The innovation deck is persistent. Make sure to preserve the unique combination of cards in your deck between play sessions.

The starting innovation deck of a new settlement arises from the first innovation, **Language** which is gained from the First Day settlement event. It consists of the 6 innovations marked *language consequence*: Paint, Inner Lantern, Drums, Ammonia, Symposium, and Hovel.

Adding Innovations

When a new innovation is added to your settlement, place it in the play area with all other innovations and update your settlement record sheet Innovation list.

Survival Limit

Some innovations change your settlement's Survival Limit. When these are innovated, increase the Survival Limit on the settlement record sheet. If these innovations are lost, decrease the Survival Limit.

Weapon Masteries

Weapon masteries are innovations, they are permanently added to the list of settlement innovations.

When any survivor attains a weapon mastery with a weapon type, that mastery imparts benefits to everyone in the settlement. All other survivors automatically gain the **Specialist** bonus for that weapon type and may use this in addition to whatever weapon proficiencies they have earned.

Principles

Principles are the guiding philosophies of your settlement. They have two components, a story event and a principle card.

When a principle's story event is triggered, it will prompt your settlement to make a choice. Follow the rules on each story event. Record the chosen principle on the settlement record sheet and add that principle's card to the settlement play area.

Principle cards describes persistent effects of your chosen principles. Apply any benefits of your principle as survivors are born, when they die, and at any other appropriate time.

Settlement Locations

The majority of a settlement's resources are spent at settlement locations. At the start of the campaign, survivors have one settlement location—the Lantern Hoard. Additional locations are added to the settlement from existing settlement locations and from story events.

Settlement locations have the following components:
Name: The name of the settlement location.

Gear: Any gear listed on a settlement location card is available to be crafted there.

Activities: Some settlement locations have unique activities that can only be found at that location. Most activities at settlement locations require an endeavor to be spent as a part of the cost of performing them.

Build: Some settlement locations allow survivors to build additional settlement locations by spending a combination of resources and endeavors.

Special Innovate: Some settlement locations allow survivors to gain specific innovations by spending a combination of resources and endeavors. The cost of these innovations is listed on the bottom of the settlement location card that it is innovated from.

These innovations can be gained even if they are not in your settlement's innovation deck.

Remember to add any innovations that are consequences of this innovation to your settlement's innovation deck.

Prerequisites: Some gear and endeavors have a ◘ symbol. These gear or activities are not available to survivors until they have fulfilled the prerequisite requirement listed next to the ◘.

Nemesis Monsters

If the current lantern year has a Nemesis Encounter on the timeline, departing survivors will face-off with a nemesis monster waiting for them at the outskirts of the settlement.

Complete the settlement phase normally. Departing survivors skip the hunt phase and consult the story event for the nemesis monster to setup the showdown phase.

Nemesis encounters are listed a few different ways on the timeline:

Nemesis Encounter: Select a nemesis monster of your choice from the Nemesis Monster list on the settlement record sheet. This is the monster you will be fighting. You must select a monster level you have not previously faced.

Nemesis Encounter - Lvl X: Select a nemesis monster of your choice from the Nemesis Monster list on the settlement record sheet. You must fight the specific monster level listed, even if you have previously faced it.

Nemesis Encounter - Monster Name: You must fight this specific monster. You must select a monster level you have not previously faced.

Nemesis Encounter - Monster Name Lvl X: You must fight this named monster of the specific monster level listed, even if you have previously faced it.

Special Showdown

Story Events and innovations may have Special Showdowns with a monster. Special Showdowns interrupt the Settlement Phase. After they conclude (regardless of victory or defeat) the Settlement Phase continues where it left off without generating new endeavors or triggering a new settlement event. Details for each Special Showdown are listed on the story event or innovation that triggered it.

Update the Nemesis Monster List

After a nemesis monster and level is chosen by players (or selected by an event), fill in the corresponding box on the settlement record sheet Nemesis Monster list if it is currently unfilled.

Severe Injuries

When a survivor suffers a severe injury at a hit location, determine the outcome by rolling 1d10 on the corresponding table.

A survivor with 5 bleeding tokens is dead.

Some permanent injuries have limits to how many times they can be recorded. If a survivor suffers a severe injury that they have already recorded the maximum number of times, they instead gain 1 bleeding token.

Head

1 - 2 **Head explosion!** Your head erupts in a shower of gore, killing you instantly. All other survivors are so disturbed that they lose 1 survival.

3 - 4 **Decapitation.** You are dead.

5 **Intracranial hemorrhage.** You can no longer use or gain any survival. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

6 **Deaf.** You won't hear it coming. Suffer -1 permanent evasion. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

7 **Blind.** Lose an eye. Suffer -1 permanent accuracy. This injury is permanent, and can be recorded twice. A survivor with two **blind** severe injuries suffers -4 permanent accuracy and retires at the end of the next showdown or settlement phase, having lost all sight. Gain 1 bleeding token.

8 **Concussion.** Your brain is scrambled like an egg. Gain a random disorder. Gain 1 bleeding token.

9 **Shattered jaw.** You drink your meat through a straw. You can no longer **consume** or be affected by events requiring you to **consume**. You can no longer **encourage**. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

10+ **Destroyed tooth.** If you have 3+ courage, you boldly spit the tooth out and gain +2 insanity! Otherwise, the blow sends you sprawling and you are knocked down.

Arms

1 - 2 **Die of shock.** Your vision fades, along with the sight of your mangled, armless torso.

3 **Bleeding.** Gain 2 bleeding tokens.

4 **Dismembered Arm.** Lose an arm. You can no longer activate two-handed weapons. This injury is permanent, and can be recorded twice. A survivor with two **dismembered arm** severe injuries cannot activate any weapons. Gain 1 bleeding token.

5 **Ruptured muscle.** A painful rip. The arm hangs limp. You can no longer activate fighting arts. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

6 **Contracture.** The arm will never be the same. Suffer -1 permanent accuracy. This injury is permanent, and can be recorded multiple times. Gain 1 bleeding token.

7 **Broken arm.** An ear-shattering crunch. Suffer -1 permanent accuracy and -1 permanent strength. This injury is permanent, and can be recorded twice. Gain 1 bleeding token.

8 **Spiral fracture.** Your arm twists unnaturally. Gain -2 strength tokens. Skip the next hunt. Gain 1 bleeding token.

9 **Dislocated shoulder.** Pop! You cannot activate two-handed or **paired** weapons or use **block** until showdown ends. Gain 1 bleeding token.

10+ **Hit the dirt.** The blow sends you sprawling and you are knocked down.

Body

1 - 2 **Instant death.** The blow sends a bone fragment directly into your heart, killing you instantly.

3 **Bleeding**. Gain 2 bleeding tokens.

4 **Gaping chest wound.** Suffer -1 permanent strength. This injury is permanent, and can be recorded multiple times. Gain 1 bleeding token.

5 **Destroyed back.** A sharp cracking noise. Suffer -2 permanent movement. You can no longer activate any gear that has 2+ strength. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

6 **Disemboweled.** Your movement is reduced to 1 until the showdown ends. Gain 1 bleeding token. Skip the next hunt. If you suffer **disemboweled** during a showdown, at least one other survivor must live to the end of that showdown to carry you back to the settlement. Otherwise, at the end of the showdown, you are lost. Dead.

7 **Ruptured spleen.** A vicious body blow. Skip the next hunt. Gain 2 bleeding tokens.

8 **Broken rib.** It even hurts to breathe. Suffer -1 permanent speed. This injury is permanent, and can be recorded multiple times. Gain 1 bleeding token.

9 **Collapsed lung.** You can't catch a breath. Gain -1 movement token. Gain 1 bleeding token.

10+ **Bowled over.** The blow sends you sprawling and you are knocked down.

Waist

1 - 2 **Final breath.** With your last gasp, you utter final words of bravery. Adjacent survivors gain +1 survival. You are dead.

3 **Bleeding kidneys.** Gain 2 bleeding tokens.

4 **Intestinal prolapse.** Your gut is gravely injured. You can no longer equip any gear on your waist, as it is too painful to wear. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

5 **Warped pelvis.** Your pelvis is disfigured. Suffer -1 permanent luck. This injury is permanent, and can be recorded multiple times. Gain 1 bleeding token.

6 **Destroyed genitals.** You cannot be nominated for the Intimacy story event. This injury is permanent, and can be recorded once. Gain a random disorder. You are knocked down. Gazing upwards, you wonder at the futility of your struggle. Gain +3 insanity. Gain 1 bleeding token.

7 **Broken hip.** Your hip is dislocated. You can no longer dodge. Suffer -1 permanent movement. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

8 **Slashed Back.** Making sudden movement is excruciatingly painful. You cannot **surge** until showdown ends. Gain 1 bleeding token.

9 **Bruised Tail-bone.** The base of your spine is in agony. You cannot dash until showdown ends. You are knocked down. Gain 1 bleeding token.

10+ **Belly-up.** The blow sends you sprawling and you are knocked down.

Legs

1 **Blood Geyser.** Blood shoots from your femoral artery at an alarming rate, killing you in seconds.

2 - 3 **Bleeding.** Gain 2 bleeding tokens.

4 **Dismembered Leg.** Lose a leg. You suffer -2 permanent movement, and can no longer dash. This injury is permanent, and can be recorded twice. A survivor with two **dismembered leg** severe injuries has lost both of their legs and must retire at the end of the next showdown or settlement phase. Gain 1 bleeding token.

5 **Hamstrung.** A painful rip. The leg is unusable. You can no longer use any fighting arts or abilities. This injury is permanent, and can be recorded once. Gain 1 bleeding token.

6 **Torn Achilles Tendon.** Your leg cannot bear your weight. Until the end of the showdown, whenever you suffer light, heavy, or severe injury, you are also knocked down. Skip the next hunt. Gain 1 bleeding token.

7 **Torn muscle.** Your quadriceps is ripped to shreds. You cannot **dash** until the showdown ends. Skip the next hunt. Gain 1 bleeding token.

8 **Broken Leg.** An ear-shattering crunch! Adjacent survivors suffer 1 brain damage. Suffer -1 permanent movement. This injury is permanent, and can be recorded twice. Gain 1 bleeding token.

9 **Bloody Thighs**. Gain 2 bleeding tokens.

10+ **Lost balance.** The blow sends you sprawling and you are knocked down.

Brain Trauma

1 - 2	**Mortal Terror.** No ifs, ands, or buts, the survivor is dead.
3	**Memory loss.** Lose 2 levels of weapon proficiency.
4	**Flee.** You are knocked down and suffer knockback equal to your movement towards the closest board edge. Gain 1d5 insanity.
5 - 6	**Danger seizure.** You thrash about wildly, dealing 1 damage to yourself and every adjacent survivor. Gain a random disorder and 1d5 insanity.
7 - 8	**Lunacy.** Gain a random disorder and 1d5 insanity.
9	**New perspective.** You are knocked down and gain 1d10 insanity.
10	**Frenzy.** Gain 1d5 insanity, +1 speed token and +1 strength token. Ignore **slow** on melee weapons. You may not spend survival. You may not use fighting arts. You may not use weapon specialization or weapon mastery. Can be gained multiple times. Lasts until end of showdown.
11	**Maniacal laughter.** You are knocked down. Gain -1 speed token, the priority target token, and 1d5 insanity.
12	**Clarity.** You are knocked down. Add your current survival to insanity and reduce your survival to 0. Gain a random disorder. If you already have 3 disorders, you die.
13	**Impossible!** How could this happen! Gain +1d10 survival, +1d10 insanity and +2 luck tokens!

Hunt Event Table

1 | Broken Lanterns

The survivors hear the crunching of glass beneath their feet. The event revealer may choose to **investigate** or continue their journey.

If they choose to investigate, the event revealer rolls on the table. Otherwise roll again on the hunt event table before moving on the hunt event board.

1d10	Event revealer
1 - 3	The event revealer fumbles and cuts their foot on a jagged shard, taking 1 event damage to their legs.
4 - 8	The event revealer finds a **broken lantern** basic resource.
9 +	The survivors uncover a long-abandoned lantern hoard. The forlorn sight fills them with dread and each survivor suffers 1 brain event damage. After composing themselves, each survivor scavenges 1 **broken lantern** basic resource from the remains.

2 | Corpse

The survivors are overcome by a sudden chill, their breath seizing in their lungs. The survivors freeze, each losing 1 survival. At the center of the sudden frost is a perfectly preserved corpse.

If your settlement chose the **Cannibalize** death principle, the event revealer gains 1 random basic resource.

If you chose the **Graves** death principle, the event revealer gains +1 courage and +1 understanding.

Roll 1d10, on a 6+ the event revealer suffers 1 brain event damage.

3 | Cancer Pigeons

The survivors are surrounded by an echoing coo of infant babble. Strange baby-faced birds circle overhead. Gripped with instinctual horror, the survivors break into a run!

Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler. If any survivor has **noisy** gear, -2 to the roll result. Each straggler rolls on the table.

1d10	Straggler
1 - 3	Running and flailing wildly, you suddenly find yourself panicked and alone. The waiting cancer pigeons descend and mercilessly peck your back, their happy cooing filling your head with horror. Your body is stricken with cancerous illness. You cannot gain survival. Record this impairment. The other survivors find you balled up and weeping on the ground.
4 - 6	A cancer pigeon latches onto your back! Shake it free by spending 1 survival. Otherwise, your body is stricken with cancerous illness. You cannot gain survival. Record this impairment.
7 - 8	You escape the terrible creatures.
9 +	You manage to strike one of the foul creatures down. Gain 1 random basic resource.

4 | Famine

The journey stretches dizzyingly before the survivors. Stomachs grumbling in the dark, the hunt begins to take its toll. The survivors grow weak and anemic. All survivors gain -1 speed token.

5 | Flesh Fields

Ahead, the stone faces on the ground give way to a field of man-sized fleshy boils sprouting thick black hair. The fleshy fields radiate moist heat. As they travel, every survivor suffers heat exhaustion, losing 1 survival.

The event revealer rolls on the table.

1d10	Event revealer
1	The event revealer contracts a flesh-eating disease brushing past the giant boils! A random limb is affected and must be amputated immediately! Roll 1d10, 1-5: arms. 6-10: legs. Suffer the dismembered severe injury at this location.
2 - 3	If any survivor is **insane** (3+ insanity), they imagine the flesh fields are attacking! They become hysterical, flailing and tangling themselves in the thick hair. Each insane survivor suffers 1 event damage to a random location.
4 - 7	It's hot and gross, but the survivors pass through the flesh fields with no complications.
8 - 9	The event revealer makes the best of a bad situation and cuts a portion of the flesh free. Gain 1 **hide** basic resource.
10+	Each survivor harvests 1 **hide** basic resource from the flesh fields.

6 | Faceless Statue

The survivors come upon a faceless statue holding a shining lantern in hand. Basking in the warm light, the survivors are renewed. Each survivor gains 1 survival.

If the survivors wish, they may rest here longer. If they do, the survivors can heal 1 injury level on 1 hit location. If they choose to rest, move the quarry 1 space away from the survivors on the hunt board as they lose track of it.

If all survivors are **insane**, they cannot rest. Move to the next hunt board space immediately.

7 | Hungry Ground

The ground suddenly splits and a gaping stone mouth attempts to devour the event revealer whole! The event revealer rolls on the table.

1d10	Event revealer
1	With a muffled scream, the survivor disappears into the ground. Bones crunch between stone teeth. The event revealer is devoured whole. The event revealer is dead.
2 - 5	The event revealer scrambles but their leg is caught in the terrible maw. Suffer 2 event damage to the legs.
6 - 9	The survivor manages to leap away in time!
10+	Burp! Gurgle! The floor vomits a shiny piece of scrap. The event revealer gains 1 **broken lantern** basic resource.

8 | Wailing Smoke

A constant moan follows the survivors. Eventually, they enter an area shrouded in thick fog and the wailing reaches a fevered pitch.

Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler. Each straggler rolls on the table. If any survivor has

noisy gear, the straggler adds +2 to their roll.

1d10	Straggler
1 - 3	The fog around the straggler turns black and fills with shapes of tormented faces. The straggler is driven to madness and gains a random disorder. Ignore this if the survivor is deaf.
4 - 6	The fog grows soupy and begins to wail. The straggler plugs their ears with their fingers, but it's hopeless. Suffer 1 brain event damage. Ignore this if the survivor is deaf.
7 - 9	The straggler sticks their thumbs into their ears and breaks into a run, leaving the wailing smoke.
10+	Mimicking the disturbing smoke, the straggler starts to wail and gains + 1 insanity.

9 | Golden Light

A golden light blinds the survivors, stopping them in their tracks. The light shines from a single source. The event revealer may **investigate** or wait for the light to fade.

If they wait, roll again on the hunt event table before moving ahead on the hunt board.

If the event revealer decides to investigate, they gain +1 courage then roll on the table.

1d10	Event revealer
1 - 3	The light is overpowering. The fragile mind cannot understand what it is saying. Gain 1 random disorder.
4 - 8	You wander through the light, bathed in a warm, awful feeling. You don't find anything, but suffer 1 brain event damage from exposure.
9 +	Something about the light stirs you, and your resolve intensifies. Gain +1 survival.

10 | Harvester

This event cannot be rerolled or avoided in any way.

The ground quakes violently as a colossal worm bursts from the ground beneath the survivors, its skin a mosaic of screaming faces. The mere sight of it is maddening, and all survivors suffer 1 brain event damage. If any survivor has any **noisy** gear, the Harvester is drawn to the sound and they are instantly devoured whole. All other survivors must spend 1 survival or be devoured. Devoured survivors are dead, gone forever with no hope of recovery.

11 | Monster Droppings

The survivors find some monster droppings. They might be from the beast you are hunting. The event revealer must choose to either **investigate** or **consume** the droppings (choose only one).

If the event revealer investigates, roll on the table and gain +1 understanding.

1d10	Event revealer - Investigate
1 - 3	You have no idea what feces this is, but it's sickening. Suffer -1 survival and roll again on the hunt event table before moving on the hunt board.
4 - 6	The droppings tell a story. The survivors are on the right track. Continue on the hunt board normally.
7 +	You know these droppings well. You may skip the next hunt space.

If the event revealer **consumes**, roll on the table and gain +1 courage.

1d10	Event revealer - consume
1 - 3	Bad idea. Gain -1 evasion token.
4 - 6	It's repulsive. Replace your name with "*Scat Man.*" Everyone in the settlement calls you by that name from now on.
7 +	There was something quite special about these feces. Gain + 1 speed and + 1 strength token until the end of the showdown.

12 | Destiny-Bound

The survivors collectively feel a heightened level of anticipation. Their goal is close at hand. The event revealer gains +1 courage! The survivors may skip the next hunt space. If this move starts the showdown, the survivors **ambush** the monster.

13 | Overload

The event revealer falls to their knees sobbing uncontrollably. They've simply had too much. Scrambling to understand, the survivor must select to **despair** or **never give up**. Announce the choice out loud and roll 1d10.
Consult the result below:
Even result + **despair** = Gain 1 survival
Odd result + **despair** = Suffer -1 survival
Even result + **never give up** = Gain +1 accuracy token
Odd result + **never give up** = Gain -1 accuracy token

14 | Chance Encounter

The survivors encounter a bewitching, barefoot waif. If all survivors are **insane**, she turns her back and disappears into the darkness. Roll again on the hunt event table before moving on the hunt board.

Otherwise, exclaiming wildly at the survivors, the Savior's presence fills everyone with the alien feeling of hope. All survivors gain + 1 courage and +1 understanding. All injury levels are fully healed. In addition, if the survivors have innovated **Symposium**, she insists that she will accompany them on their hunt. A random survivor starts the next showdown with a +1 accuracy token.

If this result is rolled again on this hunt, re-roll it.

15 | Man-trap

The event revealer has sprung a terrible trap! Roll on the table.

1d10	Event revealer
1 - 2	With a terrible crash, the steel jaws of the man-trap cleanly sever your foot. Suffer the dismembered leg severe injury.

1d10	Event revealer
3 - 6	Mangled leg. Reduce armor points at the legs location to 0 and suffer 1 event damage to the legs.
7 - 9	The trap is quite old and weak, suffer 1 event damage to the legs.
10+	The event revealer's foot knocks into the trap, giving everyone a scare! The trap was already sprung, leaving an unfortunate prize in its jaws. Gain 1 random basic resource.

16 | Night Terrors

Your miserable sleep is plagued with mind-bending nightmares. All survivors must roll 1d10. If their result is equal to or less than that survivor's current insanity, they gain a random disorder. If the result is greater than their insanity, they gain +1 understanding.

17 | Face-to-Face

One stone face in the sea of many catches the event revealer's eye. The event revealer may **investigate**. Gain +1 courage and roll on the table. Otherwise, roll again on the hunt event table before moving on the hunt board.

1d10	Event revealer
1	The face is identical to your own. Spend 1 survival or reduce your understanding to 0.
2 - 7	The face reminds you of someone dear, your heart aches with loneliness. If your survival is higher than your insanity, suffer 1 brain event damage.
8 +	The face is your own, but older and wiser. Gain 1 survival and 1 understanding.

18 | Dead Weed

You find a strange plant growing from the eyes of a stone face. The survivors try to harvest it by rolling on the table below. If any survivor has the **Bone Sickle**, add +2 to the result.

1d10	Event revealer
1 - 7	Try as you might, you cannot pull out the deeply-rooted weed.
8 +	You pull the weed free! It has strange regenerative power and may be used to cure all instances of 1 severe injury, even dismembered limbs. It must be used immediately, otherwise it crumples into dust in your hands when you move on. Each survivor may use the curative power once, curing one severe injury.

19 | Exhalation of Darkness

The survivors are enveloped in a steamy darkness that dims their lantern lights. While stumbling in the muggy dark, each survivor suffers from heat exhaustion, losing 1 survival. If any survivor has 0 survival they suffer 1 event damage to a random location.

Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler. Each straggler rolls on the table below.

1d10	Straggler
1 - 2	A piece of armor is destroyed by the corrosive heat. Archive a gear card of your choice.
3 - 5	Something unseen attacks you, suffer 1 brain event damage and 1 event damage to a random location.
6 - 8	You're struck from behind by a flailing survivor, suffer 1 event damage to the head.
9 +	You're not sure how, but you leave the darkness with your hands full, gain 1 random basic resource.

20 | Dry Lands

As the survivors press forward, the air turns dry and the ground cracks. Each survivor will suffer from heat exhaustion and lose 1 survival unless they have a piece of gear or resource that is **consumable** to refresh themselves. Do not archive the item.

21 | Drawings

Cowering in a cave, the survivors find strange drawings decorating the walls. They appear to carry a message. Any survivor with 3+ understanding may try to decipher the drawings by rolling on the table. If your settlement has innovated **Pictographs,** add +2 to the result.

1d10	Any survivor with 3+ understanding
1 - 3	Your nose begins to bleed. Suffer 1 brain event damage.
4 - 7	The true meaning escapes you. Gain + 1 insanity.
8 +	The drawings teach you a secret way to fight monsters! Gain 2 survival.

22 | Acid Rain

The darkness above is suddenly alight with a storm of acid rain. It smells terrible, burns flesh, and begins to form hissing pools in the upturned mouths of the stone faces. All survivors suffer 1 event damage to every hit location as they scramble to find shelter.

23 | Clean Water

The survivors pass a forlorn fountain in the shape of a lion face. A stream of crystal clear water flows from its mouth. Each survivor **consumes** the water. Gain 1 courage and 1 survival. In addition, each survivor may douse their head in the water and roll on the table.

1d10	Any survivor
1 - 2	Your hair turns white the instant it is wet. Gain 1 random disorder.
3 - 5	Your head is wet. Nothing else happens.
6 - 8	The water is bracing. Gain +1 understanding or remove a disorder.
9 +	The water is shockingly cold- it rushes over you like a tidal wave and leaves you awestruck. Set your insanity to 0 and remove all disorders.

24 | Food from the Mouths of Others

The survivors pass a stone face that appears to be holding something in its mouth. The event revealer **investigates**. Gain 1 courage and roll on the table.

1d10	Event revealer
1 - 2	You yell out in pain and pull your hand back, revealing a bloody gash. Did the stone face just bite? Suffer 1 brain event damage and 1 event arm damage.
3 - 5	Just a trick of the lantern light.
6 - 8	More rocks, what did you expect? Gain a **Founding Stone** card.
9 +	You pull out a masticated mass. Gain 1 random basic resource and 2 insanity.

25 | Titans in the Dark

An ear-shattering bellow marks the passing of a truly titanic beast. All survivors suffer 1 brain event damage. The survivors cower on the ground, lying as flat as possible and hoping they are simply too small to be worth eating.

Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler. If any survivor has **noisy** gear, -2 to the roll result. Each straggler rolls on the table below.

1d10	Straggler
1	You're plucked from the ground and eaten whole. Dead.
2 - 4	Something snatches you in its great maw and chews you for 1 event damage to 1d5 random hit locations.
5 - 6	The clamping jaws barely nip you! Suffer 1 event damage to a random hit location.
7 - 9	You make yourself extra flat against the ground and avoid anything terrible.
10 +	You never stop running from what you saw. Gain +1 permanent movement.

26 | Pit

The ground beneath the event revealer's feet gives way, and they plummet into a pit below. The event revealer rolls on the table.

1d10	Event revealer
1	The fall mangles your legs. Suffer the **broken leg** severe injury twice.
2 - 3	Your leg breaks your fall. Suffer the **broken leg** severe injury once.
4 - 6	You land at the bottom with a loud thud. Suffer 2 event damage to a random hit location and archive any **fragile** gear in your gear grid.
7 - 9	You land at the bottom with a soft thud. Suffer 1 event damage to a random hit location.
10 +	You manage to grab the edge of the pit and escape unharmed.

27 | Man-Stealers

Exhausted, the survivors rest. During their fitful sleep, a small insect creature approaches undetected. Choose 1 random male survivor and roll on the table. If there are no male survivors, nothing happens.

1d10	Random male survivor
1 - 5	When you awake, your genitals have been stolen. In their place is nothing but smooth skin. Suffer the **destroyed genitals** severe injury.
6 +	You awake with a start, terrified to find menacing pincers approaching. Your defenses are quick. Without thinking, you wallop the insect crawling on your pants, suffering 1 event damage to the waist.

28 | Trollbird

A rumpled, unsightly bird stands in the survivors' path. Its beady, wet eyes blink expectantly and it calls out with an eerie human chuckle. The survivors may archive 1 **consumable** item or gear, offering it to the trollbird. If any survivor is **insane**, they must feed the Trollbird if they have anything **consumable**. If they feed the Trollbird, it hops off with a terrible cackle.

If they don't feed the Trollbird, it follows the survivors on their hunt, constantly mocking them with its chuckle. Roll 1d10. Apply the results when the showdown begins.

1d10	Event revealer
1 - 5	The Trollbird makes a terrible racket, alerting the monster. The monster **ambushes** the survivors. All survivors gain +1 understanding.
6 +	The Trollbird mocks and distracts the monster as the survivors sneak up. The survivors ambush the monster. All survivors gain +1 insanity.

29 | Dark Blacksmith

The survivors cross paths with a tall, unnaturally thin man in a hooded robe. Where his feet strike the ground, sparks illuminate his path.

Each survivor with 3+ courage may give him one piece of gear and roll on the table.

1d10	Any survivor with 3+ courage
1 - 2	The creature raises the object to its mouth and eats it. It's gone. Archive the gear card.
3 - 6	The creature places the gear into the darkness of its robe then returns it, hissing angrily. Suffer 1 brain event damage.
7 - 8	The creature unhinges its jaw and eats the piece of gear. In return, it hands you a shining shield. Gain the **Steel Shield** rare gear.
9 +	The creature unhinges its jaw and eats the piece of gear. In return, it hands you a shining sword. Gain the **Steel Sword** rare gear.

30 | Rotten Faces

The stone faces start to give under the survivors' feet. The faces are bloated and smell terrible. Each survivor must roll on the table.

1d10	Each survivor
1 - 2	Your foot gets stuck and you quickly begin to sink into the ground. After a struggle you manage to break free. If your survivor had leg armor, it is lost in the muck. Archive the gear.
3 - 5	Mired, you struggle to break free! Roll again on this table or spend 1 survival to escape.
6 - 9	You escape without incident.
10 +	You find something gross drudging through the rot! Gain 1 random basic resource.

31 | Strange Path

The survivors stop at the head of a path. Small lanterns twinkle, marking its edges.

The event revealer decides if the survivors follow the path. If the event revealer is **insane** (3+ insanity), they must follow the path. If the survivors follow the path, roll on the table below, adding the event revealers understanding to the result.

Otherwise roll again on the hunt event table before moving on the hunt board.

1d10	Event revealer
1	A colossal finger descends from above, crushing a random survivor. They suffer 2 event damage to every hit location.
2 - 4	A random survivor tears off hysterically along a branch in the path. When this event ends, they rejoin the other survivors, ghostly pale and with no recollection of what happened. Reduce their survival to 0.

1d10	Event revealer
5 - 7	The path twists and turns dizzyingly into the dark. All survivors suffer 1 brain event damage, then roll again, adding +2 to the result.
8 - 9	The path leads the survivors to a large stone face with lanterns for eyes. Inside its open mouth is a bounty. Each survivor gains 1 random basic resource.
10 +	The path leads to the beast you are hunting! The survivors **ambush** the monster—start the showdown immediately.

32 | Sudden Madness

The event revealer is devastated by a piercing cacophony in their head. Roll 1d10. If the result is equal to or less than the revealer's current insanity they go mad, lashing out at the other survivors!

All other survivors suffer 1 event damage to a random hit location. After the damage is dealt, the event revealer regains control and everyone warily moves on.

33 | It Whispers Your Name

The event revealer trips over a protruding nose in the ground. The lips of a stone face begin to move!

If the survivor has no name, the lips stop moving and nothing else happens. Otherwise, the lips seductively whisper the survivor's name.

If that survivor is **insane** they are drawn in, savagely kissing the face. Repulsed and outraged, the other survivors suffer 1 brain event damage before pulling the crazed survivor from the ground and moving on. If the survivor is not insane, they gain +1 understanding.

34 | Crippling Misery

Every survivor must roll 1d10. The lowest-scoring survivor (or survivors, in case of ties) becomes a straggler.

Any straggler is overcome with a crippling misery and loneliness, suffering 2 brain event damage.

35 | Broken Lantern Oven

The survivors come across the shattered ruins of a small settlement. Scattered corpses dot the ruins, disintegrating at the merest touch. An extinguished lantern oven stands intact at the center of the settlement.

If any survivor has 3+ understanding, the survivors' settlement gains the **Lantern Oven** innovation. If they already have this innovation, the event revealer harvests a **broken lantern** basic resource from the remains.

If no survivor has 3+ understanding, the sight throws the survivors into a fit of rage, and they smash the lantern oven. All survivors gain +1 insanity.

36 | On the Trail

The survivors rush forward, feeling their quarry close at hand. Skip the next hunt space. If this move begins the showdown, the survivors **ambush** their quarry. If any survivor has **noisy** gear, the survivors do not ambush. Start the showdown normally.

37 | Lost

The survivors are hopelessly lost in the unbroken darkness. Move the survivors 2 spaces away from their quarry.

38 | Gregalope

A massive Antelope stands astride the horizon, its ancient body bloated with tumors and scar tissue. Its milky eyes catch sight of the survivors and it bounds away. Driven by a sudden desire, the survivors give chase. The event revealer rolls 1d10 and adds any base speed attribute to the result.

1d10	Event revealer
1	The survivors quickly fall behind the majestic beast. Move 1 space away from the quarry on the hunt board.
2 - 9	The Gregalope is far too fast. It is gone before you know it.
10-11	The survivors lose sight of the Gregalope but discover a hidden path. You may re-roll the next result on the hunt event table.
12+	Just before it leaps out of view, the Gregalope bows its mighty antlers. The event revealer gains +1 permanent movement.

39 | Heavy Mist

A heavy mist envelops the survivors, obscuring their lantern light. Roll 1d10. If the result is even, the survivors stumble in the right direction. Next hunt turn, move normally on the hunt board. If the result is odd, the survivors are turned around. Roll again on the hunt event table before moving on the hunt board.

If the showdown begins in the hunt board space following **Heavy Mist**, the monster **ambushes** the survivors.

40 | Dream

The event revealer has a dream of the upcoming hunt. They stand before the great beast, weapon ready, but it strikes them down.

If the event revealer has 3+ courage, emboldened by the dream, the event revealer gains +1 evasion token. Otherwise, the dream is merely rattling, suffer 1 brain event damage.

41 | Nightmare

The event revealer has a dream of the upcoming hunt. They stand before the great beast, weapon ready, but it strikes them down.

If the event revealer has 3+ courage, the dream is merely rattling. Suffer 1 brain event damage. Otherwise, crippled with anxiety, the event revealer gains -1 evasion token.

42 | Surgeon

A creaky carriage approaches the survivors. Richly appointed in red and gold, the carriage is carved on every side with lurid faces. A massive eye adorns the front, while the door of the carriage is a waiting open mouth.

Out of a small window, a gnarled hand beckons. A survivor with 3+ courage may choose to enter the wagon. They may immediately remove one impairment or severe injury (even if it is permanent) and gain one random disorder.

43 | Fresh Kill

Circling carrion birds point the survivors to a freshly-killed monster. The local scavengers try to defend their dinner, but the survivors can fight them off to claim their prize.

Each survivor rolls 2d10 and adds their hunt experience to the result. The highest-scoring survivor slays the most scavengers and claims the putrid prize for themselves. Gain 1 random basic resource.

44 | Opportunists

While investigating their quarry's tracks, the survivors realize they are hunting not one but two monsters. The two sets of tracks soon separate, leaving the event revealer to pick which tracks to follow.

If they follow the larger tracks, continue hunting as normal. If they follow the smaller tracks, start the showdown immediately. At the start of the showdown the mon-

ster suffers 5 wounds. If the survivors are victorious, they gain half the basic resources and half the monster resources (rounded up) from rewards in the aftermath.

45 | Jagged Valley

A valley of sharp white stones opens before the survivors like a toothy maw. As the survivors push and climb through the jagged spires, they find even the shallowest cuts bleed without stopping. Each survivor takes 1 event damage to their body. In addition, if they aren't carrying a bandage item, they suffer blood loss, gaining 2 bleeding tokens.

Each survivor may spend 1 survival to avoid getting cut.

46 | River

The survivors come to the edge of a river. They must fan out to pick up the trail again. Each survivor may **consume** from the river and roll on the table below. Roll once more on the hunt event table before moving on the hunt board as you try to find your quarry.

1d10	Any survivor
1 - 2	The water is filled with all manner of vile things. Your body is ravaged by parasites. From now on, when you **consume**, receive no benefits and suffer no penalties. Record this impairment.
3 - 5	Your prey has defecated in the water. Suffer 1 event damage to a random hit location as you lay retching on the riverbank.
6 - 9	The water is almost clean. Heal 1 injury level from any hit location.
10 +	The river is filled with the bloated corpses of unrecognizable monsters. Fishing in the muck, you contract dysentery. Gain 1 random basic resource and reduce your survival to 1.

47 | Banquet Trees

A small copse of trees rises over an otherwise lifeless plain. Enticing red fruit hangs from the branches. Each survivor must spend 1 survival to resist temptation. **Insane** survivors may not spend survival to resist. Otherwise, roll 1d10, resisting on a result of 7+.

If they fail, survivors eat from the banquet trees and become addicted to the fruit, refusing to leave. Suffer -1 survival, then roll again to resist. If a survivor with 0 survival fails to resist, they suffer 2 event damage to a random location and roll again to resist.

The survivors move on when no more survivors are eating the fruit.

48 | Death Wager

The survivors are awoken by a traveler hidden in a deep cloak. The traveler removes his hood to reveal a face whose jaw has been split in two. Two chins curve away from each other, each with its own mouth.

In a dreamlike state, the survivors all understand this entity is known as The Gambler and if they speak they will die. Until this event is completed, only the event revealer can speak. If any other player speaks, their survivor turns cold and is dead.

The survivors must play The Gambler's game or be trapped with him forever. Each player must roll on the table.

1d10	All survivors
1	The Gambler reaches out his hand and scoops up your dice. As it vanishes within a fold of his cloak, you feel all traces of air leave your lungs and are unable to draw another breath. Dead.
2 - 9	You do not lose, nor do you win. Play again if you wish. If you do, roll again on the table.
10+	You win. Gain +1 permanent luck.

49 | Oil Fields

The landscape is dotted with large red mounds oozing oil. The smallest spark threatens to ignite the foul-smelling mounds. Roll 1d10. On a result of 1 or 2, the fields ignite and all survivors take 1 event damage to a random hit location.

50 | Gibbet

A crude iron cage swings from the branches of a massive tree. As the survivors approach, a man calls out to them from the cage, pleading to be freed. The survivors may pass him by and suffer 1 brain event damage as the prisoner weeps and pleads. If the survivors choose to free him, the event revealer rolls on the table.

1d10	Event revealer
1	The survivors open the cage but all they find inside is a skeleton. All survivors suffer 2 brain event damage.
2 - 7	The prisoner is thankful and follows the survivors until they rest. When they wake, each survivor loses 1 random resource (if they had any).
8 +	The prisoner is grateful and follows the survivors home after the showdown. The settlement gains +1 population.

51 | Refugees

The survivors encounter a group of fleeing settlers. If the survivors have innovated **Symposium,** they may offer the refugees a piece of gear or a resource. If they do, archive the offering.

If the suvivors gave the refugees an offering, they will stop to tell their mournful tale about the monster that besieged them. Now prepared for what lies ahead, at the start of the showdown, reveal the first 5 AI cards from the quarry's AI deck and put them back in any order.

52 | Madflies

Tiny, persistent insects swarm the survivors, flying into their ears and nostrils. The bugs buzz maddeningly in their heads, growing louder as they near their quarry.

At the start of the showdown, the madflies reach a frenzied peak as the survivors prepare for battle. For the first 3 rounds of the showdown, the survivors gain +2 strength tokens and suffer 1 brain damage at the beginning of each round.

On the fourth round, the gestating eggs hatch, exploding from the survivors' mouths in a cloud of buzzing chaos, knocking them down. Remove the strength tokens.

53 | Mask Salesman

The survivors meet a traveling Mask Salesman on the road. He insists that he has special wares to offer.

Take one copy of each mask from the Mask Maker gear and shuffle them, drawing one at random. This is the mask the salesman is offering.

The event revealer rolls 1d10 to determine the price on the table and gains the mask.

1d10	Event revealer
1 - 3	The salesman silently points at you. Instinctively, you hand him his asking price in exchange for the mask. Archive 1 gear from your gear grid and reduce your survival to 0.

1d10	Event revealer
4 - 7	The salesman silently points at you. Instinctively, you hand him his asking price in exchange for the mask. Archive 1 gear from your gear grid.
8 +	As he imparts the mask to you, the salesman's lips form the sounds of the survivor's name. It is gone. In exchange for the mask, give your survivor a new name (must be different) and +1 survival for naming your survivor.

54 | Bone Storm

Mighty windstorms often blow across the open plains. Occasionally they grow so strong that they collect chips of stones and skeletal remains in their shearing depths. The survivors may brave the storm. If they do, each survivor suffers 1 event damage to 3 random hit locations, gains +1 courage, and archives all fragile gear.

Otherwise, the survivors take shelter from the biting winds. You must roll twice on the hunt event table before moving on the hunt board.

55 | Mudslide

A flash mudslide sweeps the survivors away. Each survivor must roll on the table.

1d10	Each survivor
1 - 2	You're swept along, drowning in mud. Suffer 2 event damage to a random hit location and archive all fragile gear in your gear grid. Roll again on the table.
3 - 7	You manager to scramble free, but not before taking a serious beating. Suffer 2 event damage to your body and archive all fragile gear in your gear grid.
8 - 9	You reach higher ground. You're caked in mud, but otherwise unscathed.
10 +	You remember being pulled under, the sensation of mud forcing itself down your throat, then nothing else. After the mudslide passes, the other survivors find you unharmed. Gain 1 insanity.

56 | Dead Monster

The survivors find a rotting monster corpse of the same kind they are hunting. While the corpse is too rotten to be of any use, if any survivor has 3+ understanding, the survivors can cover themselves in the dead monster's spilled blood. The stench will help the survivors sneak up on their quarry. If the survivors move into their quarry's hunt board space, they **ambush**.

If no survivors have 3+ understanding, the starving survivors feast on the rotting corpse. All survivors lose control of their twisting guts. Each survivor gains -1 strength token and no one can **consume** any items during the next showdown.

57 | Gorm's Laughter

The rhythmic wail of a Gorm's laughter reaches the survivors, filling them with fear. The Gorm's laughter will follow the survivors, tormenting them until they reach their quarry. Place 1 token on every remaining hunt board space. When survivors move into a space with a token, remove the token and all survivors suffer 1 brain event damage.

58 | Scent on the Wind

A strong wind blows, bringing with it the scents of distant places and things. The event revealer rolls on the table.

1d10	Event revealer
1 - 5	The monster catches your scent. It moves one space closer. If this movement starts the showdown, the monster **ambushes** the survivors
6 +	The survivors smell their quarry's foul odor and surge forward. The survivors may skip the next hunt space. If this movement starts the showdown, the survivors **ambush** the monster. If any survivor has **noisy** gear, the survivors do not ambush. Start the showdown normally.

59 | Signs of Battle

The survivors come upon the remains of a terrible battle between their quarry and some unknown foe. The event revealer may choose to **investigate**. If they do, gain +1 courage and roll on the table. Otherwise, roll again on the hunt event table before moving on the hunt board.

1d10	Event revealer
1 - 2	The monster springs out of the dark, taking advantage of the distracted survivors. The showdown begins immediately and the monster **ambushes** the survivors. In addition, during showdown setup, place the event revealer directly in front of the monster.
3 - 7	The remains are human. Filled with sadness and anger, each survivor suffers 1 brain event damage. If the survivors chose **Graves** as their death principle they bury the dead, and each survivor gains +1 survival. If they chose **Cannibalize** as their death principle, gain 1 random basic resource.
8 +	The remains of the tremendous beast prove useful. The event revealer gains 1 random basic resource.

60 | Wildfire

A massive wall of flame confronts the survivors. Beyond it, a path of destruction. Archive any hunt event cards in the next 2 hunt spaces. The fire has destroyed whatever awaited the survivors.

The next 2 hunt spaces will be especially chaotic. Roll twice on the hunt event table before moving through each hunt board space, resolving each event one at a time.

61 | Frozen Lightning

A storm sweeps over the survivors. Deep purple lightning flashes overhead. The bolts freeze in mid-strike and rain down on the survivors as jagged, glowing spikes.

Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler.

The straggler is caught in an explosion of razor sharp crystals as a bolt crashes beside them. Suffer 1 event damage to 2 random hit locations, and archive all fragile gear in the survivor's gear grid.

62 | Space Between the Rocks

The survivors find themselves distracted by a dark crack in the stone face floor. Every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) becomes a straggler. Unable to tear themselves away, the straggler stoops to gaze into the depths until the other survivors drag them away. Whatever the straggler glimpsed changes them forever. Gain a random disorder. If all the survivors end up as stragglers, the entire party is lost. Dead.

63 | Feet

The stone faces ahead are replaced by an expanse of stone feet sprouting from the ground. The survivors walk sole-to-sole with the feet.

If any survivor is **insane** they are convinced they have reached the underside of the world. Terrified of falling off, they grab hold of the ground for dear life, slowing the party and attracting unwanted attention. Roll once on

the hunt event table for each **insane** survivor before moving on the hunt board. If any of these rolls result in **Feet** again, ignore and re-roll.

If all survivors are **insane**, they fall off the underside of the world. Dead.

64 | Stone Fountain

A pair of cupped stone hands rise out of the ground. The hands hold clear, cold water that trickles through the stone fingers in a seemingly endless supply. Any survivor may choose to **consume** from the fountain. Gain +1 courage and roll on the table. Any survivor with **binge eating disorder** must **consume**.

If no one consumes, roll again on the hunt event table before moving on the hunt board.

1d10	Any survivor
1 - 4	The water is clear until it passes the survivor's lips, where it turns to blood. You spit out the foul liquid and suffer 1 brain event damage. Survivors with hemophobia disorder suffer 1 event damage to their body as they vomit violently in disgust.
5 - 8	It's water. Refreshing.
9 +	The water is clean and pure, like none the survivor has ever tasted. Gain +1 survival.

65 | Statue

Cresting a hill, the survivors find a statue of a man sitting on a throne. If any survivor has 9+ understanding, the survivors walk past without incident. Otherwise, every survivor must roll 1d10. The lowest scoring survivor (roll-off in case of ties) becomes a straggler.

The straggler is drawn to the statue, touching it gently. In an instant, the straggler is gone and replaced by the man from the throne, who is now flesh and blood. The straggler sits in his place on the throne, stone mouth open in a silent yell.

The man offers his thanks and joins the hunting party without explanation. The straggler is dead, replaced by a new survivor with the straggler's gear, a random weapon specialization, 2 random disorders, and 2 Hunt XP.

66 | Forbidden Word

There is a great rush of air followed by a booming voice. A word is spoken in an unknown language by an inhuman voice. Just for an instant, the survivors understand.

All non-deaf survivors gain +1 understanding and suffer 1 brain event damage. **Insane** non-deaf survivors also gain 1 random disorder.

67 | Saliva Pools

The ground ahead is pockmarked with pools filled with a gooey liquid. The pools bubble merrily and stink of digesting meat. As the survivors move between the pools, they are overcome by waves of nausea.

Each survivor rolls 1d10. If the result is less than their current survival, they continue on.

If the result is greater than their survival, they vomit into a nearby pool suffering 1 event damage to the body and gain +1 understanding. They witness the pool greedily dissolve their vomit.

If any survivor has 3+ understanding, they devise a way to use the pools. Each survivor may place one gear in a pool. Archive the item, it is lost. The survivor gains the resources used to craft that gear.

68 | Familiar Faces

If the settlement has not lost any survivors yet, ignore this event and roll again on the hunt event table.

Otherwise, every survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) become a straggler.

While examining the stone faces underfoot, the straggler recognizes the face of a fallen friend. Bittersweet memories bring the straggler to tears. Reduce insanity to 0 and gain +1 understanding.

69 | Time Lapse

The survivors experience a blinding pressure in their skulls. Roll on the table.

1d10	Event revealer
1 - 2	All survivors suffer 1 brain event damage.
3 - 9	The survivors are dragged into the past. Move 1 space back on the hunt board and roll hunt table events for the next space as normal. If this is the first hunt event space, nothing happens.
10 +	The survivors are flung into their future. Move two spaces ahead on the hunt board, skipping any events in those spaces. If they reach or pass over their quarry, start the showdown immediately and the astonished survivors **ambush** the monster.

70 | Tomb of Excellence

The survivors find a serene, luxurious tomb, immaculate in its construction and condition. Elegant murals decorate the walls, depicting glorious victories over the very monster the survivors are hunting. The survivors are baffled by its presence. Roll on the table.

1d10	Event revealer
1	The survivors experience a false sense of confidence in their hunt and lose 1 survival each.
2 - 6	It's nice to see something pretty for once, huh? Nothing happens.
7 - 9	The survivors can't remember the last time they felt this cheerful and inspired. Each survivor gains +1 courage.
10 +	The sight is invigorating. Gain +1 courage. At the start of the showdown, the monster suffers 1 wound.

71 | Found Relic

Amidst the endless stone faces, the event revealer notices an unusual object on the ground. Roll on the table.

1d10	Event revealer
1 - 2	You find a weathered purple stone with a swirling texture. It is shockingly heavy. Mesmerized by the stone, you hide it from the other survivors. Gain -1 movement token as you lug the stone around.
3 - 7	You find a stone heart that pulses with warmth as you hold it in your hands. Gain +1 insanity.
8 - 9	Useless junk litters the ground.
10 +	You find a glittering relic of forgotten knowledge. If you return to the settlement, the relic's secrets are revealed. At the start of the next Settlement phase, draw 3 innovations from the innovation deck and add one to your settlement at no cost. Return the other innovations to the deck and shuffle.

72 | Something to Pass the Time

If the survivors have not innovated **Symposium**, ignore this event and roll again on the hunt event table.

If the survivors have innovated **Symposium**, the event revealer suggests a word game to lighten the mood as the survivors trudge forward. Roll on the table.

1d10	Event revealer
1 - 2	The survivors' boisterous voices attract their quarry and the monster **ambushes** them.
3 - 7	No one else is in the mood for game. The event revealer loses 1 courage.
8 - 9	The survivors play the simple but entertaining game, gaining 1 courage each.
10 +	The game is astonishingly fun, and the survivors' spirits soar with laughter. Roll 1d10 for each survivor. If the result is 6+, that survivor can cure 1 disorder or gain 1 survival.

73 | Wailing Fire

The survivors hear a terrible shrieking in the distance. The event revealer may **investigate**. If they do, all survivors gain +1 courage. They come upon a towering pyre burning intensely. The wail from the fire rattles their skulls. All survivors suffer 1 brain event damage.

If they do not investigate, roll again on the hunt event table before moving on the hunt board.

74 | Antler-Gouged

A great battle of dominance between two enormous antelope has left the stone-faced ground gouged with criss-crossing scars. Each survivor must roll on the table below.

1d10	Each survivor
1 - 2	The survivor trips over the jagged ground, hurting their leg. Gain the **torn muscle** severe leg injury.
3 - 8	The survivor treads carefully over the destroyed faces.
9 +	The survivor finds a loosened stone. Gain a **Founding Stone** gear.

75 | Oops!

Stumbling through the darkness, the event revealer's lantern swings wildly, bumping against their body. The living light inside the lantern becomes agitated by the survivor's clumsiness, burning 1 piece of gear. The event revealer must archive 1 gear card of their choice.

76 | Dream the Way

The survivors dream vivid fevered visions of the hunt ahead. All at once, they awake with a start and frantically compare the horrors they foresaw.

Each survivor rolls 1d10. If any result is the same, those survivors discover they had the very same dream. Each gain +1 insanity.

If the duplicate results are also 10, once during this hunt phase the survivors may re-roll a roll result.

77 | Sinkhole

A gaping sinkhole suddenly opens under the survivors, revealing a swirling black pool of ichor below.

Each survivor must roll 1d10. The lowest scoring survivor (or survivors, in case of ties) become a straggler. Each straggler rolls on the table below.

If any survivor has a whip weapon, it can be used to aid the straggler. Add +2 to the result of this roll.

1d10	Straggler
1	You are swallowed by the sinkhole. You are pulled to the surface moments later, but completely naked, your gear hopelessly lost in the miasma. Archive all gear in your gear grid.
2 - 4	The other survivors haul you up, but not before 1 piece of gear is sucked below the surface. Archive 1 gear of your choice from the gear grid.
5 - 9	You are dragged to safety, terrified but unharmed.
10 +	After a monumental effort, the other survivors pull you free and find someone else clinging tightly to your feet (+1 population). Each survivor suffers 1 brain event damage.

78 | Dead Great Game Hunter

The survivors find a corpse dressed in brightly-colored clothing, clutching something to its chest. The event revealer may choose to **investigate**. If they do, they gain +1 courage and roll on the table.

Otherwise, roll again on the hunt event table before moving on the hunt board.

1d10	Event revealer
1	He was holding an explosive. Moving it causes it to detonate. It blows off the event revealer's hand. Gain the **dismembered** arm severe injury.
2 - 4	He was holding an explosive. It explodes but the event revealer pulls away before disaster strikes. Gain -1 accuracy token.
5 - 9	His hands are empty. If your settlement chose **Cannibalize** as their death principle, gain 1 random basic resource. If your settlement chose **Graves** as their death principle, the event revealer gains +1 understanding.
10 +	His hands contain a jeweled bottle filled with a chartreuse liquid. The event revealer gains 1 **Frenzy Drink** gear.

79 | Dying Small Prospector

Slumped against a large stone face, the survivors find a small, dying prospector riddled with arrows. As they approach, he growls a warning, threatening them with a huge stone shard. When he sees that they are not evil monsters, he calms down and gives them a key. With his dying breath he says:

This is the key to the portcullis. Without it, you will never get through.

Record the **Portcullis Key** in the settlement record sheet notes.

80 | Lovelorn Rock

The survivors pass a ring of stones with an unassuming boulder at the center. Every survivor must roll 1d10. The lowest scoring survivor (randomize in case of ties) becomes a straggler.

The straggler is smitten with the rock. They heft the boulder (it's heavy!) and carry it everywhere. Forever in love, the straggler loses one gear slot permanently to the rock. This survivor must always leave one gear space empty to hold their rock. The rock can be lost like normal gear. Record this on your survivor sheet.

81 | Scattered Lanterns

Four lanterns lay discarded in the survivors' path. Each survivor may spend 1 survival to gain +1 understanding.

If any survivor has 3+ understanding, they suffer 1 brain event damage as they ponder who left the lanterns and why.

82 | Consuming Grass

Vibrant green grass grows in patches ahead of the survivors. Closer inspection of the delicate leaves reveals them to be as sharp as any fine blade. Carefully picking their way past the verdant hazards, a random survivor stumbles and becomes the **straggler**. Roll on the table.

1d10	Straggler
1	The survivor lands in the grass patch. Quickly climbing to their feet, they realize it's too late. The parts of their body that touched the ground are sprouted with sharp grass blades. Any attempt to remove the grass spreads it further over the survivor's body. During the showdown, the monster treats the afflicted survivor as if they are already dead. The monster cannot target the survivor or trigger any reactions when the survivor attacks. At the end of the showdown, this survivor dies.
2 - 9	The survivor falls, but dexterously manages to avoid touching the grass with bare skin. One gear item does fall in. Archive 1 gear of your choice or keep it and treat this result as if you rolled a 1 on this table.
10 +	The survivor stops their fall before it's too late.

83 | Flesh Monolith

The survivors approach a 5-sided monolith made of flesh that stretches into the darkness overhead. Limbs and faces of humans and creatures alike protrude from all sides. Roll on the table.

1d10	Event revealer
1	The limbs of the monolith spring to life, grabbing you and tearing you limb from limb, joining the parts of your body to the monolith with maddening efficiency as you are ripped apart in a shower of gore. Dead. All other survivors' courage is reduced to 0 and they suffer 3 brain event damage.
2 - 4	Hands and tentacles grasp at you. Spend 1 survival or treat this result as if you rolled a 1 on this table.
5 - 9	All survivors are driven back with horror, suffering 1 brain event damage.
10 +	A dead survivor is reborn. The monolith rushes into the ground, leaving a previously fallen survivor in its place. Take a record sheet of a dead survivor and resurrect them with only a **Founding Stone** and **Cloth** gear. The reborn survivor may accompany the survivors on the hunt or return to the settlement (+1 population). When they die, they rot away into mush and form a new Flesh Monolith, leaving no corpse behind. If the survivors have never lost anyone, nothing happes.

84 | Scribe's Book

A huge, ornately-bound book lays open before the survivors. If the survivors' settlement has innovated **Pictographs**, any survivor with 3+ courage may write their name in the book. If any survivor has 3+ courage and is **insane**, they must write.

Roll on the table below, adding your understanding to the result. If no one writes in the book, roll again on the hunt event table before moving on the hunt board.

1d10	Any survivor
1 - 4	As you finish writing your survivor's name you know that you did something terribly wrong. Your survivor vanishes from history. They are dead. Archive their gear.
5 - 8	Nothing happens.
9 - 10	As you write your name, you feel restored. Heal all injury levels and lost armor points. Gain +2 survival.
11-14	You feel assured that as long as your name is in the book nothing bad can happen to you. Choose to gain two of the following: +2 courage, +2 understanding, or +2 survival.
15+	You leave an undeniable mark on the world. You feel more substantial. Gain +1 understanding, +1 courage, +1 survival, +1 permanent speed, and +1 permanent strength.

85 | Test of Courage

Lava flows from the eyes of a huge, grimacing stone face. Its gritted teeth appear to hold a worn sword.

If there are any survivors with 6+ courage, choose one to brave the lava and gain the **Adventure Sword** gear. Each settlement may only posess one **Adventure Sword**.

If no survivor gains the sword, roll again on the hunt event table before moving on the hunt board.

86 | Quarantine Camp

The survivors smell the camp long before they see it. A squalid collection of tents and dirt hovels, the camp is all that remains of families exiled from their village when they contracted a strange disease.

Each survivor rolls 1d10. On a result of 1 or 2, they catch the foul rotting disease of the exiles and gain the leprosy impairment. From now on, reduce all damage suffered by 1 to a minimum of 1. When rolling on the severe injury table, -2 to any result. Record this impairment.

87 | Weeping Faces

Water flows from the eyes of the surrounding stone faces, gathering in a small pool. Any survivor may choose to **consume** from the pool and roll on the table below. Add +2 to the result if the survivor has 3+ understanding.

Insane survivors begin to weep uncontrollably. If any survivor is **insane**, roll again on the hunt event table before moving on the hunt board.

1d10	Any survivor
1 - 3	The water is salty and sour. You can't help thinking about what you might be drinking. Suffer 1 brain event damage.
4 - 6	Refreshing. Nothing happens.
7 - 8	The water is cleaner than most. You may heal up to 2 injury levels on any one hit location.

1d10	Any survivor
9 +	The water is invigorating. Gain +1 speed token.

88 | The Sword and the Statue

A statue twice as tall as any man sits before a great anvil with a hammer in each of its six hands. Transfixed, the survivors watch the statue beat a red-hot sword that lies across the anvil.

Each survivor, starting with the event revealer and moving clockwise, may attempt once to grab the sword from the anvil. If a survivor makes an attempt, they gain +1 courage and roll on the table, adding their hunt experience to the result. End the event if a survivor succesfully takes the sword.

1d10	Any survivor
1 - 2	As you get close to the anvil, the statue grabs hold of the sword and plunges it into your body. There is a sharp hiss as the hot metal cools in your blood. You are dead.
3 - 8	You make a quick grab for the sword, but not quick enough. Gain the dismembered severe arm injury.
9 - 13	You may not be quick enough to grab the sword, but at least you're not foolish enough to lose your hand trying.
14+	Your speed is legendary. Gain the **Muramasa** gear.

89 | Cleaner Birds

Tiny ragged birds with needle-thin beaks fly overhead.

Every survivor must roll 1d10. The lowest-scoring survivor (roll off in case of ties) becomes a straggler.

The birds swarm the straggler. One bird forces its way into the straggler's mouth and down their throat. The straggler vomits up the well-fed bird, their insides scrambled and scarred. Suffer -1 permanent speed and +1 permanent luck.

90 | Light on the Horizon

The survivors hear a screeching howl, followed by a crash, and finally an explosion of multicolored light on the horizon. The unnatural light illuminates the survivors' way. The survivors may re-roll the next result on the hunt event table.

If all survivors are **insane**, they turn away from the light, walking into the darkness. Move the survivors 2 spaces away from their quarry on the hunt board.

91 | The Beginning

The survivors stumble upon the scene of their settlement's first hunt. Whether they've seen it themselves or heard of it through stories, they immediately recognize it. Seeing the spot of their settlement's first triumph is electrifying. Each survivor gains +1 survival. If the settlement has innovated **Saga**, each survivor gains +1 courage. If the settlement has innovated **Storytelling**, each survivor gains +1 understanding.

92 | Failed Start

The survivors find the tattered remains of four humans. Clad in loincloths and clutching stone shards, they bear the distinct marks of White Lion claws.

Each survivor suffers 1 brain event damage and gains 1 **Founding Stone** gear. If any survivor has 3+ understanding, they gain +1d10 insanity.

93 | Lost Survivor

In a hollow between two identical rocks, you find a corpse with fabulous hair, clutching a book to its chest. If the settlement innovated **Pictographs**, the event revealer may read from the book. The book tells the tragic tale of two survivors, whom found a love they could never have.

1d10	Each survivor
1 - 3	Page 3 - Dual Nature. The lovers' settlement is destroyed, and they are stolen away. The event revealer feels conflicted, after the showdown, they leave the settlement forever in search of something.
4 - 6	Page 6 - The man spent years undergoing countless tortures for the sake of his beloved. Each torment only served to strengthen the man's resolve. If you have 3+ understanding, Gain +1 permanent speed, the **Anxiety** and **Traumatized** disorders.
7 +	Page 9 - The man escaped, yet never returned. He knew that if he did, it would mean the death of his beloved. He decided it was best for him to fade into memory to protect the few smiles his existence had inspired. If you have 3+ understanding, gain +1 courage, **Tough** and **Last Man Standing** fighting arts.

**Thank you Johnson 'JT' Thurston for being an awesome backer!*

94 | Sickening Mess

The survivors come upon a patch of badly-damaged ground. The stone faces are cracked and debris is strewn everywhere. Piles of toxic-smelling dung and half-digested viscera litter the area.

The survivors pause to **investigate** the mess. Each survivor gains +1 courage and rolls on the table. Add each survivor's understanding to their result.

If any survivor is **insane**, they may not investigate. Instead, they consume what they find and make themselves sick. Gain -1 strength token.

1d10	Each survivor
1 - 2	You become lightheaded sifting through the piles of dung; uncontrollable gagging ensues. Gain -1 strength token.
3 - 8	Heaving, eyes filling with tears, your sickening hunt pays off. Gain 1 random basic resource and suffer 1 event damage to a random hit location.
9 +	Your intuition pays off! Gain 1 random basic resource.

95 | Grim and Frostbitten

There is a dead stillness in the air. The atmosphere becomes thick with worry and the survivors carry on nervously. Soon, a bitter, evil cold sets in and there is no shelter.

