

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.

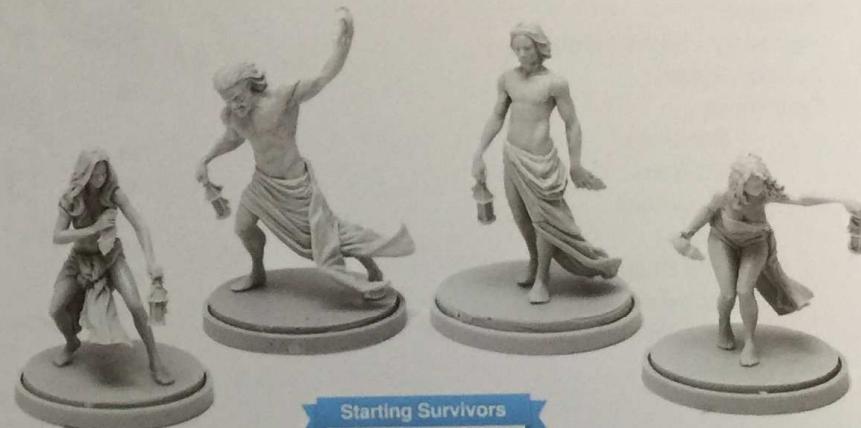
Monster is played by 1-4 players*. Together, players will hunt and fight monsters, using what they scavenge to grow a small settlement. Each player typically plays as one survivor and the players take turns controlling the monsters.

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.



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!