Huddling together for warmth, the survivors suffer 3 event damage to any unarmored hit location (armor that has no remaining armor points is still considered armored for this event).

96 | Cauldron

The smell of cooking meat draws the survivors to a gigantic black cauldron. The pot is filled with a thick dark stew. Any survivor may choose to consume the stew and roll on the table. **Insane** survivors (3+ insanity) and survivors with **binge eating disorder** must consume.

If a survivor has 3+ understanding they may put a consumable gear or resource into the pot to gain +2 to the roll result.

1d10	Any survivor
1 - 2	You try to eat, but the cauldron is empty. It calls out to be filled. You slice deep into your own flesh to nourish the cauldron with blood. Gain a random non-lethal severe injury to your arms.
3 - 4	No matter how much you eat you're still hungry. Gain the Binge Eating disorder. If you already have this, suffer -1 survival instead.
5 - 8	The stew tastes like warm blood. Gain +1 survival and +1 insanity.
9 +	The dreams of the poor creature that last fed the cauldron fill your mind. Choose to gain one: +3 weapon proficiency levels (if you don't have a weapon type selected, select 1 now) and 1 random disorder, +1 permanent strength, or cure 1 severe permanent injury.

97 | Living Stone

The ground suddenly shifts and rises sharply into the air. The survivors find themselves clutching the back of a giant creature that lay sleeping beneath their feet. Every survivor rolls 1d10. On a result of 6+, they hold on. All other survivors plummet to the ground below and archive all **fragile** gear in their gear grids.

Survivors who fall take 1 event damage to a random hit location and continue to hunt as normal.

If some survivors hold on, they are absent from the rest of the hunt phase and rejoin the group when the showdown starts. Elect one of these survivors to roll on the table.

1d10	Elected survivor
1	You plummet into the darkness. All survivors who held on are dead.
2 - 4	Fall off. Survivors who held on rejoin the other survivors on the ground and take 1 event damage to each hit location.
5 - 8	Circle back. Survivors who held on each gain 1 **Founding Stone** gear and join the showdown in the second round.
9 +	Heroes arrive first. Survivors who held on rejoin at the beginning of the showdown phase and **ambush** the monster.

98 | Glowing Blood

The survivors find a trail of their quarry's blood, evidence of some horrific battle. The event revealer may taste the monster's blood. The blood brings a vision of the upcoming battle. The event revealer places a token on any space on the hunt board. If the survivors start the showdown on this space, they **ambush** the monster.

Roll again on the hunt event board before moving on the hunt board.

99 | Portcullis

The survivors approach a massive portcullis standing in the darkness. It is not attached to anything and does not bar their way.

They may choose to walk around it. If they do, roll again on the hunt event table before moving to the next hunt space on the hunt board.

If the survivors' settlement has the **Portcullis Key**, they may use it. Each survivor gains +1 courage. The portcullis creaks open, and the survivors step through.

1d10	Event revealer
1	Inside, a dank gloom awaits the survivors. The portcullis suddely slams shut behind them and the lights of their lanterns begin to dim. The last thing the survivors see is the grimace of fear on each other's faces as the dark closes in. The survivors are dead.
2 +	Inside, a dank gloom awaits the survivors. At their feet lies an ornate crucible with a void in the shape of a mighty weapon. The survivors gain the **Perfect Crucible** strange resource. If they have a Blacksmith in their settlement, they may now craft a **Perfect Slayer**.

100 | The Finale

A terrific thunder crashes in the distance. An electricifying dread washes over the survivors. All survivors suffer 2 brain event damage.

The survivors may choose to **investigate**. Otherwise they panic and retreat in the opposite direction. Move back 2 hunt spaces on the hunt board and continue hunting as normal.

If the survivors investigate, all survivors gain + 1 courage and gingerly approach the origin of the sound. As they travel, they pass the shattered corpses of strange beasts.

If any survivor has 3+ understanding, they follow the trail of corpses. Otherwise, draw 3 basic resources harvested from the corpses and end the event.

If the survivors arrive this far, they see a massive knight, his armor reflecting a worn gold in their lantern light. Caked in blood, the knight leans against the side of a titanic winged creature. The event revealer must roll on the table.

1d10	Event revealer
1	The knight locks eyes with the survivors. If any survivor has less than 3 courage, they are struck dead. All other survivors flee in horror.
2 - 8	The knight speaks, its thunderous voice quakes the ground. Any survivors with less than 3 understanding suffers the **deaf** severe head injury. The knight extends his arms, offering them his gear. The survivor with the highest courage (roll off in case of ties) gains the **Steel Sword** and **Steel Shield** gear.
9 +	The knight's chest heaves. He exhales a plume of dense, black smoke that covers the survivors. When it clears, the knight is gone and in his place is a massive lion-faced hammer. The survivor with the highest courage (roll off in case of ties) gains the **Thunder Maul** gear. When the survivor takes it in hand, a current of electricity runs through their body. The weapon and the survivor are joined forever.

AGE

Your time in the darkness changes you.

Gain the benefits for the **Hunt XP** milestone you have reached. A survivor may only gain each milestone benefit once a lifetime.

■

1 | Weapon Proficiency

You may now select a weapon type for weapon proficiency. (If you wound a monster with the selected weapon type, you are now eligible to gain a proficieny level during the aftermath). Roll on the table below.

Available Weapon Types
axe, bow, club, dagger, fist & tooth, grand weapon, katar, shield, spear, sword, and whip.

2d10	Result
2	Gain +1 permanent evasion.
3 - 6	Gain +1 permanent strength.
7 - 15	Gain 1 random fighting art.
16 - 19	Gain +1 permanent accuracy.
20	Gain +1 permanent luck.

■■

2 | Improved Reflexes

The years sharpen your reflexes.
Roll on the table below.

2d10	Result
2	Gain +1 permanent movement.
3 - 6	Gain 1 random fighting art.
7 - 15	Gain +1 permanent strength.
16 - 19	Gain 1 random fighting art.
20	Gain +1 permanent speed.

■■■

3 | Enhanced Senses

Experience sharpens your instincts.
Roll on the table below.

2d10	Result
2	Gain +1 permanent speed.
3 - 6	Gain +1 permanent movement.
7 - 15	Gain 1 random fighting art.
16 - 19	Draw 2 random fighting arts and gain 1.
20	Gain +3 permanent strength.

■■■■

4 | Lucky Elder

Age is the rarest resource of all.
Roll on the table below.

2d10	Result
2	Draw 5 random fighting arts and gain 1.
3 - 6	Gain +1 permanent evasion.
7 - 15	Gain +1 permanent luck.
16 - 19	Gain +1 permanent speed.
20	Gain +1 permanent attribute of your choice.

ARMORED STRANGERS

You are visited by enigmatic figures, fully-enclosed in armor. They march silently through the settlement. The only noise is a metallic clang, as they pause before each survivor and tap their lantern halberds against the ground. The survivors have no choice but to helplessly await their mute deliberations.

Add King's Man to the nemesis encounter list. The Strangers **Count People** and take action based on the population total.

Resist

You rise up! Stop the settlement phase and prepare to **depart** for a special showdown with a King's Man. After the showdown, resume the settlement phase. Do not gain ✪, draw a settlement event card, or advance a lantern year.

Count People

7 or less

- Supportive Action -

Finally, one of them drives a lantern halberd into the ground. They leave without a word. Add the **Guidepost** innovation to the settlement.

The strangers plan to return. Add 📖 **Armored Strangers** to the timeline 4 years from the current year. Roll on the table below.

1d10	Result
1 - 3	A survivor's ears fill with a painful static! A random returning survivor gains a random disorder.
4 - 7	The armored strangers dump a mangled, unidentifiable corpse on the ground. Gain 3 random basic resources.
8+	The armored strangers haul in a massive, bountiful beast corpse. The survivors wonder at this boon. Gain 6 random basic resources. **Departing survivors** gain +1 survival.

8 or more

- Destructive Action -

The strangers finish their count and draw their blades. Roll on the table below.

1d10	Result
1 - 4	The armored strangers wantonly execute survivors. Suffer -5 population. You may **resist** to avoid this loss.
5 - 7	The bravest survivors are rounded up. Select the survivor with the highest courage (in case of a tie, select all) and execute them. You may **resist** to avoid this loss.
8 - 9	The strangers destroy a random innovation. Return the lost innovation card to the settlement's innovation deck. The survivors may choose to **resist** to avoid this loss.
10+	A halberd is left in the the settlement with a survivor impaled on it as a reminder. Suffer -1 population. Add the **Guidepost** innovation to the settlement.

BIRTH OF A SAVIOR

The newborn vanishes from the loving arms of the settlement for a fraction of a second.
In that second, it spends a lifetime in the domain of the Ethereal Dreamer and returns with a **dream**. Choose one:

The newborn gains 1 permanent red affinity and the following abilities:

Caratosis: For each **red** affinity you have, 1 of your attack rolls hits automatically each attack.

Red Life Exchange: In the **Aftermath**, gain 3 additional Hunt XP. You may not place **other** gear in your grid. Gain +1 permanent strength with each **Age** milestone. When you retire, you cease to exist.

The newborn gains 1 permanent green affinity and the following abilities:

Dormenatus: When you **depart**, gain 1 to every hit location for each **green** affinity you have.

Green Life Exchange: In the **Aftermath**, gain 3 additional Hunt XP. You may not place **other** gear in your grid. Gain +1 permanent evasion with each **Age** milestone. When you retire, you cease to exist.

The newborn gains 1 permanent blue affinity and the following abilities:

Lucernae: For every **blue** affinity you have, your ranged weapons gain this amount of **range** and your melee weapons gain this amount of **reach**.

Blue Life Exchange: In the **Aftermath**, gain 3 additional Hunt XP. You may not place **other** gear in your grid. Gain +1 permanent luck with each **Age** milestone. When you retire, you cease to exist.

BOLD

In a single moment, your perspective changes profoundly.

Select the **triumph** corresponding to the current game phase.
A survivor may only gain these benefits once a lifetime.

Showdown Phase **Triumph**

The essential difference between man and monster is a gap no human can overcome. You accept this and tap into a deep well of deranged fortitude. Gain the following ability and roll on the table below.

Stalwart: Ignore being knocked down by brain trauma and intimidation actions.

1d10	Result
1 - 3	Gain +1 strength token.
4 - 7	Gain +3 survival and +3 insanity.
8 - 9	Gain +1 permanent strength.
10+	Gain +1 permanent speed.

Hunt Phase **Triumph**

Expect the unexpected. You are prepared to face any mind-bending trials at a moment's notice. Where others may falter, you forge ahead, meeting the journey head on. Gain the following ability and roll on the table below.

Prepared: When rolling to determine a straggler, add your hunt experience to your roll result.

1d10	Result
1 - 3	Gain +1 speed token for next showdown.
4 - 7	Gain +1 understanding.
8 - 9	Gain +1 permanent strength.
10+	Gain +1 permanent movement.

Settlement Phase **Triumph**

In this fleeting existence, every moment shared creates meaning. The bonds forged between survivors give you hope. Gain the following ability and roll on the table below.

Matchmaker: When you are a returning survivor, once per year you may spend ✪ to 📖 **Intimacy**.

1d10	Result
1 - 3	May reroll 1 ✪ result this settlement phase.
4 - 7	Gain +1 ✪ this settlement phase.
8 - 9	Gain +1 permanent strength.
10+	Gain +1 permanent accuracy.

BONE WITCH

One day, the exile emerged from the darkness. The settlement worried at the sound of her wailing chants. Everyone feared what mystery kept her alive in the darkness all these years. Some could not resist asking.

All non-deaf **returning survivors** gain 3 insanity.
Insane **returning survivors** are inexorably drawn to the Bone Witch and must endeavor at the **Witch Camp**.
Otherwise, during this settlment phase, any survivor may endeavor at the **Witch Camp** if they choose.

Witch Camp - roll 1d10

1

The Bone Witch never forgave her exile. Her burning hatred lit the dark brighter than any lantern. With jagged teeth and gnarled claws, she attacks! You manage to escape, but the wounds she inflicted continue to burn. Suffer -1 permanent strength, -1 permanent accuracy and skip the next hunt.

Add "**Bone Witch**" to the timeline 3 years from the current lantern year.

2 3 4

The secrets of the dark should not be seen. The last thing you see are the witch's outreached claws reaching for your eyes. Your eyes are scarred. Suffer - 4 permanent accuracy and gain + 4 permanent strength. If, for some reason, you gain this result twice, you die.

Add "**Bone Witch**" to the timeline 3 years from the current lantern year.

5 6 7

The Bone Witch mutters of the alluring embrace of the awaiting darkness. Her stories stir strange yearnings in your bones. For being a patient listener, she offers to teach you something for the cost of 1d5 bone resources.

If you spend the resources, gain the **Extra Sense** fighting art and +3 survival.

8 9 10

The Bone Witch spends whispers of the horrors and wonders she has seen, arming you with valuable wisdom. Gain +2 insanity, +1 understanding, and the following ability.

Homing Instinct: Add +5 to your rolls on the Run Away story event.

If the settlement has the **Guidepost** innovation, the Bone Witch wanders over to it. The settlement is transfixed by a sense of danger. Effortlessly, the Witch plucks the weapon from the ground. Archive the **Guidepost** innovation.

As a consolation, she offers to teach the settlement something in exchange for 1 bone.

If you spend 1 bone, nominate 4 survivors. They gain the **Monster Claw Style** fighting art.

COOKING

The survivors experiment with scraps of foodstuffs.
The savory discovery is palatable.

Select 1 cooking recipe and archive the listed resources to create a dish.
This settlement phase, any survivor may **consume** the resulting dish and gain the **benefit**.
Any uneaten dishes are lost.

Venison Oso Buco
- cooking recipe -

1 Nightmare Tick
1 Shank Bone
1 Beast Steak
1 Fresh Acanthus

Feed the tick a beast steak. When the nightmare tick is full, simmer it in the bone marrow of the shank bone over medium lantern heat. Season with fresh acanthus. Yum!

Benefit:
+1 permanent evasion
+10 survival

3 Eye Stew
- cooking recipe -

1 Cyclops Fly
1 Eye of Cat
1 Phoenix Eye
1 Fresh Acanthus

Sauté the monster eyes until soft and releasing moisture. Add the cyclops fly and fresh acanthus. Cook at a bare simmer until cyclops fly is tender. Serve warm.

Benefit:
+1 permanent accuracy
+10 survival

Sword Beetle Skewer
- cooking recipe -

1 Sword Beetle
1 Bladder
1 Lion Testes
1 Fresh Acanthus

Cube sword beetle, antelope Bladder, and lion testes into bite-size pieces. Season cubes with fresh acanthus. Thread the cubes onto straightened scrap pieces. Roast over lantern heat.

Benefit:
+1 permanent strength
+10 survival

Stuffed Cockroach
- cooking recipe -

1 Hissing Cockroach
1 Beast Steak
1 Pustules
1 Fresh Acanthus

Grind beast steak. Combine with fresh acanthus and phoenix pustules. Hollow the hissing cockroach carcass and stuff with mixture. Bake in lantern oven. Delicious!

Benefit:
Remove all disorders.
+10 survival

CRUSH & DEVOUR

The survivor disappears, shrieking, into the Screaming Antelope's giant under-maw.

You are **Masticated**.

Masticated - roll 1d10

4 3

Swallowed whole. You are dead. The monster happily digests you, **heals** 1 wound, and gains +1 speed token.

3 4

You struggle frantically, stuck in a thick and sticky mucus. Your leg slips between the monster's teeth. Suffer the **dismembered** severe leg injury. The monster heals 1 wound.

5 6

The monster's mouth hangs slack, and fresh air brushes your face. You try to wriggle free, your arm reaching recklessly past the teeth. Suffer the **dismembered** severe arm injury. The monster **heals** 1 wound.

7 8 9 10

With a burst of ferocity, you fight back. Roll 1d10 on the table below.

1d10	Result
1 - 3	Your efforts are useless, suffer 1 brain damage per monster level.
4 - 7	You fight, but are chewed helplessly. Suffer 1 damage to every hit location.
8+	You are suddenly bitten by a pulsing organ. You tear it free! The monster suffers 1 wound. Gain the **Second Heart** strange resource and **Regurgitate**. Suffer 1 damage to the arms location.

Regurgitate

Place **Gobbled Up** survivors in a free space adjacent to the monster. Archive **Gobbled Up** and roll on the table below for each survivor.

1d10	Result
1 - 3	You wonder if you are dead. You are knocked down and suffer 1 brain damage.
4 - 7	Covered in vomit, but alive. You are knocked down and gain +1 insanity.
8 - 9	The experience gives you a new perspective. Gain +1 understanding.
10+	You vindictively attack on your way out. Gain the **Flat Tooth** Screaming Antelope resource. The Screaming Antelope suffers 1 wound.

ENDLESS SCREAMS

A scream pierces the silence around the settlement. As the noise fades, a chorus of horror rises up in answer.

The settlement erupts into chaos trying to comprehend the source of the terrible wail.

You may now hunt the **Screaming Antelope**. Add it to the quarry list on the settlement record sheet. Nominate a single survivor to stand amidst the madness. They gain +1 courage and become the **Voice of Reason**.

Voice of Reason - roll 1d10

4 2

The survivor's face turns pale and the courage drains from their eyes. Without hesitation, the survivor turns on their heels and dashes for the darkness. Sadly, their foot catches a stone face and they fall face-first into the floor.
The survivor loses 1 courage and suffers the **broken jaw** severe head injury.

3 4 3 6

The survivor realizes the noise is most likely from another strange creature that lives out in the darkness. After some effort, they manage to calm the settlement.

The survivor gains +1 understanding.

Returning survivors gain +1 insanity.

The survivor stands firm in the face of the screaming unknown. Slow and strong words change the settlement's fear into tingling excitement. After all, the endless screams might be an opportunity to gain knowledge and harness the darkness.

The survivor gains the **Orator of Death** fighting art.

Returning survivors gain +2 insanity.

HANDS OF HEAT

The mystery of the lantern's glow.

If the settlement already innovated **Lantern Oven**, skip this event and roll on the **Lantern Branding** table. Otherwise, proceed with Hands of Heat, below:

One lucky day, a clumsy accident knocks a lantern free from the towering Lantern Hoard. A sudden flash of heat bathes the survivors as the lantern crashes to the ground. Now shattered, the lantern light dies, but the seed of an idea begins to grow.

Nominate a survivor. They gain +1 courage and **Experiment with Lanterns.**

Experiment with Lanterns - roll 1d10

1, 2, 3 — An agitated lantern shatters in the survivor's face. Badly burned and disfigured, the survivor is exiled from the settlement as an inhuman monster. However, the other survivors learn something from this tragedy. Your settlement gains the **Lantern Oven** innovation. -1 population.
Add "📖 Bone Witch" to the timeline 3 lantern years from now.

4, 5, 6 — The survivor vigorously shakes a lantern and holds it watchfully. It bursts into blue light with a distinct hissing sound. The lantern grows hot in the survivor's clenched hands, burning their flesh. They bellow in primal triumph. Gain +1 permanent strength and the **Red Fist** secret fighting art. Your settlement gains the **Lantern Oven** innovation.

7+ — The survivor discovers heat and the settlement celebrates! Your settlement gains the **Lantern Oven** innovation. The survivor gains the **Red Fist** secret fighting art, and rolls on the **Lantern Branding** table on this page!

Lantern Branding

A feast, culminating in the ritual branding of the settlement's finest warriors by the heat of an agitated lantern.

Discard half the settlement's total resources (including storage), rounded down. Nominate a survivor and roll on the table below.

1d10	Result
1 - 3	Tradition. All departing survivors gain +10 survival. Add "📖 **Hands of Heat**" to the timeline 1d10 years from now.
4 - 7	Branded feet. Gain +1 permanent speed.
8 - 9	Branded hand. Gain +1 permanent strength.
10+	Accident! Suffer the **blinded** severe head injury and gain +1 permanent luck.

HERB GATHERING

Each survivor must make a special gathering roll.

To make gathering roll, a survivor nominates any number of d10's and then rolls them. If two or more die results are the same, your score is 0. Otherwise, add all your die results to determine your gathering score.

Add all the survivors' gathering scores to make a single final score and consult the **Herb Exploration** table.

Add +10 to the final score if the survivors have passed the **Overwhelming Darkness** space on the hunt board.

Herb Exploration

0 - 11
The survivors don't find anything.
Roll on the random hunt event table.

12 - 44
Gain a **Fresh Acanthus** strange resource. All survivors gain +1 survival.

45 - 74
Gain a **Fresh Acanthus** strange resource. All survivors gain +1 survival. In addtion, if you innovated **Cooking**, gain 1 random vermin resource.

75+
The survivors find a path through the weeds. Any survivor with a sickle may **Explore the Swamp.**

Explore the Swamp - roll 1d10

1. A huge, waterlogged plant creature bursts from the depths and devours you whole. You are dead.

2. Suddenly, the water around you bubbles furiously. Spend 1 survival to dive to safety or perish. If you have 3+ courage, you may roll again.

3. Suddenly, the water around you bubbles furiously. Spend 1 survival to dive to safety or perish. If you have 3+ courage, you may roll again.

4. You find a captivating clearing. Roll on this table again and add +1 to that result. Any survivors that have not explored, may now also roll on this table.

5. You find a captivating clearing. Roll on this table again and add +1 to that result. Any survivors that have not explored, may now also roll on this table.

6. A ghostly flower blooms, uncovering a face inside. It tells you that you are a peaceful, careless flower. Remove any disorders and gain **Apathetic** disorder.

7. A ghostly flower blooms, uncovering a face inside. It tells you that you are a peaceful, careless flower. Remove any disorders and gain **Apathetic** disorder.

8. You observe a small insect pollinating a flower. Gain + 1 understanding and a **Fresh Acanthus** strange resource.

9. You find a round, hairy fruit and **consume** it. If you are insane, you imagine the fruit bestows swiftness. Gain + 1 permanent speed. Otherwise, gain +1 survival.

10. Deep in the swamp, you find a twisting vine in the shape of a withered hand holding a fruit. Seductive and repulsive, the shining fruit is a sight to behold. You must **Eat the Fruit.** If you cannot **consume**, then nothing happens.

Eat the Fruit

If a survivor **consumes** a second shining fruit, they die instantly. Otherwise, roll on the table.

1	Razor maggots explode from the survivor, killing them instantly.
2 - 4	An explosion of tiny, red seeds bursts in your mouth. You stagger, blinded by the overwhelming sensation. You are forever changed. Gain 1 permanent red affinity.
5 - 7	Tart, sticky, green seeds scorch your sinuses before settling into a deliciously refreshing feeling. Your are forever changed. Gain 1 permanent green affinity.
8+	Bitter, blue seeds stain your mouth with thick black juice. Their powerful flavor awakens you. You are forever changed. Gain 1 permanent blue affinity.

HOODED KNIGHT

A stranger emerges from the darkness.

If any survivor has the **Twilight Sword**, they **Duel** the knight.
Otherwise, his motives are inscrutable. Roll below on **Mysterious Agenda**.

Duel - roll 1d10

The hooded knight confronts the bearer of the **Twilight Sword**, they roll on the table . Add +1 to the result for each **Twilight Sword** weapon proficiency level.

1d10	Result
1 - 3	The survivor perishes quickly. Disappointed, the knight leaves, never to return.
4 - 7	The survivor is badly wounded. Suffer the **gaping chest wound** severe chest injury. The knight has **Unfinished Business**.
8 - 9	Gain 1 level of weapon proficiency. Lose all survival. You cannot gain survival this settlement phase. The knight has **Unfinished Business**.
10	Gain 1 level of weapon proficiency. The knight has **Unfinished Business**.
11+	Gain 2 levels of weapon proficiency, +1 insanity, +1 survival. The knight has **Unfinished Business**.

Mysterious Agenda - roll 1d10

◆1 ◆2

As quickly as he arrived, the hooded knight vanishes in a flash of steel and blood Suffer -2 population. The hooded knight leaves with **Unfinished Business** and will return later.

◆3 ◆4 ◆5 ◆6

The hooded knight insists on training the uncouth survivors in martial combat. Up to 2 survivors may spend 3 resources each to learn the **Mighty Strike** fighting art.

The hooded knight leaves with **Unfinished Business** and will return later.

◆7 ◆8 ◆9 ◆10

The hooded knight forces a **tattered parcel** into the hands of the **returning survivor** with the most Hunt XP (if tied, randomize).
The hooded knight leaves with **Unfinished Business**.

If there are no returning survivors, then **Unfinished Business**.

Unfinished Business

Add "📖 **Hooded Knight**" to the timeline 4 years from now.

Tattered Parcel

The survivor gains the **Twilight Sword** rare gear, place it in their grid now. The survivor may select **Twilight Sword** as a weapon proficiency type. This weapon is **cursed**.

Cursed: This may not be removed from your gear grid for any reason. When you die, archive this card.

The Hooded Knight seems disturbed.
If settlement has **Records**, roll 1d10.

1d10	Result
1 - 3	Destroy **Records**, return it to the innovation deck.
4+	If you haven't triggered ✕**Nemesis Encounter - Watcher**, move it back 5 years on the timeline.

INSIGHT

In a single moment, the curtain of the world pulls back.

Select the **epiphany** corresponding to the current game phase.
A survivor may only gain these benefits once a lifetime.

Showdown Phase **Epiphany**

Watching the chaotic movements of monsters, you perceive a pattern. Perhaps its motives are not so different from your own. You can imagine yourself in the monster's place. Gain the following ability and roll on the table below.

Analyze: At the start of the Survivors' turn, if you are adjacent to the monster, reveal the top AI card, then place it back on top of the deck.

1d10	Result
1 - 3	Ignore the next severe injury this showdown.
4 - 7	Gain +3 survival and +3 insanity.
8 - 9	Gain +1 permanent accuracy.
10+	Gain +1 permanent movement.

Hunt Phase **Epiphany**

You dream. Before you, toiling silently, a strange creature with the imprint of a human face sculpts stone faces into the ground. You meet its concave gaze and wake. Gain the following ability and roll on the table below.

Explore: When you roll on an **investigate** table, add +2 to your roll result.

1d10	Result
1 - 3	Reroll one hunt event result this hunt phase.
4 - 7	Gain +3 survival and +3 insanity.
8 - 9	Gain +1 permanent accuracy.
10+	Gain +1 permanent evasion.

Settlement Phase **Epiphany**

The hunt, which once filled you with inexorable dread, takes on a new dimension. Your expeditions outside the settlement inspire you with curiosity and wonder. Gain the following ability and roll on the table below.

Tinker: When you are a returning survivor, gain +1 ✪ to use this settlement phase.

1d10	Result
1 - 3	If you innovate this phase, draw +1 card.
4 - 7	Gain +1 ✪ this settlement phase.
8 - 9	Gain +1 permanent accuracy.
10+	Gain +1 permanent strength.

INTIMACY

Nominate one consenting male and one consenting female survivor and roll on the Intimacy table below.

The first time your settlement gives birth to a new survivor (gains +1 populaiton from intimacy), the survivors ponder existence. **Principle: New Life**.

As your settlement grows in size, don't forget to apply your chosen **New Life Principle**. It will greatly effect the outcome of your campaign.

If the settlement innovated **Bed**, the new survivor gains +1 permanent strength.

Intimacy

1	The couple cannot bear the weight of the world. They clasp hands and march into the deep and endless darkness. The nominated survivors are dead.
2, 3	The female survivor perishes with her child during birth. The settlement is cast in gloom. The male survivor mourns gaining a random disorder and +3 insanity.
4, 5, 6	A new survivor is brought kicking and screaming into the world. The child's eyes are free of the ink that stained the founders' faces. The settlement gains +1 population.
7, 8	The settlement gains +1 population. The male & female survivors share a deep bond and gain +10 survival each.
9, 10, 11+	The settlement celebrates a twice-fortunate event. A pair of healthy newborn survivors enters the world. The settlement gains +2 population.

Special Child

On this day, everyone remembers the birth of a very special child. Where she steps, hope flourishes. **Birth of a Savior**.

If the settlment innovated **Hovel**, a **special child** is born instead.

KING'S CURSE

The survivor that dealt the killing blow feels their heart sink.

Tragedy befalls the survivor that kills the King's Man. Their body starts to sweat profusely and their flesh bubbles with extreme heat. The survivor must roll a hit location dice on the **King's Curse** table. A survivor cannot gain more than one piece of **regal** gear per lantern year.

Every piece of the Regal Armor set is **cursed**.

Cursed: This may not be removed from your gear grid for any reason. When you die, archive this card.

When a survivor completes the Regal Armor set (has all 5 pieces), they lose their humanity and become a King's Man. Filled with a sense of urgent purpose, the survivor marches off into the darkness.

The survivor can no longer be controlled by a player. Discard their record sheet. They are dead.

King's Curse - roll hit location die. Re-roll until you roll a location that is not wearing **regal** armor.

Your skull erupts from inside your head, bone twisting and hardening into a plated exoskeleton. Gain a random disorder and the **Regal Helm** rare gear and place it in your gear grid now.

Your thigh bones expand and hollow, while the flesh from your legs packs itself inside the bone. The pain is exquisite. Suffer the destroyed genitals severe waist injury. Gain the **Regal Faulds** rare gear and place it in your gear grid now.

Searing pain shoots up your legs from your burning feet. Your leg bones shatter and reform in the shape of plated armor. Gain the **Regal Boots** rare gear and place it in your gear grid now.

Your fingernails rapidly grow out, encasing your arm in a cocoon of bone. Your liquefied heated flesh leaks from the joints of the hollow armor that replaces your arms. Gain the **Regal Gauntlets** rare gear and place it in your gear grid now.

If the settlement innovated **Nightmare Training**, your new arms prove useful. Gain +1 permanent strength.

With a horrific crunch, your ribcage bursts from your chest and warps drastically, puncturing your internal organs. Your open stomach pours acid over your exposed innards. You double over, vomiting foamy chunks everywhere. Finally, you stand, drawing no breath but somehow alive. Gain the **Regal Plackart** rare gear and place it in your gear grid now. The other returning survivors suffer 3 brain event damage.

Your body seems to move on its own. Gain the **King's Step** secret fighting art.

KING'S STEP

Resist the unspoken pressure of the monster's onslaught.

Your body trembles and your mind wavers. You struggle just to stay standing against the pressure projected by the monster.

Discard all unresolved hit locations, end your attack, and attempt to **Overcome**!

If the settlement innovated **Forbidden Dance**, you start to sense the tempo of the monster's movements. Gain 2 tempo tokens and suffer **knockback 3**.

Overcome - roll 1d10

Add +1 to the result for each **tempo token** you have.

- 1 You are paralyzed with dread. Suffer brain damage equal to the monster's level.
- 2, 3 The monster swiftly finds an opening in your poor footwork and mercilessly slams your shin. Suffer a random severe leg injury. Gain 1 tempo token.
- 4, 5 The monster easily predicts your motion and skewers you with your own momentum. Spend 1 survival or suffer a random severe body injury. Gain 1 tempo token.
- 6, 7 Just as you start to follow the monster's subtle movements, the tip of the King's Man's foot hooks your ankle. You are knocked down. Gain 1 tempo token.
- 8, 9 You sense a pattern and foresee the monster's attempt to trip you. At the last moment, you shift your balance. Suffer 1 damage to the legs. Gain 1 tempo token.

You grasp the pattern behind the monster's fine movements, a rhythm that lets you control the pace of the fight. You have overcome the Battle Pressure and learned something valuable.

Gain the **King's Step** secret fighting art.

LEGENDARY LUNGS

The sensation of the Butcher's attack is similar to drowning.
Desperately, you gasp for air, only to be met with a mouthful of steel.

The monster's attacks rain down on you, each blow faster than the last. Despite the attack lasting only a moment, things seem to slow down. Your feel numb and isolated, as if trapped in an endless body of water. There is no hope of escape, just the pressure from above on your gasping lungs.

As the pounding in your chest intensifies, you recall the even rhythm of the monster's heaving chest. There is a chance you will **Learn** something.

Learn - roll 1d10

1 2

Sadly, your mind is simply adrift. Lost somewhere between the physical pain and the fear of further punishment, you learn nothing from the experience.

3 1 3 6 1

You feel as if on the cusp of realizing something big. It teases your mind before vanishing. Gain +3 survival.

If the settlement innovated **Drums,** the rhythmic pounding in your chest gives you insight. Proceed to the 8, 9, 10 result!

8 9 10

Deep Breath

It seems crazy, but it makes perfect sense to you- the secret to the monster's attack is its amazing control over its breathing! Despite its anger, the rise and fall of its chest keeps a constant, steady rhythm, even at the height of its brutal fury.

Gain the **Legendary Lungs** secret fighting art and +3 survival.

LEGENDARY MONSTERS

The Legendary monsters are the survivors' ultimate quarry. Make sure to read and follow each monster's setup instructions carefully.They are set up like their counterparts at level 3 and under, with a few exceptions:

Life Trait: Legendary monsters use the **Life** Trait. Full rules for **Life** are found in the Monster Section.

Archived Hit Locations: Use the hit location deck associated with each legendary monster's Monster Type, but archive all hit locations listed in the special instructions before the showdown begins.

Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. Always remember to resolve any rules conflicts that arise with the Rule of Death.

Beast of Sorrow

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	10	5	1	7	13	+1	+1

Ⓢ Cunning Ⓢ Trample
Ⓢ Weak Spot

TYPE: White Lion.
HUNT: Use level 3 White Lion setup.
TERRAIN & DEPLOYMENT: Use White Lion setup.
VICTORY: Use Level 3 White Lion Victory, +1 Iron strange resource. Nominate the survivor that dealt the killing blow. That survivor gains a fighting art of their choice.
DEFEAT: The settlement is paralyzed by grief. No ✪ may be spent the next settlement phase.

Great Golden Cat

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
4		9	17	+2	+5

Ⓢ Life (15) Ⓢ Merciless Ⓛ Golden Eyes
Ⓢ Cunning Ⓢ Trample Tokens: +1 Accuracy, +1 Luck

They say that some thunderstorms on the horizon are actually the Great Golden Cat playing with a meal before devouring it.

CUSTOM DECK LIST
1x Combo Claw
1x Vicious Claw
1x Terrifying Roar
1x Power Swat
1x Vanish
1x Bloody Claw

TYPE: White Lion.
HUNT: Use level 3 White Lion setup.
TERRAIN & DEPLOYMENT: Use White Lion setup +2 addtional random terrain cards.
VICTORY: Use Level 3 White Lion Victory, +1 White Lion resource of your choice. Nominate the survivor that dealt the killing blow. That survivor gains +2 permanent strength and the Timeless Eye and Combo Master fighting arts.
DEFEAT: Use White Lion defeat.

Mad Steed

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
4		9	18	+2	+5

Ⓢ Life (20) Ⓢ Diabolical Ⓢ Berserker
Ⓢ Hypermetabolism Ⓢ Trample Ⓢ King's Aura
Ⓛ Legendary Horns Tokens: +1 Accuracy, +1 Luck

They say that The Hand once trained a great, horned beast to be ridden by him alone. As the beast carried The Hand from one terrible task to the next, its appetite grew, and its horns took on twisted shapes.

CUSTOM DECK LIST
1x Crush & Devour
1x Stomp & Snort
1x Ravenous
2x Bite
1x Great Kick

TYPE: Screaming Antelope
HUNT: Use level 3 Screaming Antelope setup.
TERRAIN & DEPLOYMENT: Use Screaming Antelope setup +2 random terrain cards.
SPECIAL: Archive Furry Throat from the Hit Location deck.
VICTORY: Use Level 3 Screaming Antelope Victory. +1 Screaming Antelope resource of your choice. Nominate the survivor that dealt the killing blow. As your weapon strikes down the steed, it emits a gurgling roar from its under-maw, and bursts into an explosion of flames. Inside the inferno's swirling vortex, you feel only calm. A hooded figure stands before you, and points at your arm. With a blinding flash and a spray of molten flesh, it explodes, causing you to scream and black out. When you wake, you peel the remaining charred flesh off of what used to be your arm, revealing a beautiful sword underneath. The nominated survivor suffers the dismembered arm severe injury, and gains the Red Fist secret fighting art, +9 courage, and the Adventure Sword rare gear.
DEFEAT: The Mad Steed rampages through the settlement, leaving immeasurable destruction in its wake. -3 population.

Golden Eyed King of 1000 Years

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
4		10	25	+3	+6

Ⓢ Life (25) Ⓢ Dreaded Decade Ⓢ Weak Spot
Ⓢ Materialize Ⓢ Berserker Ⓢ Cunning
Ⓢ Spiral Age Ⓛ Top of the Food Chain Ⓛ Golden Eyes
Tokens: +1 Evasion, +1000 Luck

They say that at the summit of the tallest tree, there is a glimmer of golden light. Those who have stared into it for too long are marked by their white hair, and claim to know how they will die.

CUSTOM DECK LIST
1x Bored
1x Wing Punch
1x Difference Between Us
1x Pustule Cannons
1x Gouge & Feast
1x Ripple
1x Instant Wing Strike
2x Peck

TYPE: Phoenix.
HUNT: Use level 3 Phoenix setup.
TERRAIN & DEPLOYMENT: Use Phoenix setup +1 Ore Vein terrain card and +1 Bug Patch terrain card.
SPECIAL: Archive Glorious Arm Pit and Soft Lower Gut from the Hit Location deck.
VICTORY: +1 Hunt XP, +1 Weapon proficiency (if eligible). Level 3 Phoenix Rewards. Nominate the survivor that dealt the killing blow. At that moment, time splits and you experience a thousand lifetimes and a thousand deaths simultaneously. Your veins feel as if they will burn themselves free from your skin, and you cling desperately to a single heart beat, as you find yourself within the cyclone of existence that howls without end. The experience ends as abruptly as it started. All of what happened or what will happen is gone, forgotten, and you find yourself on your knees vomiting a thick creamy foam. The nominated survivor gains +1,000 insanity and the King of a Thousand Battles secret fighting art.
DEFEAT: Use Phoenix defeat. You may not Run Away from this encounter.

MINERAL GATHERING

Every survivor with a **Pickaxe** rolls on the **Mineral Gathering** table.

Mineral Gathering

1 - 3
A newly-opened crack releases a toxic cloud. You flee, leaving your tools behind. Archive any **tool** gear in your gear grid.

4 - 5
Gain 1 **Broken Lantern** basic resource. A sudden rock slide catches everyone off-guard. All survivors take 2 event damage to a random hit location.

6 - 7
You find 1 **Iron** strange resource among the unyielding stone faces. As you free it, you hear a snap. If your Pickaxe is frail, archive it.

8+
Gain 1 **Scrap** basic resource. If this event occurs after **Overwhelming Darkness**, you find a cave. Once per **Mineral Gathering**, all survivors must descend to the **Worm Tunnels**.

Worm Tunnels - roll 1d10. Add +1 to the result if you have a Pickaxe

1 2 3 — You spend too much time lost in the tunnels. Move your quarry 1 space toward the survivors on the hunt board. If the monster enters the survivors' space it ambushes them.

4 5 6 7 — You blunder in the darkness, lost and separated from the other survivors. A voice whispers to you, leading you back. Lose 2 survival and gain +2 insanity. If you are **deaf**, you do not heed the voice, and disappear into the dark. You are dead.

8+ — You find 1 **Iron** strange resource next to a passageway that leads deeper into the cave. Choose to either gain the Iron or spend 2 survival and descend to the **Crystal Lake**.

Crystal Lake - roll 1d10

1 2 — Drifting, phosphorescent spores infect your pores. Record all armor gear in your gear grid in the settlement storage and archive it. Gain 2 to all hit locations and the following ability:

Crystal Skin: You cannot place armor in your gear grid. When you **depart**, gain 2 to all hit locations. Suffer -1 to the result of all severe injury rolls.

3 4 — A reflection speaks to you. Lose 3 survival and gain +3 insanity.

5 6 — Caked in slime and weird crystals, you find 1 **Iron** strange resource.

7+ — Choose to either gain 2 **Iron** strange resources or gain +3 insanity and spend 4 survival to descend to the **Lantern City**.

Lantern City - roll 1d10

1 2 3 4 — A single light shines from a window in the otherwise darkened city. A pleasing aroma beckons you into a lit house. Inside, a welcoming family invites you to join them for a meal. If you are **insane**, you gratefully accept their invitation to stay. Forever. Your survivor perishes. Otherwise, your memory grows hazy after this point. Lose all your survival, gain +6 insanity and 1 random disorder.

5 7 9 6 8 — A yawning forge stands cold in the center of the city. Dismantling it, you gain 4 **Iron** strange resources and 3 **Scrap** basic resources.

10+ — You meet a dark stranger. It hisses, and your mind washes over in white noise. You awake with 1 piece of armor gear of your choice from the Blacksmith settlement location.

OVERWHELMING DARKNESS

All survivors must determine Path and walk them simultaneously.

Insane survivors walk the Path of the Insane.

If no other path applies, walk the Path of the Doomed.

Sane survivors with 3+ courage walk the Path of the Brave.

Path of the **Insane** - roll 1d10

1d10	Result
1 - 3	You envision a strange fruit that pulses with your heartbeat. You smash it. Spend all your survival (at least 1) or die.
4	You shriek into the darkness, dealing 1 brain event damage to all non-deaf survivors.
5 - 6	You lash out at the unseen. All other survivors suffer 1 event damage to a random hit location.
7	Startling visions. Gain a random disorder.
8 - 9	You find a strange peace. Lose all insanity.
10 +	Hysterical. Suffer the **Frenzy** brain trauma.

Path of the **Doomed** - roll 1d10

1d10	Result
1	Your lantern light fades into the darkness. Spend all your survival (at least 1) or die.
2 - 3	A pall of doom falls over you. Gain -3 luck tokens for the duration of the showdown.
4 - 6	An unseen monster attacks. Suffer event damage equal to the quarry's level to 3 random hit locations.
7	Disoriented. Gain -1 evasion token.
8 +	Hope. Gain +1 insanity and + 1 courage.

Path of the **Brave** - roll 1d10

1d10	Result
1	You boldy walk into a monster's maw and are consumed whole. Spend all your survival (at least 1) or die.
2 - 3	You emerge from the darkness crippled with doubt. Gain -1 speed token.
4 - 7	The darkness drowns out your lantern light. Gain -1 accuracy token.
8 - 9	Foolish bravery. Gain +1 strength token and -1 evasion token.
10 +	You will survive, no matter what it takes. Gain +1 survival and +1 evasion token.

PHOENIX FEATHER

A fallen feather fills the settlement with dread.

The skies bubble and murmur as a dark presence tears through the atmosphere like a negative lighting bolt, sucking the air and energy from all who gaze upon it.

A light rain begins. The survivors turn their eyes up to see a huge, iridescent feather slowly floating toward the ground. Their lantern lights reflect strange rainbows off the twisting feather. A primal fear takes root in the settlement.

You may now hunt the **Phoenix**. Add it to the quarry list on the settlement record sheet. Nominate a single survivor to speak. They gain +1 courage and **Break the Silence**.

Break the Silence - roll 1d10

4

The survivor attempts to speak, but before the words can leave their lips, they fall over dead from fright. The settlement panics and decides to banish the fallen feather into the darkness.

2 2 4 5

The survivor shoos everyone away from the feather. Alone in the rain, they examine it. The nominated survivor gains +1 understanding and the **Tail Feather** Phoenix resource.

If the settlement chose **Survival of the Fittest** Birth Principle, the survivor raves to no one in particular about an oncoming trial, bursting into laughter and tearing the feather apart! The survivor gains +1 permanent evasion and the **Honorable** disorder.

6 7 8 9 10

The survivor exclaims that the fallen feather is the most beautiful and dangerous thing they have ever laid eyes on. Each color runs perfectly into another, and gazing upon it imparts a strange sense of longing. They are convinced that there has never been something so perfect in this world.

The survivor greedily hides the feather from the others. They gain the **Crazed** fighting art, the **Hoarder** disorder, and +1 courage (from stashing the feather)!

Returning survivors gain +2 insanity.

PRINCIPLE: CONVICTION

The survivors must find a reason to be.
Treasure the darkness in all its mystery, or seek to master it and grow strong.

The group must choose one.

Master the Darkness

Life is finding the perfect death.The lantern is power. By its light, all will be led to their final glorious moment. Add "📖 **Hands of Heat**" to next year on the timeline.

The settlement gains the **Conviction Principle: Barbaric**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.

1d10	Result
1 - 5	The settlement celebrates with a destructive feast. Lose all resources (including the storage). If 10 or more resources were lost this way, **departing survivors** gain +1 permanent speed and the **Honorable** disorder.
6 - 10	Nominate a survivor. They gain +4 courage and the following ability: **Thundercaller:** Once a lifetime, on a hunt board space after **Overwhelming Darkness**, in place of rolling a random hunt event, use "100" as your result.

Treasure the Mystery

Life is like a quickly fading lantern. Every precious moment must be lived to its absolute fullest! Add "📖 **Bone Witch**" to next year on the timeline.

The settlement gains the **Conviction Principle: Romantic**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.

1d10	Result
1 - 5	The settlement celebrates with an excessive feast. Lose all resources (including the storage) If 10 or more resources were lost this way, **departing survivors** gain +1 permanent luck and the **Prey** disorder.
6 - 10	Nominate a survivor. They gain +4 understanding and the following ability: **Legendcaller:** Once a lifetime, on a hunt board space after **Overwhelming Darkness**, in place of rolling a random hunt event, use "53" as your result.

PRINCIPLE: DEATH

The group must decide what to do with their **first survivor corpse**.
Choose one.

The First Harvest

The settlement decides to harvest the body for resources.

The settlement gains the **Death Principle: Cannibalize.** Find and place the card on the settlement board and note it on the settlement record sheet.

After adding the card to the settlement, Roll 1d10.

1d10	Result
1 - 5	The settlement ritualistically divides the corpse with a sharp stone and grimly consumes the dead flesh. Gain a **Founding Stone** starting gear. All **departing survivors** gain +3 insanity.
6 - 10	Nominate a survivor. The survivor fanatically tears the corpse open and deeply drinks its blood. They decide that for every new creature they eat, they will become stronger. The survivor gains +1 permanent speed.

The First Grave

The settlement decides to build a small monument to mark their loss.

The settlement gains the **Death Principle: Graves.** Find and place the card on the settlement board and note it on the settlement record sheet.

After adding the card to the settlement, Roll 1d10.

1d10	Result
1 - 5	The settlement gathers around the grave, each taking a moment to reflect the loss and their place in the darkness. All **departing survivors** gain +1 survival and +1 understanding.
6 - 10	Nominate a survivor. With tears in their eyes, the survivor takes a shard of rock from the grave and marks themselves with it. They cherish this mark forever. The survivor gains +1 permanent luck.

If you are currently working your way through the **First Story**, return to the settlement section and proceed to the develop step.

PRINCIPLE: NEW LIFE

The group must decide how to raise their young.
Choose one.

Without Mercy

The toys are taken from the child and replaced with a cold, stone face shard. Training begins immeaditly.

The settlement gains the **New Life Principle: Survival of the Fittest**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement. Roll 1d10.

1d10	Result
1 - 5	The settlement celebrates with a rowdy party, filled with tests of strength and triumphant roaring. The parents each gain +1 permanent strength and +2 insanity. They must skip the next hunt to recover.
6 - 10	The child is raised as a pure warrior, leaving compassion and fear behind. The newborn survivor gains + 2 courage, the **Tough** fighting art and one random disorder.

With Affection

The settlement embraces the child with warm arms. Nurturing new life is their highest calling.

The settlement gains the **New Life Principle: Protect the Young**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement. Roll 1d10.

1d10	Result
1 - 5	The settlement gathers around the newborn in awe. Never have they seen something so precious and meaningul. The parents each gain +2 survival and +1 permanent evasion.
6 - 10	The child is raised by the entire settlement and endowed with the hopes and wisdom of all. The newborn survivor gains +2 understanding and the **Strategist** fighting art.

If you are currently working your way through the **First Story**, return to the settlement section and continue the develop step.

PRINCIPLE: SOCIETY

There was once a mad woman who spent her days talking to the darkness.
One day, it spoke back.

The group must choose one.

Collective Toil

Tainted by darkness, a survivor nearly brought ruin to the settlement. On the day of her exile, the people decided that all must spend equal time hunting and working to avoid future disasters. -1 population. Add "📖 **Bone Witch**" to the timeline 3 years from now.

The settlement gains the Society **Principle: Collective Toil**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.

1d10	Result
1 - 5	Nominate up to 4 survivors. Each gain +5 survival.
6 - 10	Nominate a survivor. You have a secret. You will always know in your heart that the exile was banished for merely repeating what you taught her. Gain the **Secretive** disorder. It cannot be removed for any reason. In addition, gain the **Timeless Eye** fighting art.

Accept Darkness

The darkness spoke startling truths. It told the people they were monsters just like the ones they hunted. The people accepted their monstrosity and their place stalking in the darkness.

The settlement gains the Society **Principle: Accept Darkness**. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.

1d10	Result
1 - 5	Nominate up to 4 survivors. Each gains +10 insanity.
6 - 10	Nominate a female survivor (if you can't, nominate a male instead). The survivor is heralded as the settlement's leader! Gain the **Quixotic** disorder. It cannot be removed for any reason. In addition, gain the **Leader** and **Orator of Death** fighting arts.

REGAL VISIT

The Hand strides into the settlement. The survivors' thoughts vanish as they fall to their knees, struck dumb by its glorious, incomprehensible presence.

Add The Hand to the nemesis encounter list.
Add **Nemesis Encounter - The Hand** to the timeline 2 years from now.
The Hand begins the **Inspection**.

Challenge

The Hand accepts your challenge! Stop the settlement phase and **depart** for a special showdown with The Hand. After the showdown, resume the settlement phase. Do not gain ✪, draw a settlement event card, or advance a lantern year.

Inspection - roll 1d10

In one swift motion The Hand draws its sword, cleaving the **Lantern Oven** and 4 survivors asunder. Suffer -4 population. Return the **Lantern Oven** to the innovation deck. **Challenge** The Hand to avoid this loss.

1 1 3

If the settlement has the **Accept the Darkness** Society Principle, The Hand presents 2 infants to the kneeling survivors. Gain +2 population.

The Hand rampages through the settlement. Lose any resources in settlement storage and suffer -1 population. **Challenge** The Hand to avoid this loss.

1 1 6 1

If the settlement has the **Guidepost** innovation,The Hand demonstrates sophisticated fighting arts. Gain 1 weapon mastery of your choice and add it to your settlement.

The Hand points at the survivor (survivors in case of a tie) with the most hunt experience. A warble trapped in their throat as their chest bursts open expelling their organs (killing them). **Challenge** The Hand to avoid this loss.

6 9 10

If the settlement has **Survival of the Fittest** New Life Principle, The Hand's voice sounds in all of the survivors' heads. None can recall what happened, but each feels profoundly changed. No ✪ may be spent this settlement phase. All living survivors gain +1 permanent strength.

RETURNING SURVIVORS

Nominate a survivor to utter the **First Words.**

First Words

The nominated survivor steps forward and gains +1 courage. They lead the other survivors to learn to speak to one another! They discuss their situation, realizing they must hunt to live. Add the White Lion to the Quarry list on the settlement record sheet.

Your settlement gains the **Language** innovation. Search the Innovation cards for Language and place it face up in your play area and record it on your settlement sheet.

Language is your first innovation, and it will spark the creation of the innovation deck.

Build the Innovation deck now.

Build the Innovaton Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovation cards.

Find the 6 innovation cards with *language consequence* listed under their title:

Ammonia, Drums, Hovel, Inner Lantern, Paint, and Symposium.

Shuffle these 6 cards together to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Make sure to preserve the unique combination of cards in your deck between play sessions.

Finished with their work, the settlement gathers around its **Glowing Center.**

Glowing Center

Armed with language, the nominated survivor aptly names the glowing center of their home The Lantern Hoard. The settlement gains the Lantern Hoard Settlement Location.

Search the large Settlement Location cards for the **Lantern Hoard** and place it face up in your play area. The Lantern Hoard is the source of all innovations and further locations the settlement will develop.

The nominated survivor sits in front of the Lantern Hoard in awe and gains +1 understanding. They must skip the next hunt phase as they ponder the meaning of existence.

Check off the skip hunt box on the survivor's record sheet. They cannot be selected as a departing survivor this phase.

Return to the First Story
to complete the Settlement Phase.

RUN AWAY

Remove your survivor from the board.
Roll 1d10 on the table that corresponds to the current game phase.

1	Something pulls you into the darkness. You are dead.
3 3	You stumble, battered and tossed by the unseen in the darkness. Spend 1 survival or die. If you survive, roll again on this table, adding +1 to the result.
4 3	You are lost. If any survivors reach the showdown, you find yourself among them. Otherwise, you are dead.
8 7	In your mad dash, you injure your leg. Suffer the **broken leg** severe injury. Roll again on this table, adding +1 to the result.
8 8	The sight of the settlement on the horizon leaves you gasping with relief. Set your insanity to 0 and return to the settlement safely.
10	You return to the settlement safely.

1	Something pulls you into the darkness. You are dead.
3 3	Your desperation to escape causes you to stumble over your own feet. At the start of the next monster turn, place yourself in a space adjacent to the monster. You are knocked down.
4 3	Turned around. At the start of the next monster turn, place your survivor adjacent to any board edge.
8 7	Something in the dark attacks. Gain 2 bleeding tokens. Roll on this table again, adding +1 to the result.
8 8	You wearily drag yourself to the settlement, battered but alive. You cannot imagine revisiting the horrors you witnessed. You return to the settlement safely. Skip the next hunt to recover.
10	You return to the settlement safely.

SEE THE TRUTH

The greatest courage is achieved when the past and future are abandoned. The void that remains is a dark, endless well of strength. Fear and pain are your nourishment, and you will feast.

You suddenly recall meeting a strange masked man, who, for a moment, opened your second eyelids. What you saw filled your mouth with the taste of your own death. Suffer the **blinded** severe head injury and **Taste Death**. If you are already **blinded** at least once, do not suffer it again.

Taste Death - roll 1d10

1 2

Sweet

When your second eyelids opened, the veil of darkness was lifted. You recall looking to the sky and viewing a horizon of titanic faces. Each face is different and peers at a different part of your body. Death was upon you, and a strangely sweet flavor swirled around in your mouth. Gain the **Weak Spot** disorder and the following ability.

Sweet Battle: You may surge without spending survival. If you do, the ❷ must be used to activate a weapon.

If the settlement has the **Graves** Death Principle, the survivor's death tastes **Sweet** instead.

3 4 5 6 7 8

Bitter

When your second eyelids opened, everything looked the same. There was no wonder and no mystery. Death was simply everywhere. A bitter flavor filled your mouth as you accepted your harsh reality. Gain the **Berserker** fighting art and the following ability.

Bitter Frenzy: You may spend survival and use fighting arts, weapon specialization, and weapon mastery while **Frenzied**.

9 10

Sour

When your second eyelids opened, you saw thousands of small lifeforms swimming through the air. They crawled over you, stealing tastes of your sweat and blood. Death was near—you wondered how your fear tastes. A puckering, sour flavor filled your mouth and you decided that you must never die. Gain the following ability:

Sour Death: When you are knocked down, you may encourage yourself. If you do, gain +1 strength token.

If the settlement has the **Cannibalize** Death Principle, your death tastes **Sour** instead.

SHOWDOWN: BUTCHER

Nemesis

There once was a man who could not hide his fear. He wore a mask that transformed his cowardice to rage. In turn, the man transformed into a monster. All that remained was a devouring fury that stalked the night, collecting the fearful faces of others.

Instinct: Menace

Turn the Butcher to face the closest survivor. This survivor suffers 1 brain damage per monster level.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	5	-	5	9	-	-

S Berserker S Fast Target S Infectious Lunacy
S Dreaded Trophies

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	5	-	5	12	+1	+1

S Frenzied Berserker S Fast Target S Infectious Lunacy
S Dreaded Trophies

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	11	10	-	8	15	+2	+2

S Frenzied Berserker S Fast Target S Infectious Lunacy
S Invincible S Dreaded Trophies +2 Accuracy tokens

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Butcher's monster level (it should be 1 greater than the last Butcher encounter) and set up the showdown accordingly.

Showdown Setup

Legend
- Survivors
- Nemesis
- Stone Column

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 1 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter.

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The Butcher rampages through the settlement! Everyone escapes into the darkness until it leaves, but all resources in the settlement's storage are lost repairing the destruction.

Rewards

Roll 1d10 and add the Butcher's level to the result. The group gains any listed resources or gear. Add them to the settlement's storage.

1d10	Reward
1 - 3	The Butcher vanishes in a flash of blinding light.
4 - 6	The Butcher lets loose a final roar. Its body explodes, scattering 1d5 **Broken Lantern** resources.
7 - 9	**Butcher's Cleaver** rare gear and 1 **Broken Lantern** resource.
10 - 12	**Butcher's Cleaver** rare gear and 1d5 **Broken Lantern** resources, and **Hunk of Living Flesh** (use to regrow 1 dismembered limb right now only).
13+	The **Forsaker Mask** rare gear falls to the ground.

If the settlement has **Memento Mori** when they defeat a level 3+ Butcher, roll 1d10.

On a result of 2+, nominate a survivor. The survivor cuts off their own face and fashions it into a mask. Gain the **Forsaker Mask** rare gear. You may gain this benefit once per campaign.

SHOWDOWN: THE HAND

Nemesis

There was once an entity that knew everything, but never spoke. For every secret that escaped, it became weaker and its enemies stronger.

Instinct: The Penalty

The Hand points at a random survivor. They must roll on the table below.

1d10	Result
1	Your skull crushes your brain. You die.
2+	Your ribs suddenly twist inward to puncture your heart. If you have no survival, you die. Otherwise, lose all survival and suffer the Broken Ribs severe body injury.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	10	-	-	5	14	-	-

Ⓢ Red Lens - Closed Ⓢ Ghost Step Ⓢ Polarized Aura
Ⓢ Blue Lens - Closed Ⓢ Applause
Ⓢ Green Lens - Closed Ⓢ Impossible Eyes

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	1	-	6	15	+1	+1

Ⓢ Red Lens - Closed Ⓢ Ghost Step Ⓢ Polarized Aura
Ⓢ Blue Lens - Closed Ⓢ Applause
Ⓢ Green Lens - Closed Ⓢ Impossible Eyes

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	2	-	6	30	+3	+6

Ⓢ Red Lens - Closed Ⓢ Ghost Step Ⓢ Polarized Aura
Ⓢ Blue Lens - Closed Ⓢ Applause
Ⓢ Green Lens - Closed Ⓢ Impossible Eyes

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select The Hand's monster level (it should be 1 greater than the last The Hand encounter) and set up the showdown accordingly.

Special Rules

If an AI or Hit Location card has ⊙, ⊙ or ⊙, only apply those effects, special rules, or chage to the card type, if the monster has gained the respective symbol. Otherwise, ignore those rules.

Showdown Setup

Legend
- Survivors
- Nemesis
- Giant Stone Face

Terrain & Deployment
- 1 Giant Stone Face terrain card, place in the green spaces.
- 1 Stone Column terrain card (3 columns) and 1 random terrain card, set up normally.
- Place the nemesis in the center of the board, on top of the Giant Stone Face.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter.

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

If the settlement has the Guidepost innovation, The Hand leaves in peace. Otherwise, he slaughters all retired survivors in the settlement.

Rewards

The Hand hesitates before leaving. Roll 1d10 and consult the table below. The group gains any listed resources or gear.

1d10	Reward
1 - 4	The Hand vanishes. The group finds 1 broken lantern basic resource and 1 skull basic resource. Suffer -1 population.
5 - 8	The Hand is a sore loser, and punts a Broken Lantern. One random survivor suffers a severe head injury. Add 1 scrap to the settlement storage.
9+	The Hand bows graciously and vanishes. Leaving a package carefully wrapped in 1 leather strange resource. Inside, is 1 skull and 5 random basic resources. - 1 population.

If the settlement has the **Sword Mastery** innovation when they defeat a level 3+ Hand, The Hand takes a moment to share some fighting techniques. Roll 1d10 for each survivor.

On a result of 6+, the survivor gains the **Swordsman's Promise** secret fighting art.

SHOWDOWN: KING'S MAN

Nemesis

There was once a monster that was to lead its master's regal procession. First the monster came as a herald, then its hungry masters. So fierce were the monster's masters that it never thought to protect it's own back, knowing what horrors lay behind it.

Instinct: Guard

The King's Man ends its turn and gains +5 toughness until the start of the next monster turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	10	2	-	5	12	-	-
2	11	4	1	6	15	+1	+1
3	12	6	1	6	18	+2	+2

Level 1: Ⓢ Weak Spot, Ⓢ King's Aura, Ⓢ King's Combat, Ⓢ Out-Fighting, Ⓢ Battle Tempo

Level 2: Ⓢ Weak Spot, Ⓢ King's Aura, Ⓢ King's Combat, Ⓢ Out-Fighting, Ⓢ Silent Hymn, Ⓢ Battle Tempo

Level 3: Ⓢ Weak Spot, Ⓢ King's Aura, Ⓢ King's Combat, Ⓢ Out-Fighting, Ⓢ Battle Tempo, Ⓢ Silent Hymn, +2 Accuracy tokens

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the King's Man monster level (it should be 1 greater than the last King's Man encounter) and set up the showdown accordingly.

Showdown Setup

Legend

- Survivors
- Nemesis
- Stone Column

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 2 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter.

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The King's Man rudely breaks something as it leaves the settlement. If the settlement innovated **Pottery**, return it to the innovation deck.

Rewards

The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. **King's Curse**.

Roll 1d10 + defeated monster's level on the table below. The group gains the following rewards:

1d10	Reward
1 - 4	Nothing.
5 - 8	Each survivor gains 1 random fighting art.
9+	1 Steel Sword rare gear, 1 basic resource.

If the settlement innovated **Nightmare Training** when they defeat a level 3+ King's Man, the survivors are inspired by the battle. Each remaining survivor rolls 1d10.

On a result of 8+, the survivor gains **King's Step** secret fighting art.

SHOWDOWN: PHOENIX

Quarry

The Phoenix fills the horizon of your mind. Complex and disturbing, your very essence seems to flicker like a dying lantern. A perfect mixture of excitement and dread shakes up your insides. Before you realize it, you find yourself stepping forward to battle.

Instinct: Disdain

Place the Phoenix at the center of the Nightmare Tree. It emits a hissing moan. All non-deaf survivors suffer brain damage equal to the monster's level. Perform **Spiral Age**. End the Phoenix's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	3	1	8	10	-	-

S Materialize S Spiral Age S Zeal S Dreaded Decade

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	6	1	8	12	+1	+1

S Materialize S Spiral Age S Zeal L Top of the Food Chain S Dreaded Decade

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	13	7	2	8	16	+2	+3

S Materialize S Spiral Age S Zeal L Top of the Food Chain S Dreaded Decade

Tokens: +1 evasion, +1 luck.

Select an encounter level and set up the hunt board.

Showdown Setup

Legend

- Survivors
- Monster
- Nightmare Tree

Terrain & Deployment

- 1 Nightmare Tree terrain card, set up in the center of the board.
- 2 random terrain cards, set up normally.
- Place the monster in the center of the board.
- Place survivors 6 spaces away from the monster.

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

Roll 1d10. On a result of 6+, a random survivor that died during the showdown finds themselves back at the settlement! They lose all their courage and understanding and must select a new name.

Rewards

The first time the Phoenix is defeated, gain the **Plummery** settlement location.

Survivors with age tokens gain +1 understanding.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Phoenix resources.
2	4 basic, 6 Phoenix resources.
3	4 basic, 8 Phoenix resources. 1 **Phoenix Crest** strange resource.

If the settlement innovated **Face Painting** when they defeat a level 3+ Phoenix, the survivors paint their faces with Phoenix blood. Roll 1d10.

On a result of 6+, the survivor that dealt the killing blow howls in pain. The Phoenix blood burns and colors their iris yellow. They gain permanent +1 speed and -1 accuracy.

SHOWDOWN: SCREAMING ANTELOPE

Quarry

There was once a fearsome monster that was trained by the Hand to be a steed for the Goblin. However, upon smelling its new master, the monster's mind shattered and it ran into the unknown, foaming at the mouth and biting the noses off the stone faced floor.

Instinct: Graze

The monster full moves to the closest Acanthus Plant and ends its turn. If the monster is on or adjacent to an Acanthus Plant, archive the terrain and heal 1 wound.

If there are no Acanthus Plants on the showdown board, instead full move forward in a straight line.

Heal 1 : Move the top 1 card from the wound stack to the bottom of the AI deck without looking at it.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	6	8	-	-
Ⓢ Trample							
2	10	5	-	8	10	+1	+1
Ⓢ Trample Ⓢ Diabolical							
3	12	8	2	8	12	+2	+2
Ⓢ Trample Ⓢ Diabolical Ⓢ Hypermetabolism +1 Evasion token							

Select an encounter level and set up the hunt board.

Showdown Setup

Legend
- Survivors
- Monster
- Acanthus Plants

Terrain & Deployment
- 3 Acanthus Plant terrain cards (6 plants total), set up in the green area.
- 2 random terrain cards, set up normally.
- Place the monster in the center of the board.
- Place the survivors along either short board edge.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
When the hunters fail to return, nominate a non-deaf survivor in the settlement. They rabidly beat their head in grief, suffering the **deaf** severe head injury.

Rewards

When the monster is defeated, any survivors with 20+ insanity are driven mad by the monster's death wail. They vanish, screaming into the darkness, never to be seen again.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Screaming Antelope resources.
2	4 basic, 6 Screaming Antelope resources.
3	4 basic, 8 Screaming Antelope resources, 1 **Broken Lantern** basic resource.

If the settlement has **Heart Flute** when they defeat a level 3+ Screaming Antelope, roll 1d10.

On a result of 4+, they create a stirring melody! Nominate a survivor at the settlement that has never been on a hunt. They gain +2 permanent strength! This bonus may only be gained once a lifetime.

SHOWDOWN: WHITE LION

Quarry

There once was a beast that wanted to feel how soft its fur was. Since it could not reach its own back, it killed many other creatures and spent time rubbing its paws over them. They say that when the monster finally killed a human, it fell in love with their soft hair and its paws grew into a pair of fine human hands.

Instinct: Sniff

The White Lion sniffs the air and ends its turn. Until the end of the next round, all survivors are now threats, even if they are knocked down or used an effect that says otherwise.

When a level 3+ White Lion performs **Sniff**, it gains +1 accuracy token.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	6	8	-	-
2	10	5	-	7	10	+1	+1
3	10	9	2	8	14	+2	+2

Level 2: Ⓢ **Cunning**

Level 3: Ⓢ **Cunning**, Ⓢ **Merciless.**
Tokens: +2 accuracy, +1 luck.

Select an encounter level and set up the hunt board.

Showdown Setup

Legend

- Survivors
- Monster

Terrain & Deployment

- 1 Tall Grass Terrain Card (2 Tall Grass Tiles).
- 2 random terrain cards, set up normally.
- Place the White Lion in the center of the board.
- Place survivors in the blue zone.

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The White Lion greedily consumes the bodies and takes a small shiny prize. Roll 1d10. On a 6+, archive a jewelry gear of your choice. If the survivors don't have any jewelry, nothing happens.

Rewards

The first time the White Lion is defeated, add **Catarium** to the settlement locations. The group gains the following rewards:

Level	Reward
1	4 basic, 4 white lion resources.
2	4 basic, 6 white lion resources.
3	4 basic, 8 white lion resources, 1 **Elder Cat Teeth** strange resource.

If the settlement has Saga when they defeat a level 3+ White Lion, roll 1d10.

On a result of 4+, they create a tale of the exploits! The survivor that dealt the killing blow may select either permanent +1 accuracy or +1 strength. They may gain this benefit once a lifetime.

WHITE SECRET

A dream, buried deep in memory, suddenly surfaces. You feel her hot breath bathing your ear, hissing whispers. She had come to you bearing the secrets of the world and you had merely forgotten, until now.

Your brain swells and you scream out in pain.
Suffer the **Lunacy** brain trauma and **Remember the Story**.

Remember the Story - roll 1d10

1 2

Story of the Ageless Man

You remember the story of a young man in his prime. The man was so grateful for his body's ability to protect his loved ones. He decided to honor it by punching the dark sky above 1 million times. As long as he never finished his vow, he never aged a single day again.

Your body transforms to its physical peak. Permanently gain +1 accuracy and +1 strength. Gain the following ability:

Ageless: You may hunt if you are retired. When you gain Hunt XP, you may decide not to gain it.

If the settlement has the **Romantic** Conviction Principle, the survivor remembers the **Story of the Ageless Man.**

3 4 5 6 7 8

Story of the Survivor

You remember the story of a smart young girl that, despite all odds, constantly outwitted the superior beings she encountered. You also recall that her own vanity lead to her death. Gain the **Quixotic** disorder and the following ability:

Peerless: When you gain insanity, you may gain an equal amount of survival.

9 10

Story of the Invisible Hair

You remember the story of a woman with long hair so fine it couldn't even be seen. She claimed she could feel anything her hair touched. On her deathbed, she cut it all off and gifted a single strand to any who visited her. What was left over was scattered, and hangs floating in the wind, waiting to be grasp by those who learn this story. Gain the following ability.

Leyline Walker: While there is no armor or accessory gear in your gear grid, gain +3 evasion.

If the settlement has the **Barbaric** Conviction Principle, the survivor remembers the **Story of the Invisible Hair.**

WHITE SPEAKER

A large and bizarrely dressed woman offers to share a story. The group must select a **story** they would like to hear.
A survivor may be nominated for this story event only once per lifetime.

Story of the Goblin

The White Speaker instructs the survivors to lower her veil and hold her limbs tightly. The group must nominate a non-deaf survivor. A survivor with max understanding cannot be nominated, as the potential of their mind has been reached.

Tension fills the air and the survivors are filled with a mysterious sinking feeling. She begins the story. Roll 1d10.

1d10	Result
1 - 3	The White Speaker flies into a violent seizure. A wild toenail catches the eye of the nominated survivor, and they suffer the blinded severe injury. The White Speaker explodes, showering everyone in blood. The experience is surreal. Lose all ✪.
4 - 6	The survivors' brains swell and they howl in pain. Nominate 3 more survivors. All the nominated survivors gain +5 insanity.
7 - 9	The nominated survivor's ears ring with the timing of the White Speaker's words. They gain the Story of the Goblin ability, but sadly, their hearing is lost forever. They suffer the deaf severe injury.
10+	The words of the White Speaker and even the involuntary spasms of her body all make perfect sense. The survivor gains the Story of the Goblin ability.

Story of the Goblin: You know the first sentence of the story. Once per showdown you may speak it out loud and roll 1d10. On a 3+, gain the priority target token and the monster gains +1 damage token.

Story of the Forsaker

The White Speaker instructs the survivors to bind their hands together and dip their knuckles in blood. If the settlement has the Forsaker Mask strange gear, this story cannot be selected. The group must nominate a non-deaf survivor. A survivor with max courage cannot be nominated, as the potential of their spirit has been reached. The White Speaker lowers her veil and begins the story. Roll 1d10.

1d10	Result
1 - 5	The White Speaker growls, her graceful movement suddenly awkward and her heels catching on the stone faces on the ground. With a roar, she decks the nominated survivor in the face! They suffer the broken jaw severe injury.
6 - 8	The nominated survivor silently implodes with rage. The other bound survivors inch away from the waves of passive aggressive energy. The survivor gains +2 permanent strength and breaks free, suffering the broken arm severe injury twice.
9	The nominated survivor is gone (consider them dead). In their place is a strange mask. Gain the Forsaker Mask rare gear.
10+	The words of the White Speaker, and even the involuntary spasms of her body all make perfect sense. The survivor gains the Story of the Forsaker ability.

Story of the Forsaker: You cannot be knocked down during a showdown with a nemesis monster.

Story of the Young Hero

This story cannot be selected before the 13th lantern year. The White Speaker instructs the survivors to bring her a young warrior that has never left the settlement light.

Nominate a survivor that has never been on a hunt. If no one meets her instruction, she selects someone at random. The White Speaker places her veil over the survivor's eyes. Roll 1d10.

1d10	Result
1 - 3	The White Speaker draws a rusty, blood-encrusted blade and grabs the nominated survivor by the back of the head. Expertly, she inserts the blade deep into the survivor's mouth. Then, she stutters and flies into a wild seizure, accidentally murdering the survivor and breaking one of her heels. She meekly leaves in silence, carrying her shoes.
4 - 5	As she speaks, the White Speaker carefully examines the teeth of the nominated survivor. She flicks her wrist, and the survivor suffers the broken jaw severe injury.
6 - 9	The survivor steals a quick taste of the blood-encrusted blade the White Speaker is waving in their blinded face while telling her story. The survivor gains the Story of the Young Hero ability.
10+	The survivor gains +1 permanent accuracy, strength, evasion, speed, luck, and the Story of the Young Hero ability.

Story of the Young Hero: At the start your act, you may recall the heroic sacrifice from the story and bite your wrist. Gain 2 bleeding tokens and +1 survival.

ZERO PRESENCE

"Which is more terrifying," you ponder,
"the monster or the sudden absence of it?"

As the monster vanishes before your eyes, you can't help but wonder how anyone has survived up until this point. Is it possible that the monster tricked you? Or has some sort of special organ that allowed it to hide itself beyond the lantern light? You tremble with dread.

You watch the monster's soundless movements, and internalize how it slips outside the lantern light. There is a chance you might **Learn** something.

Learn - roll 1d10

1 2

You are confused, and mistakenly believe that the White Lion has found a way to create darkness by eating light. Gain the **Fear of the Dark** disorder and +3 insanity.

3 1 3 6 2

Your mind leaps from one idea to another. If you have 3+ understanding, gain the **Rhythm Chaser** fighting art.

If the settlement has **Forbidden Dance,** an idea seems to flow through you. Proceed to the 8, 9, 10 result!

Lack of Presence

A moment of clarity. If you focus on your movement, the shifting of your garments, and the impact of your footsteps, you can minimize your presence until it is barely perceptible. When you drown your own lantern light, you become invisible until you attack.

Gain the **Zero Presence** secret fighting art and +3 insanity.

WATCHED

Dark spots spread across the lantern hoard. A nervous hush falls over the settlement. Slowly, the most daring survivors peer past the darkened lanterns, venturing beneath them into a vast chamber, unknown and undreamed of. Slumbering in the center of the chamber, the survivors can feel a presence of immense danger. Their ultimate predator would soon wake, extinguishing the lantern light that holds the endless darkness at bay.

Starting with this settlement phase, the survivors may awaken and face the sleeping menace. You may move ✕ **Nemesis Encounter - Watcher** to the current lantern year.

The settlements have a different **response** to the discovery based on their **Conviction**.

Barbaric Response

The survivors decide they must craft the perfect weapon to prepare themselves. Gain the **Ultimate Weapon** Innovation. This does not count towards your settlement's innovation total. Nominate a survivor and and roll 1d10.

1 2 3 4 5

The survivor begins to make preparations. Add 📖 **Hands of Heat** to the timeline 4 years from now.

6 7 8 9 10

The survivor silently decides they are the true hero. They gain +10 insanity, +1 permanent strength, and the **Quixotic** disorder.

Romantic Response

The survivors decide they must learn the perfect fighting art to prepare themselves. Gain the **Final Fighting Art** Innovation. This does not count towards your settlement's innovation total. Nominate a survivor and roll 1d10.

1 2 3 4 5

Without saying a word, the survivor runs into the darkness, never to be seen again. Add 📖 **Bone Witch** to the timeline 4 years from now.

6 7 8 9 10

The survivor bursts into an unhealthy laughter. They gain +10 insanity, +1 permanent strength, and the **Immortal** disorder.

SHOWDOWN: WATCHER

NEMESIS - FINAL BOSS

Long ago, ravenous beasts searched the darkness, using their keen senses to find their prey. In the distance, they saw a blooming pillar of light surrounded by tasty morsels bustling in their tiny industry.

Licking their chops, they approached. But the beasts halted mid-step. The wind carried a foul, menacing presence. Surely the busy creatures were harmless. Yet, the menacing warning persisted, felt in their very bones. Instinctively, the beasts turned away, seeking their meals elsewhere.

Instinct: Absorb

Move the Watcher directly to the center of the showdown board. All survivors gain -1 strength token. Watcher **heals** 1d5 wounds.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	12	-	-	∞	*	-	-

Ⓢ Life: The watcher begins with **Life Points** equal to the current lantern year minus 10.

Toughness: The Watcher's toughness is equal to the current lantern year on the settlement record sheet.

Ⓢ Audience
Ⓢ Retinue
Ⓢ Lantern Vortex
Ⓢ Vapor of Nothingness

Retinue
Unused Survivor Miniature

*You can also use a 100mm base to represent a retinue

Retinue Rules

A retinue represents the settlement uniting to fight together. Each retinue occupies 9 spaces (as shown) and is made up of 9 unused survivor miniatures. A retinue cannot attack monsters directly, and instead lends its strength to other survivors.

A retinue is treated as a single large survivor, and moves as a cohesive unit on the showdown board, maintaining its configuration. Retinues have the following rules:

Targeting and Effects

A retinue does not count as a threat, and cannot directly be picked or selected as a target. Only monster collision and actions that apply to all survivors can affect a retinue.

A retinue has no attributes, and cannot be knocked down, suffer **knockback**, or gain status cards. For the purpose of survivor collision, treat retinues as impassable terrain.

Killing a Retinue

When a retinue suffers damage (including brain damage) or collision with a monster, roll 1d10. On a result of 4+, the retinue is destroyed.

A retinue also is destroyed when a monster ends its movement on a space it occupies, or when the survivor controlling the retinue dies.

When a retinue is destroyed, remove it from the showdown board. The settlement suffers -4 population. This loss cannot kill the other survivors currently in the showdown.

Using a Retinue

A survivor with the Retinue survivor status card can perform the following actions:

Summon Retinue: Once per Act, a survivor without a retinue may place a Retinue in an unoccupied space along any board edge and move it up to 5 spaces.

March: At the start of their Act, a survivor with a retinue gains an additional ❶ that may only be spent to move their retinue up to 5 spaces.

Double March: Once per round, anytime a survivor can dash, they may spend 1 survival to dash their retinue up to 5 spaces (in addition to their own dash survival action).

Coordinated Attack: When a survivor attacks, add +6 strength to the wound attempt total for each retinue adjacent to them.

Showdown Setup

Legend
Survivors
Watcher

Terrain & Deployment

- Place the Watcher in the center of the board.
- Place the survivors in the blue spaces.
- Survivors go first.

Aftermath

Victory

With a terrific hiss, the Watcher deflates onto the floor. A moment passes, no longer than the single beat of a heart, before lanterns all over the chamber explode in a dazzling array of colors. An intense, luminescent goo washes over the survivors, and they feel triumph. All living survivors gain +1 permanent strength. Then, **Blackout.**

Defeat

With a great inhalation, the Watcher greedily consumes everyone and everything before traveling for an eon, ultimately seeking a new place to hibernate. The time of the settlement has come to an end. Its people and history are forever lost. **Game Over.**

GAME OVER

Your campaign has ended in death and magnificent hopelessness.
The settlement is lost.

Lost Settlements

Start a new campaign by taking a settlement record sheet and filling in a box under the lost settlement section. Apply all milestone bonuses earned to your new campaign and begin the First Story.

For every successive settlement you have lost, you may fill in a box and continue to earn new milestone bonuses for your future campaigns.

■ 1. Left Overs

At the start of the showdown with the First Story White Lion, set up 1 Survivor Corpse terrain card.

■■ 2. Those before us.

When the survivors reach the settlement, they find small traces of human life before them. Gain 1 skull basic resource and increase the survival limit by 1.

■■■ 3. Ocular Parasites

This new generation of survivors' eyes have better adapted to the darkness. All survivors gain +1 permanent accuracy. However, the First Story White Lion has grown fat from all the survivors it's eaten. At the start of the showdown, it gains +1 damage token and -1 movement token.

■■■■ 4. Rainy Season

The weather is extremely temperamental. Add the **Acid Storm** settlement event to the timeline years 3, 7, 13, 19.

Skipping the First Story Showdown

If you are starting a new campaign, you may optionally skip the First Story showdown and jump straight to settlement phase setup (pg.34).

If you do, roll 1d10 on the table below to quickly determine your starting resources and gear.

1d10	Result
1 - 3	Set your population to 6. The group gains 4 basic resources and 4 White Lion resources. Archive 2 founding stones.
4 - 7	Set your population to 8. The group gains 4 basic resources and 4 White Lion resources. Archive 1 founding stone.
8+	Set your population to 10. The group gains 4 basic resources and 4 White Lion resources.

Game Modes

In the Game Variant section, at the back of this book is a list of game modes that can alter the difficulty of the campaign. Before starting a new campaign you may discuss with your group what additional rules, if any, you would like to apply.

BLACKOUT

All at once and without warning, the collected sum of the settlement's lanterns go black.
The settlement is plunged into darkness.

Congratulations & Thanks for Playing!

You have completed the Kingdom Death: *Monster* core campaign. Without the lantern light and the Watcher's powerful presence, monsters descend without end to devour the settlement.

There is no hope for the survivors. However, if you like, you can continue to the bitter end and die magnificent deaths. The settlement gains the **Exhausted Lantern Hoard** location. It has the rules for continuing the campaign until its ultimate demise. Good luck!

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Game Variants

If you've completed the *Monster* campaign, here are some new ways to play the game. Change the rules of the game to create a new experience or set alternative campaign objectives to create new challenges.

Rules Variants

Kingdom Death: *Monster* offers a different experience each time you play it. Rules variants can further alter the game for experienced players. A group may decide to use any, all, or none of these rules for their campaign.

5 - 6 Players

When you depart, you may take 5 or 6 survivors instead of the normal 4. Use the following rules when you do.

- Monsters gain +2 damage and +1 speed tokens at the start of the showdown.
- Monsters have the **Life** trait: place 2+ the monster's level wounds on it. Once this card is archived, you can wound the monster normally. If a monster already has this trait, add 2+ monster level wounds to it. Full rules for **Life** are in the Monster section.
- Gain no additional rewards from defeating monsters.

Quick Mode

If your gaming group is constantly short on time. You can use Quick Mode game rules to speed things up.

- Every survivor gains permanent +1 strength.
- Monsters gain +1 damage tokens at the start of the showdown.
- Whenever survivors wound the monster, the monster suffers an additional wound.
- Survivors die when they have 3 bleeding tokens instead of 5.

Hero Mode

The survivors are legendary, immortal heroes.

- If the survivors die, they are merely knocked unconscious and check their Skip Next Hunt box on the survivor record sheet. Unconscious survivors return to the settlement at the end of the showdown, even if the whole group is rendered unconscious.
- When you name a survivor, in addition to +1 survival, players choose to gain +1 permanent accuracy, evasion, strength, luck, or speed.

Death Mode

Death mode is meant for the purists- experienced players that want the full Kingdom Death: *Monster* challenge.

- All gear is irreplaceable. If a survivor dies, all of their gear is archived.
- Survivors die when they have 3 bleeding tokens instead of 5.
- Monsters gain +1 damage token at the start of the showdown.

Storyteller Mode

One player acts as the storyteller.

- The storyteller never controls a survivor and always acts as the Monster controller. They may freely reorder the monster AI deck during the showdown.
- The storyteller picks which settlement event is triggered in the Settlement Phase.

Solo Play

For the most part, playing *Monster* as a solo campaign will proceed as it does for a group of players. There is one outright change in rules, and several suggestions that are strongly advised.

Modifications to Rules: During the Showdown Phase, do not use the monster controller tile. No survivors will gain insanity due to monster targeting.

Organization is the key to getting through a solo campaign without losing track of all the possibilities. From beginning to end, your ability to manage the resources of the settlement allows great latitude in choices and planning. Instead of competing with other players for cool gear, you can be more strategic, thinking of survivors as resources in your individual campaign.

When it comes to individual survivors, be consistent. For each survivor, you'll need a character record sheet, gear grid, and miniature, meaning you'll

have to manage 4 sets of each. Make sure you have a way to know which sheets, grids, and miniatures belong to which survivor.

One good way of keeping survivors organized is to decide on a naming convention ahead of time. Naming the settlement in honor to your favorite book, TV series, or movie will make it easy to come up with new names as needed, and may help you keep track of aspects like family relations or weapon proficiencies.

Make a plan for tactics, but try not to get overwhelmed by the possibilities. With only one player, you'll need to start thinking of showdown tactics while picking which survivors will depart for the Hunt Phase and what gear they'll bring. Once lantern years pass and the number of options grow, it will be easy to be overwhelmed, but if you keep in mind what's worked for you in the past, it'll go more smoothly.

Focus on advancing the Settlement, not the Survivors. At the end of the day, as a solo player, your greatest concern is with developing your community to improve your survivors, not developing the best collection of four survivors that you can.

As the settlement progresses, you'll be able to slowly build up a stable of useful survivors for the later parts of the campaign.

Custom Campaigns

If you're itching for more after completing the main Kingdom Death: *Monster* campaign, the game is easily customizable for a group that is familiar with the rules.

One simple way to customize your campaign is creating a custom timeline. Switch nemesis encounters, add new story event triggers, etc.

Creating your own campaign is exciting and daunting. We suggest using the story events already provided in the main campaign and changing a few things. There are no set rules for crafting a unique campaign for your gaming group, but here are some examples of custom campaigns the Kingdom Death team enjoyed.

Seven Swordsmen

Start a campaign with a population of 7. Each survivor starts with the **Ageless** ability from the White Secret story event and has **sword** weapon mastery. The Seven Swordsmen will never be bothered with people outside their settlement, thus the settlement can never gain population. The swordsmen never roll on the Intimacy table as there is no love in their hearts.

People of the Skull

The People of the Skull worship skulls above all else. Survivors can only place weapons and armor with the **bone** keyword in their gear grid. The People of the Skull ignore the **Frail** rule.

- When you name a survivor, if they have the word bone or skull in their name, in addition to +1 survival, players choose to gain +1 permanent accuracy, evasion, strength, luck, or speed.
- During the Develop step of the settlement phase, survivors can use the Skull Ritual special endeavor.

Skull Ritual

The settle performs an exotic, violent dance with plenty of chanting.

Cost: 1 skull resource, 1 endeavor

Nominate up to 4 survivors to consume the skull. They gain a permanent +1 to all their attributes.

Black Skull

If a weapon or armor is made with the Black Skull resource, a survivor may place it into their gear grid despite being iron.

Twilight Knight in Training

When you start the campaign, nominate one survivor to be the Twilight Knight. The Twilight Knight starts with the Twilight Sword gear in their gear grid and 3 weapon proficiency ranks in Twilight Sword.

The Twilight Knight cannot gain Age tokens, can still hunt when retired, never checks their Skip Next Hunt box, and must always depart. The Twilight Knight does not leave the settlmement when they reach max weapon proficiency with the twilight sword. If the Twilight Knight dies, the players lose.

Glossary

: Activation.

: Endeavor.

: Movement.

: AI card.

: Persistent Injury.

: Trigger story event.

: Head survivor hit location.

: Body survivor hit location.

: Arms survivor hit location.

: Waist survivor hit location.

: Legs survivor hit location.

: Armor. Number values represent the number of armor points.

: Trigger.

: Alert.

: Critical Wound.

: Reaction.

Abilities: Skills and techniques learned by survivors, usually through story events, and recorded on the Survivor Record Sheet.

Absorb: The Watcher's instinct. Described on the Watcher's showdown story event.

Accessory: A gear special rule. Accessory gear may be worn in addition to armor on a hit location. Each accessory specifies the hit location it covers.

Accuracy (Attribute): Represents permanent changes to attack rolls. Positive attribute adds to the dice roll, while negative attribute subtracts from the dice roll.

Accuracy (Weapon/Attack Profile): The number that each attack roll result must meet or exceed in order to be considered a hit. Listed on monster attack profiles and weapon gear.

Acid Palms: An ability. Add 1d10 strength to wound attempts when attacking with Fist & Tooth.

Act: The part of the survivors' turn in which an individual survivor gains movement and activation. Each survivor must complete their act before another may start theirs, and all unused movement and activations are lost when a survivor ends their act.

Action: Most things a survivor or monster can do during the Showdown Phase, like moving and attacking, are actions.

Activation: Activation can be spent to attack, activate some gear, and interact with terrain. Survivors gain one activation during that survivor's act.

Adjacent (Miniature): A miniature is adjacent to another when it occupies a space one space in a cardinal (non-diagonal) direction from a square occupied by the other miniature.

Affinity (Completed): Some gear cards have red, blue, or green half-squares on the card edge. If a half-square is adjacent to a half-square of the same color on another gear card, the complete square they form is one affinity.

Affinity Bonus: A type of gear special rule. Having the indicated number of colored affinities will trigger the effect. Each affinity bonus only applies once, regardless of how many extra affinities a survivor has.

After Damage: An attack trigger found on some monster AI attack profiles. If there are any successful hits in the attack, resolve all damage from all hits in this attack (roll hit location dice, apply damage to hit location), then apply this trigger's attack effects. If there is no damage dealt from the attack, do not apply this effect.

After Hit: An attack trigger found on some monster AI attack profiles. If there are any successful hits in the attack, before rolling hit location dice, apply this trigger's attack effects.

Aftermath: The end of a Showdown Phase. Contains different outcomes based on the survivors' success or failure.

Ageless: An ability. You may hunt if you are retired. When you gain Hunt XP, you may decide not to gain it.

AI Card: AI cards are made up of actions, flows and alerts. Some cards also have persistent injury and/or definition boxes. There are four kinds of AI cards - Basic, Advanced, Legendary, and Special.

AI Deck: Made up of AI cards used for a specific showdown. See the monster's story event for details of its AI deck. The AI Deck is reduced as the monster is wounded.

Alerts: Actions following an alert contain important conditional information that must be considered to determine if the action is performed. Continue to perform any further actions on the AI card unless stated otherwise. Survival may not be spent during an alert.

All Survivors: An effect during the showdown that refers to all survivors applies to all survivors currently on the showdown board.

Ambush (Monster): If the monster moves into the survivors' hunt board space, it ambushes the survivors. End any current hunt events and start the showdown immediately. Survivors skip their first turn. In most cases, this means that the monster will take two turns in a row.

Ambush (Survivors): Some hunt events allow the survivors to ambush the monster. If they do, survivors may go first in the showdown. Do not follow the setup rules on the monster's story event. Instead, place the listed showdown terrain, the monster, and survivors on the showdown board as the players decide (setup rules on terrain cards must still be followed).

Ammo - Bow: A gear special rule. You must have a bow in your gear grid to activate this card. Ammo has the range of a bow in your gear grid.

Ammunition: A gear keyword. This gear is ammunition for another weapon gear.

Analyze: An ability. At the start of the survivors' turn, if you are adjacent to the monster, reveal the top AI card, then place it back on top of the deck.

Archive: Remove this card from play and return it to the game box. Unless it is recorded into settlement storage or the survivor's record sheet, any archived card is permanently lost.

Armor: Gear with this keyword is armor. Protects the survivor from injury. Each piece of armor will have the hit location symbol for the hit location it can be worn on. Each hit location may only wear one piece of armor.

Armor Points ( ): Recorded on the survivor record sheet. Determined by armor gear in the survivor's gear grid, as well as other effects and events. Each point negates one point of damage to the hit location. Armor points decrease by 1 for each damage they negate.

Armor Set: Each armor set is comprised of all armor from a single settlement location with the keyword "set". For example, while a survivor is wearing the White Lion Helm, White Lion Gauntlets, White Lion Coat, White Lion Skirt, and White Lion Boots, they have completed the White Lion armor set.

Armor Set Bonus: A survivor wearing a completed armor set gains the benefits of the armor set bonus listed on its corresponding armor set card.

Arms: A survivor hit location. Damage to the arms beyond the heavy injury level results in a roll on the Arms section of the Severe Injury table.

Arrow: A gear keyword. This gear card is an arrow.

Attack: The process of making an attack roll and resolving damage, wounds or other effects.

Attack Effects: Attack effects are rules contained in a box below the attack profile on some AI cards, and applied when the trigger occurs. These effects are applied only once, even if the target is hit or damaged multiple times by this attack.

Attack Profile: Part of monster AI cards and basic actions. Lists the speed, accuracy, damage, and any triggers for a monster attack.

Attack Roll: The dice roll that represents an attempt to hit a target. A Lantern 10 will always result in a hit.

Attribute: An aspect of a survivor or monster described by a numerical value.

Attribute Modifier Token: Attribute modifier tokens are used to indicate temporary changes to attributes. Attribute modifier tokens are double-sided to represent gains and losses for that attribute, and are combined with permanent attribute totals to determine the current level of each attribute. All tokens are removed at the end of each showdown.

Away (Movement): A movement that puts the most possible spaces between two points on the showdown board, such as a monster, survivor, terrain, or board edge.

Axe: Gear with this keyword is an axe weapon. Survivors may gain levels of axe weapon proficiency with this weapon.

Back: The direction opposite of the monster's facing.

Balm: A gear keyword. Balm items work by rubbing them on a survivor's skin.

Bash: Causes survivors to be knocked down.

Basic Action: A Monster's basic action is detailed on its Basic Action card. A basic action consists of a target action and an attack action with an attack profile. Monsters will perform a basic action on some AI cards, in some reactions, or if the AI deck and discard are both empty. Performing a basic action does not count as an AI card being drawn.

Basic Action / Reference Card: Double-sided Basic Action/Reference cards contain a monster's basic action on one side and an overview of the monster's characteristics on the other side.

Basic Hunt Event: 100 events survivors may encounter out in the darkness. Found in the Basic Hunt Event section of the rulebook.

Basic Resources: Generic resources that can be gained from most huntable monsters and many events.

Before Damage: A trigger found on some monster attack profiles. Apply this trigger's attack effect after hits and hit location dice are rolled, but before damage is dealt to hit locations.

Bitter Frenzy: An ability. You may spend survival and use fighting arts, weapon specialization, and weapon mastery while Frenzied.

Bleed X: The target gains X bleeding tokens.

Bleeding Token: Survivors can gain bleeding tokens from severe injuries, monster attacks, and some events. If a survivor has 5 or more bleeding tokens, they are dead. All tokens are removed at the end of each showdown.

Blind Spot: Usually the spaces directly behind the monster. Survivors attacking from the blind spot gain +1 accuracy.

Block X: A gear special rule. Spend activation to ignore X hits the next time you are attacked. Lasts until your next act. A survivor may not use block more than once per attack.

Blue Life Exchange: An ability. In the Aftermath, gain 3 additional Hunt XP. You may not place gear with the "other" keyword in your grid. Gain +1 permanent luck with each Age milestone. When you retire, you cease to exist.

Body: A survivor hit location. Damage to the body beyond the heavy injury level results in a roll on the Body section of the Severe Injury table. This is the only hit location that appears twice on the hit location dice.

Body Blow: An attack that always hits a survivor's body location. Do not roll hit location dice for this attack.

Bone (Gear): A gear keyword. Bone is one of the primary materials used to craft this gear.

Bone (Resource): A common resource keyword.

Bow: Gear with this keyword is a bow weapon. Survivors may gain levels of bow weapon proficiency with this weapon.

Brain: The Brain is a survivor location different from hit locations, and represents a survivor's mental fitness. Since the human mind is fragile, there is only one injury level for the Brain (indicated by the light-lined unfilled box). Any damage beyond the light injury level results in a roll on the Brain Trauma table. The Brain is only damaged by brain damage.

Brain Damage: Brain damage only affects the Brain location.

Brain Trauma Table: Contains possible outcomes of excess damage to the Brain location.

Build [Location]: When a new location is built, place that settlement location in the play area and add the new location to your settlement record sheet. This is a permanent addition to your settlement.

Burnt Nerves: An ability. You are immune to bash.

Canceled Attack: A canceled attack immediately ends. Discard all unresolved hit locations. Do not perform any actions, special rules, critical effects, or reactions on these cards.

Caratosis: An ability. For each red affinity you have, 1 of your attack rolls hits automatically each attack.

Charge: A gear special rule. Survivors spend movement and activation to move the maximum available spaces in a straight line in one direction. At the end of movement, if in range, perform an attack using a melee weapon, adding the number of spaces moved in this way to your strength for the attack. Charge does not impact any further atlacks this turn.

Closest Survivor: The survivor the least number of cardinal spaces away from the monster.

Closest Threat: The threat the least number of cardinal spaces away from the monster.

Club: Gear with this keyword is a club weapon. Survivors may gain levels of club weapon proficiency with this weapon.

Collides: If a monster moves through a space occupied by a survivor, they collide and the survivor suffers collision. If a monster ends its movement on a survivor, they collide, the survivor suffers collision and knockback 5. If a survivor is knocked back into impassable terrain, they collide with it and the survivor suffers collision. If a survivor suffers knockback into another survivor, complete the knockback movement normally. Both survivors suffer collision at the end of knockback. If the survivors would occupy the same space, instead place the knocked back survivor in the closest unoccupied space.

Collision: When a survivor suffers collision, they are knocked down.

Consumable: A keyword. This may be consumed by survivors.

Consume: A special rule. This consumable gear or resources may be ingested by survivors for a listed result. Some are archived after use.

Courage: A survivor attribute listed on the survivor record sheet. Courage is a survivor's potentially ill-advised bravery. Reaching a courage level of 3 will trigger the Bold Story Event, while reaching a level of 9 will trigger the See the Truth Story Event.

Critical Wound: Critical wounds are lucky blows that always wound a monster, even if the wound attempt does not exceed the monster's toughness. A critical wound occurs when a wound roll result is a Lantern 10 on a hit location with a critical wound effect. The luck attribute modifies the roll needed for a critical wound.

Critical Wound Effect: Critical wound effects on monster AI cards are represented by the critical wound symbol, followed by rules that specify what happens when a monster is critically wounded at that location. Critical wounds effects are not reactions. On a critical wound, cancel all reactions on that hit location card.

Crystal Skin: An ability. You cannot place armor in your gear grid. When you depart, gain 2 armor points to all hit locations. Suffer -1 to the result of all severe injury rolls.

Cumbersome: A gear special rule. Survivors must spend both movement and activation to activate Cumbersome gear.

Cursed: A gear special rule. This gear cannot be removed from the gear grid for any reason. If the survivor dies, archive this gear.

(X)d10: A number (X) of ten-sided dice. The included dice feature a Lantern on the "10" face.

1d5: Roll 1d10, divide the result by two and round up to the nearest whole number.

d100: A hundred-sided die. This is accomplished by using 2d10, with one die nominated to represent the "tens" digit and the other to represent the "ones" digit. Note that a roll showing 2 lanterns (result of 10 on each) indicates a result of 100.

Dagger: Gear with this keyword is a dagger weapon. Survivors may gain levels of dagger weapon proficiency with this weapon.

Damage (Attack Profile): The amount of damage dealt for each hit in a monster's attack. Roll separate hit locations for each hit.

Damage (Attribute): Damage is added to the damage listed on an attack profile to calculate the total damage of an attack.

Damage (Condition): A hit damages a survivor if it removes armor points or causes an injury. Hits which are dodged, blocked, or ignored do not cause damage.

Dash: A survival action. When opportunity permits, a survivor may spend 1 survival to dash. They gain +1 ❶ which must be spent immediately. Each survivor may only Dash once per round, and only after the settlement has innovated the Paint innovation.

Deadly: A gear special rule. Gain +1 luck while attacking with this weapon. This increases the odds of inflicting critical wounds.

Deaf: The survivor cannot hear, or be impacted by encourage and other audible effects.

Death (Monster): A monster is defeated when it is wounded and there are no AI cards in the AI deck or AI discard pile to move to the wound stack.

Death (Survivor): A survivor can die in a variety of ways. Remove their miniature from the board. They can no longer participate in the hunt or showdown. Return their gear to the settlement storage

and move their resources to another survivor. If all the survivors die during the showdown, all of their gear returns to the settlement and all resources not in the settlement storage are lost.

Death Count: Part of the settlement record sheet. During the Settlement Phase, if any survivors perished during the previous Hunt or Showdown Phase, update the death count. If survivors perish during the Settlement Phase, update the death count immediately. The first time a settlement's death count is updated, trigger the Principle: Death story event.

Defeat: When the survivors are defeated by a monster, follow the defeat rules in the Aftermath section of the monster's story event.

Depart (As in, "When you depart"): These rules apply to departing survivors at the end of the Settlement Phase.

Departing Survivors: The survivors nominated to take part in the next hunt and showdown.

Destroy Armor: An attack effect that reduces armor points of a survivor hit location to 0 before applying damage.

Destructible: A terrain special rule. When a survivor collides with destructible terrain, stop their movement and archive the terrain. The survivor suffers 1 damage to a random hit location. When a monster collides with destructible terrain, archive the terrain.

Devastating X: A gear special rule. When a devastating weapon wounds a monster, it will inflict X additional wounds.

Discard: Put the card into the appropriate discard pile. It is no longer in play.

Disdain: The Phoenix's instinct. Described on the Showdown: Phoenix story event.

Disorder: A mental impairment. Disorders are found on disorder cards. When a disorder is gained, record its rules on the survivor record sheet and return the card to the box. Survivors can have up to 3 disorders. Additional disorders gained must replace a disorder of your choice. If a survivor would gain a disorder they already have, nothing happens.

Dodge: A survival action. When a survivor is hit, after rolling hit location dice but before damage, they may spend 1 survival to dodge, canceling one hit. The dodged hit becomes a failed attack roll and does not cause damage. Any additional un-dodged hits resolve normally. Dodge is the only survival action that knocked down survivors can perform. Each survivor may only Dodge once per round.

Doomed: The indicated survivor(s) may not spend survival until this card is resolved.

Dormenatus: An ability. When you depart, gain 1 armor point to every hit location for each green affinity you have.

Draw AI: The monster controller draws the top AI card of the monster's AI deck and plays it. If the AI deck is empty, shuffle the discard pile into it and draw the top card. If the AI deck and discard pile are empty, the monster performs its Basic Action.

Duration: Duration cards are drawn twice. The first time a duration card is drawn, perform any "when drawn face down" actions. Then, instead of discarding it, place the duration card face up on top of the AI deck. The next time a monster draws an AI card, it draws the duration card for a second time. Perform any "when drawn face up" actions, then discard the card after resolving. Some duration cards have persistent effects while they are face up on top of the AI deck.

Early Iron: A gear special rule. When any of your attack roll results are a 1, cancel your attack.

Encourage: A survival action. A standing survivor may spend 1 survival at any time to encourage a knocked down survivor, letting them stand. Deaf survivors may not be encouraged. Each survivor may only Encourage once per round, and only if the settlement has the Language innovation.

Endeavors: Each returning survivor contributes +1 endeavor (+1✪)to the settlement. Survivors can spend endeavors to innovate, build new settlement locations, or perform unique actions. To spend an endeavor, nominate a survivor, reduce the settlement's total endeavors by 1, and follow the rules for the action the endeavor was spent on. Unless stated otherwise, the action's effects apply only to the nominated survivor.

Evasion (Attribute): When a monster or survivor with evasion is the target of an attack, increase the accuracy on the attack profile by the amount of evasion the target possesses. Evasion can be a negative number, in which case it is subtracted from the attack profile's accuracy. Regardless of evasion, a Lantern 10 on the attack roll is always a Perfect Hit, and an attack roll result of 1 will always be unsuccessful.

Event Damage: Some damage is incurred from events. Typically, this damage cannot be dodged or blocked. Event damage is non-lethal, and will reduce armor points and cause light and heavy injuries, but will not cause severe injuries or brain trauma.

Event Revealer: The event revealer reveals a hunt event, reads it aloud, and follows the rules on the card, making all decisions along for that hunt event.

Explore: An ability. When you roll on an investigate table, add +2 to your roll result.

Facing: A monster is facing all spaces on the board that are in front of the miniature.

Failure (Reaction): A monster reaction. Performed in response to unsuccessful wound attempts at certain monster hit locations.

Fated Battle: An ability. At the start of a showdown with the picked monster, gain +1 speed token.

Feather (Gear): A gear keyword. This gear is substantively crafted of feathers.

Field of View: A survivor is in a monster's field of view unless they are in the monster's blind spot or the monster's line of sight is blocked by terrain with the Obstacle rule.

Fighting Arts: Powerful battle techniques found on fighting art cards. When a fighting art is gained, record its rules on the survivor record sheet and return the card to the box. Survivors can have up to 3 fighting arts. Additional fighting arts gained replace a fighting art of your choice. If a survivor would gain a fighting art they already have, nothing happens.

Finesse: A gear keyword. This gear requires finesse to use. This keyword does not interact with the core game in any way and is one of those annoying keywords for expansions.

First Strike: A type of monster hit location. This hit location must be resolved before any others, except Traps. If multiple First Strike locations are drawn, the player decides the order in which to resolve them. Traps still precede and cancel all other hits.

Fist & Tooth: Fist & Tooth is a weapon always available to a survivor. The attack attributes for First & Tooth are listed on the gear grid. Survivors may gain levels of Fist & Tooth weapon proficiency with this weapon.

Flammable: A gear keyword. Fire can destroy this gear.

Flow: Flows are hesitations between monster actions. They give the survivors an opportunity to use survival actions. They are represented by a bar with an arrow.

Forward: The direction the miniature is facing.

Fragile: A gear keyword. This gear is easily broken.

Frail: A gear special rule. Frail weapons are destroyed if a survivor attempts to wound a Super-dense location with them. Archive the weapon at the end of the attack.

Frenzy: A brain trauma result. A survivor who suffers this is Frenzied until the end of the Showdown Phase. Gain +1 strength token, +1 speed token, and 1d5 insanity. Ignore the "slow" special rule on melee weapons. A frenzied survivor may not spend survival or use fighting arts, weapon specialization, or weapon mastery. A survivor may be Frenzied multiple times.

Full Move: A game term that describes a monster's or survivor's maximum available movement, taking into account all movement modifier tokens.

Fur (Gear): A gear keyword. This gear is substantively crafted of thick fur.

Gear: Objects that survivors may carry and wear, represented by gear cards. Survivors may only use the gear in their individual gear grids. Except for gear with the weapon keyword, no survivor may have more than one copy of a gear card in their grid.

Gear Grid: A mat with space for 9 gear cards. Gear cards can be arranged in any configuration, but must remain right-side up. They cannot be rotated. Gear in gear grids can only be rearranged during the Settlement Phase.

Gear Keyword: Located directly under the name of a gear card,. They describe information about gear, such as weapon type, materials, use, or limiting factors. Keywords are referenced by other cards and events.

Gear Special Rule: Located on the bottom portion of a gear card. These list gear abilities, bonuses and requirements.

Grand: Gear with this keyword is a grand weapon. Survivors may gain levels of grand weapon proficiency with this weapon.

Graze: The Screaming Antelope's instinct. Described on the

Screaming Antelope's showdown story event.

Green Life Exchange: An ability. In the Aftermath, gain 3 additional Hunt XP. You may not place gear with the "other" keyword in your grid. Gain +1 permanent evasion with each Age milestone. When you retire, you cease to exist.

Guard: The King's Man's instinct. Described on the King's Man's showdown story event.

Head: A survivor hit location. Damage to the head beyond the heavy injury box will prompt a roll on the Head section of the Severe Injury table.

Head Hunter: An attack that always hits a survivor's head hit location. Do not roll hit location dice for this attack.

Heal X: When a monster performs heal X, return X AI cards from the Wound Stack to the bottom of the AI deck without looking at them.

Healing (Survivor): When survivors heal, erase all filled injury levels and restore all lost armor points.

Heavy (Gear): A gear keyword. This gear has substantial weight.

Heavy Injury Level: A heavy lined injury level box. When a survivor's heavy injury level is filled, they are knocked down. Once it is filled, this injury level cannot be suffered again this showdown unless it is healed.

Herb: A gear keyword. An item primarily made of herbs.

Hide (Resource): A common resource keyword.

Hit (Monster): A hit is the result of an attack roll that meets or exceeds the accuracy for an attack using an attack profile. Hits which are dodged, blocked, or ignored are misses. Damage outside of an attack profile is not considered to be from a hit.

Hit (Survivors): A hit is the result of an attack roll that meets or exceeds the accuracy for an attack using a weapon.

Hit Location (Monster): Each monster has a unique hit location deck composed of hit location cards. There are 5 types of hit location card: First Strike, Impervious, Super-dense, Trap, and Normal. Any hit location that has no listed type is Normal.

Hit Location (Survivors): Hit locations are areas of the survivors' body that can wear armor and suffer damage. The hit locations are: Head, Arms, Body, Waist, and Legs. Hit locations may gain armor points from armor. Without armor, hit locations have 0 armor points.

Hit Location Dice: Used to determine the survivor hit location hit by an attack.

Homing Instinct: An ability. Add +5 to your rolls on the Run Away story event.

Hunt Board: The Hunt Board is used during the Hunt Phase to track a quarry monster.

Hunt Board Diagram: Part of a monster's showdown story event. It indicates how to set up the hunt board for that monster.

Hunt Event: A hunt event describes an encounter the survivors face on their journey. They can be disastrous, bizarre, or even beneficial. These appear on basic hunt event cards and monster hunt event cards.

Hunt Event Cards (Basic): All basic hunt event cards are identical. They direct the event revealer to roll on the hunt event table.

Hunt Event Cards (Monster): Monster hunt event cards are only encountered when hunting a particular monster. They describe pitfalls and wonders specific to this monster. Each huntable monster has a unique set of hunt event cards.

Hunt Experience (XP): Survivors gain Hunt Experience during the Aftermath of a victorious showdown. When a survivor gains Hunt XP, fill in the next unfilled Hunt XP box on their survivor record sheet. Some hunt experience levels are milestones (indicated by a heavy-lined box) that trigger the Age story event. The number of milestones filled indicates which Age rules apply. When the final hunt experience box is filled, the survivor is too old to hunt, and must retire.

Hunt Phase: The part of each session spent locating a quarry monster. When survivors determine what type and level of monster to hunt.

Ignore a Hit: Reduce the number of hits by 1. This happens before hit locations are determined.

Impairments: Permanent changes or injuries suffered by a survivor and recorded on the survivor record sheet. These often result from the severe injury table.

Impassable: A terrain special rule. A survivor cannot voluntarily move into or through any spaces this terrain occupies. Impassable terrain stops all movement, including knockback. If a survivor is knocked back into a space occupied by impassable terrain, they collide with the terrain and their movement ends just before the terrain.

Impervious: A type of monster hit location. Impervious hit locations cannot be wounded, even with a Lantern 10 wound roll. Wound attempts will never remove AI cards. However, critical effects may still occur.

In Play: All cards are considered in play after they have been drawn and until they resolve. Most cards are discarded after resolving. Others, such as Moods, remain in play indefinitely or until a condition is satisfied.

In Range (Monster): A survivor is in a monster's range if the number of spaces between them is less than or equal to its current movement (including modifiers). If "in range" is followed by a number, such as range (8), that number replaces the monster's movement when calculating to see if a survivor is in range.

Injury Level: Indicates damage to a hit location. Recorded on the survivor record sheet. Most hit locations feature two levels, light and heavy, except for the Head (which only has a heavy injury level).

Innovation: A type of advancement for a settlement, gained at the Lantern Hoard. Innovations alter the settlement and the survivors' capabilities. Record new innovations on your settlement record sheet.

Innovation Deck: A settlement's innovation deck is a persistent deck that grows as the settlement innovates.

Insane: A survivor with 3+ insanity.

Insanity: Protects a survivor from brain damage.

Instinct: The action the monster undertakes if it cannot find a target to attack. Each monster has a unique instinct described on its showdown story event.

Instrument: A gear keyword. This gear can be used to play music.

Intimidate Actions: Intimidate actions cause brain damage. Intimidate actions are not attacks or hits (survivors cannot spend survival to dodge Intimidate actions). Monsters don't need to be adjacent to their targets to intimidate.

Iron Will: An ability. You cannot be knocked down. Reduce all knockback you suffer to knockback 1.

Irreplaceable: A gear special rule. If a survivor dies, archive all irreplaceable gear in their gear grids.

Item: A gear keyword. Gear that is neither a weapon nor armor.

Jewelry: A gear keyword. Decorative and functional!

Katana: Gear with this keyword is a katana weapon. Survivors may not gain levels of katana weapon proficiency.

Katar: Gear with this keyword is a katar weapon. Survivors may gain levels of katar weapon proficiency with this weapon.

Knockback X: Move the target of knockback X spaces directly away from the cause of this effect.

Knocked Down (Monster): While a monster is knocked down, attack rolls hit on 3+ (in place of normal accuracy). Cancel all reactions, including reactions that might be beneficial to survivors. This does not cancel critical wounds effects (since they are not reactions). If the monster is knocked down during a flow, cancel any remaining actions on its card. A knocked down monster stands when: it draws an AI card, a trap is played, or at the start of the next turn (monster or survivors').

Knocked Down (Survivor): When a survivor is knocked down, turn the miniature on its side. Knocked down survivors always stand at the end of the next monster turn. If a survivor is knocked down in the middle of their attack, the remainder of that attack is canceled. Knocked down survivors may only spend survival to dodge (remaining knocked down), and cannot spend activation or movement.

Lantern 10: A die roll result with the lantern face up. Equivalent to a 10 for other 10-sided dice.

Lantern Year: Survivors' basic unit of time. The settlement typically advances by one lantern year as part of each Settlement Phase.

Last to Wound: The survivor who last wounded the monster.

Leather: A gear keyword. Cured hides are a crucial component of this gear.

Legendcaller: An ability. Once a lifetime, on a hunt board space after Overwhelming Darkness, in place of rolling a random hunt

event, use "53" as your result.

Legs: A survivor hit location. Damage to the legs beyond the heavy injury box will prompt a roll on the Legs section of the Severe Injury table.

Leyline Walker: An ability. While there is no armor or accessory gear in your gear grid, gain +3 evasion.

Life Trait: A core game variant. Instead wounding by removing AI cards to the wound stack, wound the monster by reducing the number on its Life trait. When the number is reduced to 0, the monster is dead.

Lucernae: An ability. For every blue affinity you have, your ranged weapons gain this amount of range and your melee weapons gain this amount of reach.

Luck (Player Attribute): Luck modifies a survivor's chance to cause a critical wound from a wound roll. +1 luck causes a critical wound on a wound roll result of 9 or 10, +2 luck on 8, 9, or 10, and so on. A luck modifier can be negative, making it impossible to critically wound.

Luck (Monster Attribute): Every positive monster luck token reduces the range of wound roll results considered critical. Normally, critical wounds occur only on Lantern tens. Unless survivors have positive luck modifiers, a critical wound against a monster with 1 or more luck tokens is impossible. Each negative monster luck token increases the attackers' critical wound range by 1. The rule of Lantern 10 always applies, so even if a monster's luck makes critically wounding impossible, a wound roll of a Lantern 10 will still cause a normal wound.

Mad Oracle: An ability. Once per showdown, as a monster draws an AI, name a card. If the AI card drawn is the named card, gain +1 evasion token.

Marrow Hunger: An impairment. If the Murder or Skull Eater settlement events are drawn, nominate this survivor.

Matchmaker: An ability. When you are a returning survivor, once per lantern year, you may spend ✪ to 📖 Intimacy.

Materialize: Remove the monster from the showdown board and place it adjacent to the target. It must be placed so its base covers as many other survivors as possible, colliding with the survivors.

Melee: A weapon gear keyword. To attack with a melee weapon, survivors must be in a space adjacent to the monster. Melee weapons with Reach can attack from further away.

Menace: The Butcher's instinct. Described on the Butcher's showdown story event.

Metal: A gear keyword. This gear is substantively crafted of metal.

Metal Maw: An ability. Your Fist & Tooth attacks gain Sharp (add 1d10 strength to each wound attempt).

Miniature: The physical representation of a monster or survivor, used in the Hunt and Showdown phases.

Monster AI Deck: Each monster has a unique AI deck. Its showdown story event describes how to construct a Monster AI Deck at the appropriate level.

Monster Controller: The player who draws the monster's AI card. They make any decisions and rolls to resolve a monster's actions for that round. Designated by the Monster Controller tile. Monster controller changes at the start of each round.

Monster Controller Bonus: When a monster controller's survivor is the target of an attack, this foolhardy action earns that player's survivor +1 insanity.

Monster Controller Tile: Designates the monster controller. Moves clockwise to the next player or survivor at the start of each round.

Monster Hit Location Card: Represents a location on the monster's body. These are hit by a survivor's successful attack roll. Many hit location cards feature special effects or actions.

Monster Hit Location Deck: The cards that collectively make up the locations a survivor may hit a given monster. Unique to each monster.

Monster Level: Monster level determines the difficulty of the showdown and the monster's placement on the hunt board. Higher-level monsters have longer hunts and more difficult showdowns.

Monster Reference Card / Basic Action: Contains a small overview of each monster's characteristics. They serve as a compact reminder of frequently-used monster information.

Monster Resources: Monster resource cards are gained only from fighting that monster. Each huntable monster has a unique deck. Monster resources can be used and spent as their resource type or as their specific resource name. Some monster resources have additional rules.

Monster Showdown Story Event: Contains relevant information for a particular monster's showdown and hunt, including instructions on constructing a monster AI deck, hunt and showdown board setup, the monster's instinct and basic attack, and information on the aftermath of the showdown.

Most/Least X: The survivor with the most/least of the listed condition. Zero can count as most or least unless otherwise stated.

Move and Attack Target Action: A component of most AI cards. A Move and Attack Target Action follows a Pick Target Action. Full move the monster towards the target and perform the following attack profile.

Movement (Attribute): The maximum amount of spaces a monster or survivor may move with in single move action. A monster or survivor with less than 1 movement may still move 1 space each move action.

Mood: A type of monster AI card. Once mood cards are drawn, leave them in the play area instead of discarding them at the end of the monster turn. Moods can be removed by some items or through conditions listed on the card. If a monster suffers a wound when it has an empty AI deck and discard pile but one or more active moods, it is defeated.

Nemesis Monster: Nemesis monsters show up at the outskirts of the settlement. They cannot be hunted, and will arrive during story events.

Next Monster Turn: Some effects persist until the next monster turn. If it is the survivors' turn, the effect will end on the monster turn immediately following this turn. If it is the monster's turn when this effect begins, it will end on the following monster turn.

Next Round: Some effects persist until the end of the next complete round. These effects will end after the monster, then the survivors, take another turn.

No Target: The last option on a monster's Pick Target list. It indicates what to do if no target is found. This is most often a monster's Instinct action. When a monster cannot find a target, subsequent actions on the card are not performed.

Noisy: A gear keyword. This gear is hard to keep quiet.

Non-deaf Survivor: Survivors not suffering from the deaf severe head injury.

Obstacle: A terrain rule. This terrain blocks survivor and monster field of view, interrupting ranged weapon attacks and monster targeting. To check if field of view is blocked, draw an imaginary line from the center of the miniature's base to the center of the intended target's base. If the line comes in contact with a space occupied by an obstacle, the field of view is blocked and the target is not in field of view.

Organ (Resource): A common resource keyword.

Other: A gear keyword. The effects of this gear are otherworldly.

Overwhelming Darkness: A space on the Hunt Board. The first time each hunt the survivors move into the Overwhelming Darkness space, they trigger the Overwhelming Darkness story event. The survivors cannot skip Overwhelming Darkness. If they move through the space, instead stop all movement and resolve Overwhelming Darkness before any other events or effects. Then, resolve other events or effects on this space. If, for some reason, the survivors move into or through Overwhelming Darkness more than once in a single Hunt Phase, treat it as a blank space. If the monster is on the Overwhelming Darkness Space when the survivors move into it, skip its event and start the showdown immediately.

Paired: A gear special rule. Paired weapons are two identical weapons that can be used as one. Add the speed of the second weapon when attacking with the first. These weapons must have the same name, and both must be in your gear grid.

Peerless: An ability. When you gain insanity, you may gain an equal amount of survival.

Perfect Hit: An attack dice roll result of a Lantern 10. This always results in a hit. When there are multiple Perfect Hits in a single attack, trigger any rules applying to Perfect Hits that many times.

Permanent Injury: An injury to a survivor that does not heal with time. Its effects always apply to that survivor unless canceled by another effect.

Persistent Injury: A special injury found on some hit location cards. When a monster suffers a critical wound on a hit location with a persistent injury, leave the card in play instead of discarding it. Some persistent injuries modify a monster's behavior, while others affect specific AI cards.

Persistent Injury Actions: Found on some AI cards. Persistent in-

jury actions are conditional actions that replace the normal rules of an AI card. They are only performed when the monster draws an AI card with a persistent injury action that matches a persistent injury in play. If a persistent injury action is performed, ignore other actions on the card.

Pick Target: A component of most AI cards. A Pick Target list has a series of conditions. The monster controller checks to see if each targeting condition is met, starting from the first and stopping when one is met. Sometimes targets are determined by an area or zone (such as adjacent survivors or all survivors in a zone). Some AI cards pick more than one target.

Place: Change the location of a miniature from one space on the showdown board to another. This does not count as movement.

Possessed: An ability. The survivor cannot use weapon specialization, weapon mastery, or fighting arts.

Pounce: A gear special rule. Spend ❶ and ❷ to move 3 spaces forward in a straight line and activate a melee weapon. This attack gains +1 strength.

Prepared: An ability. When rolling to determine a straggler, add your hunt experience to your roll result.

Principle: Principles are your settlement's guiding philosophies. When a principle's story event triggers, your settlement must make a choice. Record the chosen principle on the settlement record sheet and add that principle's card to the settlement play area.

Priority Target: When a survivor gains the priority target token, it signifies that the survivor has captured the monster's attention. Only 1 survivor may have the priority target token at a time. Whenever a monster picks a target, the survivor with the priority target token will always be the target of an AI card. The priority target token is removed only when: another survivor gains the priority target token, an effect causes the priority target token to be removed, or at the end of the next monster turn.

Provoke: A gear special rule. When you wound with this weapon, gain the priority target token.

Proxy Cards: There are 8 proxy cards. These can be used to replace lost cards or create game variants.

Puzzle Affinity: A gear special rule. Puzzle affinity bonuses can only be gained if the affinities are completed using the affinities on that specific card (indicated by puzzle pieces instead of boxes).

Quarry: The monster that the survivors have elected to hunt.

Random Hit Location (Survivor): Determine using the included hit location dice.

Random Hunt Event: Roll d100 and apply the hunt event corresponding to this number on the Hunt Event table.

Random Survivor: The monster controller or event revealer typically determines a survivor by chance, using an equal probability of all possible outcomes.

Range (Gear): A gear special rule. Survivors this many or fewer spaces away from a monster may attack with this weapon. Ranged weapons cannot be used if field of view to the monster is blocked (by terrain with the Obstacle rule).

Ranged: A gear keyword. A ranged weapon, like a bow or dart, allows survivors to attack from a distance.

Rawhide: A gear keyword. This gear is crafted of uncured hides.

Reach: A gear special rule. Reach weapons are long enough to attack monsters when the survivor is not adjacent. Reach specifies the maximum number of spaces away that a survivor can attack with this weapon.

Reaction: A hit location rule. The 3 types of reactions are Wound, Failure, and Reflex; each specifies the conditions for a reaction to occur. Reactions occur after rolling to wound the hit location they are found on and before resolving the next hit location.

Record and Archive: An instruction on certain cards, such as disorders and fighting arts. Make a note of the listed effects and return the card to the game box.

Red Life Exchange: An ability. In the Aftermath, gain 3 additional Hunt XP. You may not place gear with the "other" keyword in your grid. Gain +1 permanent strength with each Age milestone. When you retire, you cease to exist.

Reflex (Reaction): A type of monster reaction. This reaction occurs regardless of whether a wound attempt succeeds or fails.

Remove from the Showdown Board (Survivor): Remove the survivor miniature from the showdown board. Place it on its survivor status card, if it has one. A survivor removed from the showdown board has an Act, but may not spend movement, activation or perform survival actions. Unless stated otherwise, they do not affect and are not affected by anything on the showdown board. When the showdown ends, any survivors who are removed from the board (but not dead) continue to the Aftermath as normal.

Resolved: A card is resolved when there are no more instructions to follow on it. This may be due to performing every indicated action, or as a result of specific instructions on the card.

Resources: Resources cards are gained from defeating monsters and events. They are spent to develop the settlement and craft gear. There are 4 kinds: Basic, Monster, Strange, and Vermin.

Resource Types: In addition to the specific name listed, all resource cards have one or more types that the card may be used as. Common examples include Bone, Hide, Organ, and Scrap.

Reveal: Turn a card face up and examine it. (Do not play it.)

Retired: When the final Hunt XP box is filled, the survivor retires. Some disorders and severe injuries also force retirement. Retired survivors cannot depart, but still contribute to the total population of the settlement, and may participate in settlement events and endeavors.

Returning Survivors: All survivors that endured the previous showdown are returning survivors.

Rewards: Rewards are gained by defeating monsters. They are listed on the monster's showdown story event. Gain rewards as a group, once per victorious showdown (unless stated otherwise).

Round (Showdown): The showdown proceeds in rounds, consisting of the monster's turn followed by the survivors' turn. Rounds will continue until the monster is dead or all the survivors are dead.

Run Away: Once a settlement has innovated Pictographs, survivors may abandon a Hunt or Showdown Phase at any time. Follow the instructions on the Run Away story event.

Savage: A gear special rule. After the first critical wound in an attack, savage weapons cause 1 additional wound. This rule does not trigger on Impervious hit locations.

Secret Fighting Arts: Secret fighting arts are fighting arts that cannot be gained normally. Each secret fighting art has a corresponding card that describes the rules for using it. These count toward your fighting art maximum of 3.

Selfish: A gear special rule. A gear with this rule may not be in a same gear grid with any gear with the "other" keyword.

Sentient: A gear special rule. A survivor must be insane to activate this gear.

Session: A typical session is comprised of three phases: Hunt Phase, Showdown Phase, and Settlement Phase. Some events may make survivors skip one or more of these phases. For example, Nemesis Encounters have no Hunt Phase.

Set: A gear keyword listed on some armor cards. This means this armor is part of an armor set.

Settlement: The unique collection of locations, innovations, principles, gear, resources and survivors that represent the survivors' home. Survivors are at the settlement during the Settlement Phase.

Settlement Board: The settlement board is located on the reverse side of the Hunt Board. The spaces on the board correspond to steps in the Settlement Phase to guide players along.

Settlement Event: An event occurring during the Settlement Phase.

Settlement Phase: During the Settlement Phase, survivors experience settlement and story events, spend endeavors, craft gear, and determine which survivors depart on the next hunt. This is the only phase where survivors may change or rearrange their gear grids.

Settlement Record Sheet: Helps the players keep track of the development of their settlement.

Severe [Location] Injury: When survivors' armor points and injury levels are exhausted, they may accumulate temporary or permanent severe injuries from the severe injury table. When a survivor suffers permanent injuries, note the name and rules on your record sheet and adjust their attributes as necessary. Some injuries fill the Skip Next Hunt box on the survivor record sheet. Otherwise, severe injuries last until the end of the showdown and are marked by attribute tokens.

Severe Injury Tables: Contains sections of possible severe injuries to hit locations. Each hit that causes a severe injury prompts a roll on that location's severe injury table.

Sharp: A gear special rule. Add 1d10 strength to each wound attempt using this gear. This d10 is not a wound roll, and cannot cause critical wounds.

Shield: Gear with this keyword is a shield weapon. Survivors may

gain levels of shield weapon proficiency with this weapon.

Showdown Board: Used to represent the area where the survivors face the monster in battle. Specific rules for setting up the showdown board are found on each monster's showdown story event.

Showdown Board Edge: Generally, monsters or survivors cannot move off the edge of the showdown board. Any knockback or full move effects that would bring a miniature past a board edge stops at the edge instead.

Showdown Phase: The part of a session where survivors face off against a monster. See individual monster showdown pages for instructions on how to start and end the Showdown Phase.

Showdown Setup: A component of each monster's showdown story event. Contains instructions for setting up terrain tiles and monster and survivor miniatures on the showdown board before a battle.

Skip Next Hunt: Fill in the Skip Next Hunt box on the survivor's record sheet. The survivor may not be selected as a departing survivor. After departing survivors are chosen, erase all filled Skip Next Hunt boxes on all survivor record sheets.

Slam: A gear special rule. Spend ❶ and full move forward in a straight line. If you move 4+ spaces and stop adjacent to a monster, it suffers knockback 1 and -1 toughness until the end of the round.

Slow: A gear special rule. Slow weapons always have an attack speed of 1. Do not add speed modifiers.

Sniff: The White Lion's instinct. Described on the White Lion's showdown story event.

Soluble: A gear keyword. Able to be dissolved in liquid.

Sour Death: An ability. When you are knocked down, you may encourage yourself. If you do, gain +1 strength token.

Spear: Gear with this keyword is a spear weapon. Survivors may gain levels of spear weapon proficiency with this weapon.

Special Showdown: Special Showdowns interrupt the Settlement Phase. After they conclude (regardless of victory or defeat) the Settlement Phase continues where it left off. Do not generate endeavors or trigger new story events. Each Special Showdown's details are listed on the story event or innovation that triggered it.

Speed (Attack Profile/Weapon): The number of attack rolls (number of dice rolled). Usually determined by a monster AI card's attack profile or speed on a survivor's weapon.

Speed (Attribute/Modifier/Bonus): Speed is added to a survivor's weapon speed or a monster's attack profile speed to determine the number of attack rolls. If speed is negative, subtract it from the number of dice rolled for an attack. A monster or survivor attack with less than one speed still has one attack roll. Weapons with the Slow keyword cannot benefit from positive speed bonuses.

Stalwart: An ability. Ignore knocked down effects of brain trauma, disorders, and intimidation actions.

Starvation Space: The last space of the hunt board. If the survivors perish on the hunt, reach the end of the hunt board without a showdown, or the monster moves off of the hunt board, the Hunt Phase ends and the quarry is lost. Apply the rules on the Starvation space. The lantern year is over, and a new Settlement Phase begins.

Stinky: A gear keyword. This item has a strong odor.

Story of the Forsaker: An ability. You cannot be knocked down during a showdown with a nemesis monster.

Story of the Goblin: An ability. Once per showdown, you may roll 1d10. On a 3+, gain the priority target token and the monster gains +1 damage token.

Story of the Young Hero: An ability. At the start of each of your acts, you may choose to gain 1 survival and 2 bleeding tokens.

Story Event: An event which impacts the settlement/survivors. Common triggers include: the settlement timeline; survivor milestones in Hunt XP/courage/understanding; monster cards; settlement events. When 📖 appears, trigger the story event by turning to the appropriate page in the rulebook and following its instructions.

Strange Resources: Resource cards only gained in specific circumstances. Strange monster resources are not shuffled into monster resource decks.

Strength (Attribute/Modifier/Bonus): Strength is added to the result of a wound attempt. If strength is a negative number, subtract it from the wound attempt result.

Strength (Weapon): The number a weapon adds to wound attempt.

Super-dense: A type of hit location. This hit location is unusually hard. If a survivor attempts to wound one of these locations with a frail weapon, it is destroyed and archived at the end of the attack.

Surge: A type of survival action. When opportunity permits, a survivor may spend 1 survival to surge. Gain +1 ⚡ which must be spent immediately. This allows them to activate a weapon, interact with terrain, use gear, and anything else spending an activation allows them to do. Resolve the results of the surge (including any monster reactions) before resuming the turn. Each survivor may only surge once per round, and only if the settlement has the Inner Lantern innovation.

Survival: Survival is the desperate desire to cling to life. Survival points are gained and lost throughout the campaign. They are spent to perform extraordinary feats and change your fate. Update the survival box on your character record sheet as it is gained and lost.

Survival Action: Survival actions are the most common uses for survival points. There are 4: dodge, encourage, dash, and surge.

Survival Limit: Survival limit is the maximum amount of survival a survivor may have. Survival limit is recorded on the settlement record sheet. Innovations and events raise the settlement's survival limit. At the start of the campaign, the survival limit is 1. Survival gained over the survival limit is lost.

Survival Opportunity: The only times that survivors may dash or surge. Survival opportunities exist at the following times: during flows on monster AI cards; between actions on the survivors' turn; before performing reactions; after critical wound effects; or when a monster is knocked down.

Survivor Record Sheet: Represents the permanent status of a survivor. Some sections include: attributes, Hunt XP, Weapon Proficiency, and permanent changes.

Survivor Status Card: Special (S) AI cards that track conditions for an individual survivor rather than the monster. When a survivor gains a survivor status card, place it next to their gear grid. The card's effects apply only to them. Some status cards change and need to be tracked. Some grant survivors unique actions. If a monster's story event has a Survivor Status card in its setup, all survivors gain the card at the start of the showdown.

Sweet Battle: An ability. You may surge without spending survival. If you do, the ⚡ must be used to activate a weapon.

Sword: Gear with this keyword is a sword weapon. Survivors may gain levels of sword weapon proficiency with this weapon.

Target: The recipient of an attack or effect. Some attacks or effects may impact survivors other than the target.

Terrain Cards: Represent terrain that can be encountered during the Showdown Phase and contain rules for how monsters and survivor interact with them. Terrain cards place one or more terrain tiles on the showdown board.

Terrain Tile: Terrain tiles are placed on the Showdown Board to represent physical features. The type and amount of terrain added to the Showdown Board is determined by the terrain cards specified in the setup section of each monster's showdown story event.

Threat: A threat is any survivor that is not knocked down or using special gear, terrain, or abilities to prevent being considered a threat.

Thrown: Gear with this keyword is a thrown weapon. Survivors may not gain levels of thrown weapon proficiency.

Thundercaller: An ability. Once a lifetime, on a hunt board space after Overwhelming Darkness, in place of rolling a random hunt event, use "100" as your result.

Timeline: Tracks the number of lantern years since the establishment of your settlement on the Settlement Record Sheet. Trigger story and settlement events as the timeline advances.

Tinker: An ability. When you are a returning survivor, gain +1 ✪.

Tool: A gear keyword. Some tools trigger story events or grant bonuses.

Toughness: Toughness is the number a wound attempt total must meet or exceed to successfully wound a monster.

Toward (Movement): A direction used in reference to another point on the showdown board, such as a monster, survivor, terrain tile, or board edge.

Trait: A type of monster AI card. Describes permanent changes to the characteristics or behaviors of the monster. Trait cards are not discarded at the end of the monster turn.

Trap: A type of monster hit location. A trap cancels all the attacker's hits, ends their attack, and causes the monster to stand, in addition to the actions listed on the card. After the Trap's actions are resolved, shuffle the entire hit location deck.

Trigger: Part of a monster's attack profile. Indicates that an Attack Effect is part of this attack.

Turn (Monster): The first part of a round, when the monster acts. The monster controller should apply any "at start of turn" effects, draw and play AI cards, then by apply any "at end of turn" effects.

Turn (Survivors'): The second part of a round is the survivors turn. During the survivors' turn, survivors act one at a time, each completing their entire act before another survivor may take their act. Survivors may choose to act in any order.

Two-handed: A gear keyword. This weapon requires two hands to use. Some gear and rules do not work with two-handed weapons.

Undeathable: A gear special rule. If the survivor dies, roll 1d10. On a result of 6+, the survivor lives. If this roll occurs from the survivor having a lethal amount of bleeding tokens, the survivor will not die until they gain another bleeding token.

Understanding: A survivor attribute listed on the survivor record sheet. Represents a survivor's insight about the world. Reaching an understanding level of 3 will trigger the Insight Story Event, while reaching a level of 9 will trigger the White Secret Story Event.

Unique: A gear special rule. A settlement may only have one copy of this gear card at a time.

Unshakable: A gear special rule. When this survivor draws a trap card, roll 1d10. On a result of 6+, ignore the trap. Discard it and shuffle the hit location deck.

Unstoppable: A gear special rule. Replace all wound rolls with a 1d10 roll. On 1-5, fail to wound, on 6+ wound. You cannot cause a critical wound while using this rule.

Unwieldy: A gear special rule. If any attack dice roll results are 1, the weapon causes 1 random damage to the survivor for each 1 rolled. Continue the attack as normal.

Vermin Resources: Vermin resources can be found in Bug Patches during showdowns or as a result of events. Vermin cards describe how each vermin can be used. Vermin can also be used in the Cooking Story Event.

Victory: Part of a monster's Aftermath. Use this result if the monster is defeated. Add that monster to the Defeated Monsters section of the settlement record sheet. If a Nemesis monster was defeated, update the Nemesis monster section as well.

Waist: A survivor hit location. Damage to the waist beyond the heavy injury level results in a roll on the Waist section of the Severe Injury table.

Weapon: A type of gear card. Weapon types in the core game include axe, bow, club, dagger, fist & tooth, grand, katar, shield, spear, sword, and whip.

Weapon Mastery: Achieved when a survivor has eight or more levels of weapon proficiency. When any survivor attains a weapon mastery, add that mastery to the settlement as an innovation. All survivors automatically gain the Specialist bonus for that weapon type in addition to any weapon proficiencies they already have.

Weapon Proficiency: A survivor attribute listed on the survivor record sheet. Weapon proficiency represents a survivor's skill with a weapon type. May be earned for the following weapon types: axe, bow, club, dagger, fist & tooth, grand, katar, shield, spear, sword, twilight sword and whip. After reaching the first Hunt XP milestone, survivors can declare a weapon type to gain weapon proficiency in. A survivor must first declare a weapon type before departing on a hunt (write it in the space on the record sheet) and then wound a monster at least once during a showdown with that weapon type in order to gain levels of weapon proficiency.

Weapon Specialization: Achieved when a survivor has three or more levels of weapon proficiency. Survivors develop new skills which often empower that weapon.

Whip: Gear with this keyword is a whip weapon. Survivors may gain levels of whip weapon proficiency with this weapon.

Wound: When a survivor successfully wounds a monster, remove the top card from its AI Deck and place it in the Wound Stack. If the AI deck is empty, shuffle the AI discard to create a new deck first.

Wound (Reaction): Listed on some monster hit location cards. An action that a monster performs in response to a successful wound attempt at certain hit locations.

Wound Attempt: The total power of a survivor's hit. Add the wound roll result (1d10) to the attacking weapon's strength, along with any other strength modifiers. If a wound attempt total meets or exceeds the monster's toughness, then the hit location is wounded.

Wound Roll: Represents the variable ferocity of a survivor's hit. Roll 1d10 and add the result to the wound attempt. The result of this d10 (adding luck modifiers) determines whether or not a critical wound is caused on locations with critical wound effects.

Zone of [ ] / [ ] Zone: The indicated area for actions and reactions on some monster AI and hit location cards.

Gorm

- Kingdom Death: Monster -

CREDITS
Kingdom Death: Monster created by Adam Poots

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Dedicated to the memory of Joe Hanyen.

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GORM

The Gorm travel enormous distances in their life cycles, shaping the landscapes with their enormous appetites and extreme bodily functions.

Young Gorm roam the darkness devouring anything that moves (and many things that don't). During their mating season, older Gorm produce storms of incredible destruction. Ancient Gorm that have lived hundreds of lantern years will make a final solitary march to the fabled gormyards to die.

The Gorm is a volatile quarry, but the complexities of its anatomy can unlock powerful tools for the settlement.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Gorm sprues (includes survivor gear and the Gorm Monster.)
55 x	Gear cards
26 x	Gorm AI cards
20 x	Gorm HL cards
21 x	Gorm Resource cards
4 x	Strange Resource cards
7 x	Gorm Hunt Event cards
2 x	Disorder cards
2 x	Fighting Art cards
1 x	Secret Fighting Art card
1 x	Armor Set Bonus card
4 x	Innovation cards
1 x	Settlement Event card
2 x	Gorm Settlement Locations
2 x	Gorm card dividers

Upgrade the Core Game

- Add the Gorm Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new Innovations to the innovation cards in the game box (not your settlement's deck).
- Add the new settlement event to the Settlement Event deck.

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

The Approaching Storm, Showdown: Gorm, Fetid Grotto, Final March, and **Melting Horror**

When a story event in this book is triggered, it is denoted by ✸📖 preceding the event name.

Current Campaign

To add the Gorm to your current campaign, add ✸📖**The Approaching Storm** (a story event found in this book) to the next lantern year on the timeline. When you trigger it, read the story and follow it through to the resolution of the event.

New Campaign

To add the Gorm to a new campaign, add ✸📖 **The Approaching Storm** to the settlement's record sheet during Lantern Year 1 on the timeline. Trigger this event after the **Returning Survivors** event.

Gorm Rules

Monster Level Symbol

The ★ symbol on all game cards and events refers to the monster's level. For example, the Gorm's **Infrasonic Roar** AI card instructs all survivors to suffer ★ brain damage. In a showdown against a level 2 Gorm, this would be 2 brain damage.

Retch

Some of the Gorm's AI and Hit Location cards direct it to perform **Retch.** This action causes damage to all survivors in the indicated zone. Terrain, survivors or other effects on the board will not modify this zone.

Flank Bonus

Some of the Gorm's Hit Location cards grant a strength bonus for survivors attacking from certain spaces. When one of these locations is selected, if the attacker is adjacent but not in the monster's facing or blind spot, gain that bonus.

The **Mammoth Hunting** fighting art uses the same positioning rules to determine when a strength bonus is granted. If a survivor with Mammoth Hunting attempts to wound a hit location with a flank bonus, apply both strength bonuses if appropriate.

Gorment Gear & Gorment Armor Set

The **Gorment Suit** gear in this expansion provides armor levels to more than one survivor hit location. The survivor is considered to be wearing armor at all listed hit locations.

A survivor wearing the Gorment Suit would also need to have the **Gorment Mask**, **Gorment Sleeves**, and **Gorment Boots** gear cards in their grid to gain the **Gorment Armor** full set bonus.

The Gorment Armor full set bonus lists two different possible bonuses. Use the first bonus, unshaded, when using the 4 gear cards listed above. Use the second bonus, shaded, for a survivor with those 4 cards in their grid as well as the Regeneration Suit gear. Note that this bonus differs from, and adds to, the listed effects of that gear.

THE APPROACHING STORM

The settlement's weather takes a turn for the worse.

A light appears on the horizon. From its origin, roiling masses of storm clouds approach the settlement, soaking everything in perpetual sheets of stale-smelling rain. Sudden flash floods, burning winds, and periods of strobing lightning continuously plague the settlement, leaving the survivors in epileptic fits.

You may now hunt the **Gorm**. Add it to the quarry list on the settlement record sheet.

Add **Gorm Climate** to the next lantern year on the timeline.

Nominate a survivor. They gain +1 insanity and **Brave the Storm.**

Brave the Storm - roll 1d10

1 2

The nominated survivor braces themselves against the wind, struggling against the storm. A sudden bolt of blazing-green lightning strikes them down.

They gain the **Absent Seizures** disorder.

3 4 5 6

The survivor stands in the torrent. Pulsing, psychedelic lights strike them, bringing them to their knees. In a flash of morbid inspiration, the nominated survivor takes a stone to their own eyes.

They suffer the **blind** severe head injury and gain +1 permanent speed.

7 8 9 10

The resolute survivor stands strong in the face of the oncoming storm. Struggling against the mighty winds, he gathers the settlement together to build a shelter against the sickening storms.

If they have not innovated it yet, the settlement gains the **Hovel** innovation.

Returning survivors gain +1 survival.

FETID GROTTO

Approaching their quarry, the survivors are overcome by a sickening miasma.

When the survivors arrive at the showdown, each survivor **Approaches the Cave**.
During the aftermath, all victorious survivors make a **Blind Exit**.

Approach the Cave - each survivor rolls 1d10

The Gorm's den can be tracked by smell from a great distance. Your eyes water and your stomach twists in knots as you approach.

1 2 3 The weak stomach prevails. You stop at the mouth of the Gorm's den, doubled over in pain. Roll 1d10.

1d10	Result
1	You are hopelessly sickened and crawl your way back to the settlement without arriving at the showdown.
2 - 7	Incessant coughing. Suffer the **collapsed lung** severe body injury.
8+	You heave until you retch nothing more than bile. Suffer 1 event damage to the body location that ignores armor.

4 5 6 7 The entrance to the Gorm's den swims with putrid vapor. As the survivors consult among themselves in hushed, rasping tones, you decide to combat the miasma with a little ingenuity, putting your waist armor on your head. Add your current waist armor points to your head armor points and reduce your waist armor points to 0. Gain +2 insanity and +2 survival.

8 9 10 Tears streaming and lungs burning, you stumble into the den. Roll 1d10.

1d10	Result
1	Your tears obscure your vision. Gain -1 accuracy token.
2 - 7	You fall to your knees, sinking into the muck. When you regain your footing, you find yourself clutching a clean, bleached bone. Gain 1 **Monster Bone** basic resource.
8+	The fumes burn your brain. Suffer the **frenzy** brain trauma.

Blind Exit - each victorious survivor rolls 1d10.

Sickened and exhausted, the survivors attempt to investigate the hazy Gorm den.

1 2 3 You stumble, lost and gagging in the caustic mist. The enervating effects of your surroundings take their toll. Suffer -1 permanent strength. You emerge dragging 1 random basic resource in your spasming fists.

4 5 6 You find the jiggling, delicate mass of a newborn Gorm helplessly laying in an oozing nest of debris.

If you have 3+ courage, you may slay the infant and gain 1 random Gorm resource. If you do, the ghostly cry of the dying Gorm shakes you to your core. Gain the **Megalophobia** disorder.

If you do not slay the infant Gorm, you stumble away from the nest, flailing wildly in the blinding mist. Gain +1 understanding and the **Honorable** disorder.

7 8 9 Crawling on your hands and knees to avoid the burning mists, pools of acid burn your limbs. Gain the **Acid Palms** ability and suffer -1 permanent movement. If you have the **Legendary Lungs** secret fighting art, you spend extra time exploring and emerge with an **Acid Gland** Gorm resource.

Acid Palms: Add 1d10 strength to your wound attempts when attacking with Fist & Tooth.

10 Gasping in the den's thick mist, you struggle to breathe. You may spend 3 survival to gain the **Legendary Lungs** secret fighting art.

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FINAL MARCH

The survivors lay a trap to discover the elusive final resting place of the ancient Gorm.

Nominate a survivor to become the **Ancient Gorm's Bait** and be removed from the Hunt. During the Hunt Phase, when the **Ancient Gorm's Bait** would be the hunt event revealer, they are **Digested** instead. Move the survivors along the Hunt Board as normal. At the start of the showdown, each non-bait survivor makes a **Timid Entrance** and the **Ancient Gorm's Bait** is placed, knocked down, adjacent to the monster.

Digested - roll 1d10

The survivor runs wildly into the path of the lumbering ancient Gorm, wriggling its body like an ecstatic worm. The sinewy arms of the Gorm's sagging maw snatch them up. The rest of the survivors follow the bait's lantern light that shows through the ancient Gorm's distended, papery gut.

1 — Swimming in the caustic soup of the Gorm's gut, your armor levels at a random hit location are reduced to 0 and you gain 1 bleeding token.

2 3 — The bubbling acids of the Gorm's gut destroy your gear. Choose one piece of gear in your gear grid and archive it.

4 5 6 — Heaving and choking on the sloshing fluids of the Gorm's stomach, you struggle to keep your head together. Lose 2 survival and gain a random disorder.

7 8 9 — The slow, shambling motion is sickening, the smell is gut-wrenching, and the moisture makes your skin burn. Lose 1 survival and suffer 3 brain event damage.

10 — The complex biome of the Gorm's insides wondrously affects your body. You may remove a permanent injury of your choice.

Timid Entrance - Each survivor rolls 1d10.

1

Despite carefully picking through the mountains of sharp bones and bubbling acrid pools, you trip, causing a noisy avalanche of debris. Suffer the **broken leg** severe injury and gain the **priority target** token.

2 3

The mournful howl of the approaching ancient Gorm weakens your resolve. Set your insanity to 0 and gain the **Megalophobia** disorder.

4 5 6

Shuffling past the debris-strewn mounds shreds your leg armor. Suffer 3 event damage to your **legs** location. Your hapless struggle dislodges something useful. Gain 1 random basic resource.

7 8 9

Centuries' worth of bleached bones stretch as far as the eye can see. Eerie shadows play over the gormyard from the swaying light of the approaching monster's lure. Gain the **Lure Epilepsy** fighting art.

10

Picking through rubble, you spot a gleaming black mass bobbing in the tarry depths of a nearby pool. Carefully, you fish out the stone, which is stunningly heavy.
Gain 1 **Gormite** strange resource.

If you have no survival when you approach the pool, your exhaustion makes you stumble. As you emerge, the tar seems permanently stuck to your body, granting newfound stability. Gain 1 **Gormite** strange resource and the **Immovable Object** secret fighting art.

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SHOWDOWN: GORM

Quarry

One day, great woe fell upon the settlement. Unrelenting storms raged overhead. Out of the squall, a giant beast came to gobble up the strongest and most beautiful, then wandered back into the darkness with a lonesome cry, searching for a mate.

Instinct: Illuminate

The Gorm's bulb increases in intensity, suddenly making the darkness light. Until the end of the next round, all survivors are now threats, even if they are knocked down or used an effect that says otherwise.
Insane survivors are thrown into wild fits. They are knocked down.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	2	-	6	8	-	-

If you **depart** to hunt the level 2 Gorm, **Fetid Grotto**

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	5	-	9	11	+1	+1

Gorm's Den **Musth**

If you **depart** to hunt the level 3 Gorm, **Final March**

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	8	2	8	15	+2	+2

Ancient Tusks **Gormyard** Tokens: +1 Luck.

Select an encounter level and set up the hunt board.

Showdown Setup

Legend
- Survivors
- Monster
- Tall Grass

Terrain & Deployment
- 1 Tall Grass terrain card, set up in the green zone.
- 2 random terrain cards, set up normally.
- Place the Gorm in the center of the board.
- Place survivors in any of the blue spaces.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
The Gorm roots through the bodies, devouring whatever it can from the remains. Archive all **consumable** gear from the deceased survivors' grids.

Rewards

The first time the Gorm is defeated, add **Gormery** and **Gormchymist** to the settlement locations. If they have not innovated it yet, the settlement gains the **Nigredo** innovation.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Gorm resources.
2	4 basic, 6 Gorm resources.
3	4 basic, 8 Gorm resources, 1 **Stomach Lining** strange resource.

If the settlement innovated **Song of the Brave** when they defeat the Gorm:

They compose a formidable song filled with wild cries to ward off the mating Gorm herds from the settlement's vicinity. Remove **Gorm Climate** from the next lantern year on the timeline.

MELTING HORROR

Shocked to be standing, the bitten survivor clutches their wounds in disbelief.

Before the others' eyes, the survivor's look of relief disintegrates as the toxic microbes of the Gorm's ancient bite hungrily liquefy their flesh. All other survivors on the showdown board **witness** the atrocity.

Witness - each survivor rolls 1d10.

1 2

Your mind is melted by the scene unfolding before you. Unable to erase the afterimage of gore from your eyes, you slide away to your happy place. You are knocked down and gain the **Absent Seizures** disorder.

3 4 5 6 7

Light-headed, a gentle spinning sensation brings you to the ground. Heaving and drooling, you take this opportunity to steel your nerves. Gain +3 survival and the **Lure Epilepsy** fighting art.

If the settlement has innovated **Pottery**, the victorious survivors scrape the still-bubbling remains and gain 1 **Life Elixir** gear during the **Aftermath**.

8 9 10

Rooted

In a moment of realization, you see that this is the very essence of your existence. Helplessness and terror give way to a cold, solid feeling in the pit of your stomach. As you watch your friend disintegrate, the sensation runs down your legs, rooting you in place and dissipating your desperate desire to flee.

Gain -1 permanent movement and the **Immovable Object** fighting art.

SPIDICULES
- Kingdom Death: Monster -

CREDITS

Kingdom Death: Monster created by Adam Poots

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SPIDICULES

Vibrating to make itself invisible to the human eye, the Spidicules leaves its forest dwelling and lurks in settlements unnoticed. It kidnaps survivors for its own delight as well as to nourish its ever-growing brood.

Unless survivors can hack off a few legs, the Spidicules' hit-and-run tactics will prolong the showdown and distract them from the army of Spiderlings steadily amassing to feed. Harvest valuable silk and end the showdown quickly, before you are overwhelmed and devoured!

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

Spidicules sprues (includes survivor gear, Spiderlings, and the Spidicules Monster.)

34 x	Gear cards
30 x	Spidicules AI cards
20 x	Spidicules HL cards
14 x	Spidicules Resource cards
7 x	Strange Resource cards
9 x	Spidicules Hunt Event cards
2 x	Terrain cards
7 x	Terrain tiles
3 x	Disorder Cards
2 x	Fighting Art cards
2 x	Secret Fighting Art card
1 x	Armor Set Bonus card
3 x	Innovation cards
2 x	Settlement Event cards
1 x	Settlement Location card
2 x	Spidicules card dividers

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Spidicules Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new terrain to the Terrain deck.
- Add the new innovations to the innovation cards in the game box (not your settlement's deck).
- Add the new settlement events to the Settlement Event deck.

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

Young Rivals, Showdown: Spidicules, The Forest Wants What it Wants, Spidisisyphus, Puppet's Embalming, Silk Surgery, and **Taken.**

When a story event in this book is triggered, it is denoted by 🕷📖 preceding the event name.

Current Campaign

To add Spidicules to your current campaign, add 🕷📖 **Young Rivals** to the next lantern year on the timeline. When you trigger it, read the story and follow it through to the end.

New Campaign

To add Spidicules to a new campaign, we recommend you replace 📖 **Endless Screams** on the settlement's record sheet timeline with 🕷📖 **Young Rivals.**

NEW RULES

Monster Level Symbol

The ★ symbol on all game cards and events refers to the monster's level. For example, the Spidicules' **Hydraulic Leap** AI card instructs all survivors to suffer ★ brain damage. In a showdown against a level 2 Spidicules, this would be 2 brain damage.

Spidicules Rules

Spidicules' body hovers over the ground. Its main body and appendages do not occupy any game spaces. The monster does not cause **collision**, *nor can it be* **collided** *with. Freely place miniatures under it, next to its legs, or on top of its hands, as these are open spaces.*

The monster's location is determined by a shadow its body casts directly under itself on the showdown board, represented by the 50mm base (2x2 spaces) included in this expansion. Its facing is determined normally.

- *Spidicules cannot be knocked down or suffer* **knockback.**
- *Survivors, Spiderlings, and other objects on the showdown board are considered adjacent to Spidicules when they are on or adjacent to its shadow.*
- *Spidicules' shadow is its blind spot. Survivors occupying those spaces are outside of the monster's field of view and gain +1 accuracy when attacking Spidicules.*

Spiderlings

Spiderlings are small monsters that are created by interacting with certain terrain and when Spidicules performs **Spawn**. They are represented by the Spiderling miniatures (or lantern tokens if you run out of miniatures).

- Spiderlings have a movement attribute of 4.
- Spiderlings have toughness equal to the monsters' at the start of the showdown.
- Spiderlings do not use + / - attribute tokens.
- Spiderlings do not have facing or a blind spot.

Spiderling Collision

A Spiderling cannot move through spaces occupied by survivors, impassable terrain, or other monsters. If a Spiderling would occupy any of these spaces, place it in the nearest unoccupied space instead.

If **knockback** causes a survivor to move into a Spiderling (or other monster), they **collide** with it instead. The survivor suffers **collision** and stops their movement in the last space before the Spiderling.

Spiderling Move & Attack

Spiderlings take the shortest path they can to their target, moving around survivors, impassable terrain, and other monsters.

At the end of each monster turn, all Spiderlings perform **Spiderling Action** (found in Spidicules' S cards), one at a time, in the order of the monster controller's choice. Note any of Spidicules' mood cards in play, as many of them modify the **Spiderling Action**.

Killing Spiderlings

Spiderlings do not have hit locations. To attack a Spiderling, roll to hit as normal and then attempt to wound. If a wound attempt succeeds, the Spiderling is killed and removed from the showdown board. **Killing a Spiderling does not make a survivor eligible to earn ranks in Weapon Proficiency.**

Other Showdowns

If a Spiderling is placed on the showdown board outside of the Spidicules showdown, find Spidicules' **Spiderling Action** card and put it into play.

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Monster Controller Bonuses

Some new gear cards in this expansion grant bonuses when the wearer possesses the monster controller tile.

Kingdom Death: Monster is ideally a 4-player game. The core rulebook states that the monster controller tile is passed clockwise from player to player at the start of each monster turn. If there are less than 4 players, or if any player controls more than one survivor, the monster controller tile should be passed from survivor to survivor. This ensures that monster controller bonuses are evenly distributed.

A player who is no longer controlling any survivors should still participate in the showdown by continuing to take turns as monster controller. If this is the case, pass them the monster controller tile normally.

Silk Surgeon

The **Silk Surgeon** secret fighting art included in this expansion has 4 levels: 0-3. These levels are recorded on the survivor record sheet. When a survivor learns **Silk Surgeon**, its level is always 0.

The levels of **Silk Surgeon** increase through the **Silk Surgery** story event. The secret fighting art's bonuses are granted cumulatively. A survivor with **Silk Surgeon** Level 0 receives no bonuses, whereas a survivor with **Silk Surgeon** Level 2 receives all the bonuses of Levels 1 and 2.

Forest Gate

The Spidicules' Hunt Board setup places the **Forest Gate** special hunt event card over the **Overwhelming Darkness** space. When survivors encounter this space, trigger **The Forest Wants What it Wants** story event instead of the **Overwhelming Darkness** story event. The space retains all of its normal rules, and cannot be skipped or ignored.

Once, there were two boys. They argued about everything.

Nominate 2 male survivors with at least 1 Hunt XP in your settlement.

As the boys grew into men, their enmity bloomed into rivalry.
With each hard-earned battle scar, they sought to outdo each other.

Choose one of the nominated survivors to gain the following ability:

Rival's Scar. Gain +1 permanent strength and -1 permanent evasion.

One day, one of the boys did not return from a hunt.
The remaining boy felt no victory over his rival, only the loss of a friend. Unable to find him in the world, he refused to leave his bed, hoping to see him in his dreams.

Choose one of the nominated survivors to die and the other to grieve.
The grieving survivor gains the following based on the settlement's Death Principle:

Cannibalize:
Revenge disorder

Graves:
Vengeance
fighting art

Time passed, until one day he felt a strange vibration. Then, he heard the familiar voice of his lost friend just outside his hovel! He rushed outside, only to see the decaying body of his friend swaying awkwardly in the air. Horrified, he heard a dry rasping that could only be a laugh. For a moment, the monster was revealed before it vanished into the dark, whisking the corpse puppet away.

The settlement may now hunt the Spidicules. Add Spidicules to the **Quarry List** on the Settlement Record Sheet. As long as he remains alive, the remaining nominated survivor must **depart** when the Spidicules is hunted.

SHOWDOWN: SPIDICULES

Quarry

All good children know to hide when they hear the signs of the knocking ghost. A rapping outside your hovel, a laugh like dried leaves blowing over ground, the shadow of a familiar face disappearing around a corner.

All bad children that dare go outside when it comes around will be snapped up, never to be seen again.

Instinct: Spin

Place the Spidicules in the center of the showdown board. Its body vibrates, moving in a way no living creature should. The monster gains +2 evasion until its next turn. All survivors suffer ★ brain damage.

Blind Spot

In the monster's **shadow** (spaces directly under monster)

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	5	4	-	11	8	-	-

S Twitching Leg Pile S Spawn S Spiderling Action
A Frantic Spinning

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	5	-	14	10	+1	+1

S Twitching Leg Pile S Spawn S Spiderling Action
S Hivemind A Feeding Time

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	7	2	16	12	+2	+2

S Twitching Leg Pile S Spawn S Spiderling Action
S Hivemind S Necrotoxins A 10,000 Teeth

Select an encounter level and set up the hunt board. When survivors land on the **Overwhelming Darkness** space, they instead resolve **The Forest Wants What it Wants**.

Showdown Setup

Legend
- Survivors
- Monster
- Silk Nest
- Egg Sacs

Terrain & Deployment
- 1 Silk Nest terrain card, set up in the center of the board.
- 1 Egg Sac terrain card, set up in the green area.
- 2 random terrain cards, set up normally.
- Place the monster in the center of the board.
- Place survivors along one long board edge.

Rewards

The settlement gains the **Silk Refining** innovation. When the survivors defeat the Spidicules, they suffer its revenge! If **Taken** is already anywhere on the timeline, trigger it now. Otherwise, nominate a victorious survivor and remove them from the settlement. They are kidnapped by the vengeful Spidicules! Add **Taken - [Survivor's Name]** to the timeline 4 lantern years from now. The group gains the following rewards:

Level	Reward
1	4 basic, 4 Spidicules resources.
2	4 basic, 6 Spidicules resources.
3	4 basic, 8 Spidicules resources, 1 **Silken Nervous System** strange resource.

Aftermath

Victory

+ **Rewards**
+1 Hunt XP
+1 Weapon Proficiency (if eligible. Killing a Spiderling does not make a survivor eligible.)

Defeat

The Spidicules mounts a defeated survivor's corpse on its stalk. Do not gain the benefits of your settlement's Death Principle for the last survivor killed this showdown.

If the settlement innovated **Scarification** when they defeat a level 3 Spidicules:

Roll 1d10. On a result of 4+, the Spidicules' stalk reminds the survivors of a lost friend. The survivor that dealt the killing blow gains the following ability:

Rival's Scar. Gain +1 permanent strength and -1 permanent evasion.

THE FOREST WANTS WHAT IT WANTS

The silence and darkness is broken by a glowing hum that whispers into their bones. . .

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **The Forest Wants What it Wants**. Survivors may not pass over this space and must stop to resolve this event.

The survivors **Test the Gate**.

Test the Gate - roll 1d10

After rolling to **Test the Gate**, each survivor may do any or all of the following actions once to increase the roll result:

- Gain -1 attribute token of your choice. Add +1 to the result.
- Gain 1 bleeding token. Add +1 to the result.
- Gain 1 random disorder. Add +1 to the result.
- Archive 1 gear from your grid. Add +1 to the result.

1 - 7

Unwelcome

The survivors find themselves someplace new and bleak, inexplicably standing with the gate at their backs. End the hunt and apply the rules of the **Starvation** space on the hunt board.

8 - 12

Begrudging Welcome

The gate swings open a fraction, the hinges singing like a forlorn flute playing a melancholy welcome.

The survivors force their way through, each gaining 1 bleeding token.

13+

Gracious Aroma

The survivors step through the gentle swinging gates, met by a warm, promising wind carrying a cloyingly sweet bouquet.

All survivors gain 1d5 insanity and +1 understanding.

SPIDISISYPHUS

If the settlement already has the **Legless Ball** innovation, you may choose to skip this event. Otherwise, the survivors roll their still-living captive back to the settlement. The hardships of moving their chittering captive through the changing landscape give rise to new experiences.

The survivors **Gain the Legless Ball** and **Roll Through the Darkness.**

Gain the Legless Ball

The settlement gains the **Legless Ball** innovation. Add **Legless Ball** to the settlement's innovations on the settlement record sheet. If the settlement already has the **Legless Ball** innovation, gain the **Grinning Visage** rare gear instead.

Roll Through the Darkness - roll 1d10

While climbing the hill, the Spidicules' body becomes stuck in mud, nearly rolling back onto the survivors! It takes all their strength to avoid being crushed. All **returning survivors** *gain a random disorder and must skip the next hunt.*

1 2 3

If the settlement has **Protect the Young**, *the challenge overwhelms the survivors' poor constitutions. 1 random* **returning survivor** *is killed, and the* **Legless Ball** *is lost (archive the innovation card).*

The unwieldy ball rolls awkwardly on the uneven ground. The Spidicules' hissing maw snaps at their weary arms as they push. A random **returning survivor** suffers the **dismembered arm** severe injury.

4 5 6 7

If the settlement innovated **Nightmare Training**, the survivors make sport of the journey while pushing the heavy ball and avoiding its gnashing teeth. **Returning survivors** gain +1 permanent strength.

All of the rolling causes the Spidicules to burp up its last meal all over the survivors. Add 1 **Skull** basic resource to settlement storage. Insane **returning survivors** are invigorated by the stench and gain +4 survival!

8 9 10

If the settlement innovated **Cooking**, they find tasty bugs caught in the Spidicules' teeth and bag the one that completes their favorite recipe. Add 1 Vermin resource of your choice to settlement storage.

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PUPPET'S EMBALMING

By the time your body is freed from the stalk, all of your blood has been replaced.

Immediately after the killing blow is struck, you are **Cut Free** from the monster's forehead stalk, your eyes rolling and mouth foaming as your fellow survivors frantically attempt to rouse you!

If the settlement innovated **Bloodletting**, your fellow survivors treat your head wound with giant leeches. You may proceed to the *9-10 result* without rolling.

Cut Free - roll 1d10

1

Your body is a mummified husk that hits the ground like a pile of leaves. Dead.

2 3 4

Something about you has changed. Exchange your courage and understanding. Add **Skull Eater** to the next year on the timeline and gain the following impairment.

Marrow Hunger: When the **Murder** or **Skull Eater** settlement events are drawn, this survivor is nominated.

5 6

There is a giant hole in the back of your head that you are terrified to touch. Skip the next hunt and gain the **Controlophobia** disorder.

7 8

You feel fantastic! Cure all your disorders and heal all permanent injuries. Archive all Vermin resources in the settlement.

9 10+

Your mind is filled with a rush of strange memories. You think that you can see faint threads connecting your surroundings. Closing your eyes brings them into focus.

Gain +1 permanent accuracy and the **Silk Surgeon** secret fighting art.

SILK SURGERY

Strange possibilities are proffered to those bold enough to gamble with their own flesh.

Nominate a survivor to be the patient and **Operate!** If any survivor has the **Silk Surgeon** secret fighting art, you may choose the 10 result without rolling.

Operate! - roll 1d10

1 2

The patient has a horrible reaction to the surgery! They suffer the **dismembered arm** severe injury and must skip the next hunt.

3 4

The patient is wrapped in living silk. Archive all Silk resources in the settlement. For each resource lost, the survivor gains a -1 evasion token and adds ⬇ to all hit locations if they **depart** this year.

If any survivor in the settlement has the **Silk Surgeon** secret fighting art, that survivor collects a finger as payment and increases their Silk Surgeon level by 1. The nominated survivor rolls on **Radical Procedure**.

5 6

Neurotoxic venom treatment. The patient gains the **Unconscious Fighter** fighting art and a random disorder.

7 8 9

Silk stitches are threaded in just the right place. You may spend 1 Silk resource to remove a permanent injury from the survivor.

10

Inspiration strikes, and the surgeon's fingers suddenly appear to have a mind of their own! The nominated survivor rolls on **Radical Procedure**.

Radical Procedure

Onlookers watch in awe as needles thread silk across the survivor like an artist's brush on a canvas. The nominated survivor gains a random disorder and rolls a hit location dice. If the settlement has a **Silk Surgeon**, instead roll dice equal to the level of their secret fighting art and choose one.

- Gain +1 permanent accuracy. Remove all permanent head injuries other than **blind**. Lose all understanding.
- Heart implant. Gain +4 permanent strength and -4 permanent luck. Set your Hunt XP to 14. Do not gain the benefits of **Age**.
- If you have the **dismembered arm** severe injury, move it to another survivor and gain +1 permanent speed. Otherwise, re-roll the hit location dice.
- If you have any permanent waist injuries, remove them all and suffer -1 population. Otherwise, re-roll the hit location dice.
- New legs. Exchange all permanent leg injuries with the survivor of your choice.

- Story Event -

TAKEN

*If this event was triggered during the **Showdown Phase**, nominate the survivor whose name is next to **Taken** on the timeline, then erase the event. Roll 1d10.*

1 2

*A botched rescue! The nominated survivor suffers the **dismembered arm** severe injury and is returned to the settlement. Nominate a **returning survivor** and remove them from the settlement. Add **Taken - [Survivor's Name]** to the timeline 4 lantern years from now.*

3 4 5 6

A timely rescue from a traumatic imprisonment! The nominated survivor gains a random disorder and is returned to the settlement.

7 8 9 10

A daring rescue! The nominated survivor is returned to the settlement and gains +2 Courage and +2 Understanding.

- Story Event -

The monster has its revenge on the settlement...

If this event was triggered during the **Settlement Phase**, nominate the survivor whose name is next to **Taken** on the timeline, then erase the event. Roll 1d10.

1 2 3

The nominated survivor is dead. The monster is still hungry! Nominate a **returning survivor** and remove them from the settlement. Add **Taken - [Survivor's Name]** to the timeline 4 lantern years from now.

4 5 6 7

The nominated survivor is dead. Place **Haunted** on top of the Settlement Event deck and draw it next Settlement Phase.

8 9 10

The nominated survivor is dead. Their head is found hanging from a thread of silk at the edge of the settlement. Suffer -2 ✪ next Settlement Phase. Add 1 **Skull** basic resource to settlement storage.

FLOWER KNIGHT

- Kingdom Death: Monster -

CREDITS

Kingdom Death: Monster created by Adam Poots

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Miniature Sculpting: Thomas David, Jonah Gilbert
Playtesting and QA: Zach Moroni, Scott Copeland, Zachary Barash, Stanley Adecla, Zac Clark, rotating KD testing team.

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FLOWER KNIGHT

This enigmatic knight is the source of many tales and the muse of many pieces of art. Its ethereal beauty is hard to capture and its swordplay is unmatchable.

The Flower Knight expansion provides a new challenge for daring survivors. The monster rewards luck and punishes survivors who try to gang up on it. Its rewards explore the themes of addiction and short-term gain coupled with long-term losses.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It contains:

	Flower Knight sprues (includes survivor gear and the Flower Knight Monster.)
23 x	Gear cards
30 x	Flower Knight AI cards
18 x	Flower Knight HL cards
14 x	Flower Knight Resource cards
9 x	Flower Knight Hunt Event cards
1 x	Special Hunt Event card
1 x	Terrain card
4 x	Terrain tiles
4 x	Fairy Ring sections
3 x	Disorder cards
1 x	Fighting Art card
3 x	Secret Fighting Art cards
3 x	Tactics cards
1 x	Innovation card
2 x	Flower Knight card dividers

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Flower Knight Card Divider, AI, Hit Location, Hunt, and Flower resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting art to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear to the game box.
- Add the new terrain to the Terrain deck.
- Add the new tactics to the Tactics Deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

A Crone's Tale, Showdown: Flower Knight, The Forest Wants What It Wants, Breakthrough, Sense Memory, A Warm Virus, and **Necrotoxic Mistletoe.**

When a story event in this book is triggered, it is denoted by preceding the event name.

Current Campaign

To add the Flower Knight to your current campaign, add **A Crone's Tale** to the next lantern year on the timeline. When you trigger it, read the story and follow it through to the end.

New Campaign

To add the Flower Knight to a new campaign, add **A Crone's Tale** to Lantern Year 5 on the timeline of the settlement's record sheet.

Custom Campaign

The Bloom People

Start a new campaign. The Bloom People have settled close to the Forest Gate and worship the Flower Knight as a deity.

- Survivors cannot hunt the Flower Knight or gain the **Flower Addiction** disorder.
- Gain the **Sleeping Virus Flower** rare gear and suffer -1 population in lantern years 5, 10, 15, and 20
- During the develop step of the settlement phase, you may trigger the **Sense Memory** story event, perform a **Forest Run**, and craft the **Flower God Helm** and **Replica Flower Sword** gear.
- All survivors are born with +1 permanent luck, +1 permanent green affinity, and -2 permanent red affinities.

Endeavor - Forest Run
Cost: 1 Endeavor
You may exchange any number of monster resources for that number of random Flower resources.

Gear - Flower Knight Helm
Requires: Any Faith innovation
Cost: 2x Bone or 1x Skull, 1x Lantern Bloom

Gear - Replica Flower Sword
Requires: Any Faith Innovation, Sculpture
Cost: 1x Osseous Bloom, 1x Flower, 2x Iron

NEW RULES

Perishable Resources
The Flower resources have the **perishable** rule.

Perishable: This cannot be added to settlement storage. At the end of the settlement phase, it is lost. Archive it.

In order for perishable resources to last more than one lantern year, they must be carried out of the settlement in a Satchel!

Monster Level Symbol ★
The ★ symbol on all game cards and events refers to the monster's level. For example, the Flower Knight's **Salute** AI card instructs a survivor to suffer ★ brain damage. In a showdown against a level 2 Flower Knight, this would be 2 brain damage.

Parry - Hit Location Type

A parry hit location represents the monster skillfully deflecting an attack.

When attempting to wound Parry hit locations, all wound attempts fail unless the wound roll result is critical. This failure triggers any Failure reactions as normal.

Survivors with the **Fencing** secret fighting art ignore the parry type, and resolve these hit locations as if they did not have that type.

Hunt Board Starting Space

The Flower Knight's level determines the survivors' starting space on the hunt board. When the Flower Knight is chosen as the quarry, the survivors start at the space with the icon matching the level of the Flower Knight being hunted.

Forest Gate

The Flower Knight's Hunt Board setup places the **Forest Gate** special hunt event card over the **Overwhelming Darkness** space. When survivors encounter this space, trigger **The Forest Wants What it Wants** story event instead of the **Overwhelming Darkness** story event. The space retains all of its normal rules, and cannot be skipped or ignored.

Fairy Ring

The Fairy Ring is a special feature of the Flower Knight showdown. It is not terrain. The Fairy Ring is always placed in the center of the showdown board, ignoring any effects that say otherwise (e.g. Ambush rules).

The Flower Knight has absolute control over its domain and does not allow any terrain to exist inside the Fairy Ring. If a terrain card or other effect directs you to place a terrain tile inside the Fairy Ring during the showdown or showdown setup, do not place it. If a rule or effect directs you to move a terrain tile into the Fairy Ring during the showdown, it inexplicably stops short at its border.

Knight Expansions & Tactics Deck

The Flower Knight is a Knight expansion. Each Knight expansion includes a unique Tactics deck. Tactics provide survivors new ways to fight, using what they've learned from fighting Knights.

To add tactics to your campaign, a survivor in your settlement must gain the **Flower Knight Badge** rare gear by defeating the Flower Knight.

The Flower Knight Badge allows a survivor to draw 1 random tactics card at the start of each showdown. During the showdown, the badge-wearer may use the current tactic to help defeat their foes.

When you draw a tactics card, place it in your play area. At the end of the showdown, archive all tactics cards.

Store all tactics cards together in your game box as the Tactics deck.

One day, the survivors gathered around an old crone that had decided to share a secret.

In her foolish youth, she had played inside a foul-smelling, carved ball. Before she knew what had happened, the ball rolled away with her trapped inside. She tumbled in its stomach-churning darkness for what seemed like days.

The ball rolled to a sudden halt. She crawled out into a hushed glade. Strange plants twisted up between her grasping fingers and bloomed in lurid colors.

It came soundlessly from the trees, thorny flowering vines burst from the ground where it tread, and the glade was aglow from its strange light.

Although she swore never to reveal her meeting with the strange knight, in her dotage, she could not resist the temptation to visit the glade again.

The survivors followed her into the dark. Along the way she told them of the glade's seductive beauty and the wondrous creature that guarded it.

Finally, they reached a gleaming gate that set the keen survivors' teeth on edge, at once repulsing and pulling at something deep in the pits of their stomachs.

The crone stood before it, determined. Her old skin sagged further and her eyes filled with pain as the gates swung open.

Painfully, the crone led them through the shifting forest to the glade. There, on its downy grasses, she lay down. The survivors gathered worriedly around her.

With her final breath, a ghostly glowing flower burst from her papery lips, its delicate bloom fragrant with untold power.

Nominate a survivor in the settlement.
That survivor grasps the ghostly blossom and gains the **Sleeping Virus Flower** rare gear and the **Flower Addiction** disorder.

You may now hunt the **Flower Knight**.
Add it to the **Quarries** list on the settlement record sheet.

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SHOWDOWN: FLOWER KNIGHT

Quarry

In the heart of the forest dwells a delicate gardener who appreciates solitude over all things. Sadly, the dangerous flora and fauna it cultivates are desired by many. To preserve the hidden world it has created for itself, it trades its tools for a deadly blade without hesitation.

Instinct: Germinate

Scattered pollen flows back to the Fairy Ring.
Place the Flower Knight in the center of the showdown board.
Remove a +1 luck token from all survivors.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	4	-	7	6	-	-
Bloom	Set Roots						
Level	**B**	**A**	**L**	**Mov**	**Tgh**	**Spd**	**Dmg**
2	8	4	1	8	8	-	+1
Bloom	Set Roots	Razor Bulbs					
Level	**B**	**A**	**L**	**Mov**	**Tgh**	**Spd**	**Dmg**
3	9	5	2	9	11	+1	+2
Bloom	Set Roots	Razor Bulbs	Perfect Aim	Heart of the Woods			

Select an encounter level and set up the hunt board. When survivors land on the **Overwhelming Darkness** space, they instead resolve **The Forest Wants What it Wants**.

Showdown Setup

Legend
- Survivors
- Monster
- Fairy Ring

Terrain & Deployment
- Fairy Ring, set up in the center of the board. (See full Fairy Ring rules on page 3.)
- 1 Flower Patch terrain card, set up normally.
- 1 random terrain card, set up normally.
- Place the monster in the center of the board.
- Place survivors in any highlighted space.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
The Flower Knight makes rich fertilizer of the survivors' corpses. Gain no benefits from your Death Principle from losing these survivors.

Rewards

When the survivors defeat the Flower Knight, they gain the **Flower Knight Badge** rare gear. Add the **Petal Spiral** innovation to the settlement's innovation deck.

If any survivors have the **Fencing** secret fighting art and the **Ghostly Beauty** disorder, they gain the **Narcissistic** disorder and +1 permanent evasion.

Next settlement phase, **Sense Memory**.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Flower resources
2	4 basic, 6 Flower resources
3	4 basic, 8 Flower resources. 1 **Sleeping Virus Flower** rare gear

If the settlement innovated **Petal Spiral** when they defeat a level 3 Flower Knight, all survivors with the **Fencing** secret fighting art and the **Ghostly Beauty** and **Narcissistic** disorders gain the **True Blade** secret fighting art!

Hunt

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THE FOREST WANTS WHAT IT WANTS

The silence and darkness is broken by a glowing hum that whispers into their bones...

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **The Forest Wants What it Wants**. Survivors may not pass over this space and must stop to resolve this event.

The survivors **Test the Gate**.

Test the Gate - roll 1d10

After rolling to **Test the Gate**, each survivor may do any or all of the following actions once to increase the roll result:

- Gain -1 attribute token of your choice. Add +1 to the result.
- Gain 1 bleeding token. Add +1 to the result.
- Gain 1 random disorder. Add +1 to the result.
- Archive 1 gear from your grid. Add +1 to the result.

1 - 7

Unwelcome

The survivors find themselves someplace new and bleak, inexplicably standing with the gate at their backs. End the hunt and apply the rules of the **Starvation** space on the hunt board.

8 - 12

Begrudging Welcome

The gate swings open a fraction, the hinges singing like a forlorn flute playing a melancholy welcome.

The survivors force their way through, each gaining 1 bleeding token.

13+

Gracious Aroma

The survivors step through the gentle swinging gates, met by a warm, promising wind carrying a cloyingly sweet bouquet.

All survivors gain 1d5 insanity and +1 understanding.

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BREAKTHROUGH

For a brief instant, a weakness is found in the Flower Knight's seemingly impenetrable defenses.

With a ferocious blow, the survivor is able to overcome the Flower Knight's bird-like reflexes.

If the settlement has innovated **Drums**, *the rhythm of battle is maddening! All survivors gain +2 insanity.*

Seizing the moment, the attacker attempts to **Breakthrough**.

Breakthrough - roll 1d10
Add the survivor's luck to the result.

1

The monster unleashes a dizzying shriek, more felt than heard. You are knocked down and gain 1 bleeding token.

2 3 4

Vines twist and coil around your torso, pulling you away. If you are inside the Fairy Ring, you are placed knocked down on the nearest free space outside of it. Gain +1 luck token.

5 6 7 8 9

The Flower Knight chirps and stumbles, its armor subtly shifting colors. Gain 1 survival and +1 luck token.

10+

Pressing through, your senses sharpen until you are nearly overwhelmed. Gain the **Fencing** secret fighting art! All survivors gain +1 survival.

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SENSE MEMORY

Rushing into the settlement, the returning survivors desperately attempt to convey to the others the powerful memories that dwelt in the very air of the glade. Even as they pass the settlement's threshold, the memories fade and the delicate blooms clutched in their hands wilt. The settlement may pour their inspiration into **Inspired Crafting**.

Inspired Crafting

Vespertine Satchel	1x lantern bloom 1x leather
Vespertine Foil	1x osseous bloom 1x bone 1x scrap
Vespertine Cello	1x lantern bud 2x flowers
Vespertine Arrow	1x flower
Vespertine Bow	1x osseous bloom 1x sighing bloom 1x organ, 1x hide

While crafting the Vespertine Bow, a renegade seed escapes into the crack between two stone faces. Add **Necrotoxic Mistletoe** *to the timeline 4 years from now.*

If the settlement has **Pottery**, the returning survivors are able to preserve the delicate blooms, whose scents fill the survivors' heads with wondrous ideas.

Their recollections inspire distillations of scent memory. Any survivor may craft the following this settlement phase:

Scent of Lost Wealth
1x warbling bloom, 3x organ

The scent produces strange tears in the survivor's eyes, sharpening their vision of potential boons. Gain the **Otherworldly Luck** fighting art.

Scent of Lost Sight
1x lantern bud, 3x organ

The survivor's scent sets others' teeth on edge. They gain the **Leader** fighting art and the **Anxiety** disorder.

Once per campaign, if the settlement has innovated **Sculpture** and **Song of the Brave**, they may perform the **Ballad of the Wallflower**.

Ballad of the Wallflower

As the song reaches its climax, the entire settlement is on the verge of understanding a hidden meaning when they mysteriously fall asleep. When they wake, the performers are found frozen in the moment, snoring soundly as strange petals peacefully sprout from their mouths and eyes.

-1d5 Population. Do not gain the benefits of your Death Principle. Increase the settlement's Survival Limit by 1. **Departing survivors** gain +1 understanding and +3 insanity.

Guest Reminder

The Guest is the survivor that had the Sleeping Virus Flower in their gear grid when they died.

A WARM VIRUS

Nominate a survivor that can **consume** to be the host. If that's not possible, the flower withers and this event ends.

The host presses the Virus Flower to their mouth, its delicate petals changing color to match their flesh. A cozy and inspired warmth fills their being as they gently push the flower by its stem **down their throat**.

Down their Throat - roll 1d10

Unable to channel the inspiration, the host roars into the darkness! **Departing survivors** each gain +1 courage. Then, welcome the guest.

1 2 3 4 5

If the settlement has **Graves** as their Death Principle, the host builds a small grave and tearfully bids farewell. Nominate a survivor with the least hunt XP. They are moved and gain the **Swordsman's Promise** secret fighting art. Then, welcome the guest.

The host vividly describes the warmth to the settlement. **Departing survivors** each gain +1 courage and +1 strength token. Then, welcome the guest.

6 7 8 9 10

If the settlement has innovated **Sculpture**, the host creates a grand throne from debris and trash. Completing it, they announce "One day, the King will come to claim this." The message sends a ripple of dread through the settlement. **Departing survivors** gain +5 insanity and a random fighting art. Then, welcome the guest.

Welcome the Guest

As the flower is digested, a virus enters the host's blood stream and travels to their brain. The host experiences a state of euphoria, as viral genomes are injected into the cells of their prefrontal cortex and pallium.

The host feels as if a satisfying itch within their skull has finally been scratched. That sensation is the last thing they experience as their original self.

The host's brain is rewritten, replacing the sum of their life with that of the Guest's.

The host loses all fighting arts, disorders, abilities, and impairments. Then, they gain all the Guest's fighting arts, disorders, positive attributes, and weapon proficiency levels (including type). They do not gain the Guest's abilities or impairments.

The host may choose to keep their name or take up the Guest's.

NECROTOXIC MISTLETOE

Small berried plants bloom all over the settlement, and airy pollen clusters dance in the lantern light as they fall from the atmosphere above. The ghostly scene is beautiful. The **returning survivors** feel their hearts lift and gain 5 survival.

As the settlement frolics, enjoying the phenomenon, a few members begin to feel sleepy. Cold-nosed and covered in pollen, they sit to the side and watch everyone play.

Nominate a health-conscious survivor. They gain +1 understanding, +1 courage and **check up** on their sleepy friends.

Check Up - roll 1d10

1 2

A survivor eats one of the berries, and within a matter of moments explodes in a fountain of gore and pollen. Some survivors, including the health-conscious survivor, are caught in the blast and begin to bloat. Together, they run into the darkness to detonate safely away from the others. - 4 population. The corpses are infected. Do not gain the benefits of the **Cannibalize** Death Principle.

3 4 5

One by one, the sleepy survivors' heads heave and split, spilling bloody seeds everywhere. -4 population. Unable to cope, the health-conscious survivor seeks refuge in the entrancing smell of the Fairy Ring and gains the **Flower Addiction** disorder.

6 7 8 9 10

The health-conscious survivor realizes that the necrotoxic mistletoe has invaded their flesh and they are the source of the epidemic. With a heavy heart, they leave with the infected survivors, never to be seen again. -4 population. Do not gain the benefits of your settlement's Death Principle.

If the settlement has innovated **Sculpture**, the health-conscious survivor uses tools to dissect and research the plants and their pollen. As the buds appear on their body, they manage the invasive plant and gain the **Acanthus Doctor** secret fighting art. Sadly, a few die from the infection. -2 population.

DUNG BEETLE KNIGHT

- Kingdom Death: Monster -

CREDITS

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DUNG BEETLE KNIGHT

Resourceful and hungry, this cunning species has evolved a knight's shape to fool both predators and prey. It rolls a massive resin ball formed from spit used to collect rare feces for its meals.

The Dung Beetle Knight is an extremely difficult foe. You will find that a little preparation goes a long way. The **Rumbling in the Dark** innovation will offer your settlement the opportunity to train before they face the Dung Beetle Knight. This is an opportunity that should not be missed.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Dung Beetle Knight sprues (includes survivor gear, Resin Dung Ball, and the Dung Beetle Knight Monster.)
34 x	Gear cards
41 x	Dung Beetle Knight AI cards
24 x	Dung Beetle Knight HL cards
11 x	Dung Beetle Knight Resource cards
5 x	Strange Resource cards
7 x	Dung Beetle Knight Hunt Event cards
1 x	Terrain card
2 x	Disorder cards
2 x	Fighting Art cards
1 x	Secret Fighting Art card
1 x	Armor Set Bonus card
3 x	Tactics cards
2 x	Innovation cards
1 x	Dung Beetle Knight Settlement Location
2 x	Dung Beetle Knight card dividers

Upgrade the Core Game

- Add the Dung Beetle Knight Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new terrain to the Terrain deck.
- Add the tactics to the Tactics Deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

Rumbling in the Dark, Showdown: Dung Beetle Knight, Spelunking of Death, Black Harvest, Underground Sow, and **Secret Meeting**

When a story event in this book is triggered, it is denoted by the preceding the event name.

Current Campaign

To add the Dung Beetle Knight to your current campaign add **Rumbling in the Dark** (a story event found in this book) to Lantern Year 8 on the timeline or the next year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end.

New Campaign

To add the Dung Beetle Knight to a new campaign, add **Rumbling in the Dark** to Lantern Year 8 on the timeline of your settlement record sheet.

Knight Expansions & Tactics Deck

The Dung Beetle Knight is a Knight expansion. Each Knight expansion includes a unique Tactics deck. Tactics provide survivors new ways to fight, using what they've learned from fighting Knights.

To add tactics to your campaign, a survivor in your settlement must gain the **DBK Errant Badge** gear. This gear is crafted at the **Wet Resin Crafter** settlement location included in this expansion.

The **DBK Errant Badge** allows a survivor to draw 1 random Tactics card at the start of each showdown. During the showdown, the badge-wearer may use the current tactic to help defeat their foes.

When you draw a Tactics card, place it in your play area. At the end of the showdown, archive all tactics cards.

Store tactics cards together in your game box as the Tactics deck.

Rules

Monster Level Symbol
The ★ symbol on all game cards and events refers to the monster's level. For example, the Dung Beetle Knight's **Feculent Drumming** AI card instructs all survivors to suffer ★+2 brain damage. In a showdown against a level 2 Dung Beetle Knight, this would be 4 brain damage.

On Collision
"**On collision**" is shorthand for when a monster, survivor, or terrain tile **collides** with something else. Cards that read "**on collision**" have special rules describing what happens when two things **collide**. Refer to the Kingdom Death: Monster core game for full **collision** rules.

Monster Targeting - Stinky Threat
The Dung Beetle Knight's keen sense of smell allows it to target **stinky** threats or survivors. Survivors become **stinky** as a result of carrying gear with the *stinky* keyword in their gear grids, or through status cards, disorders, or other effects that make them **stinky** targets.

Reminders & Clarifications

If a survivor suffers damage and no hit location is specified, roll a hit location die to determine where they are damaged.

Calcified Gear

This expansion includes double-sided gear cards: they have a normal side and a calcified side. Survivors must **Encase & Bury** normal gear during the **Underground Sow** story event to start calcification. They must **Unbury Gear** during the **Black Harvest** story event to gain the calcified gear.

Once gear is calcified, flip it to the calcified side. After calcification, the normal side of that gear cannot be used.

Each gear card must be calcified individually; it is possible to have both a Digging Claw and a Calcified Digging Claw. In that case, since they are different pieces of gear, they cannot be paired.

The Dung Beetle Knight gear includes new cards for the **Zanbato** gear. While this gear is made at the **Weapon Crafter** settlement location, it can be calcified using the **Underground Sow** story event

Hit Location Type - Parry

A parry hit location represents the monster skillfully deflecting an attack.

When attempting to wound Parry hit locations, all wound attempts fail unless the wound roll result is critical. This failure triggers any Failure reactions as normal.

Resin Dung Ball

This terrain is a unique physical model and has additional rules. It is represented by the Resin Dung Ball miniature on a 50mm base and counts as a terrain tile. It is often referred to as "the ball."

The Resin Dung Ball is moving terrain and has specific movement rules. It can also **collide** with survivors, monsters, and terrain, and has specific **collision** rules.

Resin Dung Ball & Dung Beetle Knight
The ball does not block the Dung Beetle Knight's line of sight (it is experienced with using it). The Dung Beetle Knight will not move through, be placed, or end its movement on the ball unless it suffers **knockback**.

Ball Collision with Monsters
The ball cannot be moved into a space occupied by a monster. If it would, stop the ball just before the monster (ending adjacent to the monster).

Ball Collision with Survivors
When the ball moves through a survivor, the ball and survivor **collide**. Apply normal rules for survivors **colliding** with terrain.

If the ball ends its movement on a survivor, they **collide** and the survivor suffers **knockback 5** (in the same way as monsters landing on survivors).

Ball Collision with Other Terrain
When the ball **collides** with another terrain tile, the ball destroys it (archive that terrain tile).
If the ball **collides** with **impassable** terrain, stop the

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ball just before the terrain tile, then destroy the tile. If the ball collides with the Nightmare Tree or an **indestructible** terrain tile, stop the ball's movement just before the terrain tile and do not destroy it.

Monster Knockback

The Dung Beetle Knight can suffer **knockback** just like a survivor. When it does, move the monster the indicated number of spaces away from the source of **knockback**. If this would move the monster into or over the Resin Dung Ball, stop the monster's movement just before it, then move the ball 1d10 spaces in the same direction the monster was traveling.

Resin Dung Ball & Other Monsters

The Resin Dung Ball may appear as terrain in showdowns with other monsters. Apply the following rules:

- The ball blocks monster field of view.
- Monsters may move through the Resin Dung Ball. They simply jump, step, or pass over it.
- If a monster ends its movement on the Resin Dung Ball, move the ball 1d10 spaces in the direction the monster was traveling.

Moving the Ball

When an AI card instructs you to move the ball towards a target or through a target, determine if the ball is moving straight or angled and then move it according to the following rules:

Straight: If you can draw a straight line in a cardinal direction from the ball to its target, move the ball along that path and stop its movement at the board edge.

Angled: If you cannot draw a straight line in a cardinal direction from the ball to its target, draw a line from the center of the ball to its target. The monster controller moves the ball along this path. If the ball would move off of the showdown board, continue its movement along the board edge instead. If movement is unclear, the monster controller decides it.

Incorrect angled movement
(ball must move along diagonal line)

Correct angeled movement
(using diagonal shorthand)

Move the ball towards the target: Move the ball the maximum distance rolled. Stop adjacent to the target.

Move the ball through the target: Move the ball the maximum distance rolled. Continue ball movement after reaching the target.

Burrowing into a Giant Stone Face

If the Dung Beetle Knight is placed on the Giant Stone Face while performing **Burrow**, it surfaces into the stone, stunning itself and destroying the terrain! Archive the terrain tile, ignore the effects of **Burrow**, and place the monster knocked down where the Giant Stone Face was. If a survivor is on the Giant Stone Face, they suffer ★ damage, **knockback 7** and are knocked down.

RUMBLING IN THE DARK

A low, constant rumble woke a woman sleeping on the ground. She quietly shifted her bedding aside and lowered her ear to the ground. Something strange was happening out in the darkness.

In a breathless moment, the woman's wonder overcame her fear and she set out to find the source of the tremors underfoot.

Nominate a female survivor.
That survivor gains
+1 permanent strength.

The woman followed her feet, feeling her way toward the rumble until it became a quake.

Ahead she saw a peculiar figure struggling to push massive sphere up a hill. The object appeared quite heavy and the creature faltered often, losing ground. Each time it did, it redoubled its efforts and rolled the massive weight back up the hill, shaking the ground anew.

At first glance, the struggle appeared clumsy and pathetic, but as she watched, the woman was taken by the creature's unrelenting perseverance. Even after the monster crested the hill and vanished, its noble form and simple mission stayed with her. Admiration was too weak a word to describe her feelings.

The nominated female survivor gains the **Vermin Obsession** disorder.

The woman quietly stole back into the settlement, waking no one. Although the others slept soundly, she remained awake, invigorated by witnessing such dedication and exertion.

She searched the settlement for the smoothest object she could find and began to roll it, emulating the monster. She would teach the settlement its ways, and show them perfect persistence.

Gain the **Round Stone Training** innovation.

You may now hunt the **Dung Beetle Knight**. Add it to the **Quarries** list on the settlement record sheet.

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SHOWDOWN: DUNG BEETLE KNIGHT

Quarry

There was once a lowly beetle that was hopelessly attracted to Phoenix droppings. Their strange qualities evolved the beetle rapidly. One day, the Phoenix migrated to a sacred grove and the beetle's food came under the fierce protection of a Flower Knight. The beetle emulated the knight in order to reach its meals without incurring the guardian's wrath.

Instinct: Defensive Spit Salve

If there are any, put an archived **Century Carapace** hit location card back on top of the hit location deck.

The monster flies back to its ball. Place it adjacent to the Resin Dung Ball with the ball in its blind spot.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	7	12	-	-

Baller · Power Forward · Separation Anxiety · Prepared Tunnels

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	7	6	1	7	14	+1	+1

Baller · Power Forward · Separation Anxiety · Prepared Tunnels · Heavy Load

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	8	9	2	8	18	+2	+2

Baller · Power Forward · Separation Anxiety · Prepared Tunnels · Heavy Load · Burrow

Tokens: +1 accuracy, +1 evasion

Showdown Setup

Legend

- Survivors
- Monster
- Resin Dung Ball
- Stone Columns
- Bug Patch

Terrain & Deployment

- 1 Resin Dung Ball terrain card, set up behind the monster.
- 2 Stone Column terrain cards, set up on the yellow spaces.
- 1 Bug Spot terrain card, set up on the purple space.
- Place the monster in the center of the board.
- Place survivors on any blue space.

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

Nominate 4 survivors. They discover the corpses of the defeated survivors just outside the settlement. The bodies are mere husks, missing their internal organs. The nominated survivors gain +1 insanity, a random disorder, and must **depart** the next settlement phase, if possible.

Rewards

The group investigates the large Resin Dung Ball and the network of tunnels beneath the battleground. Inside the ball they find a caustic, but mineral-rich, substance. Rolling aside the ball, they find passageways leading deeper underground. After collecting rewards, **Spelunking of Death**.

The group gains the following rewards:

Level	Reward
1	6 basic, 4 Dung Beetle Knight resources. 2 **Caustic Preserved Dung** strange resources.
2	7 basic, 6 Dung Beetle Knight resources. 3 **Caustic Preserved Dung** strange resources. 1 **Scell** Strange resource.
3	8 basic, 8 Dung Beetle Knight resources. 3 **Caustic Preserved Dung** strange resources. 1 **Scell** Strange resource. 1 **Calcified Juggernaut Blade** rare gear.

The first time the settlement defeats the Dung Beetle Knight after they innovated **Storytelling**, add **Secret Meeting** to the timeline 2 years from now.

Beneath
a secre
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SPELUNKING OF DEATH

The group investigates the monster's network of tunnels and are inspired by the rich vegetation.
If your settlement does not already have it, gain the **Subterranean Agriculture** innovation.
Nominate up to 4 victorious survivors from the last showdown to be spelunkers. One at a time, each spelunker rolls 1d10 on the table below.

7+

Beneath a passage of bones, you find a secret entrance and are compelled to attempt the **Trial of Valor**.

5 6

If you have a pickaxe, you find a corpse clutching something tightly to its chest. Gain 1 **Skull** basic resource and 1 **Iron** strange resource.

Otherwise, gain +1 courage.

2 3 4

You find the remnants of an abandoned Resin Dung Ball.

Gain 1 **Preserved Caustic Dung** Dung Beetle Knight resource

1

The passage collapses, burying you. You die. End this event.

Trial of Valor

Roll 1d10, adding half your courage (rounded up).

1 - 2	You die. Your corpse is incinerated. Archive your gear.
3 - 7	You fail, but master your fears. Gain +1 courage.
8 - 9	You fail, but grow stronger. Gain +1 permanent strength.
10+	You have passed and may attempt the Trial of Wits.

Trial of Wits

Roll 1d10, adding half your understanding (round up).

1 - 7	You die. Your corpse is mysteriously found in the settlement.
8 - 9	You fail, but feel an unseen gaze. Gain +1 permanent luck.
10+	Gain the **Hidden Crimson Jewel** rare gear. If the settlement already has it, gain up to 3 fighting arts of your choice instead, as a voice only you can hear floods your mind with knowledge.

UNDERGROUND SOW

The settlement laboriously works the ground. **Prepare the Farm**.
In addition, you may **Encase & Bury Gear**.

Prepare the Farm

Nominate 1 or more survivors to be Farmers. A survivor cannot be a Farmer if they have already endeavored elsewhere this settlement phase. All Farmers toil underground, pulling nightmare weeds and fighting seed-eating insects.

The Farmers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.
Roll 1d10, adding the number of Farmers to the result.

1d10	Result
1 - 6	All Farmers die, nourishing the soil. Add ☗ 📖 **Black Harvest 1** to the timeline 4 years from now.
7 - 14	Add ☗ 📖 **Black Harvest 1** to the timeline 4 years from now.
15+	The Farmers zealously clear the underground farm with aid from the settlement. Add ☗ 📖 **Black Harvest 1** to the timeline 3 years from now and gain 2 random vermin resources. All Farmers and **departing survivors** this year gain the **Vermin Obsession** disorder.

Encase & Bury Gear

Nominate 1 or more survivors to be Embalmers. A survivor cannot be an Embalmer if they have already endeavored elsewhere this settlement phase. The Embalmers carefully construct casings and bury gear deep in mineral-rich soil.

The Embalmers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.

For each Embalmer, select 1 gear with the **mineral** keyword and spend 1 **Preserved Caustic Dung** strange resource. For each piece of gear selected, roll 1d10.

1d10	Result
1 - 4	Your casing is imperfect. Spend 1 bone to create a bonemeal patch for it. If you do, **bury the gear.** Otherwise, your casing breaks and nothing happens.
5+	You **bury the gear.** Gain +1 understanding.

Bury the Gear
The gear has been expertly buried. Indicate this on the settlement storage and archive the gear. Gear may be recovered during the **Black Harvest** story event.

BLACK HARVEST

The settlement nominates a survivor to be the Gatherer. The Gatherer performs one of the following events, depending on the level of Black Harvest. In addition, the settlement may **Unbury Gear** that they encased and buried in the **Underground Sow** story event.

Rotten Acanthus - Level 1

The Gatherer descends into the darkness. They inhale dangerous vapors, gaining +2 insanity and a random disorder. They return with armfuls of rancid ferns. Picking through them, the settlement finds 2 **Fresh Acanthus** strange resources. If the Gatherer has **Legendary Lungs**, they are able to go deep enough to find a half-digested White Lion corpse. Gain 1 random White Lion resource.

This Settlement Phase:
- **Departing survivors** gain +2 survival.

Nightmare Corn - Level 2

The Gatherer descends into a tunnel. They return with baskets brimming with Nightmare Corn. If the Gatherer has **Zero Presence**, they harvest safely. Otherwise, kernel growths appear on their spine. Gain the **Motion Sickness** disorder.

This Settlement Phase:
- You may craft gear at the Wet Resin Crafter which needs Nightmare Corn.
- **Departing survivors** gain +2 survival.
- **Departing survivors** that can consume gain 1 to all hit locations.

Vampiric Artichoke - Level 3

The Gatherer descends with a team to harvest; the Gatherer is entrusted to serve as bait. The team manages to return with a prized Vampiric Artichoke. Roll 1d10. On a result of 1-8, the Gatherer's blood is drained by the bizarre plant and they die. Regardless, the settlement feasts!

This Settlement Phase:
- You may craft gear at the Wet Resin Crafter which needs Nightmare Corn.
- You may craft gear at the Wet Resin Crafter which needs Vampiric Artichoke.
- **Departing survivors** that can consume gain 1 to all hit locations.
- **Departing survivors** gain survival up to the survival limit.
- Ignore 1 ingredient from any **Cooking** recipe.

Unbury Gear

Nominate 1 or more survivors to be Restorers. A survivor cannot be a Restorer if they have endeavored elsewhere this settlement phase. They carefully unbury the encased gear and gingerly work to free the item without damaging it.

All Restorers are exhausted by their task. They cannot **depart** or spend endeavors this settlement phase.

Each Restorer selects 1 buried gear from storage and rolls 1d10. The group may archive a **Scell** strange resource to add +4 to all Restorer's roll results this year.

1d10	Result
1 - 4	You ruin the item. If the settlement innovated **Sculpture**, you refuse to return empty-handed and artfully use the remains. Gain the **Trash Crown** rare gear. In all cases, toiling in the encased gas poisons you. You die at the end of this settlement phase.
5 +	**Successful Calcification!** You are heralded as a master Restorer. If you have 0 Hunt XP, you cherish this moment forever! Draw 3 random fighting arts and select 1 to gain.

Successful Calcification
The gear is unburied. Remove it from storage and gain its calcified side. The gear is forever changed; you may only use its calcified version.

SECRET MEETING

Nominate the survivor with the least hunt XP and follow **Part 1**.

Part 1

Once, there was a boy that made friends with a monster. They often met in secret and played many games. The monster was very important to the boy and he told no one about it.

"Why do you like to come and play?" the boy asked the monster. "Well," said the monster, "my mind is very old. I have forgotten most of my life and soon I will remember nothing at all."

"Does it hurt?" asked the boy. "Yes," replied the monster. "You help me to remember my life and that brings me comfort." "Will you always come and play?" "I promise... whenever I remember."

The nominated survivor gains +1 understanding and the **Secretive** disorder. Add "**Secret Meeting - Part 2**" to the timeline 1+1d5 years from now.

Part 2

Nominate a survivor with the **Secretive** disorder and 3+ hunt XP. If there are none, end this story event.

It was during a heavy downpour that the monster and the boy, now a man, met again. The man's lantern reflected off the monster's brilliant, iridescent shell.

"Thank you for being my friend," said the monster. "I have brought something very sacred to my kind." The monster shoved shimmering poo down the survivor's throat. "Eat it and grow strong. If I return here again, you must kill me — all that I am is nearly gone."

The survivor and the monster embraced hands in the dark rain, sharing a silent farewell.

The nominated survivor gains the **Beetle Strength** secret fighting art, +2 permanent strength, and +1 permanent speed.
Add **Secret Meeting - Part 3** to the timeline 2 years from now.

Part 3

The monster waits for its death on the outskirts of the settlement — a silent statue that knows only its final resting place.

Add the **Old Master** to the Quarry list.

Old Master

Level		Mov	Tgh	Spd	Dmg
4	Custom Deck List	9	25	+2	+5

Ⓢ Life(25)
Ⓢ Heavy Load
Ⓛ Sword Master
Ⓢ Burrow
Ⓢ Baller
Ⓢ Power Forward
Ⓢ Berserker
Tokens: +1 Accuracy, +3 Luck

CUSTOM AI DECK LIST

1x Backspin Shot
1x Smash Shot
1x Feculent Drumming
1x Resin Plated Right
1x Resin Hilt Bash
1x Resin Sword Slash

TYPE: Dung Beetle Knight.
HUNT: Skip directly to showdown.
TERRAIN & DEPLOYMENT: Normal Dung Beetle Knight setup.
SPECIAL: If the monster suffers a wound from the Beetle Strength fighting art, it remembers for a moment. It suffers 4 additional wounds and is knocked down.
VICTORY: +1 Hunt XP, +3 Weapon Proficiency, + Level 3 Dung Beetle Knight rewards. Add 4 Elytra to settlement storage. Remove **Old Master** from the Quarry list, it cannot be hunted again.
DEFEAT: The survivors never return home.

LION GOD

- Kingdom Death: Monster -

Credits

Kingdom Death: Monster created by Adam Poots

Monster Programming: Zach Moroni
Game Design: Adam Poots, Anna Poots, Zach Moroni
Art: Zeen, Lorinda Tomko, Lokman Lam, Yasmine Putri, Danny Cruz
Miniature Sculpting: Jacques Alexander Gillois, Jonah Gilbert
Playtesting and QA: Zach Moroni, Scott Copeland, Zachary Barash, Stanley Adecla, Zac Clark, rotating KD testing team.

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LION GOD

Warped for millennia by the tormenting whispers of an evil parasite, the last great ruler of the Silver City would be unrecognizable to their subjects if any were alive to see them today. Lacking the faintest glimmer of its former glory, the Lion God stalks the dead streets of its once-bustling kingdom in a mindless rage. Anything that comes within reach of its filthy, petrified claws is eaten or destroyed.

Use the maze-like terrain to your advantage, as the Lion God is fearsome and difficult to engage directly. If you manage to survive one of its brutal attacks, it might be wiser to play dead than to expose yourself to another attack.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Lion God sprues (includes survivor gear and the Lion God Monster.)
9 x	Gear cards
32 x	Lion God AI cards
20 x	Lion God HL cards
5 x	Strange Resource cards
8 x	Lion God Hunt Event cards
2 x	Terrain cards
5 x	Terrain tiles
4 x	Disorder cards
4 x	Fighting Art cards
1 x	Secret Fighting Art card
1 x	Innovation card
2 x	Lion God card dividers

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Upgrade the Core Game

Add the Lion God Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.

- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear to the game box.
- Add the new terrain to the Terrain deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

The Silver City, **Showdown: Lion God**, **Necropolis**, **The Knowledge Worm**, **A Gracious Host**, and **Death Reading.**

When a story event in this book is triggered, it is denoted by 🌑📖 preceding the event name.

Current Campaign

To add the Lion God to your current campaign, add 🌑📖 **The Silver City** (a story event found in this book) to Lantern Year 13 on the timeline, or the next year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end.

New Campaign

To add the Lion God to a new campaign, add 🌑📖 **The Silver City** to Lantern Year 13 on the timeline of your settlement record sheet.

New Rules

★: Monster Level

The ★ symbol on all game cards and events refers to the monster's level. For example, the **Holy Utterance** AI card instructs all survivors to suffer ★+3 brain damage. In a showdown against a level 2 Lion God, this would be 5 brain damage.

New Terrain Rules

The Lion God expansion includes 2 new terrain cards and 5 new terrain tiles. The **Sinkhole** terrain card introduces a new terrain special rule: **Indestructible**. A terrain that is Indestructible cannot be destroyed or removed from the showdown board for any reason until the end of the showdown.

Manipulating Terrain

Many of the Lion God's AI cards manipulate the terrain tiles on the showdown board. Most often, these AI cards instruct the Lion God to throw terrain tiles or pick them up and crush survivors with them. When terrain moves into or is placed in a space occupied by a survivor, they **collide** with each other. Apply normal rules for survivors colliding with terrain.

When the Lion God moves a terrain tile, the monster controller chooses its movement path the same way they would choose a monster's. The Lion God may move terrain tiles through itself if that is the most direct route between the terrain and the survivor. It may also place terrain tiles under itself.

A terrain tile being placed on the showdown board destroys and archives all previously existing terrain tiles under it as long as none have the **Indestructible** rule. If a terrain tile would be placed on an Indestructible terrain tile, place it in the nearest space adjacent to it instead.

Necromancer Secret Fighting Art

The **Necromancer** secret fighting art is gained when a survivor in your settlement ingests the Knowledge Worm – the parasite that dwells in the Lion God – and becomes its new host.

As the worm torments their mind and replaces their bone marrow with silver, the suffering they endure gives the Necromancer unique insight into the nature of death itself. They gain a bonus on the **Death Reading** story event and from the event's rare gear.

In order to protect itself, the Knowledge Worm alters the physical form of its host. If the Necromancer would roll on the severe injury table at any time, they instead roll on the **Worm Trauma** table on the back of the fighting art card. Any actions or events that instruct them to suffer a specific severe injury remain unchanged.

The Knowledge Worm is resilient. If the Necromancer dies, loses the Necromancer fighting art, or loses the ability to use fighting arts, it returns to the settlement and the survivors regain the **Knowledge Worm** innovation. This includes cases where the Necromancer is **hamstrung** or even **frenzied**.

THE SILVER CITY

Once, there was a boy that loved his mother. When she fell ill, he stayed at her bedside every night, entranced by her tall tales of a silver god living alone in an ancient city buried deep underground.

Nominate a male survivor with less than 3 Hunt XP.

When the elders were not watching, he would steal into the darkness in search of the lost Silver City. The boy knew that if he found the silver god from his mother's stories, he would tell him how to make her better so she could hunt once again.

One day, the boy saw a silver lantern flying through the air.

He chased it deep into the darkness. The lantern vanished into a crack, and the boy followed it.

When he finally emerged, he saw it. Spread out before him were the ruins of a strange city. The walls and floors were covered in strange silver writing that his lantern light reflected off of. "The silver god must be close!" he thought, and ran home excitedly to tell his mother.

Sadly, she passed while he was gone.
No one believed his story about the
strange city or the silver god.

The nominated survivor gains the
Stark Raving disorder.
You may now hunt the **Lion God**.
Add it to the **Quarries** list on the
settlement record sheet.

There was
their body
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SHOWDOWN: LION GOD

Quarry

There was once a ruler that outlived their kingdom. As their body began to petrify, they were visited by a worm that offered them power in exchange for their memories. Now a mindless beast, silver oozes from its nails and warps its bones as it rages in the ruins of its city, always in pain.

Instinct: Mourn

If there are no impassable terrain tiles, monster gains +1 damage token.

Otherwise, move the Lion God to the closest impassable terrain tile. If it ends its movement adjacent to the tile, archive it and all non-deaf survivors suffer ★+1 brain damage.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	7	1	8	14	-	-

S Whiplash S Hollow Earth S Heft

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	11	8	1	9	16	+1	+1

S Whiplash S Hollow Earth S Heft
S Divine Prowess Tokens: +1 luck.

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	14	9	2	10	21	+2	+3

S Whiplash S Hollow Earth S Heft S Divine Prowess
S Immaculate Intuition Tokens: +1 evasion, +2 luck.

Showdown Setup

Legend

- Survivors
- Monster
- Stone Columns
- Toppled Pillars
- Giant Stone Faces
- Lion Statues

Terrain & Deployment

Set up the following terrain tiles according to the diagram above:
- 4 Stone Columns, in the green areas.
- 2 Toppled Pillars, in the orange areas.
- 2 Giant Stone Faces, in the purple areas.
- 4 Lion Statues, in the yellow areas.
- Set up the monster in the center of the board.
- Set up the survivors anywhere in the blue areas.

Rewards

When the Lion God is defeated, if the settlement does not have the **Knowledge Worm** innovation or a **Necromancer**, **Knowledge Worm**. The group gains the following rewards:

Level	Reward
1	1 **Necromancer's Eye** rare gear 8 basic resources, 1 **Iron** strange resource
2	1 **Golden Plate** rare gear 10 basic resources, 2 **Iron** strange resource
3	1 **Lion God Statue** rare gear 12 basic resources, 3 **Iron** strange resources

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The destruction can be seen all the way back at the settlement. Play **Lights in the Sky** during the next settlement phase instead of drawing from the Settlement Event deck.

If the settlement has **Memento Mori** when they defeat the Lion God, their feelings of triumph become laced with empathy and sadness.

Any victorious survivor may spend one relic resource. Any who do, gain an additional +2 Hunt XP and +4 courage or understanding.

- Story Event -

NECROPOLIS

A frantic dive into the unknown.

You dive into the **Ventilation Shaft**.
Escape ends this event.

Ventilation Shaft - roll 1d10

1, 2, 3 — While scrambling down the ancient shaft, the floor suddenly gives way! You plummet deep and are **trapped in a pit**.

4, 5, 6, 7 — Partway down you find cryptic symbols are thickly scratched into the stone walls. If you have 8+ Hunt XP, you plunge into the Grand Gallery. Otherwise, escape.

8+ — The symbols in the passageway portray a kingdom of strength and majesty populated by lion-like beings. As you run your hands across a symbol, part of it loosens and comes free, revealing a cache.

Gain the **Old Blue Box** strange resource and descend to the Grand Gallery.

Grand Gallery - roll 1d10

1, 2 — The hall leading to the gallery is in disrepair. Sprinting through it, you are taken by darkness and **trapped in a pit**.

3, 4, 5 — A fresco covers the ceiling, depicting creatures with the appearance of men, but filled with something sinister. Staring upwards, you slip into a Ventilation Shaft.

6, 7, 8, 9 — Giant stone buildings jut out through gold smoke. Gain the **Triptych** strange resource. If the Lion God is Level 2+, descend to the Catacombs. Otherwise, you **escape**.

10 — Gain 1 **Broken Lantern** basic resource and descend to the Catacombs.

Catacombs - roll 1d10

1, 2, 3, 4, 5, 6 — In a vast chamber, golden sarcophagi are strewn about like rubble. As you navigate the dead, the smell of incense and flesh makes you feel sick. You black out, only to awaken **trapped in a pit**. If **insane**, gain the **Canopic Jar** strange resource.

7+ — Metallic bloodstains can be seen against deep gashes in the floor. Gain the **Silver Urn** strange resource. If the Lion God is Level 3+, you recognize this sad place as a monument to loss and descend to the **God's Chamber**. Otherwise, you escape.

God's Chamber - roll 1d10

1, 2, 3, 4, 5 — Staggering amounts of gold and steel take on twisted forms and bear the marks of the Lion God's frustration. Gain 1 **Iron** strange resource. You may **escape** now or suffer a random brain trauma and roll again on this table.

6+ — Nearly everything in the crowded room is mauled beyond recognition by tooth and claw. Only a sarcophagus in the center remains untouched. Gain the **Sarcophagus** strange resource and escape.

Trapped in a Pit

Gain 1 bleeding token. A survivor adjacent to the **Sinkhole** must spend 1 survival to save you. If they do, you escape. If they do not, or if you are the last survivor on the showdown board, you die.

Survivors trace a bulge moving from the Lion God's chest up through its neck. As it regurgitates a disgusting worm the size of a small child. The worm's skin oozes silver and glows light blue in the darkness of the ruins. The survivors are equally overcome by revulsion and intrigue, as the worm writhes and gurgles on a landing above them. Nominate a victorious survivor to **Climb the Staircase**.

THE KNOWLEDGE WORM

The survivors approach the defeated Lion God.
its expression serene as a massive worm slithers from its mouth.

Climb the Staircase - roll 1d10

1 2 3 4

A deathly voice rings clear. Compelled by the worm, the victorious survivors fight each other like animals. If there are more than one victorious survivors, each rolls 1d10. The lowest-rolling survivor is killed. The highest-rolling gains the **Ruthless** fighting art and carries the worm back to the settlement.

Gain the **Knowledge Worm** innovation.

5+

As they walk up the steps, the survivor is disarmed by a vibration in the air. Horrified as they are by the sight of it, the closer they get, the more overcome they are by pity for this bizarre, yet helpless, creature. The others waiting below are nauseated at first when the survivor picks up the worm and holds it in their arms as if it were their own offspring. However, it doesn't take long for the spell to take root in them after the worm is carried back down the steps. Nobody can say why, but everyone agrees the worm is important. Together, they carry it back to the settlement.

Gain the **Knowledge Worm** innovation.

If the settlement has **Accepted Darkness**, violence follows the worm everywhere the survivors take it. In addition to the normal 1-2 result, play **Skull Eater** next settlement phase instead of drawing from the deck. The survivor with **Ruthless** also gains the following ability:

Marrow Hunger: When the **Murder** or **Skull Eater** settlement events are drawn, this survivor is nominated.

A GRACIOUS HOST

The worm's whispers overwhelm you, compelling you to consume it.

The worm's arrival in the settlement coincided with a dark feeling in the back of your mind, a feeling that has only grown over time. As the days went by, you found yourself alone with the worm more and more often, standing over it in a stupid, hypnotic state. Embarrassed and confused, you kept this behavior a secret from the settlement until it was too late.

Nominate the survivor with the highest insanity (randomize in the case of ties) to **Ingest**.

Ingest - roll 1d10

1 2

Your eyes bulge as the worm's toxins course through you. Your veins burst, emptying out into a pool of silver. You are dead. Add 2 **Broken Lantern** resources to the settlement's storage.

3 4 5 6

Just as you are about to eat the worm, you hesitate as if snapping out of a trance. Your mind clear, you suddenly find yourself face-to-face with the horrific parasite. Screaming, you cast it to the ground. As it slithers away, you wonder why you didn't kill it.

If the settlement innovated **Sacrifice,** you face your fate without hesitation. Proceed to **Death's Embrace**!

7 8 9 10

Death's Embrace

You feel your jaw dislocate, and the blood vessels in your throat and chest cavity burst as the gigantic worm somehow forces its way into your body. Your veins burn as if being replaced by currents of white-hot silver. Through the agony, you suddenly understand the source of the Lion God's immortality... and madness.

The settlement loses **The Knowledge Worm** innovation. Archive it and gain the **Necromancer** secret fighting art!

DEATH READING

A ritual deciphering of ancient artifacts.

Nominate a survivor and follow the instructions corresponding with the strange resource used to trigger this event.
When instructed to roll a d10, Necromancers may choose their result without rolling.

Old Blue Box

The old blue box contains dry, painted bones wrapped in medicinal gauze and adornments. Some of the bones are fossilized. When heated, the others billow thick gold smoke into the air. The smoke's tendrils surround you, immersing you in visions. Gain the **Ancient Lion Claw** *rare gear and roll 1d10. On a 4+, you* **comprehend the smoke**. Otherwise, you are dead.

Comprehend the Smoke

You cough uncontrollably as the smoke fills the room until nothing can be seen but the glow of the heated lantern. Disoriented, you sense a hostile presence just before it strikes. Dodging a flurry of claw-like blades, you focus on the lantern light and feel as if you are able to predict your assailant's movements. With a heavy vibration, the lantern light transforms into a symbol. By keeping your eyes closed, you are able to copy the symbol down after the smoke clears. Gain the **Lantern Mehndi** rare gear.

Triptych

When opened, you look upon a three-panel painting of a beautiful, desolate landscape. While staring at it, you begin to daydream. You wander in it for weeks, until you come to a clearing with a tree. Gaze upon it and roll 1d10.

On a 3+, you **trace branches**. *Otherwise, your fellow survivors enter your chamber after waiting outside for several hours. They find only the closed triptych and one of your teeth, still wet with saliva. You are dead.*

Trace Branches

The tree's branches are arranged in an oddly familiar symbol. Suddenly, it shakes as if roused from slumber. With a creak resembling a sigh, piles of human bones slide out from between its roots. Suddenly, you snap out of the daydream and find only a few moments have passed. In the center of the triptych is the tree in your dream and the symbol. Gain the **Glyph of Solitude** rare gear.

Canopic Jar

The jar is filled with a red-black fluid that doesn't resemble any blood you've ever seen before. Entrails bob and swim through it like hungry fish. Upend the jar on your head and roll 1d10. The blood sticks to your skin, spreading when you try to rub it off. You panic. On a 4+, you **see red**. Otherwise, the blood boils, separating flesh from bone. You die screaming.

See Red

The harder you try, the more it spreads and the angrier you become. After a moment, your whole body is covered and your mind sees only visions of rage. You black out for hours, raging in the room until everything in it is reduced to splinters and powder. When you are finally done, you come to and see a symbol on the wall written in blood. Gain the **Butcher's Blood** rare gear.

Sarcophagus

You stare into the unblinking eyes of an enormous mummified lion head. Without warning, a gigantic insect springs forth from one of its eye sockets and stings your hand! Your vision dims as the venom courses through your veins. **Greet Death**.

Greet Death

Feverish and bedridden for days, you hallucinate terrifying men who possess beautiful armor and the claws of beasts. When the fever breaks, you find that all of your hair has been torn out and a strangely shaped scar has taken root on your forehead. Gain the **Death Mehndi** rare gear.

Silver Urn

The urn is heavier than expected, and the ashes inside are warm despite the urn's coolness. As you bend your head towards them, they swirl and take on a tentacled form. Startled, you inhale deeply and roll 1d10. On a 3+, you **invite the dust**. Otherwise, your head fills with immense pressure, forcing your eyes out of your skull. Suffer the **blind** severe head injury twice.

Invite the Dust

The urn's contents overwhelm your senses. In the haze, you are surrounded by painted figures who teeter on the edge of life and death. As they moan, the insides of your head begin to feel sharp. You scream and pass out. When you awaken, the urn's ashes are gathered on the floor in a distinct pattern that you quickly copy down. Gain the **Bone Witch Mehndi** rare gear.

Dragon King

- Kingdom Death: Monster -

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Dragon King

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Dragon King

The Dragon King's species is long dead. It remains alone, clinging to the memories of its once mighty race.

Its destructive moods swing wildly from impotent rage to obsessive nostalgia. It stalks the darkness, lashing out at anything it meets.

Survivors that run across the moody monster usually fall prey to the unseen waves of ruinous pain that emanate from the monster's glowing heart.

Those survivors lucky enough to drive off the monster will be amply rewarded with a trove of new armaments crafted from the abandoned husk of the monster's body.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Dragon King sprues (armor kits, the Dragon King monster, and the Tyrant monster.)
50 x	Gear cards
10 x	Rare gear
24 x	Dragon King AI cards
23 x	Dragon King HL cards
21 x	Dragon King Resource cards
28 x	Tyrant AI cards
21 x	Tyrant HL cards
1 x	Tyrant Terrain card
3 x	Strange Resource cards
8 x	Dragon King Hunt Event cards
2 x	Terrain cards
2 x	Terrain tiles sheets
4 x	Disorder cards
4 x	Fighting Art cards
2 x	Secret Fighting Art card
8 x	Constellation cards
1 x	Armor Set Bonus card
5 x	Innovation cards
1 x	Weapon Specialization/Mastery Card
2 x	Settlement Locations
3 x	Card dividers

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Dragon King Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the Tyrant Card Divider, AI, Hit Location, Special Terrain, and Constellation cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new terrain to the Terrain deck.
- Add the new innovations to the innovation cards in the game box (not your settlement's deck).

When a story event in this book is triggered, it is denoted by preceding the event name.

Two Ways to Play

This expansion includes two monsters with unique AI and Hit Location decks and two distinct ways to add them to your game.

The massive Dragon King may be added to any Core Game campaign (details below). It is a huntable monster with unique resources to collect and gear to craft.

The Tyrant is the Dragon King's human form. You will only encounter this monster as part of the People of the Stars campaign.

Add to Your Campaign

To add the Dragon King to your current campaign, add **Glowing Crater** (a story event found in this book) to Lantern Year 8 on the timeline. If your campaign is beyond year 8, add it to the next year on the timeline.

New Rules

Double-sided Terrain Tiles

The Dragon King expansion introduces double-sided terrain tiles (Lava Pools/Obsidian Towers). These terrain tiles have 2 corresponding terrain cards. During the Dragon King showdown, these terrain tiles flip after they are placed. Use the rules on the terrain card corresponding to the currently visible side of a terrain tile.

If the **Lava Pool** or **Obsidian Tower** terrain cards are drawn in another monster's showdown, use only the side of the terrain tile corresponding to the terrain card you drew.

Special Terrain Cards

The Tyrant's showdown uses a **Gate** *special terrain card with rules for Gate terrain tiles only used during the Tyrant showdown. Do not shuffle this into the Terrain deck.*

Knockback and Knocked Down

The Dragon King is too massive to be moved by a mere survivor. It is immune to any **knockback** *and cannot be* **knocked down.**

Monster Level Symbol ★

The ★ symbol on all game cards and events refers to the monster's level. For example, the Dragon King's **Lordly Roar** *instructs the target to suffer ★ + 3 brain damage. In a showdown against a level 2 Dragon King, this would be 5 brain damage.*

Scythe Weapon Proficiency

This expansion has a new weapon type and a corresponding weapon specialization/weapon mastery card. Scythe can now be nominated by survivors for weapon proficiency.

People of the Stars Campaign

The People of the Stars is designed as a stand-alone campaign. It is not intended to be added to a standard campaign or for use with any other expansion monsters.

Adopted by the Tyrant, the last of the People of the Stars, the survivors must grow their settlement to please its desire to leave an enduring draconian legacy before he passes.

This campaign follows a group of survivors that establish their settlement near the Tyrant's **Throne** *instead of a* **Lantern Hoard**. *Under the watchful gaze of the Tyrant you will build a different settlement, follow a different timeline, and develop new innovations. New types of survivors, People of the Stars, will emerge.*

New Survivor Record Sheet

When you create survivors in this campaign, use the new survivor record sheet (included in this book and at sheets.kingdomdeath.com).

The new record sheet contains information about your survivors' progress through this campaign's new goals.

New Settlement Record Sheet

Complete the **First Story** prologue as normal. When you begin the first settlement phase, use the Dragon King settlement record sheet (included in this book and at sheets.kingdomdeath.com).

The new record sheet contains an alternate timeline with a mix of new story events and events from the *Kingdom Death: Monster* core game.

Story Events in the Campaign

In some cases you will replace existing core game story events with new versions in this book, and in other cases you will ignore events from the core game altogether.

Replaced Story Events

If you are instructed to trigger any of the listed story events, replace these story events as follows:

📖 **Returning Survivors** → 🕸📖 **Foundlings**
📖 **Bold** and **Insight** → 🕸📖 **Awake**
📖 **Intimacy** (Core Game) → 🕸📖 **Intimacy**

Removed Story Events

Some story events are not intended to be used in this campaign. **Hands of Heat**, **Regal Visit**, **Armored Strangers**, **Watched**, and **Nemesis Encounter - Watcher** have all been removed from the timeline.

If an event or card would cause you to add/trigger one of these events, do nothing instead. For instance, choosing the **Barbaric** Conviction Principle would usually add **Hands of Heat** to the timeline, and the 1 result on the **Records** innovation would move **Nemesis Encounter - Watcher** on the timeline. In both cases, simply ignore the results.

Innovations in the Campaign

The People of the Stars learn and discover different aspects of the world than those living near a Lantern Hoard.

Removed Innovations

Remove the following innovations from the pool of possible innovations: **Language**, **Lantern Oven**, **Family**, and **Clan of Death**.

New Innovations

The People of the Stars campaign starts with the **Dragon Speech** innovation, as noted on the **Foundlings** story event.

Bloodline and **Empire** are new *home* innovations. The **Radiant Orb** takes the place of the **Lantern Oven** as your settlement's source of heat, but unlike the Lantern Oven, it can only be gained when granted by story events. Finally, **Arena** is a new *education* innovation that is added to the innovation deck as a **Nightmare Training** consequence.

Dragon Traits and Constellations

Dragon Traits are a collection of abilities, fighting arts, attribute modifiers, disorders, secret fighting arts, and surnames that survivors gain throughout the campaign.

Dragon Traits are listed in the Constellation section of the survivor record sheet. Throughout this expansion, Dragon Traits are mentioned in **bold, red text** to remind players to mark them on their record sheet as they are gained.

Once marked, Dragon Traits are permanent. Even if a survivor loses the original source of that trait, they are still considered to have that Dragon Trait. For example, curing the **Destined** disorder by endeavoring at **Bed** does not remove the Dragon Trait.

When a survivor has four Dragon Traits in a row (vertically or horizontally), they trigger the **Faces in the Sky** story event and gain a constellation. When survivors gain a constellation, they become one of the People of the Stars.

Constellations are powerful upgrades available only to the People of the Stars. The exact constellation gained depends on which 4 Dragon Traits were used to complete a row or column. For example, a survivor who triggers the event by having the **Oracle's Eye** ability, the **Unbreakable** fighting art, 3+ strength, and 9+ courage, gains the **Goblin** Constellation.

Survivors can only have one constellation. Once a survivor has gained a constellation, they no longer record new Dragon Traits on their record sheet. If a survivor would gain two or more constellations at the same time, they choose which of them to gain.

The Tyrant

Periodically, the Tyrant will test the settlement's prowess, guiding their development towards People of the Stars and evaluating their progress. Failing to measure up to its expectations often has dire consequences.

Part of these tests are special nemesis encounters. However, the Tyrant is not a traditional nemesis monster, and the survivors may only face it when it is explicitly listed on the timeline of the settlement's record sheet.

Do not add the Tyrant to the Nemesis Monster list on the settlement record sheet. When choosing to fight an unspecified nemesis, you may not select the Tyrant. Furthermore, the settlement cannot choose to face the Tyrant via a special showdown (such as by using the **Heart Flute**) or use the monster as the basis for the **Hunt Reenactment** settlement event.

Tyrant Showdown

Move into Range and Attack

The Tyrant has **Range: 3** and uses **Move into Range and Attack** actions. When the monster is instructed to **Move into Range and Attack**, end the monster's movement 3 spaces away from the target. If the monster is less than 3 spaces away, move it until it is exactly 3 spaces away.

Expansion Glossary

Acid Palms: Add 1d10 strength to your wound attempts when attacking with Fist & Tooth.

Heart of the Sword (Storm): If you gain weapon proficiency during the Aftermath, gain +3 additional ranks. You cough up a hunk of your own solidified blood and gain +1 Iron strange resource.

Iridescent Hide: Gain + 1 at all hit locations for each different-colored affinity in your gear grid.

Limb-maker (Sculptor): Once per settlement phase, spend 2 ✪ to carve a prosthetic limb. Remove a survivor's dismembered injury and add 1 bone to the settlement's storage.

Oracle's Eye: At the start of the showdown, look through the AI deck then shuffle.

Presage (Witch): Each time you attack, before drawing hit locations, loudly say a name. You lightly bite the eye in your cheek to see what it sees. If you draw any hit locations with that name, gain +3 insanity and +10 strength when attempting to wound them.

Pristine: When you suffer a **dismembered** severe injury, ignore it and gain 1 bleeding token instead.

Psychovore (Reaper): Once per showdown, you may eat an adjacent survivor's disorder. If you do, remove the disorder. They gain 1 bleeding token and you gain +1 permanent strength. At the end of the showdown, if you haven't eaten a disorder, you die.

Rooted to All (Absolute): If you are standing at the start of your act, reveal the top 2 cards of the AI deck and put them back in any order.

Twelve Fingers (Gambler): You cannot carry two-handed gear. On a Perfect hit, your right hand pulses. Gain +5 insanity and +1 luck for the attack. However, for each natural 1 rolled when attempting to hit, your left hand shakes. Suffer 5 brain damage and -1 luck for the attack.

Way of the Rust (Rust): Your bleeding tokens are also +1 evasion tokens.

GLOWING CRATER

A secret glimpsed becomes an obsession.

A fiery light slices through the sky.

Nominate a survivor. They are the only witness.

The witness sets out into the dark, certain that their fate awaits in the place the light landed.

They gain the Destined disorder.

They reach a steaming crater's edge in time to see a pale, slender form emerge from a massive, steam-filled husk.

A piteous sigh falls over the surroundings like a heavy pall as the naked form strides away, unscathed and unmoved.

The witness dives into the crater, sending glittering embers of paper ash into the air. Breathlessly, they sift through the debris, searing their hands on the still-burning remains.

The nominated survivor gains the **Destiny Husk** rare gear and **Acid Palms** ability.

Acid Palms: Add 1d10 strength to your wound attempts when attacking with Fist & Tooth.

The witness arrives at the settlement wearing nothing but a milky-green membrane held tight around their body by their burnt-up hands. In their eyes is a boundless look of peaceful resignation.

You may now hunt the **Dragon King**. Add it to the **Quarries** list on the settlement record sheet.

SHOWDOWN: DRAGON KING

Quarry

There was once a monster that was alone in the world. Abandoned in its grief, the monster crawled deep inside its aching heart until it broke and was set aflame. Now, the power of its grief and fury pours like invisible poison from the weeping face it hides inside its hulking body.

Instinct: Core Countdown

Full move toward the closest threat.
Perform ***Irradiate****.*
End the Dragon King's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	4	-	10	13		

S Irradiate S Unseen Agony

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	7	1	10	15	+1	+1

S Irradiate S Unseen Agony

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	9	8	2	10	17	+2	+2

S Irradiate S Unseen Agony S Smolder
Tokens: +1 Luck.

Select an encounter level and set up the hunt board.

Showdown Setup

Legend
- Survivors
- Monster
- Toppled Pillar
- Stone Column

Terrain & Deployment
- 2 Toppled Pillar terrain cards, set up in the green spaces.
- 1 Stone Column terrain card, set up in the purple spaces.
- Place the Dragon King in the center of the board.
- Place survivors in any of the blue spaces.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
You may choose to leave or recover the remains. If you leave, do not gain the benefits of the settlement's Death Principle. If you recover the remains, gain the benefits of your Death Principle but a survivor becomes sick in the process. Suffer -1 population.

Rewards

The first time the Dragon King is defeated, add the **Dragon Armory** to the settlement locations.

The group gains the following rewards:

Level	Reward
1	4 basic resources and 4 Dragon King resources.
2	4 basic resources, 6 Dragon King resources, 1 **Pituitary Gland** strange resource.
3	4 basic resources, 8 Dragon King resources, 1 **Shining Liver** strange resource.

If the settlement has innovated **Sculpture** when you defeat the Level 2 Dragon King, gain a **Radiant Core** strange resource.

MELTDOWN

An unseen blast tears through the darkness.

The Dragon King's nuclear heart explodes with an ear-shattering whine. Everything in the monster's path burns up in a wave of unseen heat.

Meltdown Zone

Each survivor in the **Meltdown Zone** is **Caught in the Disintegrating Wave**.

Then, archive all **destructible** terrain in the affected spaces.
Flip all **Lava Pool** terrain tiles to **Obsidian Tower** terrain tiles.

The Dragon King's protective chest sphincter screws shut. Remove all -1 toughness tokens.

Caught in the Disintegrating Wave - roll 1d10

All survivors in the Dragon King's field of view and blind spot suffer 1 damage for each -1 toughness token the monster has to ★ hit locations.

1 2 3 4

Your arms give off steam and burst! Suffer the **ruptured muscle** severe arm injury.

5 6 7 8

The image of the screaming heart-face is seared into your memory. If you're not blind, suffer the **blind** severe head injury.

9

The shock wave sends you flying. You land with a steaming hiss! Suffer **knockback 7**. Archive any **soluble** gear in your grid.

10

You close your eyes and leap for your life. Gain the **Acrobatics** fighting art.

FOUNDLINGS

Nominate a survivor to utter the **First Words.**

First Words

The nominated survivor listens close to the Tyrant's words and gains +1 understanding. They speak to the settlement for the first time in the Tyrant's language! They can finally discuss their situation, realizing they must hunt to live. Add the White Lion to the Quarry list on the settlement record sheet.

Your settlement gains the ***Dragon Speech*** *innovation. Search the innovation cards for* ***Dragon Speech*** *and place it face up in your play area and record it on your settlement record sheet.*

Dragon Speech *is your first innovation and the unique language taught to you by the Tyrant. It will spark the creation of the innovation deck.*

Build the Innovation deck now

Build the Innovation Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovations.

Find the 6 innovation cards with *language consequences* listed under their title: **Ammonia**, **Drums**, **Hovel**, **Inner Lantern**, **Paint**, and **Symposium**.

Shuffle these 6 cards together to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Preserve the unique combination of cards in your deck between play sessions.

Finished with their work, the settlement gathers around its **Gleaming Edifice.**

Gleaming Edifice

Armed with language, the nominated survivor exalts the center of the settlement, the gleaming obsidian throne. The settlement gains the **Throne** settlement location.

Place the Throne face up in your play area. The Throne is the source of all innovations and further locations the settlement will develop.

The nominated survivor sits in front of the Dragon Throne in wonder. They gain the **Champion's Rite** fighting art and must skip the next hunt as they ponder the meaning of existence.

Check off the Skip Next Hunt box on the survivor's record sheet. They cannot be selected as a departing survivor this settlement phase.

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INTIMACY

Nominate one consenting male and one consenting female survivor and roll on the **Intimacy** table below.

*The first time the survivors bring a new life into this world (+1 population from **Intimacy**), the Tyrant will teach the settlement how the People of the Stars are reared.* **Principle: New Life**.

*As your settlement grows, don't forget to apply your **New Life** principle. It will greatly affect the outcome of your campaign.*

*If the settlement has the **Protect the Young** New Life Principle, the parents give the child the **Noble** surname.*

*If the settlement has the **Survival of the Fittest** New Life Principle, the newborn survivor gains a second **Dragon's Inheritance**.*

Intimacy - roll 1d10

1

Unspeakable tragedy. The Tyrant looks on with sadness. The nominated survivors and the newborn are dead.

2 3

The child perishes in childbirth and the female survivor is forever changed. She suffers the **destroyed genitals** severe waist injury and gains a **Scar**.

4 5

A strong child is born, kicking and screaming. +1 population, the newborn gains +1 permanent strength.

6 7 8 9

The Tyrant is pleased. +1 population and choose 1 **Dragon's Inheritance** for the newborn survivor.

10

Mirror birth. Twins are born, +2 population. Choose 1 **Dragon's Inheritance** for each newborn survivor.

Choose an inheritance for the new survivor and note the resulting characteristic on the newborn survivor's record sheet.

Dragon's Inheritance

Gain half of a parent's courage (rounded down)

Gain half of a parent's understanding (rounded down)

Gain one of a parent's fighting arts.

Gain all of parent's disorders.

Gain one parent's surname.

If the settlement innovated **Hovel**, a favored child is born. Roll 1d10 to determine which ability the newborn survivor gains.

1d10	A Twinkle in the Sky Gazer's Eye
1 - 5	**Iridescent Hide:** Gain 1 at all hit locations for each different-colored affinity in your gear grid.
6 - 10	**Oracle's Eye:** At the start of the showdown, look through the AI deck, then shuffle it.

MIDNIGHT'S CHILDREN

Weakness is anathema to strength.

The Tyrant descends the obsidian staircase with a gift. It places the gift at the settlement's center, and heat washes over the cold stone ground for the first time. The settlement gains the **Radiant Orb** innovation.

The Tyrant beckons each survivor into the light.
The gathered survivors **Marvel at Their Reflection** in the gleaming obsidian.

Marvel at Their Reflection - Count the number of survivors in the settlement that have at least 1 Dragon Trait.

3 or less

- A pale reflection -

The Tyrant gazes bitterly at the pale, anemic limbs crowding into the warmth of the Radiant Orb, their chilled goose-flesh resembling nothing of the proud people he imagined they would be. Roll 1d10.

1d10	The settlement
1 - 2	*The Tyrant loses patience, tearing at the mingling crowd and killing all survivors without any Dragon Traits. Suddenly contrite, the Tyrant ministers to the newborns of the settlement. Gain +4 population. These survivors are born with the* **Unbreakable** *fighting art and* **Reincarnated** *surname.*
3 - 6	*The Tyrant orders the survivors into the darkness for grueling martial exercises. Half of the survivors without Dragon Traits (rounded down) die. All other survivors gain +1 permanent strength or +1 permanent accuracy.*
7 - 9	*The Tyrant calls each survivor before it, marking their faces with honed claws reminiscent of the vanished dragons. Not all survive its touch. All survivors with permanent injuries are killed. All remaining survivors gain a* **Scar**.
10	*The Tyrant takes pity. All survivors without Dragon Traits gain an aspirational surname:* **Noble**.

4 or more

- a flickering reflection -

Among the survivors' dim reflections in the polished black stone of the settlement, the ghosts of the dragons appear to walk among the settlement. Roll 1d10.

1d10	The settlement
1 - 3	The Tyrant culls dead weight. Half of the survivors without Dragon Traits are killed. The Tyrant presents the settlement with a **Regal Edge** rare gear.
4 - 6	The Tyrant calls each survivor with a Dragon Trait in turn. He wraps each survivor in an anemic embrace, whispering to them in a familiar tone that chills their hearts. Each gains +5 insanity and the **Reincarnated** surname.
7 - 9	The Tyrant calls up 1 hopeful survivor with no Dragon Traits. They place their hands upon the swirling surface of the Radiant Orb. Skin charring in its heat, they gain the **Red Fist** secret fighting art and the following ability. **Pristine**: When you suffer a **dismembered** severe injury, ignore it and gain 1 bleeding token instead.
10	The Tyrant spends time with the nascent People of the Stars. A random survivor gains a **Dragon Vestments** rare gear. Each survivor with a Dragon Trait gains a random fighting art.

AWAKE

Roll on the table corresponding to the milestone you reached. A survivor may only gain these benefits once per lifetime.

■■■ Courage - roll 1d10

Laughter fills your ears, overwhelming your senses. The world is unforgiving and deadly. The only thing to do is laugh, freely and in defiance. Before you know it, your voice joins the mirthful chorus and your spirit soars. Nothing is so terrible that it cannot be mocked, and in so doing, diminished.

1 2 3

Gain the following based on the current game phase:

Settlement Phase: **Intimacy**. Add +1 to your roll result. If possible, nominate yourself.

Hunt Phase: Gain survival up to the settlement's survival limit.

Showdown Phase: Gain +1 strength and +1 accuracy tokens.

4 5 6 7

Gain +1 permanent strength, a random fighting art, and the **Reincarnated** surname.

8 9 10

Gain +1 permanent accuracy and the **Unbreakable** fighting art.

XE

estone you reached.
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A tooth-grinding crescendo of emotion suddenly stops, leaving you in a moment of serene clarity.

Understanding - roll 1d10

You are weightless and only your thoughts give your body substance. The world bends around you. Everything you need to conquer is already within you, waiting for you to reach it.

1 2 3

Gain the following based on the current game phase:

***Settlement Phase**: Gain +2 ✪ only you can spend.*

***Hunt Phase**: Gain +1 strength and +1 evasion tokens.*

***Showdown Phase**: Remove all your bleeding and negative attribute tokens.*

4 5 6 7

Gain +1 permanent evasion, a random fighting art and the ***Noble*** *surname.*

8 9 10

Gain +1 permanent evasion and the ***Champion's Rite*** *fighting art.*

UNVEIL THE SKY

Reality is shattered, revealing the teeming depths of the limitless night.

The celestial vault is thrown open to reveal the world beyond. The sight shatters the delicate boundaries of the survivors' world.

In silent benediction and judgment, the celestial faces gaze upon the Tyrant's people, commanding them to race for their destinies.

Nominate 4 survivors with at least 1 Dragon Trait. They gain +2 understanding and ***Peer into Destiny****.*

Peer into Destiny - roll 1d10

1

Convulsing with fear, you die. Your rigor-stricken face imitates a celestial one.

2 3

Your life has purpose. You will achieve your master's work. Gain +5 insanity and the **Destined** disorder.

4 5 6

You're certain one of the faces above is mouthing your name. A distant voice whispers the tale of your death.
Gain +3 courage and the **Noble** surname.

7 8 9

A voice above loudly declares your perfect ancestry. Gain 2 ranks of weapon proficiency and the **Reincarnated** surname.

10

A face above peers back at you, shedding a single glittering tear. As it splashes down over you, the cold embrace of the other chills you to your quaking bones.

Gain the **Frozen Star** secret fighting art.

Suddenly, a second he
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THE CO

	Witch
Gambler	9 Understanding (max)
Absolute	Reincarnated surname
Sculptor	Scar
Goblin	Oracle's E ability

FACES IN THE SKY

Suddenly, a second heartbeat pulses in your eardrum, a second spirit roars in your breast. You look up, locking eyes with an enormous shrouded face visible to your eyes only. It is the face of the stars and you are one of the People of the Stars.

THE CONSTELLATIONS

	Witch	Rust	Storm	Reaper
Gambler	9 Understanding (max)	Destined disorder	Fated Blow fighting art	Pristine ability
Absolute	Reincarnated surname	Frozen Star secret fighting art	Iridescent Hide ability	Champion's Rite fighting art
Sculptor	Scar	Noble surname	Weapon Mastery	1+ Accuracy attribute
Goblin	Oracle's Eye ability	Unbreakable fighting art	3+ Strength attribute	9 Courage (max)

When a survivor gains all Dragon Traits in a row or column, they are reborn as one of the **People of the Stars** under that constellation.

For the rest of their life, the Tyrant will consider them a member of his clan, worthy of succession.

If a survivor gains more than one constellation at once, choose one. A survivor may gain one constellation per lifetime.

In the moment of their rebirth, the People of the Stars may consume their lies or sins in an ecstatic self-mutilating ritual that scars their face in the Tyrant's image.

Choose one:
Consume Sins: Remove all permanent injuries and gain the **Vestiphobia** disorder.
Consume Lies: Remove all disorders and suffer the **Broken Jaw** severe head injury.

When a survivor gains a constellation, the experience alters the very fiber of their being. The celestial face of their vision becomes a mirror, and they the reflection.

Draw the constellation card that corresponds to the constellation the survivor gained. Record the rules and abilities associated with it and adjust your permanent attributes as listed.

THE TOMB

To become gods, you must kill God.

The Tyrant's voice booms from the throne, cracking the glassy ground below. It delivers a final edict.

"Erect a fearsome tomb to celebrate my death. When the deed is done, you will lay me in it."

Before their eyes, the Tyrant grows enormous, hideously twisting and tearing itself into its true form.

A mountain of shining, black muscle and a delicate glowing membrane lays curled around its throne, rhythmically undulating with weary breath.

The survivors slowly stir from their slack-jawed horror, clumsily starting to clear the outskirts of the settlement for the tomb's foundation.

Add **Tomb: Part 1** *to the next year on the timeline.*

If the settlement's population has more normal survivors than People of the Stars, the settlement gains the ***Ultimate Weapon*** *innovation.*

If the settlement's population has more People of the Stars than normal survivors, the settlement gains the ***Final Fighting Art*** *innovation.*

Part 1

The settlement begins the Tomb's foundation. This lantern year, archive all basic resources brought back by returning survivors (rounded down). Gain 1 **Hazmat Shield** rare gear. If there are fewer than 4 People of the Stars in the settlement, the settlement sacrifices 2 survivors without constellations (if possible). The **departing survivors** gain +1 luck token. Add **Tomb: Part 2** to the next year on the timeline.

Part 2

The construction is demanding. This lantern year, archive all basic resources brought back by **returning survivors** (rounded down). If there are fewer than 4 People of the Stars in the settlement, -4 ✪. The **departing survivors** gain +1 luck token. Add **Tomb: Part 3** to the next year on the timeline. **Returning survivors** roll 1d10.

1d10	Each returning survivor
1 - 7	You throw your energy behind the settlement's frantic pace, completely exhausting yourself. You must skip the next hunt to recover.
8 - 10	You vigorously pitch in. Gain +1 permanent strength. You must skip the next hunt to recover from your herculean exertions.

Part 3

Overwork and lack of rest take their toll. This lantern year, archive all basic resources brought back by **returning survivors** (rounded down). If there are fewer than 4 People of the Stars in the settlement, any survivors with 0 Hunt XP die.

The **departing survivors** hide, avoiding labor. They heal all **broken** severe injuries and gain +2 luck tokens. Add **Tomb: Part 4** to the next year on the timeline.

Part 4

Doomsday approaches. The settlement feels the languid gaze of God searching their innermost resolve. The **departing survivors** gain +2 luck tokens.

1d10	The settlement
1 - 7	The People of the Stars surge with pride, overwhelming the settlement and killing any remaining survivors that are not People of the Stars. Do not apply the benefits of your Death Principle.
8 - 10	The settlement looks into the face of God and feels its accepting gaze. Any survivors that are not already People of the Stars gain +5 courage and +5 understanding.

There was a monster whose only fear was to be forgotten. Driven by that terror smoldering in its heart, the monster inscribed its face in the sky with a glowing breath. All who saw it grew sick and died leaving nothing alive that could remember the monster's face.

Instinct: Advance

Perform **Crooked Step**. Full move the monster towards the closest survivor, then end the monster's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	5	-	6	8	-	-

B Crooked Step S Spectral Blast

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	6	-	7	10	+1	+1

B Crooked Step S Spectral Blast S Quickened

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	8	2	7	14	+2	+2

B Crooked Step S Spectral Blast S Quickened

WDOWN: THE TYRANT

Nemesis

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the Tyrant's showdown according to the Nemesis Encounter level listed on the timeline for this lantern year. Unless directed to by the timeline, the Tyrant may not be chosen for a Nemesis Encounter.

Showdown Setup

Legend

- Survivors
- Nemesis

Terrain & Deployment

- 1 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue spaces.

The survivors are defending their home. **They go first.**

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The Tyrant turns its disappointed gaze on the remaining survivors in the settlement. Nominate one survivor. They gain the **Destined** disorder.

Rewards

The Tyrant looks shaken, startled at the suprising ferocity of the survivors' spirit.

The survivor that dealt the killing blow is brought before the Tyrant. With glowing fists, it reaches into the survivor's bruised flesh, tearing away their very essence with a ripping, searing sound. The survivor may choose to gain: **Iridescent Hide** or **Oracle's Eye** ability.

Lvl	Reward
1	Nominate up to 2 survivors. They gain **Dragon Vestments** rare gear and the **Destined** disorder.
2	Each victorious survivor gains 1 random fighting art. Gain the **Celestial Spear** rare gear.
3	Each victorious survivor gains +1 courage and +1 understanding.

If the settlement has innovated **Nightmare Training** when they defeat the Level 3 Tyrant, they gain the **Arena** innovation at no cost.

DEATH OF THE DRAGON KING

Final Descent

The Dragon King raises its moribund mass and descends, crushing the delicate throne to rubble under its massive claws.

The monster's exhausted body comes alive with one last spark of wild energy. It raises its maw to the darkened sky, issuing a grief-filled howl. The People of the Stars hear their native tongue for the first time, calling them to their destiny.

The remaining survivors' delicate gray matter boils and sizzles in their skulls. The dragon's voice was not meant for their ears.

Any survivors without constellations perish. They are dead. If no survivors remain in the settlement, **Game Over**.

The Gathered Children

At the edge of the settlement, the People of the Stars gather before the tomb. They clench their fists and grit their teeth, preparing to kill their god.

Select **departing survivors** for a special showdown with the Dragon King.

The Dying God

The Dragon King prays for a glorious defeat.

Showdown Setup

- 2 Toppled Pillar terrain cards, set up in the green spaces.
- 2 Stone Column terrain cards, set up in the purple spaces.
- Place the Dragon King in the marked spaces.
- Place survivors in any of the blue spaces.

Only **People of the Stars** may fight in this showdown. The Dragon King awaits. **The survivors go first**.

Monster Setup

Use the Dragon King's AI and HL cards along with the Screaming Antelope's **Trample** trait.

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	*	*	*	10	17	+2	+3

Life: The Dragon King begins with 20 **Life Points**.

Irradiate **Unseen Agony**
Smolder **Trample**

Basic: Gnash, Mournful Swipe, One-Two Punch, Overheat, Rough Smack
Advanced: Ashen Return, Countdown, Glowing Fist, Heated Strike, Crisis Crater
Legendary: Death Descending

Aftermath

Defeat

The Dragon King surveys the carnage, bitter grief curdling to rage. Its naked heart radiates in all directions, erasing any trace of the settlement or the Dragon's people. The Dragon King's heart cools in its impenetrable casing.

The Dragon King crashes through the darkness, entering an era of spiteful cruelty. Wounding memories of its failures drive it to unrelenting rage at the sight of any human that crosses its path.

Game Over.

Victory

The People of the Stars stand over the collapsed hulk of the Dragon King. They lift the enormous monster into the air, its body surprisingly papery and light. Marching somberly into the tomb, the People of the Stars steal into the darkness carrying the massive molten heart of their progenitor.

Savagely, they rend it into glowing pieces, consuming it with glee. With burned tongues and blackened grimaces, they sputter and retch smoke. Terrible heat incinerates the People of the Stars from the inside out. Amidst the scorching pain, the People feel a spark of warmth. A glowing ember sets their dying bodies ablaze with power.

THE END.

Name M ☐ F ☐

When you name your survivor, gain +1 **survival**

Hunt XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

■ Age ■■ Age ■■■ Age ■■■■ Age ■ Retired

Survival

☐ Cannot spend survival.

■ Dodge
☐ Encourage
☐ Surge
☐ Dash

Weapon Proficiency

Type : _____

Select Before Hunt

■ Specialist ■■ Master

5					
Movement	Accuracy	Strength	Evasion	Luck	Speed

Courage ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

■ Awake ■■ See the Truth

Understanding ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

■ Awake ■■ White Secret

Brain

Insanity ☐

If your insanity is 3+, you are **insane.**

If marked traits complete a horizontal or vertical line, Faces in the Sky.

	Witch	Rust	Storm	Reaper
Gambler	9+ UND	Destined Disorder	Fated Blow FA	Pristine Ability
Asbolute	Reincarnated	Frozen Star SFA	Irid. Hide Abil.	Champion's Rite FA
Sculptor	Scar	Noble	Weapon Master	1+ Base ACC
Goblin	Oracle's Eye	Unbreakable FA	3+ Base STR	9+ COU

Head

■ Heavy Injury: Knocked Down

☐ H

Arms

■ Heavy Injury: Knocked Down

☐ L ☐ H

Body

■ Heavy Injury: Knocked Down

☐ L ☐ H

Waist

■ Heavy Injury: Knocked Down

☐ L ☐ H

Legs

■ Heavy Injury: Knocked Down

☐ L ☐ H

Fighting Arts Maximum 3.

☐ Cannot use Fighting Arts

Disorders Maximum 3.

Abilities & Impairments

☐ Skip Next Hunt

Death Count ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Settlement Name

Survival Limit

Settlement is named for the first time, **returning survivors gain +1 survival.**

Survival Limit

Settlement Name

When the settlement is named for the first time, **returning survivors** gain +1 survival.

Timeline

Year	Story & Special Events		
1	The Foundlings	21	
2	Endless Screams	22	
3		23	Nemesis Encounter - Lvl 3
4	Nemesis Encounter - Dragon King Human Lvl 1	24	
5	Midnight's Children	25	Nemesis Encounter - Death of the Dragon King
6		26	
7	Phoenix Feather	27	
8		28	
9	Nemesis Encounter - Dragon King Human Lvl 2	29	
10	Unveil the Sky	30	
11		31	
12	Principle: Conviction	32	
13	Nemesis Encounter - Butcher Lvl 2	33	
14		34	
15		35	
16	Nemesis Encounter - Lvl 2	36	
17		37	
18		38	
19	Nemesis Encounter - Dragon King Human Lvl 3	39	
20	The Dragon's Tomb	40	

Death Count

Milestone Story Events

Trigger these story events when the milestone condition is met.

First child is born	Principle: New L
First time death count is updated	Principle: Death
Population reaches 15	Principle: Socie
Population reaches 0	Game Over

Nemesis Monsters

The available nemesis encounter monsters.

Butcher	Lvl 1	Lvl 2	Lvl 3
King's Man	Lvl 1	Lvl 2	Lvl 3
The Hand	Lvl 1	Lvl 2	Lvl 3

Innovations

The settlement's innovations (including weapon masteries).

Language

Principles

The settlement's established principles.

New Life	Protect the Young	or	Survival of the Fittest
Death	Cannibalize	or	Graves
Society	Collective Toil	or	Accept Darkness
Conviction	Barbaric*	or	Romantic

Settlement Locations

Locations in your settlement.

- Dragon's Throne
- Bone Smith
- Skinnery
- Organ Grinder
- Catarium
- Weapon Crafter
- Leather Worker
- Stone Circle
- Barber Surgeon
- Plumery
- Blacksmith
- Mask Maker

Quarries

The monsters your settlement can select to hunt.

- White Lion
- Screaming Antelope
- Phoenix

SUNSTALKER

Kingdom Death: Monster

CREDITS
Kingdom Death: Monster created by Adam Poots

***Monster Programming:* Adam Poots**
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SUNSTALK

Once sky had no day
sad, it could only pla
Shadow found a hol
enough lanterns to fi
when it was done th
dreaming dreams a
awoke, all of the lig
hole in the sky, was
big mouth. The sh
and they played fo

A showdown
ers ability to posi
dinated attacks. T
turn the tides of th
range options a
set, that is low o

1 x	Sunstalke
1 x	Sunstalk
1 x	People o
51 x	Gear car
33 x	Sunstali
21 x	Sunstal
24 x	Sunstal
8 x	Sunsta
1 x	Terrain
2 x	Terrai
1 x	Solar
3 x	Disor
5 x	Fighti
3 x	Secre
7 x	Inno
2 x	Suns
7 x	Rare
1 x	Kata
1 x	Cycl
3 x	Sett

SUNSTALKER

Once sky had no day. There was a Shadow that was sad, it could only play in small light of a lantern. The Shadow found a hole in the sky and decided to steal enough lanterns to fill it. It took many generations, and when it was done the shadow slept under its big light, dreaming dreams about how it would play. When it awoke, all of the light was gone! At the center of the hole in the sky, was a tiny shinning entity, with a great big mouth. The shadow named the tiny thing the sun and they played forever.

A showdown with the Sunstalker will test players ability to position their survivors and make coordinated attacks. Making use of their own shadows to turn the tides of the battle. It's rewards grant new long range options and an evasive burst damage armor set, that is low on actual armor levels.

1 x	Sunstalker Miniature
1 x	Sunstalker Armor Kit
1 x	People of the Sun Miniatures (Male & Female)
51 x	Gear cards
33 x	Sunstalker AI cards
21 x	Sunstalker HL cards
24 x	Sunstalker Resource cards
8 x	Sunstalker Hunt Event cards
1 x	Terrain card
2 x	Terrain tiles
1 x	Solar Track
3 x	Disorder cards
5 x	Fighting Art card
3 x	Secret Farting Art cards
7 x	Innovation card
2 x	Sunstalker card dividers
7 x	Rare Gear
1 x	Katana Specialization / Mastery card
1 x	Cycloid Scale Armor Set card
3 x	Settlement Locations

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Sunstalker Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear and divider to the game box
- Add the new rare gear to the rare gear deck.
- Add the new terrain to the Terrain deck.
- Add the new strange resources to their deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

When a story event in this book is triggered, it is denoted by 📖 preceding the event name.

Current Campaign

To add the Sunstalker to your current campaign, add 📖 **Promise Under the Sun** (a story event found in this book) to Lantern Year 8 on the timeline, or the next year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end.

New Campaign

To add the Sunstalker to a new campaign, add 📖 **Promise Under the Sun** to Lantern Year 8 on the timeline of the settlement's record sheet.

People of the Sun Campaign

The People of the Sun is a new campaign about the starting survivors finding a mysterious sun pool instead of the Lantern Hoard.

To play a People of the Sun Campaign, use the new Survivor Record Sheet and Settlement Sheet provided in the back of this book (or download from sheets.kingdomdeath.com). Begin the campaign from the prologue found in the Core Game rulebook and proceed with the new timeline.

People of the Sun Campaign has the following rule:

- Whenever you trigger 📖 **Intimacy**, turn to 📖 **Intimacy** found in this book instead.
- Ignore all rules that interact with **Nemesis Encounter - The Watcher**.
- Remove **Leader** from the fighting art deck.

As indicated by the new record sheet:

- You will not trigger **Principle: New Life** when your first child is born. Instead your Principle will be chosen for you by the **Sun Pool** story event.
- There is no **Hooded Knight** event in this campaign, instead you will trigger **Edged Tonometry** when you have 8 Innovations.

NEW RULES

Locations with Levels

The **Sacred Pool** settlement location has 3 levels: 1-3. A settlement location with levels always starts at level 1. Its level is recorded on your settlement record sheet. A settlement only has access to the craftable gear, endeavors, and special rules up to a location's current level. For example, a settlement with a level 2 Sacred Pool has the benefits of both levels 1 and 2 (but not 3).

Over the course of the campaign, opportunities to increase a location's level are clearly indicated. When a location's level is increased, the change is permanent and recorded on your settlement record sheet.

Monster Level Symbol ★

The ★ symbol on all game cards and events refers to the monster's level. For example, the Sunstalker's **Cosmic Roar** AI card instructs survivors to gain ★ insanity. In a showdown against a level 2 Sunstalker, this would be 2 insanity.

Light Speed - Hit Location Type

Light Speed hit locations are faster than First Strike hit locations. An attacker must select Light Speed hit locations before First Strike hit locations and before any other type of hit location cards. If multiple Light Speed hit locations are drawn in an attack, the attacker chooses which one to resolve first.

Sunshark Bow

The **Sunshark Bow** gear card has both *melee* and *ranged* keywords, meaning it can make both melee and ranged attacks. When a survivor attacks with the Sunshark Bow, they gain only the benefits and penalties of the keyword corresponding to that attack (melee or ranged).

For example, if a **frenzied** survivor makes a ranged attack with the Sunshark Bow, they would not be able to ignore the **slow** rule on the weapon since its not considered a melee weapon when making a ranged attack.

Solar Track

The Solar Track is used during the showdown with the Sunstalker. It interacts with the monster's trait cards, tracks the current solar energy, and determines the direction shadows are cast.

Set up the Solar Track alongside the showdown board. The Showdown will begin with the light at the survivors' backs. According to the **Solar Energy** trait card, when the monster completes the actions on an AI card and discards it, place the card face down on the Solar Track instead. Moods and Traits that leave play should not be placed on the Solar Track.

As cards accumulate on the Solar Track, the solar energy level rises, making the Sunstalker's actions more lethal.

The **Sun Dial** trait card is placed on the Solar Track and its position shows the direction in which shadows are cast. As the Sun Dial rotates throughout the showdown, so does the direction of light on the showdown board.

Prismatic

Prismatic: Y
affinity halves

This allows
that counts a
-squares of

A **Prismatic**
Necklace.
+2 strengt
affinities.
their Rainb

Prismatic

Prismatic: Your complete affinities and incomplete affinity halves count as all colors.

This allows the survivor to form a complete affinity that counts as any color by connecting two affinity half -squares of any color(s).

A ***Prismatic*** survivor with a connected **Monster Tooth Necklace**, **Luck Charm**, and **Rainbow Katana** gains +2 strength and +1 luck from their two completed affinities. However, a third affinity is still required for their Rainbow Katana to gain Deadly.

Shade and Minions

Shades are minion-type monsters spawned by the actions of the Sunstalker. Shades are represented on the showdown board by black lantern tokens. You may also create your own shade miniatures by painting extra survivor models black.

- Minions perform their minion action one at a time at the end of each monster turn, after the monster has performed all of its actions.
- Minions' attributes are listed on their card.
- Minions do not use + / - attribute tokens.
- Minions do not have facing or a blind spot.

Minion Collision
A minion cannot move through spaces occupied by survivors, impassable terrain, or other monsters. If a minion would occupy any of these spaces, place it in the nearest unoccupied space instead.

If **knockback** would cause a survivor to move into a minion (or other monster), they **collide** with it instead. The survivor suffers **collision** and stops their movement in the last space before the minion.

If a monster ends its movement on a minion, move the minion to the nearest unoccupied space.

Minion Action - Moving & Attacking
Minions take the shortest path they can to their target, moving around survivors, impassable terrain, and other monsters.

Killing Minions - Life
Minions do not have hit locations. To attack a minion, roll to hit as normal and then attempt to wound. If a wound attempt succeeds, the minion suffers 1 wound. When a minion has wounds equal to their life, they are killed and removed from the showdown board. **Killing a minion does not make a survivor eligible to earn ranks in Weapon Proficiency.**

Reward
When a minion is killed, the attacking survivor gains the reward listed on their card immediately.

Other Showdowns
If a minion is placed on the showdown board and that minion's card is not already in play, find the related card and put it into play.

Katana Specialization / Mastery

The **Katana** weapon proficiency card is included in this expansion. However, unlike other weapon types, it cannot simply be nominated to gain levels of weapon proficiency. Survivors can get access to this by triggering the **Edged Tonometry** story event.

Promise Under the Sun
There was once a boy and a girl, who met under the blanket of darkness
and counted the lights in the sky together.

When their lips touched, the sun dawned for the first time.

"I have a crazy dream to share with you," said the girl.

"We will hunt down that light and live under it, together, forever."

"I swear to you we'll live that dream together," said the boy.

He felt the promise swell in his heart.

The girl and the boy grew into man and woman.
Together, they cooked many meals, repaired weapons,
fought monsters, and gave up on starting a family.

Although their childhood promise was forgotten with the
passage of time, they shared a great love.
But one day, the woman fell ill.

As they lay counting the lights in the sky like they always had, the sun finally dawned again. Excitedly, the man turned to the woman, but she had stopped counting some time ago. Beneath the warmth of the sun, he kissed her cold body goodbye, and remembered their promise. He decided that he would hunt the sun, so that he may bury it with her.

Nominate a survivor. They gain the **Burning Ambition** fighting art.

You may now hunt the **Sunstalker**. Add it to the **Quarries** list on the settlement record sheet.

SHOWDOWN: SUNSTALKER

There is a great castle in the sky shaped like a sword. At the top stands the Storm. Tired of its ineffective challengers, the Storm sought to give them an advantage. The Storm dragged the oldest Sun into the sky and chained it to the top of its castle to give its challengers light. Now, when a challenger is defeated and rain strikes the stone-faced floor, the Sun cries out for help, igniting the sky with desperate flashes of light.

Instinct: Shadow Vibrations

Place a Shade in the shadow of each survivor. If a survivor's shadow is occupied, do not place a Shade. If a survivor has more than 1 shadow, place a Shade in each, if possible.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	2	1	16	10	-	-

S Solar Energy S Sun Dial S Light & Shadow S Shade S Shadows of Darkness

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	5	1	16	12	+1	+1

S Solar Energy S Sun Dial S Light & Shadow S Shade S Shadows of Darkness S Living Shadows

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	6	2	16	16	+2	+2

S Solar Energy S Sun Dial S Light & Shadow S Shade S Shadows of Darkness S Living Shadows S Monochrome

Tokens: +1 Accuracy, +1 luck.

Quarry

Showdown Setup

Legend

Survivors Monster Stone Column Salt Sculpture

Terrain & Deployment

- Solar Track, parallel to board. (The light is at survivors' backs.)
- 4 Stone Column terrain tiles, set up on the yellow spaces.
- 1 Salt Sculpture card, set up on the purple spaces.
- Place the monster in the center of the board.
- Place survivors on any blue space.

Aftermath

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The tormented shadows of the defeated survivors rush back to the settlement, fading to nothing as they embrace their terrified loved ones. If the settlement has the **Graves** Death Principle, the settlement gains the **Shadow Dance** innovation.

Rewards

The first time the Sunstalker is defeated, gain the **Sky Reef Sanctuary** settlement location.

Each survivor who has defeated 1 or more Shades gains +1 courage.

Level	Reward
1	4 basic, 4 Sunstalker resources. 1 **Sunstones** strange resource.
2	4 basic, 6 Sunstalker resources. 1 **1,000 Year Sunspot** Strange resource.
3	7 basic, 8 Sunstalker resources. 1 **3,000 Year Sunspot** Strange resource.

If the settlement has innovated **Storytelling** when you defeat a Level 3 Sunstalker for the first time, add **Edged Tonometry** to the next year on the timeline.

CONQUER YOUR SHADOW

Pushed to your limits and barely conscious, your shadow confronts you. Grinning desperately, you are unable to tell if this is a delusion or a rare opportunity.

Dragging your weapon crudely across the ground, you cut your shadow free from your feet. Archive your **Black Blood** survivor status card and commence the **Grand Battle**!

Grand Battle - roll 1d10

You are weak. Your shadow consumes something important inside you. Lose all your fighting arts.

1 2 3

If the settlement has innovated **Shadow Dance**, you best your shadow! Proceed to the 7, 8, 9, 10 result.

4 5 6

You are locked in an eternal struggle! You are knocked down and cannot stand until an adjacent survivor spends 3 survival to shake you out of your delusion. When they do, remove 2 bleeding tokens and stand.

7 8 9 10

After hours of combat, you rest and begin to converse with your shadow. It tells you that it spends a lot of time looking up from the ground at butts! After a laugh, your shadow shares a secret with you: the cornea is the gatekeeper of light. No shadow can exist behind it. That is why the space behind your eyes is the one place in the world it is fearful of. If it ever ended up back there, it could never escape. However, since your eyes face outward, this is impossible.

The foolish shadow! It shouldn't have told you such a thing. With an evil smile, you rotate an eye until its looking at the back of your head, trapping your shadow!

With your shadow now trapped behind your eye, you feel more confident, as if your self-doubt is imprisoned along with it.

Gain the **Suppressed Shadow** secret fighting art. You return to the battlefield rejuvenated! Remove all your bleeding tokens and gain +3 survival.

SKY FISHING

You inflate the lure and gently launch it into the air.
It floats up into the darkness, and the group nervously waits.
After a time, you **Feel a Bite**.

Feel a Bite - Nominate a survivor with a **Sun Lure and Hook** in their gear grid and roll 1d10

If you have a **Sky Harpoon**, add +2 to your roll result.

1 2

The fish was baiting you! You are pulled into the sky and never seen again. Do not gain the benefits of the **Cannibalize** Death Principle.

3 4 5

You hook something but hurt yourself! Gain the **Bugfish** strange resource and 2 bleeding tokens.

6 7 8

Catch of the day! Gain the **Hagfish** strange resource.

9 10 11

A great accomplishment! Gain the **Jowls** strange resource and +2 survival.

12

You've got a big one! You may let go of the line or hold on. If you let go, end this story event and archive your **Harpoon**.

If you hold on, roll 1d10 on the table below:

1d10	Result
1 - 2	You are pulled into the sky and bitten in half! You are dead. All survivors gain +5 insanity as your corpse rains down on them.
3 - 6	Everyone grabs onto the line and fights with all their might. Each survivor suffers 2 random event damage from being dragged around. A massive metal tooth drops from the sky with the line attached to it. Gain 1 **Iron** strange resource.
7 +	The unseen creature in the sky drags you and everyone else all over the place! The line breaks and a **fish** strange resource of your choice drops from the sky. The survivors get the feeling that whatever did this was trying to help them. You may place the survivors on any space on the hunt board not occupied by your quarry.

THE POOL AND THE SUN

Nominate a survivor to **Drink from the Pool.**

Drink from the Pool

The nominated survivor steps forward and gains +1 courage. Waist deep in the warm and mysterious pool, they cup their hands and drink the strange water. As they do, their mind fills with strange thoughts. They gain the ***Purpose*** *fighting art and begin to speak!*

Your settlement gains the ***Sun Language*** *innovation. Search the innovation cards for Sun Language. Place it face up in your play area and record it on your settlement sheet.*

Sun Language *is your first innovation and considered your People of the Sun's settlement's unique language. It sparks the creation of the innovation deck.*

Build the Innovation Deck now.

Build the Innovation Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovation cards.

Find the 6 innovation cards listed at the bottom of the **Sun Language** innovation card:

Ammonia, Drums, Hovel, Paint, Symposium and Hands of the Sun *(Unique to this campaign.)*

Shuffle these 6 cards together to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Make sure to preserve the unique combination of cards in your deck between play sessions.

Finished, the settlement gathers **Under the Sun**.

Under the Sun

Staring into the warm light from above, the settlement gains **The Sun** Settlement Location.

Search the large Settlement Location cards for the **The Sun** and place it face up in your play area. The Sun is the source of all innovations and further locations the settlement will develop.

The nominated survivor begins to comprehend the many thoughts that filled them and gains +2 understanding. They describe to the settlement their roles as protectors of the Sun and the Pool. Each survivor ritualistically drinks the water and agrees. The settlement gains the following:

Sacred Pool Settlement Location
New Life Principle: Survival of the Fittest
(People of the Sun may not gain **Protect the Young**.)

After their work, the eggs at the bottom of the pool happily glow. Every survivor feels a need to protect their settlement and gains +1 courage.

INTIMACY

Nominate one consenting male and one consenting female survivor to be parents and **Water Birth**.

Purification Bonus
Add +1 to the **Water Birth** *roll result for each parent that is* **Purified**.

Sun Eater Bonus
Add +5 to the **Water Birth** roll result for each parent that has the Sun Eater secret fighting art.

If the settlement has innovated **Bed**, *the newborn gains +1 permanent strength.*

If the settlement has innovated **Hovel** *and* **Sauna Shrine**, *the twins are raised together. They each gain the* **Defender** *fighting art and +1 permanent red affinity.*

Water Birth - roll 1d10

1 1	If you roll double 1's before applying any bonuses, the parents are boiled. Do not gain the benefits of your death principle, you cannot **Intimacy** or **Umbilical Symbiosis** again this year.
1 2 3	Something in the water devours the parents and the newborn. The settlement ignores the loss, internalizing the tragedy. Do not gain the benefits of your death principle. This year, **departing survivors** gain +1 insanity.
4 5 6	A newborn is brought kicking and screaming into the world. The survivor's eyes are free from the ink that stained the founders' faces. +1 Population.
7 8	+1 Population. The parents share a deep bond and each gain +10 survival.
9 10	A pair of healthy newborns are lifted out of the Sacred Pool. The parents beam with pride. +2 Population.
10 10	If you roll double 10's before applying any bonuses, triplets are born! +3 Population.
11+	The caretakers present the child to the sun and all goes dark as a **Solar Eclipse** occurs.

Solar Eclipse

In the veil of darkness, the sun lowers and kisses the child. The frightened parents feel the warmth of their bodies pass into the newborn. It becomes a **Child of the Sun** (indicate this on their record sheet) and gains +1 permanent strength and speed.

If either parent has the **Sun Eater** secret fighting art, they forget it.

SUN DIPPING

Beams of light spear the ground, driving danger away.
Inspired, the settlement creates a rite and gains the **Partnership** innovation.

Nominate up to 3 pairs of eligible survivors to partake in the **Solar Ritual**. Between rolls, the remaining survivors may get scared and choose to end the event. This would not cancel the effects of any results rolled.

Solar Ritual - roll 1d10 for each pair, one at a time

A survivor is eligible if all of the following conditions apply to them:

- They are **Purified.**
- They have not participated in **Solar Ritual** before.
- They do not have the **Partner** ability.

1 2 — The pair disrobe and, holding hands, nervously step into a column of light. All that emerges is the terrible stench of incinerated flesh. They are dead. Each survivor waiting to roll gains +3 insanity.

3 4 — The pair steps into the light, roaring. Their clamor instantly turns to screams and one survivor (determined randomly) is pushed out. Burnt to a crisp and barely alive, they gain the **Hellfire** secret fighting art and +5 insanity. The other survivor is incinerated. They are dead.

5 6 — As the pair reaches the column of light, it vanishes. They feel the Sun protecting them, and each gain +1 courage and +1 understanding.

7 8 9 10 — The pair enter the light, and a warm presence envelops them. They emerge to a cheering settlement with a promise rooted in their hearts. The pair each gain the **Partner** ability (see **Partnership** innovation) and the **Sun Eater** secret fighting art.

If one of the survivors is a Child of Sun, the column of light supercharges them! The Child of Sun gains a fighting art of your choice.

Then, the pair proceeds to the 7, 8, 9, 10 result.

The sun's mouth
and begins to po
sacred pool. The
cheer as the mir
gushes out, its s
of lanterns arou

The settlement

Feeling a colle
the gift as pos
settlement ma
Sacred Pool.

You may
In

THE GREAT SKY GIFT

The sun's mouth opens, creating a deafening drone, and begins to power vomit water directly into the sacred pool. The survivors recognize the gift and cheer as the mineral- and bacteria-infused liquid gushes out, its surface casting colorful reflections off of lanterns around the settlement.

The settlement embraces the **Sky Vomit Festival**.

Feeling a collective need to preserve as much of the gift as possible for the spawn living inside it, the settlement may nominate a survivor to **Enlarge the Sacred Pool**.

Enlarge the Sacred Pool

You may upgrade the Sacred Pool's level once per lantern year. Indicate its level on your settlement record sheet.

Upgrade from level 1 to 2
6 x resources

You lead the settlement to extend the pool, lovingly creating new icons and symbols of adoration. While working, you have an idea. Gain 1 random fighting art.

Upgrade from level 2 to 3
9 x resources

You lead the settlement to build out the Sacred Pool, fulfilling your long-term vision. The satisfaction changes you! Gain the **Sun Eater** *secret fighting art.*

Sky Vomit Festival - roll 1d10

1
2
3

Sky Vomit Diving

The festivities escalate to a dangerous level as survivors begin taking turns diving through the vomitfall. Sadly, some get trapped at the bottom of the pool and drown. -2 Population.

4
5

Upstream Fish

Nominate a survivor. As they watch the vomitfall, they notice a strange creature swimming upstream. Feeling bold, they manage to pull it out! They gain 1 **Hagfish** strange resource and +1 courage.

6+

A Grand Proclamation

Nominate a survivor. From a precipice, they call out to the settlement. Their pride in the Sky Gift and their family can be heard in their voice as they promise to defend them all! They gain the **Defender** fighting art and +1 permanent strength.

If the settlement has innovated **Sculpture**, they whisk the surface of the sky vomit, collecting a mud-like substance that they sculpt into a grand monument to their friend in the sky.

Increase the settlement's Survival Limit by +1 and proceed to **A Grand Proclamation**.

BIRTH OF COLOR

The atmosphere becomes cold, and a black fog creeps from the Sacred Pool filling the settlement. Light from above rapidly flickers and bounces off of the fog in a spectacular fashion. The settlement looks as if it is encased in a shimmering black jewel.

The swollen eggs begin to crack, spilling a variety of translucent liquids. Small tentacles reach out towards the light above, awakening the survivors' maternal instincts. They rush to the aid of the tiny entities, helping the ones that are ready into the world.

It is a bizarre and beautiful moment that leaves much of the settlement in an emotional state.

Nominate a survivor to be the Vivisectionist.

The Vivisectionist is not like the other survivors. They gain the **Emotionless** disorder. While everyone is swept up in the moment, they begin to more logically examine the eggs and the infant entities. Noting that a cord attached to the infants' stomachs closely resembles a human umbilical cord, they get a strange idea.

Gain the **Umbilical Bank** innovation and proceed to the **Discreet Procedure**.

Discreet Procedure - roll 1d10

1

The Vivisectionist is discovered gutting the small monster and is executed on spot by a pack of emotional survivors. They are dead. Deeply saddened, **departing survivors** this year lose all their survival (after calculating bonuses).

2 **3**

The Vivisectionist rushes the infant deep into the fog. As they prepare their tools, a column of scorching light envelops them. They hear the popping of their fat and the wet cooing of the tentacled infant as they are incinerated. Dead.

4 **5**

The infant's anatomy makes absolutely no sense. Cutting deeper into the creature and pushing the vibrant stem culture to the side, they find a small, glowing orb encased in mucus. The Vivisectionist gains a **Sunspot** Sunstalker resource and suffers the **blind** severe head injury.

6 **7** **8** **9** **10**

Learning nothing and realizing they must dispose of the evidence, the Vivisectionist grotesquely devours the infant. They gain the **Sun Eater** secret fighting art and their choice of +1 permanent strength or evasion.

FINAL GIFT

Something was different. Tradition said that after the solar ritual, sacred water would be vomited from the sun. But there was no water, and the soft yellow hues emanating from the sun had turned a harsh red.

The gathered survivors and infant entities collected beneath it knew that the sun would cough three times. After that, everything would change.

First Cough

The cough boomed throughout the settlement, breaking up some of the chunky particles in the air.

Second Cough

The sun inhaled and inhaled, drawing in the air and the sweet scent the settlement had lived with since its incarnation. The second cough rained spittle down on them and scattered the last of the aroma. Without it, they felt naked and vulnerable.

Third Cough

The sun made several, terrible and long-winded guttural hacking noises. It drew up every last ounce of mucus that it stored while sleeping and appeared to briefly chew on it before projecting it into the air with its third and final cough. Within this bizarre storm of spinning sludge, the survivors' hearts sank. They knew the sun would soon awake and did not know what to expect.

That's when they saw the final gift. Amidst the creamy slime on the surface of the sacred pool, a pure string laid in the center. Nominate a survivor to wade into the pool and **Retrieve the Shimmering String**.

Retrieve the Shimmering String - roll 1d10

1

The survivor can't swim through the mucus. Inhaling too much of it, they drown!

2 3 4 5 6 7

Grasping the string, they feel its cosmic power. The survivor wonders if this is what anchored the sun to the sky. Gain the **God's String** rare gear card.

If you have the Legendary Lungs secret fighting art, proceed to the 2, 3, 4, 5, 6, 7 result.

8 9 10

Gently holding the string, it burns the survivor's hands. Filled with their sacred duty, they ignore the pain and deliver it safely from the pool. Gain **God's String** rare gear and the **Red Fist** secret fighting art.

UMBILICAL SYMBIOSIS

Follow the steps below.

1

Nominate a survivor born this year to be the newborn.

If the newborn has been **Purified**, *add +1d10 when you* Synchronize.

+ ◆

If the newborn is a **Child of the Sun**, *add +3d10 when you* Synchronize.

+ ◆ ◆ ◆

2

Prepare for the procedure.
Any amount of the following modifications can be applied by spending **Life String** strange resources equal to the indicated number. Each modification may be applied once per **Umbilical Symbiosis**. If the synchronization is a failure, all modifications are lost, as are the resources spent.

1	The newborn gains +1 permanent strength.
1	The newborn gains +1 permanent accuracy.
4	The newborn gains +1 permanent luck.
4	The newborn gains +1 permanent evasion.
8	Select two different attributes. The newborn gains +1 permanently to each one.
3	A mineral-rich infusion relaxes the Sunstalker. It passes instinct patterns to the newborn. Draw 7 fighting arts and select 2 for the newborn to gain.
3	Replacing the life string as it dries increases the purity of the nutrient flow between the two entities. Add +1d10 when you Synchronize.

3

Synchronize.
Nominate a female survivor with at least 1 Hunt XP to be the Caretaker. Roll 1d10 + any bonus d10 earned from steps 1 and 2.

Total	Result
1 - 3	The Caretaker coughs by accident! A dark ink flows down the life string, warping the newborn's bones. The settlement banishes the Caretaker and newborn into the darkness. The synchronization is a failure. Do not gain the benefits of your death principle. Add **Bone Witch** to the timeline 3 years from now.
4 - 17	The Caretaker's heart skips a beat and the infant Sunstalker devours her and the newborn. They are dead. Do not gain the benefits of your settlement's death principle. The synchronization is a failure.
18 - 24	The infant Sunstalker absorbs the red pigments from the Caretaker's skin. She gains the **Emotionless** disorder and her lips turn blue. The synchronization is successful and the newborn gains the **Purpose** fighting art and +1 permanent strength or speed.
25 +	The synchronization is a success! The newborn glows like the sun. **Warriors of the Sun**.

EDGED TONOMETRY

In a dim silence, the survivors gathered around a mysterious sword master. As instructed, each had one eye covered by a patch and was forbidden to blink with the other. Their exposed eyes dry and twitching, they peered into the darkness.

All at once, the lanterns relight and with a flick of the master's wrist, it's over. Now, it is all up to their **Ciliary Muscles**.

Ciliary Muscles - Add 3 **Eyepatch** rare gear to settlement storage and roll 1d10.

1

Amazingly, a survivor with exceptional ears hears the drawing of the sword. The nearly undetectable sound waves stimulate the hairs within the channels of their inner ear. Sensing the danger, the survivor sharply inhales and is cleanly decapitated. -1 Population.

2 3

Removing the patch and rubbing their dry eyes, one survivor felt nothing at all. Nominate a survivor. They gain the **Emotionless** disorder.

4 5

Removing their eye patches, a few survivors find their hidden eye to be cut cleanly in half! Nominate 4 survivors (or as many as possible). They suffer the **blind** severe injury. The sword master leaves, promising to run another test later. Add **Edged Tonometry** to the timeline 4 years from now.

6 7 8 9 10

Nominate a survivors. The ciliary muscles of their exposed eye contract mightily, momentarily changing the shape of their eyeball and bending the lens past its natural point. While in this unique state, they see light itself being cut. As fluid runs down their face from a hairline slice across their eye, they understand! Set their weapon type to Katana and their weapon proficiency level to 1.

If any of the survivors in the settlement are a **Sun Eater**, their exposed eye absorbs the message within the cut light. Each **Sun Eater** may set their weapon type to Katana and their weapon proficiency level to 1.

WARRIORS
OF THE SUN

The newborn's cellular makeup changes.
Select either Refraction or Reflection.

Reflection

Your skin cells interact with light, imperfectly reflecting it and causing you to appear blurred when you move quickly.
Gain the following ability:

Reflection:

- Your complete affinities and incomplete affinity halves count as all colors.
- You may dodge at any time and as many times as you like each round.
- When you attack from a blind spot, add +1d10 to all wound attempts for that attack.

WARRIORS OF THE SUN

The newborn's cellular makeup changes. Select either Reflection or Refraction.

Refraction

Your skin cells interact with light, refracting it inward and giving you boundless energy. You gain the following ability:

Refraction:

- Your complete affinities and incomplete affinity halves count as all colors.
- During the Showdown, after you perform a survival action, gain +1 survival.

THE GREAT DEVOURER

The Sun descended, scattering its little ones and devouring those too slow to escape.
The survivors' world is shattered, as the very thing they've been worshiping for generations attacks them.

Select **departing survivors** for the **Final Battle**.

Final Battle - Special Showdown with an Ancient Sunstalker.

Ancient Sunstalker Showdown Setup

Legend
Survivors Monster Stone Column

- 3 Stone Column terrain cards set up in the purple spaces.
- Place the Sunstalker on the red spaces.
- Place survivors on any of the blue spaces.

The Ancient Sunstalker is a level 3 Sunstalker with +2 toughness and +1 luck tokens in addition to its normal attributes.

The Ancient Sunstalker is aggressive. It goes first!

Aftermath

Victory
The victorious survivors stand over the corpse of the sun, shocked and horrified. It's only then that they notice that the infant Sunstalkers had been consuming the settlement in the darkness while they fought. Too exhausted to defend themselves, they accept their fate and are consumed along with the sun.

Game Over.

Defeat
The Ancient Sunstalker eats the remaining survivors and destroys the settlement. It greedily drinks the Sacred Water from the pool, then disappears back into the darkness, its reproductive cycle complete.

The End.

Name M ☐ F ☐

When you name your survivor, gain +1 **survival**

Survival
☐ 🔒 Cannot spend survival.
■ Dodge
□ Resolve
□ Overcharge
□ Dash

5					
Movement	Accuracy	Strength	Evasion	Luck	Speed

Insanity — Brain ☐
If your insanity is 3+, you are **insane.**

Head ☐ H
■ Heavy Injury: Knocked Down

Arms ☐ L ☐ H
■ Heavy Injury: Knocked Down

Body ☐ L ☐ H
■ Heavy Injury: Knocked Down

Waist ☐ L ☐ H
■ Heavy Injury: Knocked Down

Legs ☐ L ☐ H
■ Heavy Injury: Knocked Down

Hunt XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
■ 📖 Age ■■ 📖 Age ■■■ 📖 Age ■■■■ 📖 Age ☐ Retired

Weapon Proficiency ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Type : _____
Select Before Hunt
■ Specialist ■■ Master

Courage ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
■ 📖 Bold ■■ 📖 See the Truth

Understanding ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
■ 📖 Insight ■■ 📖 White Secret

You are **Purified** ☐ | You are a **Sun Eater** ☐ | You are a **Child of the Sun** ☐

Partner : _____

Fighting Arts Maximum 3. ☐ 🔒 Cannot use Fighting Arts

Disorders Maximum 3.

Abilities & Impairments ☐ 🔒 Skip Next Hunt

Death Count

Settlement Name

survivor is named for the first time, **returning survivors** gain +1 survival.

Survival Limit

Settlement Name

When the settlement is named for the first time, **returning survivors** gain +1 survival.

Timeline - People of the Sun

Year	Story & Special Events		
1	The Pool and the Sun	21	Nemesis Encounter - Kings Man Level 2
2	Endless Screams	22	Nemesis Encounter - Butcher Level 3
3		23	Nemesis Encounter - Kings Man Level 3
4	Sun Dipping	24	Nemesis Encounter - The Hand Level 3
5	The Great Sky Gift	25	Nemesis Encounter - The Great Devourer
6		26	
7	Phoenix Feather	27	
8		28	
9		29	
10	Birth of Color	30	
11	Principle: Conviction	31	
12	Sun Dipping	32	
13	The Great Sky Gift	33	
14		34	
15		35	
16		36	
17		37	
18		38	
19	Sun Dipping	39	
20	Final Gift	40	

Death Count

Milestone Story Events

Trigger these story events when the milestone condition is met.

☐ First time death count is updated	Principle: Death
☐ Population reaches 15	Principle: Societ
☐ Settlement has 8 innovations	Edged Tonometr
☐ Population reaches 0	Game Over
☐ Not Victorious against Nemesis	Game Over

Nemesis Monsters

The available nemesis encounter monsters.

■ Butcher		Lvl 2	Lvl 3
☐ King's Man	Lvl 1	Lvl 2	Lvl 3
☐ The Hand	Lvl 1	Lvl 2	Lvl 3

Innovations

The settlement's innovations (including weapon masteries).

Sun Language

Settlement Locations

Locations in your settlement.

- ■ The Sun
- ■ Sacred Pool
- ☐ Bone Smith
- ☐ Skinnery
- ☐ Organ Grinder
- ☐ Catarium
- ☐ Weapon Crafter
- ☐ Leather Worker
- ☐ Stone Circle
- ☐ Barber Surgeon
- ☐ Plumery
- ☐ Blacksmith
- ☐ Mask Maker

Principles

The settlement's established principles.

			■ Survival of the Fittest
New Life	☐ Cannibalize	or	☐ Graves
Death	☐ Collective Toil	or	☐ Accept Darkness
Society	☐ Barbaric	or	☐ Romantic
Conviction			

Quarries

The monsters your settlement can select to hunt.

- ■ White Lion
- ☐ Screaming Antelope
- ☐ Phoenix

MANHUNTER

- Kingdom Death: Monster -

CREDITS

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Manhun

Hailing from a fa
killer. It brutally
into willingly sub
abducts survivor
taken, they are
choose: take up
the blood tax.

The Manh
enemies' bodi
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submit to its w

This expansio
Death: Mons

	Ma the
5 x	Ra
25 x	Ma
28 x	M
5 x	S
4 x	F
1 x	S
3 x	
2 x	

Manhunter

Hailing from a far away city, the Manhunter is a sadistic killer. It brutally executes survivors, cowing settlements into willingly submitting people to it. No one knows why it abducts survivors, or what they're used for, only that once taken, they are never seen again. Settlements will have to choose: take up arms against their fellow man, or accept the blood tax.

The Manhunter is a brutal foe, preferring to break enemies' bodies before ending their lives. If it can be defeated, the scarred survivors will benefit from the monster's invaluable hunting tools. If not, the settlement can submit to its will and trade their kin for resources.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Manhunter sprues (includes survivor gear and the Manhunter Monster.)
5 x	Rare Gear cards
25 x	Manhunter AI cards
28 x	Manhunter HL cards
5 x	Strange Resource cards
4 x	Fighting Art cards
1 x	Secret Fighting Art card
3 x	Innovation cards
2 x	Manhunter card dividers

Upgrade the Core Game

- Add the Manhunter Card Divider, AI, Hit Location, and Resource cards to the monster section of the core game box.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear to the game box.
- Add the new Innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

The Hanged Man, Showdown: Manhunter, Lottery, Death Pit, Sonorous Rest, Bleeding Heart, and **Tools of War**

When a story event in this book is triggered, it is denoted by preceding the event name.

Current Campaign

To add the Manhunter to your current campaign, add **The Hanged Man** (a story event found in this book) to either Lantern Year 5 or the next lantern year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end. If you defeat the Manhunter during its introductory special showdown, gain the rewards for its current level and any previous levels. If you fail, then these rewards are lost and you will have to figure out another way to attain them.

New Campaign

It is recommended to add the Manhunter to a new campaign by adding **The Hanged Man** to the settlement's record sheet during Lantern Year 5 on the timeline.

Manhunter Rules

Monster Movement Through a Target

When a monster is instructed to move through a target, it moves towards the target but instead of stopping when adjacent, its movement continues. This will normally cause **collision** with the target.

Ranged Attack Target

When the Manhunter is instructed to Ranged Attack Target (instead of Move & Attack Target), it attacks with unlimited range. It does not need to be adjacent in order to hit.

Monster Targeting - Threat, Not In Field of View

The Manhunter may target survivors that are not in its field of view. If all threats are in the Manhunter's field of view, then it has no targets.

Monster Level Symbol

The ★ symbol on all game cards and events refers to the monster's level. For example, the Manhunter's **Murderous Gaze** AI card instructs the survivor to suffer ★ brain damage. In a showdown against a level 2 Manhunter, this would be 2 brain damage.

Special Showdowns - Update

Update the **Special Showdown** rules to the following: Special Showdowns interrupt the Settlement Phase. After they conclude, the Settlement Phase continues where it left off. Heal all light and heavy injuries from the remaining survivors and remove all tokens. Do not repeat any steps of the Settlement Phase.

Hit Location Symbols

Cards and events in this expansion use the survivor hit location symbols. As a reminder, represents the head location, represents the body location, represents the waist location, represents the arms location, and represents the legs location.

The Hanged Man

Suddenly, the mutilated body of a fellow survivor hangs in the center of the settlement, their life snuffed out and put on display in a horrific fashion. Your ears become flush with a dull ring, and panic and fear creep into your mind as you struggle to comprehend what just happened.

Reduce all survivors' survival to 0.

A tall, grim stranger stands before you, with eyes deeper and blacker than any you've seen. In its hand, a lantern with a distorted face emits a piercing light and a deep reverberation that fills the folds in your brain. With slow, soundless steps, the stranger advances. You call out in fright, but find you cannot speak. The only sounds that can be heard within the light of the bizarre lantern are those emanating from it.

Outside of the light, no one notices the stranger. They talk in shocked and frightened tones around the hanging corpse, unaware of the danger lurking behind them.

Within this soundless, reverberating pocket of light, you bear witness to something even more frightening than the events leading up to this moment.

Nominate a survivor to get a deranged expression.

The deranged survivor stands limp, their face staring blankly at the ground and the faces in the ground staring blankly back at them. Sensing something amiss, the grim stranger stops its approach just inches from the deranged survivor.

You can't hear it, but you can feel it - a confident laughter that splits the deranged survivor's face nearly in half. You are filled with a desperate wonder as you watch them find something terrible and dark deep within themselves. Transformed by the intensity of the situation, the deranged survivor's expression is forever changed. You are unsure whether to feel afraid of them or envious.

The deranged survivor gains the **Abyssal Sadist** fighting art and leads the settlement into battle!

The Manhunter is intrigued with the settlement. Add ✕ **Special Showdown - Manhunter** to the following lantern years on the timeline:

- Year 10
- Year 16
- Year 22

Then, have a Special Showdown with the Manhunter right now! *(Rules for the Manhunter's level are found on it's showdown page.)*

Special Showdown

Special Showdowns interrupt the Settlement Phase. After they conclude, the Settlement Phase continues where it left off, regardless of victory or defeat. Heal all light and heavy injuries from the remaining survivors and remove all tokens. Do not repeat any steps of the Settlement Phase.

SHOWDOWN: MANHUNTER

Nemesis

It came from a distant, golden city. It came hunting to serve some horrifying purpose. It came without remorse, without mercy, and without explanation. It came for you.

Instinct: Impatience

The Manhunter fires a round into the air, making a deafening boom. All non-deaf survivors suffer ★ brain damage. End the monster's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	6	8	-	-
2	7	6	-	7	11	+1	+1
3	8	7	1	8	11	+1	+1
4	8	8	2	9	13	+2	+2

Level	Gun Action	Tombstone	Gritty Armament
1	Gun Action, Short Stride	Tombstone	Gritty Armament
2	Gun Action, Full Stride	Tombstone	Gritty Armament
3	Gun Action, Full Stride	Tombstone	Gritty Armament
4	Gun Action, Full Stride	Tombstone	Gritty Armament Tokens: +2 Accuracy

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Manhunter's monster level based on the current lantern year and set up the showdown accordingly. Unless directed to by the timeline, the Manhunter may not be chosen for a Nemesis Encounter.

Lantern Year 1 - 7 | **Level 1** Lantern Year 8 - 13 | **Level 2** Lantern Year 14 - 19 | **Level 3** Lantern Year 20+ | **Level 4**

Showdown Setup

Legend
- Survivors
- Nemesis
- Stone Column

Terrain & Deployment

- 2 Stone Column terrain cards, (6 columns) placed in the green spaces.
- 1 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in any blue space.

The survivors are taken by surprise.
The Manhunter goes first.

Aftermath

(After they conclude, the Settlement Phase continues where it left off. Heal all light and heavy injuries from the victorious survivors and remove all tokens.)

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

Add **Lottery** to the next lantern year on the timeline.

Rewards

The group realizes the settlement needs better protection. If the settlement does not have it already, place the **Settlement Watch** innovation on top of the Innovation Deck. This assures it will be drawn from the deck if the group decides to innovate this year.

Level	Reward
1	Gain the **Reverberating Lantern** rare gear. Roll 1d10. On a 2+, the survivor that dealt the killing blow gains the **Tough** fighting art.
2	Gain the **Hunter's Heart** rare gear. Roll 1d10. On a 2+, the survivor that dealt the killing blow gains the **Abyssal Sadist** fighting art.
3	**Tools of War**
4	Gain the **Deathpact** rare gear. The battle was truly inspirational! Each survivor may gain the fighting art of their choice.

If the settlement has innovated **Saga** when they defeat a level 3+ Manhunter:

Roll 1d10. On a 3+, all **returning survivors** lose a disorder of their choice, gain the **Quixotic** disorder, and +1 permanent strength.

LOTTERY

The Manhunter is pleased with how easy it is to cull your settlement. It returns to claim a survivor for an unknown purpose.

The settlements gathers to **Draw Lots.**

If the settlement has the **Collective Toil** Society Principle, use the **Give me a slave!** result instead.

If the settlement has the **Accept Darkness** Society Principle, use the **Give me your smartest!** result instead.

Draw Lots and then choose to **Rebel** or **Obey**.

Draw Lots - roll 1d10

1 2 **Give me your greatest hero!**
If possible, nominate a survivor with a secret fighting art. Otherwise, nominate a survivor with the highest hunt XP.

3 4 **Give me your smartest!**
Nominate a survivor with the highest weapon proficiency.

5 6 **Give me your mightiest!**
Nominate a survivor with the highest strength.

7 8 **Give me your child!**
Nominate a survivor with the lowest hunt XP.

9+ **Give me a slave!**
The settlement nominates a survivor of their choice.

Rebel

Stop the Settlement Phase for a **Special Showdown** with the Manhunter.
(See the reminder rules in this book for how to proceed after a special showdown.)

Obey

The nominated survivor is taken away. Remove them from the settlement. Do not gain the benefits of the **Cannibalize** Death Principle. Add ●□□**Lottery** to the timeline two lantern years from now. The Manhunter provides the settlement with **Payment**. Roll 1d10.

1d10	The settlement's **Payment**
1 - 2	Gain 1 **Love Juice** basic resource.
3 - 5	Gain 1 **Love Juice** basic resource and 1 random basic resource.
6 - 8	Gain 1 **Love Juice** basic resource, 1 random White Lion resource, and 1 random Screaming Antelope resource
9+	Gain 1 **Love Juice** basic resource, 1 random White Lion resource, 1 random Screaming Antelope resource, 1 random Phoenix resource, and 1 **Iron strange** resource.

DEATH PIT

You may spend 4 survival to avoid the trap using lightning-fast reflexes. If you do, the exertion is exhausting and you are knocked down. Otherwise, roll 1d10.

If you have the **Tough** fighting art, add +2 to your result.

If you have the **Transcended Masochist** fighting art, add +6 to your result.

1 2 — You fall sideways onto a spike, brutally skewering yourself. Suffer 3 severe injuries and **bash**.

3 4 5 6 — As you descend, you twist to make your armor take the brunt of the impact. Suffer **bash**, **bleed 2**, and remove all armor levels at 1 random hit location. If that hit location already has no armor levels, suffer a random severe injury at that location instead.

7 8 — You tumble into the space between the spikes, miraculously unharmed. Shocked and horrified, you climb out, screaming all the way up. Gain 5 insanity and the **Aichmophobia** disorder.

9 10+ — You land on a spike mouth first. It ruptures the back of your throat and your teeth send off sparks as you bite down hard, noisily grinding to a halt before it severs your head. Determined, you climb out of the pit with the **Shattered Jaw** severe injury. Gain the **Eternal Will** secret fighting art.

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SONOROUS REST

The survivors activate their **Reverberating Lantern**. Its unsettling vibrations cause headaches, but drown out all sound within its small area. The group can now pause safely while the Lantern remains active.

Each survivor has time to either **Rest** or **Tune**.

Rest

You plug your ears and do your best to relax, sleep, and let your body restore itself.

Gain +2 survival.
Gain an additional +1 survival for each ■ you have.

Tune

Sleep is for the weak. You stare into the darkness and become one with the reverberations.

Gain +3 Insanity.
Gain an additional +1 insanity for each ■ you have.

If the settlement has innovated **War Room**, the survivors use vibration cancelers to allow them to be more productive within the reverberation area. They prepare in silence for the upcoming battle.

Each survivor may do both of the following:

- Repair up to d5 points of armor damage suffered during the Hunt Phase.
- Remove 1 token gained during the Hunt Phase.

If the settlement has innovated **Storytelling**, they put on a play with shadow puppets. Roll 1d10.

1 - 2	The play is terrible. Nothing happens.
3 - 6	The survivors are amused and relax a little. Each gains +1 survival.
7 - 8	The play is nothing more than a joke, but the silent smiles and unheard laughter warm their hearts. Each survivor gains +1 courage or +1 understanding.
9+	With reverberations drowning out all sound, the group shares a wondrous moment, inspiring them for the upcoming battle. Each survivor gains 1 random fighting art.

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BLEEDING HEART

This story event may only happen once per campaign. The player with the biggest sweet tooth nominates a survivor to **Inspect the Heart.**

Inspect the Heart

The survivor clutches the strange metal heart. Its cold face emits a regular vibration, twitching each time its corded veins secrete a sparkling, crimson liquid.

They sense a heaviness about this object beyond mere weight. Something about it is indescribably old and sad.

Fascinated, they cannot help themselves as they begin to obsessively dismantle the metal heart, systematically removing its plating. As they slide apart its shell, they gasp.

A human heart, just like theirs, beats weakly within. Its swollen arteries are connected to metal spouts on the device's interior walls.

The horrific contraption ignites the survivor's imagination, smashing the seal on their darkest thoughts. They have a **confectioner's crisis** and gain the **Crimson Candy** innovation.

Confectioner's Crisis - select 1 **result**.

Medical Compulsion

Overwhelmed with curiosity, you carefully dismantle and reassemble the device, learning its intricacies. As it snaps together, it squirts, shooting concentrated fluid directly into your eyes. Rubbing them clean, your eyesight is improved! Gain +1 permanent accuracy and +1 understanding. There is a small amount of fluid left. Heal all permanent injuries for up to 2 survivors.

Transcendent Awe

The Manhunter's inhumane upgrades excite you! You connect the device's cords to your own chest. Brushing the heart's surface, you feel every sensation. The small hairs on your neck quiver in anticipation. With a deep breath, you rip the weak heart free of the device and **consume** it! The pain and anguish are exquisite! Gain +3 permanent strength and the **Transcended Masochist** fighting art.

Raucous Tradition

If you have the **Cooking** innovation, you distill the Manhunter's blood into hooch! The settlement will now commemorate the end of each lantern year with a round of potent crimson candy beverages, resulting in headaches, vomiting, good cheer, and bad singing. Gain +1 permanent luck and increase the settlement's survival limit by 2.

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TOOLS OF WAR

The eldest player nominates a victorious survivor to be the veteran and **search the corpse.**

Search the Corpse

The veteran notices something heavy strapped to the Manhunter, and recovers a large, multi-pocketed belt.

Gain the **Tool Belt** rare gear.

The veteran spreads the tool belt out on the floor. Amidst the many vicious implements, a small toy seems out of place. Its crude appearance and signs of wear lend it a certain charm. The veteran reflects, looking past the toy at their own experiences, and draws strength from their sadness. They gain +1 permanent strength and the **Seasoned Hunter** fighting art.

The veteran leaves the battlefield, the nostalgic chill filling them with a soothing haze of wonder. They grimly **understand the meaning of war** and gain the **War Room** innovation.

Understand the Meaning of War - roll 1d10

1 2

The settlement decides to put their small trinkets, trophies, and mementos on display inside the War Room. As everyone is distracted, fussily arranging their personal treasures, a survivor with sticky fingers pockets two of the Manhunter's relics: a clay mixture and a small bag of unidentifiable powder. The best treasure is the one no one else knows about. Nominate a survivor. They gain the **Hoarder** disorder and a random fighting art.

3 4 5

During the first War Room meeting, a survivor suggests the monster might be from an organized society. Its tools seem somehow standardized, as if they were all crafted together in a large batch. The survivor points out two identical sets of small sewing kits to further prove their point. Nominate any 4 survivors to gain +1 understanding each.

6 7 8 9 10

The survivors gather within the War Room to award a notable survivor with a poorly made trophy. Nominate a survivor. They are recognized as a hero! The ceremony raises morale and the survivor gains the **Trailblazer** fighting art. In addition, if they have the **Afraid of the Dark** or **Prey** disorders, remove them.

If the settlement has innovated **Sculpture**, an exquisite trophy is crafted. Nominate the survivor most deserving of the trophy. That survivor gains the **Trailblazer** fighting art and is celebrated as a hero! Remove the **Afraid of the Dark** and **Prey** disorders from all survivors in the settlement.

SLENDERMAN

- Kingdom Death: Monster -

CREDITS

Kingdom Death: Monster created by Adam Poots

Monster Programming: Zach Moroni
Game Design: *Adam Poots, Anna Poots, Zach Moroni*
Art: *Danny Cruz, Melissa Curtin, Lokman Lam, Yasmine Putri, Lorinda Tomko, Zeen*
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SLENDERMAN

The Slenderman is a dark, cold hole in the memories of the few that have seen it and lived. Within this chilling gap of recollection, terror thrives, growing into panic and jumbled tales of warning.

Facing the Slenderman tests the teamwork and sanity of the survivors that face it. The monster's movements are unpredictable, and it will often vanish from the board, leaving the team to carefully coordinate their actions to bring down their foe.

Slenderman's rewards are as alien as the monster itself. Strange substances from the Slenderman's domain will need careful research before they're put to use.

This expansion is designed to be added to the Kingdom Death: Monster core game. It includes:

	Slenderman sprues (includes survivor gear and the Slenderman Monster.)
26 x	*Gear cards*
34 x	*Slenderman AI cards*
18 x	*Slenderman HL cards*
6 x	*Strange Resource cards*
2 x	*Disorder cards*
2 x	*Fighting Art cards*
1 x	*Secret Fighting Art card*
1 x	*Innovation card*
2 x	*Settlement Event cards*
2 x	*Slenderman card dividers*

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Slenderman Card Divider, AI, and Hit Location cards to the monster section of the core game.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting art to the Secret Fighting Arts deck.
- Add the new gear to the game box.
- Add the new strange resources to the game box.
- Add the new settlement events to the Settlement Event deck.
- Add the new Innovation to the innovation cards in the game box (not your settlement's deck).

Use the following story events in this book in addition to the *Kingdom Death: Monster* core game story events:

It's Already Here, Showdown: Slenderman, Dark Place, Light-Forging, and **Forgotten Fear.**

When a story event in this book is triggered, it is denoted by preceding the event name.

Current Campaign

To add the Slenderman to your current campaign before Lantern Year 6, replace **Armored Strangers** on the settlement record sheet with **It's Already Here**. Otherwise, add **It's Already Here** to the next lantern year on the timeline. When you trigger it, read the opening story in the following pages and follow it through to the end.

New Campaign

It is recommended that you add the Slenderman to a new campaign by replacing **Armored Strangers** on the settlement's timeline with **It's Already Here**. Remove the King's Man from the Nemesis monster list on your settlement record sheet and replace it with the Slenderman. Remove all instances of **Nemesis Encounter - King's Man** from the timeline and replace them with unspecified Nemesis Encounters.

Dark Water Research

The **Dark Water Research** innovation included in this expansion has 3 levels: 1-3. These levels are recorded on the Settlement Record Sheet. When a settlement first gains the innovation, its level is always 1.

The levels of Dark Water Research increase through endeavoring at the innovation. Settlements with higher levels of Dark Water Research have more options within the **Light-Forging** Slenderman Story Event. Increasing the levels of Dark Water Research does not count as gaining a new innovation.

Slenderman Rules

During the Slenderman showdown, the monster and survivors can be removed from the showdown board. The phrase "all survivors" applies only to all survivors currently on the showdown board. Unless explicitly stated otherwise (such as on **Madness Inversion**), monsters and survivors removed from the showdown board are unaffected by anything that occurs during the showdown. For example, survivors who are not on the showdown board when **Amnesia** is performed would not gain +1 insanity.

Similarly, the Slenderman cannot be attacked while removed from the showdown board or wounded by effects outside of attacks (such as the Founding Stone's special rule).

If the Slenderman starts its turn removed from the board, it draws and plays an AI card normally, and is placed on the showdown board only if instructed to by that card.

IT'S ALREADY HERE

There is a story about a darkness so dense and so deep that anyone who saw it was drawn into its inky depths.

The story tells of a vast ocean in the depths of the darkness from which no shore is ever visible. Its murky waters teem with vegetation of a horrible sort: grasping roots and waving, slimy leaves with razor-sharp thorns.

Swimming among the dark water jungles is a squirming shadow of writhing tentacles.

Its horror is such a burden on the minds of miserable trespassers that they cannot recall what they have seen.

A chilling dread without form, the terror of its approach can be felt so intensely that it cannot be committed to memory.

When she emerged from the dark water pool, she was shivering, desperately trying to speak as she choked on black water.

Her pleading eyes desperately searched our faces, until they suddenly widened with horror as she looked out into the emptiness. Bitter, black tears rolled down her defeated face. She was too late.

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She fell slack at our feet, her lifeless body twisting and exploding in a shower of black ichor and red gore. Where did she come from? What did she give her life to tell us? The feeling of dread that followed her to the settlement would not lift.

The survivors find the settlement gathered around the twitching remains of a White Speaker lying in a pool of black water. A gloomy silence reigns.

The **returning survivors** experience a Memory Haze.

Add Slenderman to the nemesis encounter list. Replace the next nemesis encounter without a specified monster on the timeline with **Nemesis Encounter - Slenderman**. Its monster level is determined by the lantern year of the encounter.

Lantern Year	Monster Level
1 - 10	Level 1
11 - 18	Level 2
19 +	Level 3

Replace any further nemesis encounters without a specified monster with **Nemesis Encounter - Slenderman**.

Memory Haze - roll 1d10

1 2

The **returning survivors** experience a confusion of muscle memory. All **returning survivors** forget 1 random fighting art and gain the **Blotted Out** fighting art.

Add **Forgotten Fear** to the timeline 3 years from now.

3 4 5 6

The names of the **returning survivors** are forgotten. Erase them now. They are strangers. All **returning survivors** forget 1 fighting art of their choice and gain the **Blotted Out** fighting art.

Add **Forgotten Fear** to the timeline 3 years from now.

7 8 9 10

A random **returning survivor** grows hazy in the settlement's memory. They learn the **Extra Sense** fighting art. Erase their name.
All **returning survivors** learn the **Blotted Out** fighting art.

Add **Forgotten Fear** to the timeline 3 years from now.

SHOWDOWN: SLENDERMAN

Nemesis

One day, a lonely man came home and found his long, lonely hours no longer troubled him. In fact, he could not remember them at all. Each day, he left home with a chilling ache in his bones and no memory of the day before. One day, he came home to find that he was not alone, after all. Then he was gone.

Instinct: Amnesia

Remove the Slenderman from the showdown board. All survivors gain +1 insanity. The monster will remain removed from the showdown board until a card or effect returns it.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	4	-	6	11	-	-

Ensnare · Gloom · Madness Inversion

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	6	1	6	13	+1	+1

Ensnare · Gloom · Madness Inversion
Tokens: +1 Accuracy

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	8	2	6	17	+2	+2

Ensnare · Gloom · Madness Inversion · Hounds
Tokens: +2 Accuracy, +1 Luck

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Slenderman's monster level from the table and set up the showdown accordingly.

Lantern Year	Monster Level
1 - 10	Level 1
11 - 18	Level 2
19 +	Level 3

Showdown Setup

Legend
- Survivors
- Nemesis
- Stone Column
- Bug Patch

Terrain & Deployment
- 1 Stone Column terrain card, (3 columns) placed in the green spaces.
- 1 Bug Patch terrain card, placed in the yellow space.
- 1 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the corners of the board.

Set all survivors' insanity to 0.
The survivors are defending their home. **They go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter.

Victory
No one remembers, do not gain Hunt XP.
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
The survivors left, never to return. No one remembers.

Rewards

If the settlement does not already have it, gain the **Dark Water Research** innovation. Roll 1d10 and add the Slenderman's level to the result. The group gains any listed resources or gear. Add them to the settlement's storage.

1d10	Reward
1 - 3	Fading gurgle. The bewildered survivors find themselves standing outside the settlement.
4 - 6	Soaked. Gain 1 **Dark Water** strange resource.
7 - 9	A glint on sodden ground. Gain 1 **Dark Water** strange resource and 1 **Iron** strange resource.
10 - 12	A murky pool. Gain 2 **Dark Water** strange resources and 1 **Iron** strange resource.
13+	Fading memory of fortune. A **Black Skull** Phoenix resource lays at the survivors' feet.

If the settlement has Face Painting when they defeat a level 3+ Slenderman:

Nominate a survivor. They paint their face to resemble the fading memory of the Slenderman and gain the **Forgettable** ability.

Forgettable: Gain +2 permanent evasion. Forgettable survivors cannot be encouraged.

DARK PLACE

The survivor looks on in horror as black water inexplicably pools around their feet. They are **imprisoned**.

Imprisoned

Suddenly, the ground gives way. The survivor is swallowed by an angry portal of dark water sloshing on the ground; nothing but damp stone remains in their place. As they plummet into a pitch-black ocean, slimy leaves lash their panicked, drowning body in the darkness.

The survivor is trapped and gains the **Pod Imprisonment** *survivor status card. They will attempt to break free in subsequent survivor turns.*

If the survivor has the **Legendary Lungs** secret fighting art, the crushing waters are no challenge. Use the **Free at Last** result instead.

Struggle - set the survivor's insanity to 0 and roll 1d10

1 **Misery**. Suffer a random brain trauma and gain 1 bleeding token. Remain trapped.

2–3 **Tangled.** Gain 2 bleeding tokens. Remain trapped.

4–5 **Inescapable Pressure.** Suffer monster level damage to a random hit location and gain 1 bleeding token. Remain trapped.

6–7 **Haunted.** Place the survivor in an unoccupied corner of the showdown board. Archive their **Pod Imprisonment**. They gain 1 random disorder and 1 bleeding token.

8–9 **Scarred.** Place the survivor in an unoccupied corner of the showdown board and archive their **Pod Imprisonment**. They gain 1 bleeding token and 1 **Dark Water** strange resource.

10+

Free At Last.
Place the survivor in an unoccupied corner of the showdown board. Archive their **Pod Imprisonment**. They gain 1 **Dark Water** strange resource.

LIGHT-FORGING

For a short time, the bizarre physical and chemical properties of the Dark Place are recreated in a pressurized crystal chamber. Survivors may craft the following gear during this settlement phase:

I

These require **Dark Water Research I** or above to craft.

Gloom Bracelets
1x Bone, 1x Lion Tail, 1x Scrap, 1x Dark Water

When exposed to Dark Water, the shiny wraps begin to twist and squirm.

Gloom-Coated Arrows
2x Bone, 1x Dark Water

A deadly crystal point that shatters when it reaches high velocity.

Gloom Mehndi
3x Organ, 1x Dark Water

You could swear the paint moves when nobody is looking.

Dark Water Vial
1x Organ, 1x Dark Water

If left out in the open, the Dark Water inside congeals into a foul-smelling sludge.

II

These require **Dark Water Research II** or above to craft.

Raptor-Worm Collar
1x Organ, 1x Scrap, 1x Dark Water

Wearing this makes your throat itch, but allows you to speak with disturbing clarity.

Gloom Cream
1x Love Juice, 1x Hide, 2x Dark Water

Treats wrinkles, but kills brain cells.

Gloom Hammer
3x Skull, 1x Iron, 1x Organ, 3x Dark Water

Strange whispers emanate from this deadly implement. Best not to be left alone with it.

III

These require **Dark Water Research III** to craft.

Slender Ovule
1x Phoenix Eye, 4x Dark Water

This mysterious egg makes the air around it feel black and heavy.

Gloom Katana
1x Iron, 1x Crystal Mold, 2x Dark Water

The pale, milky blade turns black when removed from its sheath.

Gloom Sheath
1x Shank Bone, 2x Organ, 2x Dark Water

Makes a nauseating grinding sound when the blade slides out of it.

FORGOTTEN FEAR

In an instant, you recall the horrors of the past and see a familiar, delicate figure standing unheeded among the survivors. Your screams are choked by gouts of black water spewing from your mouth.

Nominate a survivor with the **Blotted Out** fighting art to **remember**.
If no survivors have **Blotted Out**, then Reveal the Horror and the Slenderman **ambushes** the survivors.

Remember - remove **Blotted Out** and roll 1d10

1 2

Overcome by the violating terror of the figure's unseen presence, the survivor's heart stops.

The survivor dies. With their final gasp, they Reveal the Horror.

3 4 5 6

Unable to trust their own eyes, the survivor grabs hold of a shard of rock. Gouging deep, they suffer the **blind** severe head injury.

The survivor may avoid this injury by accepting what they see and Reveal the Horror. If they do, they gain the **Spiral Ganglia** disorder.

7 8 9

A confusion of memory rattles the survivor. They forget all their fighting arts (including secret ones).

The survivor may avoid this by accepting what they see and Reveal the Horror. If they do, they gain the **Spiral Ganglia** disorder.

10

The survivor's mind shatters. They die.

The survivor may avoid this by accepting their memory and Reveal the Horror. If they do, they gain the **Spiral Ganglia** disorder and +2 understanding.

Reveal the Horror

The Slenderman's shape ripples into view before the survivors' eyes.

If there is a **Nemesis Encounter - Slenderman** on the timeline this year, remove it.

Stop the settlement phase and **depart** for a **Special Showdown** with the Slenderman. After the showdown, resume the settlement phase. Do not gain ✪, draw a settlement event card, or advance the lantern year.

LION KNIGHT

- Kingdom Death: Monster -

CREDITS

Kingdom Death: Monster created by Adam Poots

Monster Programming: Zach Moroni
Game Design: Adam Poots, Anna Poots, Zach Moroni
Art: Danny Cruz, Lokman Lam, Yasmine Putri, Lorinda Tomko, Zeen
Miniature Sculpting: Juan Navarro Perez
Playtesting and QA: Zach Moroni, Scott Copeland, Zachary Barash, Stanley Adecla, Zac Clark, rotating KD testing team.

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LION KNIGHT

Incapable of emotion, the Lion Knight seeks to understand the world around it through its bizarre, self-serving stage productions. Between performances, it is a distant husk, unaffected by the normal world.

When the time comes, "actors" are gathered by the Lion Knight's masked retinue to join it onstage. There, it hopes to capture and vicariously experience their excitement, fears, and ultimately, their deaths. However, it remains up to the survivors to decide whether or not they stick to their scripts.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It contains:

	Lion Knight sprues (includes survivor gear and the Lion Knight Monster.)
6 x	Gear cards
26 x	Lion Knight AI cards
20 x	Lion Knight HL cards
4 x	Special Terrain cards
4 x	Terrain tiles
4 x	Disorder cards
3 x	Fighting Art cards
2 x	Secret Fighting Art cards
3 x	Armor Set Bonus cards
3 x	Tactics cards
2 x	Innovation cards
4 x	Role cards
2 x	Lion Knight card dividers

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Lion Knight card divider, AI, Hit Location, Special Terrain, and Role cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear to the game box.
- Add the new tactics to the Tactics Deck.
- Add the Armor Set Bonus cards to the game box.
- Add the new innovations to the Innovation cards in the game box (not your settlement's deck).

Use the story events in this book in addition to the *Kingdom Death: Monster* core game story events:
An Uninvited Guest; Places, Everyone!; Showdown: Lion Knight; Intermission; Strange Caravan; and **Finale.**

When a story event in this book is triggered, it is denoted by ◆📖 preceding the event name.

Current Campaign

To add the Lion Knight to your current campaign, add ◆📖**An Uninvited Guest** (a story event found in this book) to the next lantern year on the timeline.

New Campaign

To add the Lion Knight to a new campaign, add ◆📖**An Uninvited Guest** to Lantern Year 6 on the timeline of the settlement's record sheet.

NEW RULES

Special Showdowns - Update

Update the **Special Showdown** rules to the following:

Special Showdowns interrupt the Settlement Phase. After they conclude, the Settlement Phase continues where it left off, regardless of victory or defeat. Heal all light and heavy injuries from the remaining survivors and remove all tokens. Do not repeat any steps of the settlement phase.

Lion Knight Showdown Rules

Lion Knight Terrain Cards

The Lion Knight's showdown setup at level 2+ includes four special terrain cards. Do not shuffle these into the Terrain deck, as they are only intended to be used during the Lion Knight showdown.

Role Cards

This expansion includes four Role cards. When beginning a showdown with the Lion Knight, these are distributed randomly to the survivors during the setup phase. They may move from one survivor to another during the showdown, but a survivor may never have more than one at a time. When a survivor dies, archive their role card.

5-6 Player Variant: If there are more than 4 survivors, those additional survivors do not get roles. If a survivor with a role dies, a random survivor without a role gains the role of the dead survivor.

Parry - Hit Location Type

A Parry hit location represents the monster skillfully deflecting an attack.

When attempting to wound Parry hit locations, all wound attempts fail unless the wound roll result is critical. This failure triggers any Failure reactions as normal.

Knight Expansions & Tactics Deck

The Lion Knight is a Knight expansion. Each Knight expansion includes a unique Tactics deck. Tactics provide survivors with new ways to fight, using what they've learned from fighting Knights.

To add Tactics to your campaign, a survivor in your settlement must gain the **Lion Knight Badge** rare gear by defeating the Lion Knight.

The **Lion Knight Badge** allows a survivor to draw 1 random Tactics card at the start of each showdown. During the showdown, the badge-wearer may use the current Tactic to help defeat their foes.

When you draw a Tactics card, place it in your play area. At the end of the showdown, archive all tactics cards.

Store all Tactics cards together in your game box as the Tactics deck.

Ageless Apprentic

The **Ageless Apprenti**
in this expansion allows
gear cards in their gear
may be rotated 90, 18
rection, as long as the
printed square on the
es the positions of th
gear cards; the rules
unchanged.

For example, a
Mask upside down to
of a **Rawhide Vest**.
Blood Paint 90 deg
above and below it.

Ageless Apprentice

The **Ageless Apprentice** secret fighting art included in this expansion allows the survivor to rotate up to 3 gear cards in their gear grid. Each of these gear cards may be rotated 90, 180, or 270 degrees in either direction, as long as the card remains aligned with the printed square on the survivor's gear grid. This changes the positions of the affinities and arrows on those gear cards; the rules of the cards themselves remain unchanged.

For example, a survivor may turn their **Leather Mask** upside down to connect its blue affinity to the top of a **Rawhide Vest**. Similarly, they may also rotate their **Blood Paint** 90 degrees to attack with weapons placed above and below it.

Black Mask/White Mask

The Lion Knight expansion includes the **Black Mask/White Mask** double-sided innovation card. These innovations are distinct from one another, and a settlement may only have one of them at a time. If the settlement gains one innovation while it has the other, simply flip the innovation card to reflect this change and remove the innovation you no longer have from the settlement record sheet.

Hybrid Armor Sets

The **Strange Caravan** story event allows your settlement to acquire 3 double-sided **Hybrid Armor Set Bonus** cards. The front of each card shows the armor set's name, armor rating, special rules, and small armor icons, the back shows the gear a survivor must wear to gain the armor set's benefits. A survivor wearing all armor listed on a hybrid armor set will have completed the set and gains the benefits on the corresponding armor set card if the settlement has acquired it.

When a survivor departs with a hybrid armor set bonus, set their armor points at all hit locations to the number of armor points printed on the hybrid armor set card (before adding modifiers). Losing an armor set bonus during the hunt or showdown does not change armor points at any hit locations.

The cards are for reference – as in the *Kingdom Death: Monster* core game, multiple survivors may gain the same hybrid armor set bonus despite there being only one copy of each card.

They awoke to find
the center of their s
lion-like creature wi
everything and sayi
it was even alive, b
an electrifying gaze
What is this creat

Trembling, the sur

De

Distracted by
attempts at la
where they g
follow them.

If the s
beat t
gaze ou
surv

AN UNINVITED GUEST

They awoke to find someone new standing at the center of their settlement. Still as a statue, a lion-like creature with razor claws stood seeing everything and saying nothing. They wondered if it was even alive, but the boldly curious reported an electrifying gaze in its still eyes.
What is this creature? Why is it here?

Trembling, the survivors **deliberate**.

What is this creature?

The settlement gains the **Stoic Statue** innovation. Add **Stoic Statue** to the settlement's innovations on the settlement record

Deliberate - Add **Places, Everyone!** to the timeline two years from now. Each player nominates 1 survivor, then the group rolls 1d10.

Distracted by the new presence, the survivors' attempts at labor amount to little. No matter where they go, the Lion Knight's eyes seem to follow them. -2 ✪.

1 2 3

If the settlement has innovated **Drums**, they beat them wildly to drive the Lion Knight's gaze out of their minds. A random nominated survivor gains the **Coprolalia** disorder.

The survivors timidly place offerings at the Lion Knight's feet, but it just stares and stares. Each nominated survivor gains a random disorder.

4 5 6 7

If the settlement has innovated **Face Painting**, the survivors cope by decorating their faces in the likeness of the strange arrival. The nominated survivors each gain +4 insanity.

The unmoving figure is heralded as the salvation of the settlement and worshiped! Gain +2 ✪. The nominated survivors gain +2 understanding and may not endeavor during this settlement phase.

8 9 10

If the settlement has innovated **Symposium**, the survivors resolve they must be prepared for whatever good or ill this omen portends. Gain the **Nightmare Training** innovation at no cost and +3 ✪.

PLACES, EVERYONE!

Suddenly, three more figures appear, stirring up a commotion.
Despite the whirlwind of activity around it, the Lion Knight remains still.

With exacting haste, two women make a clearing in the settlement around the Lion Knight, while a third writes disinterestedly in a massive, ancient tome. An array of ornate, unidentifiable props and costumes is pulled out of a dark armoire and meticulously arranged around a makeshift stage.

Survivors must **depart** this settlement phase for a special showdown with the Lion Knight. Choose **departing survivors** now and nominate them to **Take the Stage**.

Take the Stage - roll 1d10

1 2

As they approach the stage, the nominated survivor with the highest Hunt XP (randomize in case of ties) suddenly feels the gaze of innumerable eyes and is overcome by paralyzing fright. If possible, choose another survivor to replace the frightened one.

3 4 5

One of the women approaches the survivor with the highest insanity from behind (randomize in case of ties). She whispers in their ear. The survivor laughs maniacally and begins dancing in an unfamiliar way. The dancing survivor gains the **Immortal** disorder and -1 permanent evasion.

6 7 8

Everything falls silent. The only sound heard is a soft clicking as the motionless Lion Knight's claws begin to twitch and come to life. The nominated survivor with the lowest insanity (randomize in case of ties) gains the **Anxiety** disorder.

9 10

Crossing the threshold of the stage, the survivors feel energized, their bodies light as a feather! The nominated survivors gain +1 evasion token and survival up to the settlement's survival limit at the start of the showdown.

SHOWDOWN: LION KNIGHT

Nemesis

There was once a monster who was shunned by its creator and left to wander the darkness. Lost in the world of humans, it was driven insane in its attempts to comprehend them. Now, the only reality it accepts exists deep inside its hollow, broken mind.

Instinct: Catwalk

The Lion Knight full moves towards the **Villain**.
End the monster's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	10	2	-	7	10	-	-

S Zeal S Outburst
Roles: Ruler, Damsel, Villain, Fool.

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	5	-	8	12	-	-

S Zeal S Outburst S Drama Lessons
Roles: Ruler, Damsel, Villain, Fool

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	9	-	9	15	+1	+1

S Zeal S Outburst S Drama Lessons S Last Act
Roles: Ruler, Damsel, Villain, Fool

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select The Lion Knight's monster level (it should be 1 greater than the last Lion Knight encounter) and set up the showdown accordingly. Unless directed to by the timeline, the Lion Knight may not be chosen for a Nemesis Encounter.

Special Rules - Roles

Survivors begin the showdown with a Role card. Ensure that a survivor has the Villain Role by dealing it first. Then, deal one Role card at random to each other survivor.

Showdown Setup

Terrain & Deployment - Level 1

Legend
- Survivors
- Nemesis

- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first.**

Terrain & Deployment - Level 2+

Legend
- Survivors
- Nemesis
- Throne
- Balcony
- Stage
- Horn

- Place the nemesis in the center of the board.
- Place survivors in the blue zone.
- Set up the **Throne**, **Balcony**, **Stage**, and **Horn** Lion Knight Special Terrain cards in the spaces indicated.

The survivors are defending their home. **They go first.**

Aftermath

Victory
The first time you defeat the Lion Knight, gain the **Lion Knight Badge** rare gear.

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
Trigger the following story events according to ★:

1-2: **Intermission** 3: **Finale**

Defeat
The Lion Knight resumes his repose.
Intermission.

If the settlement has **Katar Mastery** when they defeat the level 3 Lion Knight, the monster's claws are meticulously replicated. Gain the Lion Knight's **Left Claw** and **Right Claw** rare gear cards.

INTERMISSION

If the survivors were defeated...

The Villain's body lies still on the stage. The Lion Knight strolls out from behind the stage wearing a white mask. The retinue stands offstage, clapping excitedly. Although the survivors are saddened by their loss, they can't help but feel like they have done something right. Awash with pride, they awkwardly face their audience and take a bow.

Lose the **Stoic Statue** innovation and gain the **White Mask** innovation. Add **Places, Everyone!** to the timeline 4 years from now. One at a time, nominate each **returning survivor** and roll 1d10.

1 2

As you exit the stage, a member of the retinue lifts her mask and plants a kiss on your cheek. The feeling overwhelms you like nothing has before or ever will again. You retire.

3 4 5 6

Basking in the glow of the retinue's admiration, you forget all about your defeat. When you get home, you realize you've forgotten a bit more than that. Lose all levels of your current weapon proficiency.

7 8 9 10

The retinue coyly offers you a small trinket as consolation. Add 1 **Broken Lantern** basic resource to the settlement storage.

The showdown ends.
The Lion Knight resumes its repose.

If the survivors were victorious...

Suddenly, the Lion Knight is standing in the same place it was when it first appeared in the settlement, wearing a gleaming black mask that drains the light from everything around it. The Lion Knight's retinue scurries out onto the stage, hunched over in single file. One carries a blade, the second, a gold vessel, and the last, her enormous tome. Before anyone has a chance to react, they are upon the survivor that defeated the Lion Knight.

Lose the **Stoic Statue** innovation and gain the **Black Mask** innovation. Add **Places, Everyone!** to the timeline 4 years from now. Nominate the survivor that dealt the killing blow and roll 1d10.

1 2

You are grabbed by the shoulders and your head is shoved into the golden vessel and severed. You are dead.

3 4 5

One seizes you by the arm while another cleanly severs it at the shoulder with one soundless chop. The last gingerly places the bloodied limb inside the vessel. Suffer the **dismembered arm** severe injury. No blood flows from the wound.

6 7 8 9 10

A grotesque mask is produced from the vessel. Trembling, you realize you have no choice but to put it on.
Gain the **Hideous Disguise** rare gear.

STRANGE CARAVAN

Camped outside of the Lion Knight's view, the retinue unpack a caravan of trash and treasures. The trick is figuring out which is which. Each one beckons passing survivors to inspect their wares. Choose one member of the retinue to **approach** and nominate a survivor.

The Stoic Seamstress

The first member of the retinue motions you over, performing a pantomime of promises and threats. She holds out her hand, waiting for you to comply with her instructions.
Nominate a survivor with 3+ understanding to offer payment and become the retinue's **Mannequin**.

Dancer Armor Set Card
1x White Lion Fur, 1x Shank Bone, 1 Love Juice

The settlement gathers around the Mannequin, excitedly pouring over their delicate and sophisticated ensemble. They gain +1 courage.

Brawler Armor Set Card
1x Lion Testes, 1x Beast Steak, 1x Scrap

The settlement gathers around the Mannequin admiringly. They gain the **Leader** fighting art.

Warlord Armor Set Card

1x Phoenix Finger, 1x Curious Hand, 1x ???
The settlement trembles before the Mannequin's fearsome arrangement. They gain +1 permanent strength.

The Silent Barterer

The second member of the retinue, sitting among chests brimming with bric-a-brac, beckons you over, measuring you thoughtfully with her eyes. When she is through, she cocks her head expectantly and holds out her empty hand, waiting for your offer.

Nominate a survivor to offer a weapon or armor gear for trade. Archive it and roll 1d10.

1d10	Trade Results
1	You look away for a second and the gear is gone! The second member of the retinue stares at you blankly and shrugs. Suffer -1 permanent luck unless the gear your traded has the **other** keyword.
2 - 5	The second member of the retinue snatches the item, offering a squirming, hissing, ornate matchbox in return. Gain a random vermin resource. If the gear has the **set** keyword, also gain the **Wardrobe Expert** fighting art.
6 - 9	An offer is presented, but there is no telling what it is. After pondering it, you smash it in frustration. Gain 2 basic resources. If the gear you traded had any monster resources in its cost, also gain a random resource from that monster.
10+	After silent deliberation, one of the retinue members rummages through a trunk and pulls out a mask. If the gear you traded has the **weapon** keyword, gain the **Man Mask** gear. If the gear has the **armor** keyword, gain the **God Mask** gear.

The Impish Archivist

The third member of the retinue motions you over to peer inside the pages of her book. The spreads depict a number of comically dangerous techniques. Choose one of the following:

Archive 1 **Whistling Mace** gear and gain +1 permanent strength.

Suffer the **blind** severe injury and gain the **Tenacious** fighting art.

Archive 3 gear cards, all crafted from different settlement locations, and gain the **Headliner** fighting art.

Remove the **hamstrung** severe injury and gain the following impairment: **Thin-Skinned:** You cannot gain insanity for any reason.

The Lion Knight dramatically falls prone and begins a well-rehearsed finale. The retinue draws the survivors near to hear the Lion Knight's soliloquy.

"There was once a woman.
Her body was a testament to her life of struggle
and survival. She was beyond her limit.
No longer could she be nourished on determination
alone. She was going to die."

"With her last shred of
strength, she dug for a paltry meal through
a flinty crack, but her fingernail broke on the rock.
As blood trickled from her hand, she slipped into oblivion."

Story Event - FINALE
"A hero appeared.
Transfixed by the beauty of the scene,
the hero was moved.
Of course, a hero does not need a reason to do
what they must."

In a practiced, whispered tone, the Lion Knight speaks:
"This time, it is you, the true heroes, who have saved me.
Your struggle is beautiful and has revealed much. Goodbye."
A mask is laid over the Lion Knight's face. Stifled tears break the silence.

The retinue produces a grand coffin from stage left and gently places the Lion Knight inside. Hefting it over their heads, they vanish into the darkness.

Relieved and confused, the survivors mill about awkwardly. One of them finds a small manuscript the retinue left behind.

The settlement loses the **Black Mask/White Mask** Innovation (archive it).
If the settlement innovated **Pictographs**, they can read the manuscript.
It details the battles between the Lion Knight and the survivors.
Its title is suggestive, *The Villain and the Heroes That Saved Him*.

Nominate a survivor to study the manuscript.
They gain the **Courtly Screenwriter** secret fighting art.

LONELY TREE

- Kingdom Death: Monster -

CREDITS

Kingdom Death: Monster created by Adam Poots

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LONELY TREE

If you can see the Lonely Tree for what it really is, it's probably too late. This carnivorous organism hypnotizes anything that comes near, luring prey with hallucinations of their innermost desires. Once they draw near, the hallucinations turn to ceaseless dreams, while the roots consume the victim in their sleep.

With each meal, a grotesque bulge appears on the Lonely Tree's branches which slowly swells and takes on certain qualities of the devoured as they are digested. This "fruit" of the Lonely Tree is its true prize, as eating these conglomerations of phytohormones and human gristle can have beneficial (albeit bizarre) side effects. However, make sure to handle them gently while they are close to the tree, as the chemical volatility of the unripened morsels doubles as the Lonely Tree's primary form of self-defense!

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Lonely Tree Sprues
25 x	Lonely Tree AI cards
23 x	Lonely Tree HL cards
1 x	Lonely Tree Hunt Event cards
5 x	Strange Resource cards
1 x	Terrain card
1 x	Lonely Tree card divider

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Lonely Tree Card Divider, AI, Hit Location, and Hunt Event cards to the monster section of the core game.
- Add the new strange resources to the game box.
- Add the new terrain card to the Terrain Deck.

Use **The Lonely Lady** and **Showdown: Lonely Tree** story events in this book in addition to the *Kingdom Death: Monster* core game story events.

When a story event in this book is triggered, it is denoted by ✸📖 preceding the event name.

Add to Your Campaign

To add the Lonely Tree to a current or new campaign, add the Lonely Tree terrain card to the terrain deck and shuffle the **Object of Desire** hunt event into the basic hunt event cards.

Do not add the Lonely Tree to the Nemesis Monster list on the settlement record sheet. The Lonely Tree may only be faced when directed to.

Rules

Object of Desire Hunt Event

The **Object of Desire** Hunt Event is unique to the Lonely Tree expansion, but has a basic hunt event card back. It is shuffled into the basic hunt event cards, and can be randomly drawn from any hunt board space. The event is archived after it is resolved — it is permanently removed from the basic hunt events and returned to the game box.

Showdown Special Rules

The Lonely Tree does not move on its own and cannot be knocked down, suffer **knockback**, or be moved by survivors in any way.

Unless otherwise stated on the card, its attacks have unlimited range. Its roots and branches can reach survivors anywhere on the showdown board.

Monster Fruit

The Lonely Tree terrain card grants any monster the **Monster Fruit** ❺ card. This card alters the monster's behavior during the showdown. Treat it like any monster-specific ❺ card. When a monster has Monster Fruit in play, perform the actions listed on **Monster Fruit** before any other actions during the monster turn. Proceed through the rest of the monster turn normally.

Monster-Impassable

The Lonely Tree terrain has the **monster-impassable** rule, which has all of the characteristics of impassable terrain, but with the following addition: Monsters may not move through spaces occupied by monster-impassable terrain.

Monsters must move around monster-impassable terrain tiles, if possible. If this is not possible (such as when the monster is instructed to move in a straight line), they instead end their movement in the space before the terrain tile.

Miniature

The miniature included in this expansion may be used to represent the Nightmare Tree terrain tile on the showdown board. You can keep the original terrain tile underneath the miniature in case you need to move it out of the way for a roosting Phoenix!

The survivor paused in the darkness, crippled by an unknown feeling of loss.
Their eyes swelled with inexplicable tears.
A hole opened in their heart.

A warm hand slipped into the survivor's.
Looking up, they saw something they never expected.

Although the survivor could not understand the stranger's words,
they saw the truth in the stranger's eyes. They felt an identical hole in the stranger's heart.
The survivor wanted nothing more than to protect her.
Hand in hand, they returned to the settlement.

heart.

Lying in each other's embrace,
they felt the warmth of love fill their hearts and wrap around them.
Together, they dreamed a perfect dream.

They dreamed of the future. They dreamed of fulfillment.
They dreamed of a life together.

When the dream ended, the stranger awoke with a cry.
The stranger's stomach was full and she was alone.
She felt something she did not want to accept,
something she would forget over and over again.

The hole in her heart could never be filled.

There was no love for her,
only hunger.

The survivor that consumed the Lonely Fruit is dead. Survivors must depart this year for a special showdown with the Lonely Tree.

SHOWDOWN: LONELY TREE

Nemesis

There was once a woman who loved a sad man with a hole in his heart. The harder she tried to fill it, the more drained she felt. When there was nothing left of her, she killed herself under an old tree and let its roots drink her blood. Soon after, the sad man disappeared from the settlement. The tree bore a tear-shaped fruit.

Instinct: Growth

The tree's roots undulate and swell! All survivors not adjacent to another survivor gain 1 bleeding token and are knocked down.

Shuffle the hit location deck and place the **trap** on top.

No Blind Spot!

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	3	1	-	10	-	-1

Bear Fruit · Impenetrable Trunk

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	5	1	-	13	-	-

Bear Fruit · Impenetrable Trunk · Moving Ground

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	8	5	2	-	17	+1	+1

Bear Fruit · Impenetrable Trunk · Moving Ground
Life: 20

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Lonely Tree's monster level from the table and set up the showdown accordingly. Unless directed to by the timeline, the Lonely Tree may not be chosen for a Nemesis Encounter.

Lantern Year	Monster Level
1 - 11	Level 1
12 - 15	Level 2
16 +	Level 3

Showdown Setup

Legend
- Survivors
- Nemesis
- Tall Grass

Terrain & Deployment
- 4 Tall Grass terrain tiles, set up in the green spaces. **These tiles cannot be activated.**
- Place the nemesis in the center of the board.
- Place survivors in any of the blue spaces.

The tree is waiting for you. **Survivors go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter.

Victory

+1 Hunt XP.
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

Something rotten is found at the edge of the settlement. Gain 1 **Nightmare Fruit** strange resource.

Rewards

With the tree dead, the survivors safely harvest its bounty. Some fruit bear the tortured features of past meals. For each Nightmare Fruit on the showdown board (not on the tree's branches), gain 1 random basic resource.
The group gains the following rewards:

Level	Reward
1	Gain 1 **Jagged Marrow Fruit** strange resource.
2	Gain 1 **Festering Blood Fruit** strange resource.
3	Gain 1 **Porous Flesh Fruit** strange resource.

If the settlement has innovated **Cooking** when they defeat a level 3+ Lonely Tree, the fruit of the Lonely Tree is baked into a foul-smelling dish that sprouts thick black hair as it cooks. As the survivors consume it, they become nauseated and see the same hair sprout from their bodies, tangling and growing into each other's until they are indistinguishable. A victorious survivors gain the following ability.

Super Hair: You may spend ❹ to freely exchange any tokens with adjacent survivors who have **Super Hair**.

Lantern Hoard

Endeavor · Bone · Organ · Hide

INNOVATE

Once per settlement phase, you may spend the listed resources to draw 2 innovation cards. Keep 1 and return the other to the deck.

Build Bone Smith
Settlement Location

Build Skinnery
Settlement Location

Build Organ Grinder
Settlement Location

The Sun

EXTREME HEAT
Survivors cannot wear heavy gear.

SUPERNOVA
If you suffer defeat against a nemesis monster, the sun cleanses the settlement, instantly killing everyone. **Game Over**.

Endeavor · Bone · Organ · Hide

INNOVATE

Once per settlement phase, you may spend the listed resources to draw 2 innovation cards. Keep 1 and return the other to the deck.

Build One Bonesmith, Organ Grinder, Skinnery
Settlement Locations

Throne

Endeavor · Bone · Organ · Hide

INNOVATE

Once per settlement phase, you may spend the listed resources to draw 2 innovation cards. Keep 1 and return the other to the deck.

FEAR AND TREMBLING

The cowering settlement turns their squinting gaze to the lone figure that mounts the obsidian steps.

Once per settlement phase, a survivor may spend ✪ to approach the throne and roll 1d10.

1-2	With a warm, wet smack the survivor's lifeless body tumbles from the dais, followed almost immediately by their head. They are dead.
3-6	The survivor stumbles down the gleaming stairs, clutching their disfigured face. They suffer the **blind** severe head injury and gain a Scar.
7-9	The Tyrant hefts the struggling survivor into the air by their leg, molding their flesh with its claws. Remove all of the survivor's permanent waist injuries.
10+	The Tyrant leans in and speaks softly to the survivor. They return pale and stricken, making hoarse exclamations before falling over dead. Draw the top card of the innovation deck and add it to your settlement at no cost.

Build One Bonesmith, Organ Grinder, Skinnery
Settlement Locations

Bone Smith

Bone Dagger		1 x bone
Bone Blade		1 x bone
Bone Axe		1 x bone 1 x organ
Bone Darts		1 x bone
Skull Helm		2 x bone — or — 1 x skull
Bone Pickaxe	Ammonia Required	1 x bone 1 x leather
Bone Sickle	Ammonia Required	1 x bone 1 x leather

Build Weapon Crafter
Settlement Location
3 x bone
1 x hide

Bone Sickle
item, tool, bone

2 | 8+ | 1

Frail
After Hunt phase setup, place the **Herb Gathering** event on any hunt space.

Skull Helm
armor, bone, fragile

3

When you suffer a severe head injury, the Skull Helm destroyed. Archive this card.

Bone Axe
weapon, melee, axe, bone

2 | 6+ | 3

Frail
Savage: Once per attack, if you critically wound, cause 1 additional wound. This effect does not apply to impervious hit locations.

Bone Blade
weapon, melee, sword, bone

2 | 6+ | 2

Frail: When you attempt to wound a super-dense hit location, this weapon breaks. Archive this card at the end of the attack.

Bone Dagger
weapon, melee, dagger, bone

3 | 7+ | 1

On a **Perfect hit**, gain +1 survival.
Perfect hit: An attack roll result of a lantern 10.

Bone Darts
weapon, ranged, thrown, bone

1 | 7+ | 3

Range: 6.
Frail: When you attempt to wound a super-dense hit location, this weapon breaks. Archive this card at the end of the attack.

Bone Pickaxe
item, tool, bone

1 | 8+ | 2

Frail
After Hunt phase setup, place the **Mineral Gathering** event on any hunt space.

Skinnery

Rawhide Headband	1 x hide
Rawhide Gloves	1 x hide
Rawhide Vest	1 x hide
Rawhide Pants	1 x hide
Rawhide Boots	1 x hide
Bandages	1 x hide
Rawhide Drum — Drums Required	1 x bone, 1 x hide
Rawhide Whip — Ammonia Required	1 x bone, 1 x hide

Build Leather Worker — Settlement Location — 3 x hide, 1 x organ

Rawhide Headband
armor, set, rawhide

1

: Reveal the top 2 AI. Place them back on top of the deck in any order.

Rawhide Pants
armor, set, rawhide

1

Rawhide Drum
item, rawhide, instrument, noisy

When you **depart**, gain +1 insanity.
When a monster performs an **Intimidate** action, roll 1d10. On a 5+, cancel the effects for you and any adjacent non-deaf survivors.

Rawhide Gloves
armor, set, rawhide

1

When you **depart**, gain +1 survival.

Bandages
item

: Remove up to 2 bleeding tokens from yourself or an adjacent survivor.

Rawhide Boots
armor, set, rawhide

1

When you **depart**, gain +1 survival.

Rawhide Vest
armor, set, rawhide

1

+1 evasion

Rawhide Whip
weapon, melee, whip, rawhide

3 / 7+ / 1

Provoke: When you wound with this weapon, gain the **priority target** token.

Organ Grinder

Fecal Salve		1 x organ
Monster Grease		1 x organ
Dried Acanthus		1 x fresh acanthus
Lucky Charm		1 x organ
Monster Tooth Necklace	Heat Required	1 x scrap 1 x bone

Augury - roll 1d10

The survivor endeavors to glean the meaning of existence. Roll on the table. Add +1 to your roll result if your understanding is 3 or higher.

1 - 3	Lose 1 resource from the settlement. If you do, gain +1 understanding.
4 - 7	Gain +1 Survival.
8+	**Intimacy**.

Build Stone Circle
Settlemet Location

3 x organ
1 x hide

Dried Acanthus
item, herb, consumable

When you **depart**, gain +2 survival. When you suffer a severe injury, ignore it and archive this card instead.

Fecal Salve
item, balm, stinky

When you **depart**, gain +1 survival.
⚡: You are not a **threat** until you attack. If you have the **priority target** token, remove it.

Lucky Charm
item, jewelry

+1 luck

Monster Grease
item, consumable, soluble, stinky

Gain + 1 evasion.

+1 evasion

Monster Tooth Necklace
item, jewelry, bone

Gain + 1 strength.

+1 strength

Gormery

Gorment Mask	1 x stout hide 1 x handed skull
Gorment Sleeves	1 x stout hide 1 x bone
Gorment Suit	3 x stout hide 1 x stout kidney
Gorment Boots	1 x stout hide 1 x bone
Regeneration Suit	1 x stomach lining 1 x jiggling lard

Rib Blade	1 x meaty rib, 1 x hide
Knuckle Shield	1 x mammoth hand, 2 x bone
Gaxe	1 x dense bone, 1 x stout hide
Greater Gaxe	1 x dense bone, 1 x jiggling lard
Riot Mace	1 x pure bulb, 1 x stout kidney, 1 x jiggling lard, 1 x dense bone
Pulse Lantern	1 x milky eye, 1 x active thyroid
Gorn	1 x stout heart, 3 x bone
Armor Spikes	1 x stout vertebrae, 1 x scrap
Acid Tooth Dagger	1 x acid gland, 2 x bone
Black Sword	1 x gormite, 1 x handed skull

Gorment Boots

2

armor, set, gormskin, heavy

Other survivors may move through but not end movement in a space you occupy.

Gorment Mask

2

armor, set, gormskin, heavy

If your courage is higher than ★, ignore **Intimidate** actions.

Gorment Sleeves

2

armor, set, gormskin, heavy

You may **Guard** without spending survival.

Gaxe

1 / 6+ / 4

weapon, melee, axe, bone

Gains +1 speed and **Savage**.

Each showdown, the first time you critically wound the monster, it gains -1 evasion token.

Pulse Lantern

item, lantern, gormskin, fragile

⚡: Once per showdown, roll 1d10. On a result of 4+, the monster is knocked down and all survivors gain -1 accuracy token.

Regeneration Suit

2

item, gorm

Accessory.

At the end of the showdown, remove any permanent injuries you suffered this showdown.

Gorment Suit

2

armor, set, gormskin, heavy

Guard: At the end of your attack, if you are standing and have a shield in your gear grid, spend 1 survival to move 3 spaces directly away from the monster and **Block 1** for free.

Greater Gaxe

2 / 6+ / 4

weapon, melee, axe, two-handed, heavy

Deadly. Reach 2.

On a **Perfect hit**, the edge sharpens. Gain +4 strength for the rest of the attack.

Rib Blade

1 / 6+ / 5

weapon, melee, grand, bone

Slow. Deadly.

Riot Mace

2 / 5+ / 5

weapon, melee, club

Deadly.

When you critically wound, the next time the monster would draw AI, it performs **Basic Action** instead.

Acid-Tooth Dagger

2 / 7+ / 2

weapon, melee, dagger, bone

Paired.

On a **Perfect hit**, a wound attempt in your attack automatically succeeds.

Gorn

item, instrument, gormskin

⚡: All non-deaf knocked down survivors stand and gain +1 to all hit locations. Use once per showdown.

Armor Spikes

item, bone, heavy

If adjacent to the monster when you suffer a severe body injury, the monster suffers a wound. Limit, once per round.

Black Sword

3 / 5+ / 10

weapon, melee, sword, heavy

On a **Perfect hit**, gain +1 survival.

If you are a Sword Master, you understand this weapon's potential. It gains +20 strength.

Knuckle Shield

3 / 7+ / 1

weapon, melee, shield, gormskin

Block 1.

Once per round, If you wound with this weapon, **Block 1** for free.

Gormchymist

Transmute: Spend 2 organs and roll 1d10.
Add 1d10 for each **Gormchymy** innovation in your settlement.
Add the roll results and gain the corresponding gear or resources.

Archive 1 Gormchymist potion to reroll 1 dice result.

1 - 6	Random Gorm resource
7 - 12	Healing Potion
13 - 18	Wisdom Potion
19 - 24	Steadfast Potion
25 - 30	Power Potion
31 - 36	Life Elixir
37+	Gormite

Special Innovate — Gain the next Gormchymy innovation — 1 x strange resource, 1 x gorm brain

Healing Potion
item, consumable, fragile

At the end of the showdown, if you suffered any permanent injuries, you may archive this card and remove one of your choice.

Life Elixir
item, consumable, stinky

Each showdown, the first time you would die from a severe injury, ignore that injury.

Power Potion
item, consumable

Consume: Once per showdown, gain +1 strength token for each ■ you have.

Steadfast Potion
item, consumable, heavy

When you ignore a hit with **Block**, gain +1 strength token. When you are knocked down, lose all your +1 strength tokens.

Wisdom Potion
item, consumable, other

Play the showdown with the top card of the hit location deck revealed.

Silk Mill

Silk Turban	1 x silken nervous system 3 x silk, 1 x hide
Silk Wraps	1 x thick web silk 1 x silk
Silk Robes	2 x silk, 1 x hide 1 x exoskeleton
Silk Sash	2 x silk, 1 x bone 1 x hide
Silk Boots	1 x large appendage 1 x silk

Amber Poleaxe	2 x bone, 1 x organ 1 x venom sac
Throwing Knife	1 x silk 1 x serrated fangs
Silk Whip	1 x large appendage 1 x bone
Hooded Scrap Katar	1 x small appendage 1 x scrap
Amber Edge	1 x bone 1 x organ, 1 x chitin
Body Suit	5 x silk, 2 x hide 1 x spinnerets
Silk Bomb	2 x resources 2 x silk
Red Ring	3 x venom sac 2 x arachnid heart Legless Ball Required
Blue Ring	3 x eyeballs 2 x stomach Legless Ball Required
Green Ring	3 x unlaid eggs 2 x spinnerets Legless Ball Required

3 Silk Robes
armor, set, silk, flammable

When you **depart**, gain 1 survival.

⚡: Add 🛡 to all hit locations. Use once per showdown.

3 Silk Sash
armor, set, silk, flammable

When you **depart**, gain 1 survival.

⚡: Add 🛡 to all hit locations. Use once per showdown.

3 Silk Turban
armor, set, silk, flammable

⚡: Turn the monster to face away from you. Use only during the survivors' turn.

3 Silk Wraps
armor, set, silk, flammable

3 Silk Boots
armor, set, silk, flammable

+1 movement. Once per round, you may spend 1 survival to gain 2 insanity.

Amber Edge
weapon, melee, scimitar, amber

⚡ 1 | 6+ | 4

Slow
At the end of each attack, if you wounded the monster, make an additional attack with this weapon.

Amber Poleaxe
weapon, melee, axe, spear, two-handed, amber

⚡ 2 | 6+ | 3

Reach 2
When a monster **collides** with you, roll 1d10. On a 6+, the monster suffers 1 wound.

2 Blue Ring
item, jewelry, amber

Unique, Accessory

If you are monster controller when the monster draws AI, draw 1 extra card. Select 1 to play and discard the other.

Silk Whip
weapon, melee, whip, silk

⚡ 2 | 6+ | 3

On a **Perfect hit**, you may archive a mood in play instead of drawing a hit location.

2 Green Ring
item, jewelry, amber

Unique, Accessory

The first time you are attacked each round, gain 3 to all hit locations if you are monster controller.

Hooded Scrap Katar
weapon, melee, katar, metal

⚡ 2 | 7+ | 4

Paired. If you hit 4 or more times in a single attack with this weapon, the monster suffers 1 wound before hit locations are drawn.

2 Red Ring
item, jewelry, amber

Unique, Accessory

If you gain a bleeding token while monster controller, monster suffers 1 wound. Limit twice per round.

Silk Body Suit
item, silk, flammable

Unique
Reduce damage from every hit suffered by 2, to a minimum of 1. You may not have any heavy or metal armor in your gear grid.

Silk Bomb
item, thrown, silk, amber, fragile

⚡: Until the end of the round, all survivors ignore **knockback** and **bash**. Archive after use.

Throwing Knife
weapon, ranged, thrown

⚡ 4 | 9+ | 2

Range: 4
At the end of your attack, gain +1 accuracy token for each **Perfect hit**. When knocked down, remove all your +1 accuracy tokens.

Leather Worker

Leather Mask	1 x leather 1 x scrap
Leather Bracers	1 x leather 1 x hide
Leather Curiass	1 x leather 1 x bone
Leather Skirt	1 x leather
Leather Boots	1 x leather 1 x hide
Round Leather Shield	1 x leather 1 x bone 1 x hide
Hunter Whip	2 x leather 1 x bone

Requires **Ammonia**

Leather-Making

Spend any number of hide to add an equal number of leather strange resources to the settlement storage.

Hunter Whip

weapon, melee, whip, leather

3 | 6+ | 3

On a **Perfect hit**, discard 1 mood in play.

Leather Boots

3

armor, set, leather

At the end of your act, you may move 1 space.

Leather Bracers

3

armor, set, leather

When you **depart**, gain +2 survival.

Leather Cuirass

3

armor, set, leather

Leather Mask

3

armor, set, leather

When you **depart**, gain +2 insanity.

Leather Skirt

3

armor, set, leather

Round Leather Shield

1 | 8+ | 1

weapon, melee, shield, leather

Add 1 to all hit locations.

Block 1: Spend ⚡ to ignore 1 hit the next time you are attacked. Lasts until your next act. You cannot use **block** more than once per attack.

Stone Circle

Screaming Horns	1 x spiral horn 1 x scrap
Screaming Bracers	1 x pelt 1 x hide
Screaming Coat	1 x pelt 1 x bone
Screaming Skirt	1 x pelt
Screaming Leg Warmers	1 x pelt 1 x hide

Boss Mehndi 1 x golden whiskers, 1 x bone	Bone Earrings 1 x shank bone, 1 x bone
Beast Knuckle 1 x large flat tooth, 1 x pelt	Green Charm 3 x organ
Red Charm 3 x organ	Blue Charm 3 x organ
Blood Paint 1 x bladder, 1 x organ — Paint Required	Lance of Longinus 1 x legendary horns, 6 x organ

Forbidden Dance
Required

Harvest Ritual

Spend any number of monster resources to draw an equal number of basic resources.

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2 **Screaming Coat**
armor, set, fur

Slam: Spend 2 to full move foward in a straight line. If you move 4+ spaces and stop adjacent to monster, move it back 1 space. It gains -1 toughness until end of round.

3 **Screaming Horns**
armor, set, bone

: Scream. Non-deaf **insane** survivors gain +1 movement until end of round. All other survivors gain +1 insanity.

2 **Screaming Leg Warmers**
armor, set, fur

When you **depart**, gain +1 insanity.

2 **Screaming Skirt**
armor, set, fur

2 6+ 9 **Lance of Longinus**
melee, weapon, spear, two-handed, bone

Irreplaceable, Reach 2
Each showdown, the first time you wound, the monster gains a - 1 toughness token.

Red Charm
item, jewelry, fragile

Unstoppable: When you attempt to wound, instead roll 1d10. On 1 - 5, fail. On 6 - 10, wound.

2 **Screaming Bracers**
armor, set, fur

When you **slam**, you may pass through other survivors without causing collision (you cannot end movement in a survivor-occupied space).

Bone Earrings
item, jewelry, bone

At the start of the showdown, gain +2 speed and +2 strength tokens if **insane** and all gear in your gear grid has the bone keyword.

Boss Mehndi
item, soluble

Boss is brave. While adjacent to you, **insane** survivors gain +1 speed.

Green Charm
item, jewelry, fragile

Undeathable: If you would die, roll 1d10. On a 6+, you inexplicably survive.

2 6+ 4 **Beast Knuckle**
weapon, melee, katar, bone

Paired
When you wound with this weapon, monster gains -1 toughness until end of the attack.

Blood Paint
item, soluble

: Activate weapon gear to the left and right of this card. These are two separate attacks. Cannot be used with two-handed weapons.

Blue Charm
item, jewelry, fragile

Unshakeable: When you draw a **Trap**, roll 1d10. On a 6+, discard the **Trap** and reshuffle the deck.

Weapon Crafter

Counterweighted Axe
2 x bone, 1 x hide, 1 x organ

Skullcap Hammer
2 x bone, 1 x scrap

Whistling Mace
2 x bone, 1 x organ

Scrap Sword — Heat Required
2 x bone, 1 x scrap

Zanbato
1 x great cat bone, 2 x hide

Scrap Dagger — Heat Required
1 x bone, 1 x scrap

Blood Sheath
5 x organ , 1 x hollow wing bone
1 x muculent droppings

Finger of God
1 x phoenix finger, 4 x bone

Rainbow Katana — Heat Required
1 x phoenix beak, 1 x rainbow droppings, 1 x iron, 6 x bone

Scrap Scavenge - roll 1d10

A survivor carefully searches the settlement edge, groping in the dark for pieces of broken lanterns and suitable debris.

1 - 5	Something attacks from the darkness, spend 1 **survival** or die!
6 - 9	Gain 1 broken lantern resource.
10+	Long walk. Gain +1 courage.

Special Innovate — Scrap Smelting
Gain this innovation
2 x scrap
5 x bone
5 x organ

Scrap Dagger
weapon, melee, dagger, metal

3 | 7+ | 2

On a **Perfect hit**, the edge sharpens. Gain +2 strength for the rest of the attack.

Scrap Sword
weapon, melee, sword, metal

2 | 5+ | 3

On a **Perfect hit**, the edge sharpens. Gain +4 strength for the rest of the attack.

Gains **Deadly**

Skullcap Hammer
weapon, melee, club, bone

2 | 7+ | 3

On a **Perfect hit**, the monster is dazed, and gains -1 speed token until the end of its turn. A Monster can be dazed once per round.

Whistling Mace
weapon, melee, club, bone

3 | 6+ | 3

On a **Perfect hit**, reveal the next AI card. Place it on top or bottom of the AI deck.
Unwieldy: If any attack roll results are 1, you hit yourself and suffer 1 damage.

Zanbato
weapon, melee, grand weapon, two-handed, bone

1 | 6+ | 6

Slow, Frail, Deadly

Gains **Devastating 1:** Whenever you wound, inflict 1 additional wound.

Rainbow Katana
weapon, melee, katana, finesse, two-handed

4 | 4+ | 4

Frail

Gains **Deadly**

Finger of God
weapon, melee, spear, two-handed

2 | 5+ | 5

Reach 2.

As long as you have 5+ survival, gain +1 accuracy and +1 strength.

Counterweighted Axe
weapon, melee, axe, two-handed

2 | 6+ | 4

Reach 2.

On a **Perfect hit**, do not draw a hit location. Monster suffers 1 wound.

Blood Sheath
item, bone, other

Block 1
When Rainbow Katana is left of Blood Sheath, it loses **Frail** and gains **Sharp** (add 1d10 strength to each wound attempt).

Barber Surgeon

First Aid Kit 1 x leather, 2 x bone	**Scavenger Kit** 1 x scrap, 1 x pelt
Brain Mint 1 x screaming brain	**Bug Trap** 1 x muscly gums, 2 x bone
Elder Earrings 1 x scrap, 1 x shank bone	**Speed Powder** 1 x second heart, 2 x organ
Musk Bomb 7 x resources Pottery required	**Almanac** 2 x leather Pictograph required

Trepanning - roll 1d10

An auger, gingerly applied to the skull of the survivor is used to drill through the bone in the dangerous pursuit of remedies by releasing blood built-up in the brain.

1-2	Too deep. Suffer the **intracranial hemorrhage** severe head injury.
3-6	Relief. Cure 1 disorder.
7-9	Cure **intracranial hemorrhage**.
10+	Expanded consciousness. Gain 1 random disorder and 1 random fighting art.

Brain Mint
item, consumable

Consume: Remove all your tokens and stand up. You may use this while knocked down. Use once per showdown.

Bug Trap
item, soluble

At the start of the showdown, roll 1d10. On a 3+, add a **Bug Patch** terrain card to the showdown board.

Musk Bomb
item, stinky, thrown, fragile

If adjacent to monster when it draws AI, you may spend 2 survial and archive Musk bomb to roll 1d10. On a 3+, discard AI without playing it.

Scavenger Kit
item, heavy

Unique

When you defeat a monster, gain either 1 random basic resource or 1 random monster resource from that monster's resource deck.

Elder Earrings
item, jewelry

At start of **showdown**, gain +2 survival. +1 Hunt XP after a showdown.

First Aid Kit
item, heavy

At the start of the showdown, all survivors gain + 3 survival. You ignore the **disemboweled** severe injury.

Speed Powder
item, soluble

: Suffer 2 brain damage. Gain + 1 speed token. Use once per showdown.

Almanac
item, soluble, flammable

When you **depart**, gain +2 insanity. You cannot gain disorders.

LIGHT-FORGING

[illegible] and time, the bizarre physical and chemical properties of the Dark Place are recreated in a pressurized crystal chamber. Survivors may craft the following gear during this settlement phase:

I

These require **Dark Water Research I** or above to craft.

Gloom Bracelets
1x Bone, 1x Lion Tail, 1x Scrap, 1x Dark Water

When exposed to Dark Water, the silver wires begin to twist and squirm.

Gloom-Coated Arrows
2x Bone, 1x Dark Water

A deadly crystal point that shatters when it reaches high velocity.

Gloom Mehndi
1x Organ, 1x Dark Water

You could swear the paint moves when nobody is looking.

Dark Water Vial
1x Organ, 1x Dark Water

If left out in the open, the Dark Water inside coagulates into a foul-smelling sludge.

II

These require **Dark Water Research II** or above to craft.

Raptor-Worm Collar
1x Organ, 1x Scrap, 1x Dark Water

Wearing this makes your throat itch, but allows you to speak with disturbing clarity.

Gloom Cream
1x Love Juice, 1x Hide, 2x Dark Water

Treats wrinkles, but kills brain cells.

Gloom Hammer
3x Skull, 1x Iron, 1x Organ, 1x Dark Water

Strange whispers emanate from this deadly implement. Best not to be left alone with it.

III

These require **Dark Water Research III** to craft.

Slender Ovule
1x Phoenix Eye, 4x Dark Water

This mysterious egg makes the air around it feel black and heavy.

Gloom Katana
1x Iron, 1x Crystal Mold, 2x Dark Water

The pale, milky blade turns black when removed from its sheath.

Gloom Sheath
1x Shank Bone, 2x Organ, 2x Dark Water

Makes a nauseating grinding sound when the blade slides out of it.

Gloom Hammer
weapon, melee, club, two-handed, gloomy, other

2 / 7+ / 13

Unique, Sentient, Reach 2, Deadly
When you wound, end your attack (cancel reactions). Gain the monster controller tile and full move the monster directly away from you.

Gloom Mehndi
item, gloomy, soluble

When you depart, gain 1 to all hit locations. When you gain the **Crystal Skin** ability, gain the **Crystal Sword Mold** strange resource.

Gloom Sheath
item, gloomy, other

Block 1.

At the start of your act, gain +1 insanity.

Slender Ovule
item, jewelry, gloomy, other

Unique. When you **depart**, gain +3 insanity.

Monsters and survivors adjacent to you have -1 luck.

Dark Water Vial
item, consumable, gloomy, fragile

Consume: You are knocked down and cannot gain bleeding tokens until the end of the round. Use once per showdown.

Gloom Bracelets
item, jewelry, gloomy, fragile, heavy

6

Accessory
When you **depart**, gain +2 insanity. When you suffer a severe arm injury, archive this card.

Raptor-Worm Collar
item, jewelry, gloomy

You may **encourage** without spending survival. When you **encourage** a survivor, they suffer 2 brain damage.

Gloom-Coated Arrow
item, ammunition, arrow, gloomy

5 / 6+ / 5

Ammo - Bow. Cumbersome. Deadly.
After attempting to wound each hit location, place it on top of the deck instead of in the discard pile. Use once per showdown.

Gloom Cream
item, consumable, balm, gloomy, stinky, other

When you **depart**, gain -3 Hunt XP, -1 understanding. If you have no understanding, die instantly.

Gloom Katana
weapon, melee, katana, two-handed, finesse, gloomy, other

4 / 5+ / 0

Your insanity is added to this weapon's strength. When Gloom Sheath is right of this in your gear grid, Gloom Katana gains **Savage**.

Rushing into the settlement, the returning survivors desperately attempt to convey to the others the powerful memories that dwelt in the very air of the glade. Even as they pass the settlement's threshold, the memories fade and the delicate blooms clutched in their hands wilt. The settlement may pour their inspiration into **Inspired Crafting**.

Inspired Crafting

Vespertine Satchel	1x lantern bloom 1x leather
Vespertine Foil	1x osseous bloom 1x bone 1x scrap
Vespertine Cello	1x lantern bud 2x flowers
Vespertine Arrow	1x flower
Vespertine Bow	1x osseous bloom 1x sighing bloom 1x organ, 1x hide

While crafting the Vespertine Bow, a renegade seed escapes into the crack between two stone faces. Add **Necrotoxic Mistletoe** to the timeline 4 years from now.

3

Flower Knight Helm
armor, heavy

+1 Accuracy.

While you are being attacked, the monster has -1 speed.

Satchel
item, heavy, stinky

You may **depart** with one resource card. If that resource is **Perishable**, it is not destroyed.

Replica Flower Sword
weapon, melee, grand, sword

2
6+
6

Devastating 1.
You cannot dodge.

Gains **Sharp**. +1 Evasion.

Vespertine Arrow
item, ammunition, arrow

2
6+
0

Ammo - Bow. Deadly 4. Archive after use. If your attack misses, place a **Flower Patch** terrain tile adjacent to the monster.

Vespertine Bow
weapon, ranged, bow, two-handed, other

3
6+
6

Range: 5, Deadly. Before each attack, you may choose for Vespertine Bow to have **slow**, +4 accuracy, and **Range: 9** for that attack.

Vespertine Cello
item, instrument, noisy, other

Unique
At start of showdown, all other survivors with an instrument in their gear grid gain +1 luck token.

Vespertine Foil
weapon, melee, sword, fragile

4
5+
1

At the beginning of each settlement phase, archive this unless you spend 1 Flower resource.

Gains **deadly 2**.

Blacksmith

Lantern Helm	1 x iron 7 x bone
Lantern Gauntlets	2 x iron 6 x leather
Lantern Curiass	2 x iron 5 x leather
Lantern Mail	1 x iron 5 x organ
Lantern Greaves	1 x iron 5 x leather

Lantern Sword	1 x iron, 5 x bone, 3 x hide
Lantern Dagger	1 x iron, 4 x leather, 2 x bone
Lantern Glaive	2 x iron, 2 x leather, 4 x bone
Dragon Slayer	Paint Required — 5 x iron, 3 x organ
Perfect Slayer	Perfect Crucible Required — 9 x iron, 3 x organ
Scrap Shield	3 x bone, 2 x scrap, 3 x leather
Beacon Shield	2 x iron, 3 x leather, 4 x bone
Ring Whip	1 x iron, 3 x organ, 3 x bone

5 Lantern Mail
armor, set, metal, heavy

5 Lantern Greaves
armor, set, metal, heavy

+ 2 Movement

5 Lantern Helm
armor, set, metal, heavy

Ear Plugs. You are **deaf.** -1 accuracy.

5 Lantern Cuirass
armor, set, metal, heavy

- 2 movement.

When you **depart**, add 3 to all hit locations with metal armor.

Perfect Slayer
3 / 6+ / 14

weapon, melee, grand weapon, two-handed, sword, heavy, finesse, metal

Slow, Sharp, Devastating 2, Irreplaceable
-2 movement

Ring Whip
2 / 5+ / 0

weapon, melee, whip, finesse, metal

Sharp, Reach 2
Early Iron: When an attack roll result is 1, cancel any hits and end the attack.

5 Lantern Gauntlets
armor, set, metal, heavy

+ 2 Accuracy with **club** weapons.

Beacon Shield
1 / 6+ / 5

weapon, melee, shield, metal, heavy

Add 2 to all hit locations.

Block 2: Spend ⚡ to ignore 2 hits the next time you are attacked. Lasts until your next act. You cannot use **block** more than once per attack.

Dragon Slayer
1 / 6+ / 9

weapon, melee, grand weapon, two-handed, heavy, metal

Frail, Slow, Sharp, Devastating 1
Early Iron: When an attack roll result is 1, cancel any hits and end the attack.

Scrap Shield
2 / 7+ / 3

weapon, melee, shield, bone, metal

Add 1 to all hit locations.

Block 1: Spend ⚡ to ignore a hit the next time you are attacked. Lasts until your next act. You cannot use **block** more than once per attack.

Lantern Dagger
2 / 7+ / 1

weapon, melee, dagger, finesse, metal

Paired
Sharp: Add 1d10 Strength to each wound attempt.
Early Iron: When an attack roll result is 1, cancel any hits and end the attack.

Lantern Sword
3 / 5+ / 3

weapon, melee, sword, finesse, metal

Sharp: Add 1d10 Strength to each wound attempt.
Early Iron: When an attack roll result is 1, cancel any hits and end the attack.

Lantern Glaive
2 / 6+ / 4

weapon, melee, spear, axe, two-handed, finesse, metal

Reach 2
Sharp: Add 1d10 Strength to each wound attempt.
Early Iron: When an attack roll result is 1, cancel any hits and end the attack.

Sacred Pool

LEVEL 1

Sacred Water

Once per settlement phase, the settlement drinks the oil that builds up on the surface of the pool. **Intimacy**.

Purification Ceremony

You may endeavor here once per lifetime. Your body is infused with sacred water and **Purified** (record this). You cannot **depart** this year. Gain the **Protective** disorder and roll 1d10. On 8+, gain +1 permanent attribute of your choice. Otherwise, gain +1 permanent strength or accuracy.

LEVEL 2

Sun Vestments
6 x hide, 1 x golden whiskers, 2 x pustules

Sunring Bow
6 x bone, 1 x phoenix whisker, 1 x bladder

LEVEL 3

Apostle Crown
1 x legendary horns, 1 x phoenix crest

Prism Mace
4 x iron, 1 x shimmering halo 2 x elder cat teeth

Requires **Sauna Shrine**

Sun Sealing

You sit for a year, in the boiling darkness of the Shrine. Gain the **Hellfire** secret fighting art. You cannot **depart** this year.

Prism Mace

3 / 6+ / 10

weapon, melee, club, two-handed, bone

Unique, Block 1
When you wound with this you may **block 1** for free and discard 1 mood in play if you have any +1 strength tokens.

Sun Vestments

item, flammable, silk

Ignore **Cumbersome**.

When you have any +1 strength tokens, increase the range of your **Perfect hits** by 1.

Sunring Bow

2 / 4+ / 4

weapon, ranged, two-handed, bone

Range: 5, Unique, Cumbersome

On a **Perfect hit**, do not draw a hit location. Monster suffers 1 wound.

Apostle Crown

3

item, jewelry, other

Unique, Accessory
At the start of your act, if you have any +1 strength tokens, reveal the next 4 monster hit locations and put them back in any order.

Dragon Armory

Dragonskull Helm	1 x horn fragment, 2 x bone, 1 x husk
Dragon Gloves	1 x cabled vein, 1 x husk, 1 x leather, 1 x iron
Dragon Mantle	1 x horn fragment, 1 x iron, 1 x hardened ribs, 1 x leather
Dragon Belt	2 x veined wing, 1 x organ, 1 x iron
Dragon Boots	1 x king's claws, 1 x husk, 1 x organ, 1 x iron

Dragon Chakram	1 x horn fragment, 2 x organ, 1 x leather
Dragon Bite Bolt	2 x radioactive dung
Talon Knife	2 x king's claw, 2 x organ
Nuclear Knife	1 x radiant heart, 2 x horn fragment, 2 x scrap
Blast Shield	1 x king's tongue, 1 x iron
Shielded Quiver	1 x cabled vein, 2 x veined wing, 2 x leather
Blast Sword	1 x horn fragment, 3 x organ
Nuclear Scythe	1 x radiant heart, 2 x king's claw, 2 x scrap
Red Core	1 x pituitary gland, 1 x iron
Blue Core	1 x shining liver, 1 x iron

Dragon Boots
armor, set, metal

4

Gain +2 movement during your act.

Dragon Belt
armor, set, metal

4

You are not knocked down from suffering a heavy injury.

Dragonskull Helm
armor, set, bone, metal

4

Gain +1 to all severe injury roll results. Ignore **shattered jaw** severe injury result.

Dragon Mantle
armor, set, metal

4

At the start of the showdown, you beat your chest mightily and gain survival up to the survival limit.

Dragon Gloves
armor, set, metal

4

Nuclear Knife
weapon, melee, dagger, nuclear

3 | 6+ | 3

: Edge ignites! Suffer 3 brain damage. Your next attack with this weapon gains **devastating 1**. Limit, once per round.

Nuclear Scythe
weapon, melee, scythe, two-handed, nuclear

2 | 6+ | 4

Reach 2

: Edge ignites! Suffer 3 brain damage. Your next attack with this weapon gains **devastating 1**. Limit, once per round.

Red Power Core
item, jewelry

All nuclear gear cards in your gear grid gain **Sharp**.

Talon Knife
weapon, melee, katar, bone

2 | 6+ | 4

Paired
If all of your attack rolls hit, gain **Savage** and **Deadly** until the end of your attack.

Blast Shield
weapon, melee, shield, metal

1 | 7+ | 4

Add to all hit locations.
Block 1. The first time you block a hit each showdown, gain the **priority target** token.

Blast Sword
weapon, melee, sword, bone

2 | 6+ | 4

Block 1
When you spend to block with this weapon, gain +1 survival.

Blue Power Core
item, jewelry

All nuclear gear cards in your gear grid gain **Deadly 2**.

Dragon Bite Bolt
item, ammunition, arrow

1 | 6+ | 6

Slow, Ammo - Bow, Devastating 1
If you wound the monster, it suffers **knockback 5**. Use once per showdown.

Shielded Quiver
item, leather

You may activate and gain the benefits of each arrow gear in your grid one additional time each showdown.

Dragon Chakram
weapon, ranged, thrown, bone

2 | 6+ | 3

Range: 3
If you hit, the monster gains -1 evasion until the end of the round. Limit, once per attack.

Wet Resin Crafter

DBK Errant Badge		1 x organ 1 x bone
Rainbow Wing Belt		1 x scarab wing 1 x organ 1 x hide
Digging Claws		1 x century fingernails 2 x scrap 2 x resources
Seasoned Monster Meat		1 x underplate fungus 2 x organ
Century Shoulder Pads		1 x scarab shell 3 x leather 1 x iron
Scarab Circlet	Nightmare Corn Required	1 x compound eye 1 x hide 1 x bone
Century Greaves	Nightmare Corn Required	1 x scarab shell 1 x beetle horn 2 x iron
Elastic Harness	Vampiric Artichoke Required	1 x underplate fungus 1 x century fingernails 2 x leather
The Beetle Bomb	Vampiric Artichoke Required	2 x scarab shell 2 x preserved caustic dung, 5 x resources

Calcified Digging Claw
weapon, melee, katar, pickaxe

1 / 4+ / 5

Paired, Sharp
During the **Mineral Gathering** story event, you may reroll one of your d10.

Calcified Greaves
item, bone, heavy

-1 movement. Add 3 to all hit locations.

Add +2 to **Ripple Pattern** roll results.

Calcified Juggernaut Blade
weapon, melee, grand, bone, other

1 / 5+ / 9

Slow, Block 1
This weapon gains +1 strength for each token you have.

Calcified Shoulder Pads
item, bone, heavy

Add 3 to all hit locations.

Ripple Pattern: When you are attacked, roll 1d10. On a 10+, ignore 1 hit.

Rubber Bone Harness
item, bone, leather

Once per showdown, you may convert all of your negative attribute tokens to positive attribute tokens of the same type.

Scarab Circlet
item, bone, jewelry, other

Add 1 to all hit locations.
During the showdown, when your survival is reduced to 0, gain +1 strength token.

Seasoned Monster Meat
item, consumable

When you **depart**, gain +3 survival.

Consume: Gain +3 survival and +1 strength token. Limit, once per showdown.

The Beetle Bomb
item, thrown, fragible

Unique
: If adjacent to the monster, roll 1d10. On a 6+, the monster gains -1 accuracy and -1 evasion tokens. Limit, once per showdown.

Century Greaves
item, bone, mineral, heavy

-1 movement. Add 1 to all hit locations.

Add +1 to **Ripple Pattern** roll results.

Century Shoulder Pads
item, bone, mineral, heavy

Add 1 to all hit locations.

Ripple Pattern: When you are attacked, roll 1d10. On a 10+, ignore 1 hit.

DBK Errant Badge
item, jewelry, knight

Unique
Add 1 to all hit locations.
At the start of the showdown, draw 1 tactics card.

Digging Claw
weapon, melee, katar, pickaxe
bone, mineral

1 / 4+ / 5

Paired
During the **Mineral Gathering** story event, you may reroll one of your d10.

Calcified Zanbato
weapon, melee, grand,
two-handed, bone, heavy

1 / 5+ / 8

Slow, Deadly

Gains **Devastating 1**: Whenever you wound, inflict 1 additional wound.

Rainbow Wing Belt
item, flammable

When any of your attack rolls are 1, you may reroll them. Limit, once per attack.

Mask Maker

White Lion Mask	1 x shimmering mane 6 x bone, 4 x organ
Antelope Mask	1 x pelt 6 x bone, 4 x organ
Phoenix Mask	1 x small feather 6 x bone, 4 x organ
Death Mask	- 1 population 6 x bone, 4 x organ
Man Mask	1 x skull 6 x bone, 4 x organ
God Mask	1 x founding stone 6 x bone, 4 x organ

Legendary Monsters

A **departing survivor** with a mask in their gear grid may lead their hunting party to a legendary monster. Rules for these monsters are found on the Legendary Monster story event.

- White Lion Mask. You may hunt the Great Golden Cat.
- Antelope Mask. You may hunt the Mad Steed.
- Phoenix Mask. You may hunt the Golden Eyed King.

Antelope Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

At the start of your act, if **insane**, gain +1 ❤.

Death Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

If you have no affinities, gain +4 luck and suffer -4 to all severe injury rolls.

God Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

At the start of your act, if **insane**, gain + 1 survival.

White Lion Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

If **insane**, spend ⚡ to lose all your survival and gain that many +1 strength tokens.

Man Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

If **insane**, you may spend negative attribute tokens in place of survival.

Phoenix Mask

2

item, mask, bone, other

Unique, Irreplaceable, Accessory

If **insane**, you may dodge 1 additional time per round.

Leather Armor
- Completed Set Bonus -

Add 1 to all hit locations.

You ignore **bash**.

White Lion Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Your weapons are your claws!
Gain +1 speed and +2 strength when attacking with daggers or katars.

Phoenix Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Charge: Spend 1, full move in a straight line. At the end of the movement, activate a melee weapon, and attack. Add the number of spaces you moved to your strength for this attack.

Rawhide Armor
- Completed Set Bonus -

Add 1 to all hit locations.

When you perform a survival action roll 1d10. On a result of 6+, gain +1 survival.

Silk Armor
Completed Set Bonus

Add 1 to all hit locations.

Whenever you are attacked, after hit locations are rolled, you may change 1 hit location dice to the result of your choice.

Cycloid Scale Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Prismatic: Your complete affinities and incomplete affinity halves count as all colors.

Dragon Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Leap: Spend 1. You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.

Screaming Armor
- Completed Set Bonus -

When you **depart**, if you are **insane**, add 2 to all hit locations.

After you **Slam**, you may move 1 space and gain +2 strength until end of turn.

Gorment Armor
Completed Set Bonus

Add 1 to all hit locations.
When you suffer more than one severe injury from an attack, ignore the second severe injury.

Add 2 to all hit locations.
When you suffer more than one severe injury from an attack, ignore all severe injuries after the first one.

Green Armor
- Completed Set Bonus -

Add + 5 to all hit locations.

Knight's Charge: Spend 1, full move in a straight line. At the end of the movement, activate **Griswaldo** and attack. If you moved more than 5 spaces, this attack gains **devastating 2**.

Lantern Armor
- Completed Set Bonus -

Your feel invincible. Skip your roll on the **Overwhelming Darkness** story event.

The extra weight is great leverage.
All clubs in your gear grid gain **Sharp**.

Leather Armor
- Completed Set Bonus -

Add 1 to all hit locations.

You ignore **bash**.

White Lion Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Your weapons are your claws!
Gain +1 speed and +2 strength when attacking with daggers or katars.

Phoenix Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Charge: Spend 1, full move in a straight line. At the end of the movement, activate a melee weapon, and attack. Add the number of spaces you moved to your strength for this attack.

Rawhide Armor
- Completed Set Bonus -

Add 1 to all hit locations.

When you perform a survival action roll 1d10. On a result of 6+, gain +1 survival.

Damsel
- role -

You are not a threat.
You cannot gain the **priority target** token.

If you **surge** to attack, the Lion Knight targets you and performs **Outburst** at the end of your attack.

Fool
- role -

When you gain this, reduce armor points at your waist location to 0.

Add +2 to your severe injury rolls.

: You taunt the Lion Knight! All knocked down survivors stand. Enraged, the Lion Knight drops everything, targets you, and performs **Outburst**.

Ruler
- role -

While you have this, suffer -2 movement.

: Exchange Role cards with a survivor adjacent to you.

Villain
- role -

You are **doomed**.

If you die, the showdown is over.
The survivors are defeated!

Silk Armor
Completed Set Bonus

Add 1 to all hit locations.

Whenever you are attacked, after hit locations are rolled, you may change 1 hit location dice to the result of your choice.

Cycloid Scale Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Prismatic: Your complete affinities and incomplete affinity halves count as all colors.

Dragon Armor
- Completed Set Bonus -

Add 1 to all hit locations.

Leap: Spend 1. You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.

Screaming Armor
- Completed Set Bonus -

When you **depart**, if you are **insane**, add 2 to all hit locations.

After you **Slam**, you may move 1 space and gain +2 strength until end of turn.

Gorment Armor
Completed Set Bonus

Add 1 to all hit locations.
When you suffer more than one severe injury from an attack, ignore the second severe injury.

Add 2 to all hit locations.
When you suffer more than one severe injury from an attack, ignore all severe injuries after the first one.

Green Armor
- Completed Set Bonus -

Add + 5 to all hit locations.

Knight's Charge: Spend 1, full move in a straight line. At the end of the movement, activate **Griswaldo** and attack. If you moved more than 5 spaces, this attack gains **devastating 2**.

Lantern Armor
- Completed Set Bonus -

Your feel invincible. Skip your roll on the **Overwhelming Darkness** story event.

The extra weight is great leverage.
All clubs in your gear grid gain **Sharp**.

Life
Trait

Use d10's to indicate the monster's current life.

Momentum
- survivor status -

When you travel 4 or more spaces from movement or **knockback** without passing over the same space twice, gain +1 momentum token.

When you successfully **Tumble**, gain +1 momentum token.

When you are knocked down, lose all your momentum tokens.

Steadfast
- survivor status -

During your act, you may spend 1 to gain a steadfast token. Limit, once per round.

When you are knocked down, lose all your steadfast tokens.

Specialization
weapon proficiency

When attacking with an axe, if your wound attempt fails, you may ignore it and attempt to wound the selected hit location again.

Limit, once per attack.

MASTERY
weapon proficiency, innovation

When an Axe Master wounds a monster with an axe at a location with a persistent injury, that wound becomes a critical wound.

All survivors gain Axe specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When attacking with a bow, you may reroll any misses once.

Limit, once per attack.

MASTERY
weapon proficiency, innovation

If you are a Bow Master, all Bows in your gear grid gain **Deadly 2**. In addition, ignore **cumbersome** on all Bows.

All survivors gain Bow specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

All clubs in your gear grid gain **paired**. Cannot use this with two-handed clubs.

MASTERY
weapon proficiency, innovation

If you are a Club Master, all Clubs in your gear grid gain **Savage**. On a **Perfect Hit** with a Club, gain +3 strength until the end of the attack.

All survivors gain Club specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When attacking with a Dagger, if a wound attempt fails, after performing any reactions, you may discard another drawn hit location card to attempt to wound that hit location again.

Limit, once per attack.

MASTERY
weapon proficiency, innovation

After a wounded hit location is discarded, a Dagger Master who is adjacent to the attacker and the wounded monster may spend 1 survival to re-draw the wounded hit location and attempt to wound with a dagger. Treat monster reactions on the re-drawn hit location card normally.

All survivors gain Dagger specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

You may stand (if knocked down) at the start of the monster's turn or the survivors' turn.

Limit once per round.

MASTERY
weapon proficiency, innovation

While a survivor is a Fist & Tooth Master, they gain +2 permanent accuracy and +2 permanent strength (they receive this bonus even when not attacking with Fist & Tooth).

All survivors gain Fist & Tooth specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When attacking with a grand weapon, gain +1 accuracy.

When attacking with a grand weapon during your act, if you critically wound, the monster is knocked down.

MASTERY
weapon proficiency, innovation

When a Grand Weapon Master perfectly hits with a grand weapon, cancel all reactions for that attack.

All survivors gain Grand Weapon specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

You may not select this as your weapon type.

If you are **blind** and have 4+ levels of Katana proficiency, gain the following:

On your first **Perfect hit** each attack with a Katana, do not draw a hit location. The monster suffers 1 wound.

MASTERY
weapon proficiency

When a survivor reaches Katana Mastery, they leave the settlement forever, heeding the call of the storm to hone their art.

Before the master leaves, you may nominate a survivor. Set that survivor's weapon type to Katana and their weapon proficiency level to 1.

Specialization
weapon proficiency

When attacking with a Katar, cancel reactions on the first selected hit location.

MASTERY
weapon proficiency, innovation

If you are a Katar Master, gain a +1 evasion token on a **perfect hit** with a katar. When you are knocked down, remove all +1 evasion tokens.

All survivors gain Katar specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When attacking with a spear, if you draw a **trap**, roll 1d10. On a 7+, cancel the **trap**. Discard it, then reshuffle the hit location discard into the hit location deck and draw a new card.

Limit, once per round.

MASTERY
weapon proficiency, innovation

Whenever a Spear Master hits a monster with a Spear, they may spend 1 survival to gain the Priority Target token. If they made the hit from directly behind another survivor, that survivor gains the Priority Target token instead.

All survivors gain Spear specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When you critically wound with a scythe, roll 1d10. On a 6+, shuffle the hit location deck (do not shuffle unresolved hit locations).

Limit, once per round.

MASTERY
weapon proficiency, innovation

At the start of a Scythe Master's act, if they are insane, they gain +1 ❤, which they may only spend to activate scythes.

Specialization
weapon proficiency

While a shield is in your gear grid, you are no longer knocked down after **collision** with a monster.

While a shield is in your gear grid, add 🛡 to all hit locations.

MASTERY
weapon proficiency, innovation

When a Shield Master is adjacent to a survivor that is targeted by a monster, they may swap spaces on the board with the survivor and become the target instead. The master must have a shield to perform this.

All survivors gain Shield specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

When attacking with a sword, after drawing hit locations, make a wound attempt and then select a hit location to resolve with that result.

Limit, once per attack.

MASTERY
weapon proficiency, innovation

A Sword master gains +1 accuracy, +1 strength, and +1 speed when attacking with a Sword.

All survivors gain sword specialization in addition to their other weapon proficiencies.

Specialization
weapon proficiency

This sentient sword improves as it's used. Gain the effect as proficiency rank increases.

Rank	Effect
2	Ignore **Cumbersome** on Twilight Sword.
4	When attacking with the Twilight Sword, ignore **slow** and gain +2 speed.
6	Twilight Sword gains **Deadly**.

MASTERY
weapon proficiency

Any survivor who attains Twilight Sword Mastery leaves the settlement forever in pursuit of a higher purpose. Remove them from the settlement's population.

You may place the master's Twilight Sword in another survivor's gear grid or archive it.

Specialization
weapon proficiency

When you wound with a whip, instead of moving the top card of the AI deck into the wound stack, you may move the top card of the AI discard pile.

Limit once per attack.

MASTERY
weapon proficiency, innovation

Whip Masters gain +5 strength when attacking with a Whip.

All survivors gain Whip specialization in addition to their other weapon proficiencies.

Rolling Armor
Completed Set Bonus

Add 🛡 to all hit locations.

When you would be knocked down, instead suffer **knockback 5**. Limit, once per round.

Rolling Armor
Requirements

While you are wearing the following gear, gain the Rolling Armor set bonus.

- Century / Calcified Shoulder Pads
- Century / Calcified Greaves
- Rubber Bone Harness
- Scarab Circlet
- Rainbow Wing Belt

Path of Gloom
- survivor status -

You are not insane unless you have 5+ insanity.

When you are insane, flip this card to **Gloom Man**.

Gloom Man
- survivor status -

You cannot be targeted or have the **priority target** token. Instead, when you move, place yourself anywhere on the showdown board. Gain +1d10 to wound attempts.

At the end of your attack, set your insanity to 0, you are knocked down. Then, flip this card to **Path of Gloom**.

Accept Darkness
society principle

The settlement no longer fears the darkness. Letting go means your resolve cannot be cracked.

Add +2 to all **Brain Trauma** rolls.

Collective Toil
society principle

Your settlement leans into the storm. If everyone holds strong, you will triumph.

At the start of the settlement phase, gain +1✪ for every 10 population.

Dancer Armor
- Hybrid Armor Set - 3

While you are wearing this, you may use the **Tumble** fighting art.

At the end of the first attack during your act, gain ❤ and spend it immediately.

Dancer Armor
- Requirements -

While you are wearing the following gear, gain the Dancer Armor set bonus.

- Phoenix Helm
- Screaming Bracers
- Rawhide Vest
- Leather Skirt
- Leather Boots

Graves
death principle

All new survivors gain +1 understanding.

When a survivor dies during the hunt or showdown phase, gain +2✪.

When a survivor dies during the settlement phase, gain +1✪.

Cannibalize
death principle

Survival Limit +1

Whenever a survivor dies, draw 1 basic resource and add it to the settlement storage.

Romantic
conviction principle

Survival Limit +1

Believe in the potential for beauty, decency, and ingenuity in others.

You may innovate 1 addtional time during the settlement phase. In addition, all current and newborn survivors gain +1 understanding.

Barbaric
conviction principle

Survival Limit +1

Believe in the power of human strength to overpower any obstacle.

All current and newborn survivors gain +1 permanent strength.

Warlord Armor
- Hybrid Armor Set - 5

+1 speed and +1 luck when attacking with axes. When you critically wound, all other non-**deaf** survivors gain +1 survival and +2 strength until the end of the round.

Warlord Armor
- Requirements -

While you are wearing the following gear, gain the Warlord Armor set bonus.

- Screaming Horns
- Leather Bracers
- Phoenix Plackart
- Lantern Mail
- Lantern Greaves

White Mask
other

✪ Visit the retinue. Strange Caravan

✪ Leave the monster an offering. Spend 1 resource and roll 1d10.

1-6	You feel satisfied. Gain +2 survival.
7-9	You stand strongly beside it. **Departing survivors** gain +1 strength token.
10+	You touch its heartless chest and feel emptiness as the cold surface sears your hand. Gain the **Red Fist** secret fighting art.

Black Mask
other

✪ Visit the retinue. Strange Caravan

✪✪ Face the monster. Roll 1d10.

1-5	It senses your hostile intent and skins you instantly. Gain 1 **Skull** basic resource.
6-9	Your head explodes in gore. You are dead. Gain 1 **???** basic resource.
10+	Its unfeeling gaze leaves you breathless. You awake hours later and gain the **Legendary Lungs** secret fighting art.

Worm Trauma

Whenever you would suffer an unspecified severe injury, roll 1d10 on the following instead of on the severe injury table. (Specified severe injuries remain unchanged.)

1-3	A spray of blood and silver. Dead.
4-5	The worm's coil tightens sharply. Gain 2 bleeding tokens and -1 evasion token.
6-7	A dizzying blow. Gain 1 bleeding token and 1d5 insanity.
8	An inhuman voice screams in your bones. Gain 1 bleeding token and 1d5 insanity.
9	The pain is infuriating! Gain 1 bleeding token and +1 strength token.
10	Molten metal issues from your mouth. You are knocked down and gain 1 **Iron** strange resource.

Necromancer
- secret fighting art -

When you **depart**, gain +🛡 to all hit locations for each gear card in your grid with the symbol keyword.

If you would roll on the severe injury table, roll on the **Worm Trauma** table on the other side of this card instead.

When you die or forget this, the settlement gains the **Knowledge Worm** innovation.

Abyssal Sadist
- fighting art -

The first time you wound the monster each attack, gain +1 survival and +1 insanity.

Ignore the effects of the **Fear of the Dark** and **Prey** disorders.

Record and archive.

Acrobatics
- fighting art -

When you are adjacent to the monster, you may spend 1 to place your survivor on any other space adjacent to the monster.

Record and archive.

Ambidextrous
- fighting art -

All melee weapons in your gear grid gain **paired**.

Ambidextrous cannot be used if there are any shields, two-handed, or heavy gear in your gear grid.

Record and archive.

Berserker
- fighting art -

Once per showdown, you may spend 1 to suffer **bash** and the **frenzy** brain trauma.

Record and archive.

Blotted Out
- fighting art -

When you suffer a brain trauma, gain a bleeding token.

Record and archive.

Burning Ambition
- fighting art -

When you are instructed to **Skip the Next Hunt**, ignore it.

The "Skip Next Hunt" box on your survivor record sheet cannot be filled in.

Record and archive.

Burning Focus
- fighting art -

If you have 0 survival at the start of your act, gain 1 survival.

Record and archive.

Carapace of Will
- fighting art -

At the start of the showdown, gain the **Steadfast** survivor status card.

When you are attacked, if you have 2+ steadfast tokens, ignore a hit and remove all your steadfast tokens.

Record and archive.

Champion's Rite
- fighting art -

Before making an attack, you may add your understanding to your accuracy attribute for that attack.
Limit, once per showdown.

Record and archive.

Clarity of Darkness
- secret fighting art -

At the start of the showdown, gain the **Path of Gloom** survivor status card.

There is a deadly, otherworldly presence about you. Other survivors cannot voluntarily end their movement adjacent to you.

Record and archive.

Clutch Fighter
- fighting art -

While you have 3 or more blood tokens, gain +1 strength and +1 accuracy.

Record and archive.

Combo Master
- fighting art -

On a **perfect hit**, make 1 additional attack roll.

Record and archive.

Crazed
- fighting art -

On a **Perfect hit**, gain +1 insanity.

Record and archive.

Crossarm Block
- fighting art -

Whenever you are hit, after hit locations are rolled, you may change 1 result to the arms hit location.

Record and archive.

Defender
- fighting art -

When a survivor adjacent to you is knocked down, you may spend 1 survival. If you do, they stand and gain +1 survival from your words of encouragement.

You cannot use this if you have a **broken jaw**.

Record and archive.

Double Dash
- fighting art -

During your act, once per round, you may spend 1 to gain 1.

Record and archive.

Extra Sense
- fighting art -

You may **dodge** 1 additional time per round.

Record and archive.

Fated Blow
- fighting art -

Once per showdown, you may give your next wound attempt +2 strength and **Devastating 1**.

Record and archive.

Harvestman
- fighting art -

Gain +3 movement. Whenever you are knocked down, gain -1 movement token.

If you have the **Tiny Arachnophobia** disorder, you are too scared of spiders to imitate them and you cannot use this fighting art.

Record and archive.

Headliner
- fighting art -

When you become **doomed** or gain the **priority target** token, you may choose to gain +1 survival or +1 strength token.

Record and archive.

Heroic
- fighting art -

Once per showdown, if you are standing adjacent to the monster and have 3+ survival, you may spend all of your survival for one automatic hit that inflicts a critical wound.

Record and archive.

Last Man Standing
- fighting art -

While you are the only survivor on the showdown board, you may not gain bleeding tokens or be knocked down.

Record and archive.

Leader
- fighting art -

Whenever you **encourage** a survivor, they gain +1 speed token until the end of the round.

Record and archive.

Lure Epilepsy
- fighting art -

Once per showdown, you may spend 1 to give yourself a seizure. You suffer a random brain trauma and are knocked down.

Record and archive.

Mammoth Hunting
- fighting art -

Gain +1 strength when attacking from adjacent spaces outside the monster's facing and blind spot.

Record and archive.

Mighty Strike
- fighting art -

On a **Perfect hit**, gain +2 strength until the end of the attack.

Record and archive.

Monster Claw Style
- fighting art -

Your **Fist & Tooth** attacks gain +1 accuracy, +1 strength and **savage**.

Record and archive.

Orator of Death
- fighting art -

Once per showdown, you may spend 1 to have all non-deaf survivors gain +2 insanity.

When you die, you **encourage** all survivors with your last words.

Record and archive.

Otherworldly Luck
- fighting art -

During the Hunt and Settlement phase, whenever you roll on a table, you may add +1 to the roll result. This may not exceed the highest possible result of that table.

(This includes Hunt Events, Story Events, Endeavors, Settlement Events, etc.)

Record and archive.

Phantom Friend
- fighting art -

The first time you gain a resource during a showdown, you may feed it to your phantom friend. If you do, archive the resource and gain +1 evasion token.

Lose this token if you are **deaf** or become **deaf** during the showdown.

Record and archive.

Propulsion Drive
- fighting art -

At the start of a showdown, gain the **Momentum** survivor status card.

When you attack, if you have 5+ momentum tokens, remove them all and roll 1d10. Gain that amount of luck and strength when attempting to wound the first selected hit location for this attack.

Record and archive.

Purpose
- fighting art -

Your comrades make you strong enough to exceed the limits of death itself.

During the showdown, if you would gain a lethal number of bleeding tokens while there are any other standing survivors, roll 1d10. On a 6+, you live but are knocked down. You will not bleed to death until you gain another bleeding token.

Record and archive.

Ruthless
- fighting art -

Whenever a survivor dies during the showdown, roll 1d10. On a 7+, gain a **Skull** basic resource.

Record and archive.

Rhythm Chaser
- fighting art -

Gain +1 evasion token the first time you critically wound during a showdown.

Rhythm Chaser cannot be used if there are any shields or heavy gear in your grid.

Record and archive.

Seasoned Hunter
- fighting art -

Whenever a random hunt event result is:

11, 22, 33, 44, 55, 66, 77, 88, 99, or 100,

the event revealer gains +1 understanding and +1 courage.

Record and archive.

Sneak Attack
- fighting art -

When you attack a monster from its blind spot, gain +4 strength for that attack.

Record and archive.

Strategist
- fighting art -

During the showdown setup, after placing terrain, you may add a **Giant Stone Face** or a **Toppled Pillar** terrain card to the showdown board.

Record and archive.

Tenacious
- fighting art -

When your wound attempt on a hit location is a failure, you may put that hit location back on top of the deck instead of in the discard pile.

Limit, once per round.

Record and archive.

Thrill Seeker
- fighting art -

Whenever you gain survival during the showdown phase, gain 1 additional survival.

Record and archive.

Timeless Eye
- fighting art -

Your attack roll is a **perfect hit** on a result of 9 or 10.

You cannot use Timeless Eye if you have the **blind** severe head injury.

Record and archive.

Tough
- fighting art -

When rolling on a severe injury table, unless you roll a 1, add +1 to the result. (This does not include brain trauma. The result total cannot exceed 10.)

Record and archive.

Trailblazer
- fighting art -

The hunting party may start the hunt phase 1 space closer to the monster.

At the start of the showdown, all survivors gain +1 survival and up to +1 insanity.

Record and archive.

Transcended Masochist
- fighting art -

When you gain a bleeding token, gain +1 survival and +1 insanity.

Ignore the effects of the **Aichmophobia** and **Apathetic** disorders.

Record and archive.

Trick Attack
- fighting art -

Once per showdown, when you wound a monster from its blind spot, a survivor adjacent to you may gain the **priority target** token.

Record and archive.

Tumble
- fighting art -

When something would **collide** with you, roll 1d10. On a result of 6+, you successfully tumble out of harm's way. Instead, place your survivor standing on the closest free space outside of the collision path.

Record and archive.

Unbreakable
- fighting art -

Once per lantern year, you may ignore one of your severe injury roll results. If you do, gain a random disorder.

Record and archive.

Unconscious Fighter
- fighting art -

It takes 7 bleeding tokens to kill you.

Record and archive.

Unrelenting
- fighting art -

If all of your attack rolls in an attack miss, you may spend 1 survival to re-roll all attack rolls.

Record and archive.

Vengeance
- fighting art -

When a survivor dies during the showdown, gain +4 survival and +1 strength token.

Record and archive.

Wardrobe Expert
- fighting art -

When you suffer a severe injury at a hit location, you may archive a gear worn at that location to ignore it and gain +1 survival.

Record and archive.

Eternal Will
- secret fighting art -

Gain +1 accuracy and +1 strength for each permanent injury you have.

You may always **depart**, even when retired.

Record and archive.

Fencing
- secret fighting art -

Ignore **Parry** when attempting to wound hit locations. (Attempt to wound these locations normally.)

When a monster attacks you, roll 1d10. On a 6+, ignore 1 hit. Limit, once per round.

Record and archive.

Frozen Star
- secret fighting art -

Once per round, you may spend 1 survival to freeze a monster's brain. They gain -2 accuracy until the end of the round.

Once per round, you may spend 1 survival to freeze a survivor's brain, killing them instantly. They die.

Record and archive.

Hellfire
- secret fighting art -

You cannot lose or remove this fighting art.

Gain +1 strength for each ■ you have. You cannot be nominated for **Intimacy**. You ignore **Extreme Heat**.

At the start of your act, lose 1 survival. At the end of your act, if your survival is 0 or you have any +1 strength tokens, your organs cook themselves and you die.

Record and archive.

Acanthus Doctor
- secret fighting art -

You may wear up to 3 **Satchel** gear cards.

When you **depart**, if you are not wearing any armor, for each ■ you have, gain +1 strength token and add 1 to all hit locations.

Spend ⚡ and a Flower or **Fresh Acanthus** resource to heal a permanent injury you or an adjacent survivor suffered this showdown.

Record and archive.

Ageless Apprentice
- secret fighting art -

When you gain Hunt XP, you may decide not to gain it.

When you **depart**, you may rotate up to 3 gear cards in you gear grid. This changes the location of their affinities and arrows. Otherwise, the gear functions normally.

Record and archive.

Altered Destiny
- secret fighting art -

If you would gain a negative attribute token, gain a positive attribute token of that type instead .

Record and archive.

Beetle Strength
- secret fighting art -

Once per showdown, you may spend ⚡ to shove an adjacent obstacle terrain. If you do, move the terrain directly away from you in a straight line until it encounters a board edge or another obstacle terrain. Any monsters the terrain passes over suffer a wound, and any survivors it **collides** with suffer **knockback 7**.

The display of strength is so exhausting it ages you. You are knocked down and gain +1 Hunt XP.

Record and archive.

Courtly Screenwriter
- secret fighting art -

At the start of the showdown, secretly write down on a scrap of paper which survivors will live and who will deal the killing blow. During the aftermath, if your predictions were correct, raise the settlement's Survival Limit by 1.

Record and archive.

Death Touch
- secret fighting art -

Gain +1 accuracy when attacking with Fist & Tooth.

When you wound a monster, it gains -1 toughness until the end of your attack.

You cannot use this if you are male.

Record and archive.

Immovable Object
- secret fighting art -

If you are on an unoccupied space, you stand firm in the face of any force. You cannot be knocked down and may ignore **knockback**.

(If you occupy the same space as a monster, impassable terrain tile, or another survivor, you are knocked down and suffer **knockback**.)

Record and archive.

King of a Thousand Battles
- secret fighting art -

Gain +2 accuracy, +2 strength, +2 evasion.

You may **dodge** any number of times in a round.

Only 1 survivor may have this Secret Fighting Art.

Record and archive.

King's Step
- secret fighting art -

Whenever you attack, you may discard any number of **Battle Pressure** hit locations drawn and draw an equal number of new hit locations.

Whenever you attack, after drawing hit locations, but before rolling to wound, you may choose one hit location drawn and discard it to draw a new hit location.

Traps will cancel these effects.

Record and archive.

Legendary Lungs
- secret fighting art -

Once per attack, for each successful hit, make an additional attack roll.

Record and archive.

Red Fist
- secret fighting art -

At the start of each showdown, each survivor gains +1 strength token.

Survivors may spend +1 strength tokens in place of survival.

Record and archive.

Silk Surgeon | Rank 0
- secret fighting art -

1. You may spend ⚡ while adjacent to another survivor to add ⚡ to one of their hit locations.
2. While all armor in your gear grid is silk and all jewelry is amber, gain +2 evasion.
3. During the aftermath, roll 1d10 for each other survivor that died during the showdown. On a 7+, revive them.

Record and archive.

Sun Eater
- secret fighting art -

Your body mysteriously absorbs light. At the start of the showdown, gain survival up to the settlement's Survival Limit.

If you have any +1 strength tokens, you may spend them all to perform the **Surge** survival action (following all of its normal rules and restrictions).

Record and archive.

Suppressed Shadow
- secret fighting art -

You no longer cast a shadow and you never hesitate. Ignore First Strike.

On a **Perfect hit**, your first wound attempt of the attack automatically succeeds and inflicts a critical wound.

If you die during the showdown, place a Shade minion in the space you occupied.

Record and archive.

Swordsman's Promise
- secret fighting art -

At the start of each showdown, gain survival up to your settlement's survival limit if you have a sword in your gear grid.

Record and archive.

True Blade
- secret fighting art -

All swords in your gear grid gain **deadly**.

Gain +3 luck when attacking with a sword if you have the **Ghostly Beauty** and **Narcissistic** disorders.

Record and archive.

Zero Presence
- secret fighting art -

Gain +1 strength when attacking a monster from its blind spot.

Whenever you attack a monster, you are always considered to be in its blind spot.

Record and archive.

Albedo
science, gormchymy, nigredo consequence

✪✪ Once this lantern year, roll 1d10.

1 - 2	Elixir of forgetfulness. **Returning survivors** lose 1 level of weapon proficiency.
3 - 9	Elixir of concentration. Spend 4 organs to gain 1 **Gorm Brain** Gorm resource.
10+	Elixir of restoration. **Returning survivors** change 1 negative attribute modifier of their choice to 0.

Add **albedo consequences** to the innovation deck.

Ammonia
science, language consequence

A pungent, bilious substance ideal for crafting leather and treating wounds.

Departing survivors gain +1 survival.

Add **ammonia consequences** to the innovation deck.

Aquarobics
faith, hands of the sun consequence

Survival Limit +1

✪ Underwater Train - roll 1d10

1	You drown.
2 - 7	Spend 1 survival to hold your breath and roll again. If you can't, your lungs fill with water and you drown.
8+	Gain the **Legendary Lungs** secret fighting art.

Arena
education, nightmare training consequence

✪ Spar - Spend 1 Iron and roll 1d10.

1 - 2	You are eviscerated. You are dead.
3 - 4	Painful knockdown. Gain a **Scar**, +1 permanent strength, and skip the next hunt. If you already have a **Scar**, the wound reopens. You bleed out and die.
5 - 9	Gain +1 permanent accuracy.
10 +	Gain the **Frozen Star** secret fighting art.

Bed
home, hovel consequence

Survival Limit +1

✪ Rest - roll 1d10

1 - 3	Nightmares. Gain +1 insanity.
4+	You cannot endeavor again this settlement phase. Skip the next hunt. You may remove one of the following: - All **Broken Arm** severe injuries. - All **Broken Hip** severe injuries. - All **Broken Rib** severe injuries. - **Ruptured Muscle** severe injury.

Bloodletting
science, ammonia consequence

✪ **Breathing a Vein** - spend 1 resource and roll 1d10.

1 - 3	Gain + 1 understanding. Lose all survival. You cannot gain survival this settlement phase for any reason.
4 - 7	Syncope. Gain +3 insanity.
8 +	Cured! Gain +6 insanity. You may remove one of the following : - 1 disorder of your choice - **Warped Pelvis** severe waist injury - **Intestinal Prolapse** severe waist injury.

Bloodline
home, hovel consequence

Newborn survivors inherit the following from their parents:
- The **Oracle's Eye**, **Iridescent Hide**, or **Pristine** ability (choose 1)
- 1 **Surname**
- Half of one parent's weapon proficiency levels (rounded up)

Add **bloodline** consequences to the innovation deck.

Choreia
music, forbidden dance consequence

✪✪ Spider Dance. Nominate a male and a female survivor and roll 1d10

1 - 7	Beautiful Dancing!
8 - 9	If both survivors depart this settlement phase, the male survivor gains the **Harvestman** fighting art.
10+	The female survivor devours the male. The male survivor is dead. The female survivor gains half of the male's Hunt XP (rounded down), one of their fighting arts, and the **Death Touch** secret fighting art.

Citrinitas
science, gormchymy, albedo consequence

Survival Limit +1

✪✪✪ Once this lantern year, roll 1d10.

1 - 2	Elixir of heavy metals. **Returning survivors** suffer -1 permanent evasion.
3 - 10	Elixir of wholeness. **Returning survivors** may remove 1 **broken** severe injury.

Add **citrinitas consequences** to the innovation deck.

Clan of Death
home, family consequence

The enduring strength of your clan passes through generations.

All newborn survivors gain:

+1	+1	+1
Accuracy	Strength	Evasion

Cooking
science, lantern oven consequence

Survival Limit +1

✪ Culinary Inspiration - roll 1d10

1 - 2	Uninspired.
3+	**Cooking**.

Drums
music, language consequence

✪ Bone Beats - roll 1d10

1 - 4	Lone drummer. Gain +1 insanity.
5 - 8	Rhythmic trance. Gain +1 survival.
9 +	Remove one disorder from any survivor. **Departing survivors** gain +1 survival.

Add **drums consequences** to the innovation deck.

Empire
home, bloodline consequence

Newborn survivors are born with +1 permanent strength and the **Pristine** ability.

Pristine: When you suffer a **dismembered** severe injury, ignore it and gain 1 bleeding token instead.

Face Painting
art, paint consequence

✪ Battle Paint - roll 1d10

1 - 3	Laughing stock. Lose 1 survival.
4 +	Death Ceremony. Gain +3 insanity.

✪ Founder's Eye - roll 1d10

1 - 3	An accidental mess. Nothing happens.
4 +	Gain +1 to any rolls on the **Intimacy** story event this settlement phase.

Family
home, hovel consequence

Departing survivors gain + 1 survival.

Survivors nominated for **Intimacy** may give themselves a surname if they do not have one.

A newborn survivor inherits the surname of one parent, their weapon type and half (rounded down) of their weapon proficiency levels.

Add **family consequences** to the innovation deck.

Forbidden Dance
music, drums consequence

✪ Fever Dance - roll 1d10

1	Clumsy. Suffer -1 permanent movement.
2 - 9	Give up. Gain +1 insanity.
10 +	Forbidden Step. Spend 7 resources and gain +1 permanent evasion.

Add **forbidden dance consequences** to the innovation deck.

Hands of the Sun
faith

The settlement embraces their protective feelings. All survivors gain the **Overcharge** survival action.

Overcharge: If you have any +1 strength tokens, you may spend 1 survival and remove them all to give your next attack this round **devastating 1**. Limit once per round.

Add **Hands of the Sun consequences** to the innovation deck.

Heart Flute
music, forbidden dance consequence

May be used once per settlement phase.

✪ Devil's Melody - roll 1d10

1	Sharp note. The survivor drops dead.
2 - 5	Flat note. Add a **Nemesis Encounter** to the next timeline year.
6 +	Select any Nemesis monster. **Special encounter** them now. You may choose their monster level. After the showdown, resume the settlement phase. Do not gain ✪, draw a settlement event card, or advance a lantern year.

Hovel
home, language consequence

Survival Limit +1

The settlement accepts this nightmarish landscape as their home.

Departing survivors gain +1 survival.

Add **hovel consequences** to the innovation deck.

Inner Lantern
faith, language consequence

The settlement finds the light within. All survivors gain the **Surge** survival action.

Surge: Once per round spend, 1 survival to gain +1 ✊ and use it immediately. (See detailed rules in rulebook.)

Add **inner lantern consequences** to the innovation deck.

Lantern Oven
science, ammonia consequence

Heat

By agitating lanterns, a source of **Heat** becomes available to the settlement.

Departing Survivors gain +1 survival.

Add **lantern oven consequences** to the innovation deck.

War Room
education, storytelling consequence

Survival Limit +1

A dangerous room of plans and tools.

Quarries cannot move off of the hunt board. If the survivors would move backwards on the hunt board, roll 1d10. On a 4+, they don't.

✪ : The hunt team makes a plan. The group may reroll 1 **Hunt Event Table** result (d100) this lantern year. They must reroll before performing the event.

Momento Mori
art, pictograph consequence

May be used once per settlement phase.

✪ Nominate a survivor that died in the last showdown and roll 1d10

1	Nothing happens.
2 - 3	Gain the insanity of the dead survivor.
4 - 8	Painful memories. Gain the courage and the understanding of the dead survivor.
9 - 10	Profound memories. Gain the hunt experience of the dead survivor.

Nightmare Training
education, symposium consequence

✪ Train - Lose 3 survival and roll 1d10

1	Accident. Spend 1 survival or die.
2 - 7	You may spend 1 survival and roll again.
8 - 9	Gain +1 weapon proficiency level.
10+	Gain +1 permanent accuracy or strength.

Paint
art, language consequence

The settlement swells with creative energy. All survivors gain the **Dash** survival action.

Dash: Once per round, spend 1 survival to gain +1 ✊ and use it immediately. (See detailed rules in rulebook.)

Add **paint consequences** to the innovation deck.

Partnership
home, hovel consequence

✪✪: Nominate two survivors. They pair off, and each gains the **Partner** ability. A survivor may be nominated for Partnership once per lifetime.

Partner - "(Partner's Name)": When you both **depart**, gain +2 survival. While adjacent to your partner, gain +1 strength. Partners may only nominate each other for 📖**Intimacy**. When a partner dies, the remaining partner gains a random disorder and loses this ability.

Petal Spiral
music, forbidden dance consequence

Regardless of their Hunt XP, survivors may select Sword for their Weapon Proficiency.

✪ Trace petals - roll 1d10

1 - 3	Lose 1 Flower resource. If you do, gain the **Flower Addiction** disorder and roll again. Otherwise, nothing happens.
4 - 5	Gain +2 survival and +1 understanding.
6 +	Gain +1 sword proficiency level.

Pictograph
art, paint consequence

Crudely-drawn pictures guide the survivors' way home.

Anytime during the hunt or showdown phase, a survivor may 📖 **Run Away**.

Add **pictograph consequences** to the innovation deck.

Pottery
art, sculpture consequence

Survival Limit +1

If the settlement loses all its resources, you may select up to two resources and keep them.

✪ Build Barber Surgeon — 3 x organ, 1 x scrap

Records
education, storytelling consequence

✪✪ Knowledge - roll 1d10

1	Move ✕ **Nemesis Encounter - Watcher** one year foward on the timeline. If the event is moved to this year, trigger it now.
2	Record-keeping duty. Skip the next hunt.
3 - 5	You learn nothing. NOTHING!
6 - 9	Gain any fighting art a survivor currently has (does not include secret fighting arts).
10+	Set your hunt XP to 0. You may gain the benefits of the **Age** story event again.

Round Stone Training
education, nightmare training consequence

✪ Train - spend 1 resource and roll 1d10

1	Gain the **Motion Sickness** disorder.
2	Gain the **Crossarm Block** fighting art.
3 - 8	Gain the **Tumble** fighting art.
9 +	You have a serene moment. Gain +3 insanity and either the **Carapace of Will** or **Propulsion Drive** secret fighting art.

Rubedo
science, gormchymy, citrinitas consequence

✪✪✪ Once this lantern year, roll 1d10.

1	Pointless deaths. -2 population.
2 - 3	Screamer. -1 population. **Departing survivors** gain +3 insanity.
4 - 5	Inhuman. -1 population. **Departing survivors** lose all insanity.
6 +	Move ✕ **Nemesis Encounter - Watcher** one year back on the timeline. -1 population. May be gained once per settlement phase.

Sacrifice
faith, shrine consequence

✪ Death Ritual - roll 1d10

1	Pointless deaths. -2 population.
2 - 3	Screamer. -1 population. **Departing survivors** gain +3 insanity.
4 - 5	Inhuman. -1 population. **Departing survivors** lose all insanity.
6 +	Move ✕ **Nemesis Encounter - Watcher** one year back on the timeline. -1 population. May be gained once per settlement phase.

Saga
music, song of the brave consquence

A telling of the settlement's survival, set to a soft rhythmic beating of drums.

All newborn survivors gain +2 hunt experience and +2 survival from knowing the epic.

Sauna Shrine
faith, hands of the sun consequence

When survivors **depart** for a Nemesis Encounter or Special Showdown, they gain +10 survival.

✪ Tribute - spend 1 organ and roll 1d10

1 - 4	**Departing survivors** gain +2 Insanity.
5 +	**Departing survivors** promise they will return. They gain +2 strength tokens and add 🛡 to all hit locations.

Scarification
faith, inner lantern consequence

✪ **Initiation** - Once per lifetime, gain +1 courage and roll the hit location die.

🗣	Suffer the **blinded** severe head injury.
💪	Gain the **Tough** fighting art.
🗯	Suffer **destroyed genitals** severe injury.
🤚	Gambler's scar. Gain +1 permanent luck.
🦶	Roll 1d10, on a result of 6+ you lose some toes, -1 permanent movement.

Scrap Smelting
science, lantern oven consequence

✪ Purification - Roll 1d10

1 - 2	Nothing happens.
3 - 9	Spend 3 scrap and add 1 **Iron** to storage.
10+	Spend 3 scrap and add 1 **Iron** to storage. You may repeat this any number of times.

✪ Build Blacksmith — 6 x bone, 3 x scrap

Sculpture
art, paint consequence

Survival Limit +1

Silhouettes of sculptures cast strange, comforting shadows on the outskirts of your settlement.

Departing survivors gain +2 survival when they depart for a Nemesis Encounter.

Add **sculpture consequences** to the innovation deck.

Settlement Watch
home, hovel consequence

Departing survivors gain +2 survival when they depart for a Nemesis Encounter or a Special Showdown.

✪ New Recruits - roll 1d10.

1 - 7	If you have no fighting arts, gain a random fighting art.
8 +	If you have 0 or less strength, gain +1 strength. (Limit once per lifetime.)

Shadow Dancing
home, hovel consequence

You may only endeavor here if a survivor died during the last hunt or showdown.

✪ Final Dance - once per year, roll 1d10

1 - 5	You dance with your shadow. Gain +3 insanity and a random fighting art.
6 +	The shadows are in your mind! You realize how easy it is to dupe someone and gain the **Sneak Attack** fighting art.

Shrine
faith, inner lantern consequence

May be used once per settlement phase.

✪ Armor Ritual - roll 1d10

1 - 3	**Departing survivors** gain +1 insanity.
4 +	Final adjustments. **Departing survivors** add 🛡 to all hit locations.

Add **shrine consequences** to the settlement event deck.

Song of the Brave
music, drums consequence

The survivors celebrate life by lifting their voices into the darkness.

All non-deaf survivors add +1 to their roll results on the **Overwhelming Darkness** story event.

Add **song of the brave consequences** to the innovation deck.

Storytelling
education, symposium consequences

Survival Limit +1

✪✪ Tale as Old as Time - roll 1d10

1 - 3	Spend 3 resources, gain + 1 understanding.
4 - 7	Gain +2 survival and +2 insanity.
8+	📖 **White Speaker**

Add **storytelling consequences** to the innovation deck.

Symposium
education, language consequence

Survival Limit +1

When a survivor innovates, draw an additional 2 Innovation Cards to choose from.

Add **symposium consequences** to the innovation deck.

Crimson Candy
science

At the start of the showdown, each survivor gains ★ survival.

Crimson Cannibalism - roll 1d10.

1	The Shakes! - 1 Permanent accuracy.
2-6	Sugar Crash. Skip the next hunt.
7+	The crimson treat burns your ribs and your sinuses, healing **Intracranial Hemorrhage** and **Gaping Chest Wound**.

Dark Water Research
science

Departing survivors gain +2 insanity.

Light-Forging.

Spend 2x resources and 2x Dark Water to increase the level of **Dark Water Research** by 1, to a maximum of 3. (Update your settlement record sheet.)

Dragon Speech
starting innovation

Survival Limit +1

All survivors gain **Encourage** survival action.

Encourage: Once per round, if standing, spend 1 survival to call out to a non-deaf survivor. They stand if knocked down.

Add **language** consequences to the innovation deck.

Filleting Table
science

Once per settlement phase, if the **returning survivors** are victorious, gain 1 random basic resource.

Advanced Cutting - roll 1d10

1-5	You mess up big time! Suffer the dismembered **arm** severe injury.
6+	Gain the **Trick Attack** fighting art.

Final Fighting Art
education

Survival Limit +1

Once per showdown, you may select a card from the discard pile or wound stack and place it on top of the AI deck.

Guidepost
other

The soft glow of its light fills the survivors with a sense of security. **Departing survivors** gain + 1 survival.

✪: The survivor attempts to pull the weapon free from the ground. Roll 1d10 and add their strength. If the result is 12+, gain the **Lantern Halberd** rare gear and lose this innovation (archive this card).

Language
starting innovation

Survival Limit +1

All survivors gain the **Encourage** survival action.

Encourage: Once per round, if standing, spend 1 survival to call out to a non-deaf survivor. They stand if knocked down. (See detailed rules in rulebook.)

Add **language consequences** to the innovation deck.

Legless Ball
other

Departing survivors gain +2 insanity. Spend only 1 ✪ here per settlement phase.

Add 1 **Web Silk** strange resource to settlement storage.

A survivor with 10+ insanity may put the spidicules out of its misery. Gain the **Grinning Visage** rare gear and lose this innovation. (Archive this card.)

Nigredo
science, gormchymy

Survival Limit +1

Once this lantern year, roll 1d10.

1-2	Elixir of disintegration. Archive 1 bone resource.
3-10	Elixir of reshaping. Spend 3 bone to gain 1 **Dense Bone** Gorm resource.

Add **nigredo consequences** to the innovation deck.

Radiating Orb
science

Heat

Departing survivors and newborn survivors gain +1 survival. **Departing survivors** with a constellation gain +1 survival.

Add **lantern oven** consequences to the innovation deck.

Silk-Refining
other

Survival Limit +1

Silk Surgery.

Convert 1 silk resource into 1 hide basic resource.

Spend 2 silk, 1 bone, and 1 organ to build the **Silk Mill** settlement location.

Stoic Statue
other

Worship the monster. You may not depart or endeavor again this settlement phase. Roll 1d10.

1-6	Empty your mind. Gain +1 understanding.
7-10	Your faith is inspiring. **Departing survivors** gain +1 survival. If this result is gained more than once in a settlement phase, they instead gain +10 survival.

Subterranean Agriculture
science

If **Black Harvest** is not on the timeline, **Underground Sow.**

If **Black Harvest** is on the timeline, you may spend 1 Preserved Caustic Dung to increase its rank by 1 to a maximum rank of 3. Limit, once per settlement phase.

✪ **Build** Wet Resin Crafter — 2 x organ, 2 x bone

Sun Language
starting innovation

Survival Limit +1

All survivors gain the **Embolden** survival action.

Embolden: Once per round, if you have no +1 strength tokens, spend 1 survival to gain a +1 strength token. When you are knocked down, lose all +1 strength tokens.

Add **Ammonia, Drums, Hovel, Paint, Symposium,** and **Hands of the Sun** to the innovation deck.

The Knowledge Worm
other

At the start of each settlement phase, add 1 scrap to settlement storage.

Departing survivors gain +3 survival and +3 insanity. If any of those survivors have 10+ insanity, **A Gracious Host.**

Ultimate Weapon
science

Survival Limit +1

When you defeat a monster, gain 1 monster resource of your choice from its resource deck.

Umbilical Bank
science

When a new survivor is born, you may add 1 **Life String** strange resource to storage.

Umbilical Symbiosis.

✪ **Special Innovate** Pottery — 3 x organ