d10 - 10 sided dice



Hit Location Dice

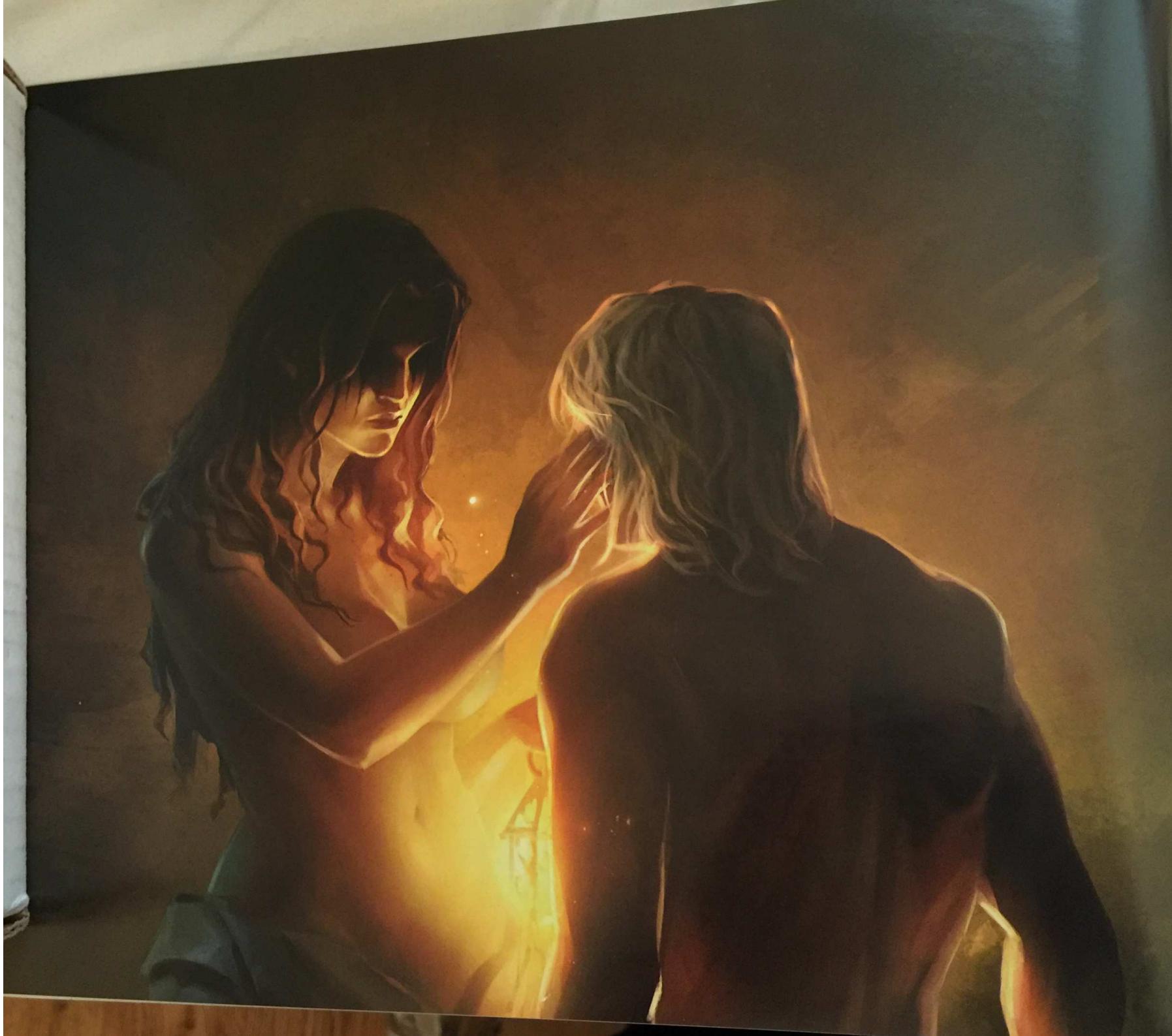




nce upon a time, there was a place of carved stone faces. A man with a lantern lay sleeping a dreamless sleep. The man knew nothing.



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.



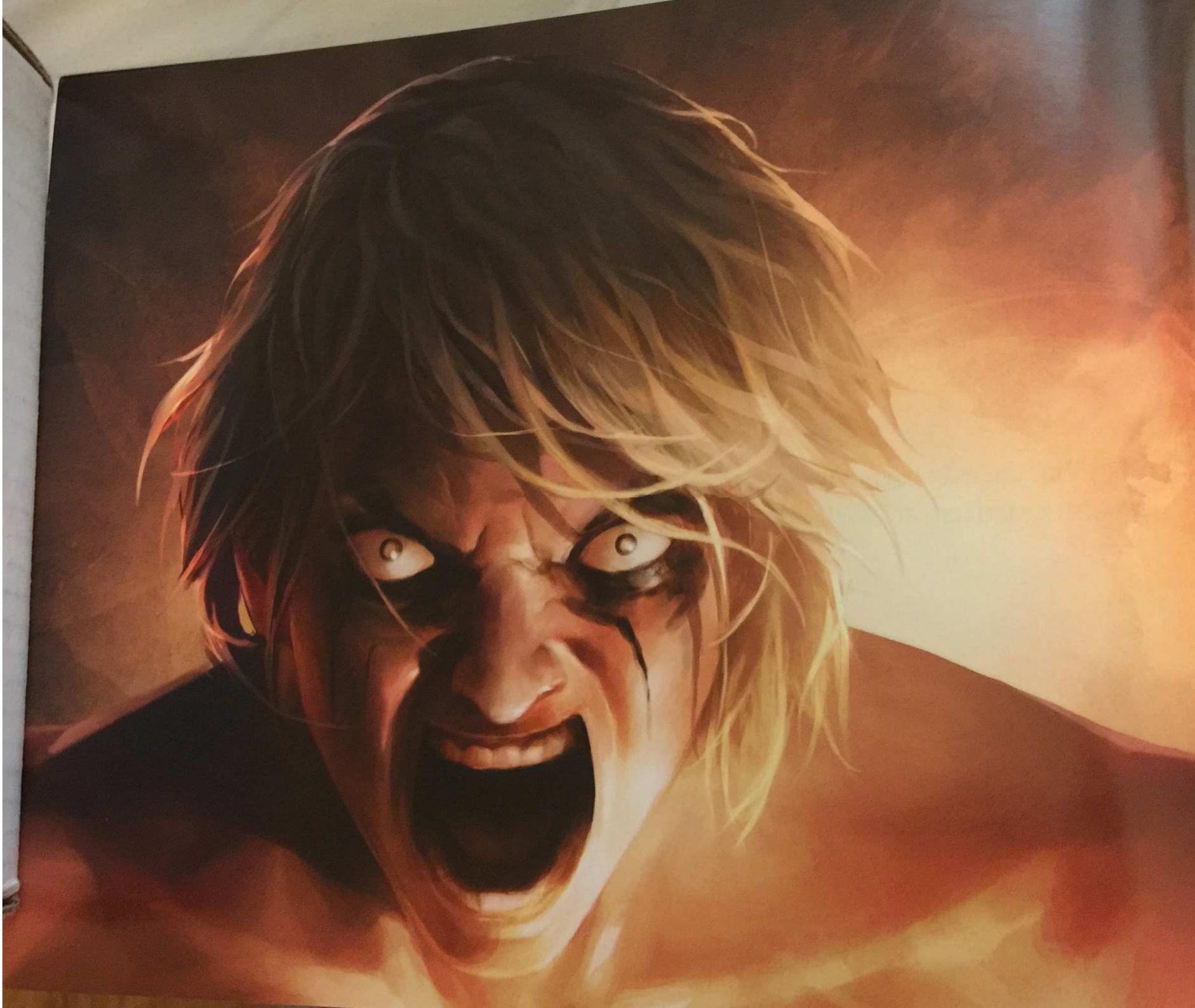
The people were no match for the monster. It tore their flesh and crushed their bones between its teeth. Some, it devoured whole.



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.



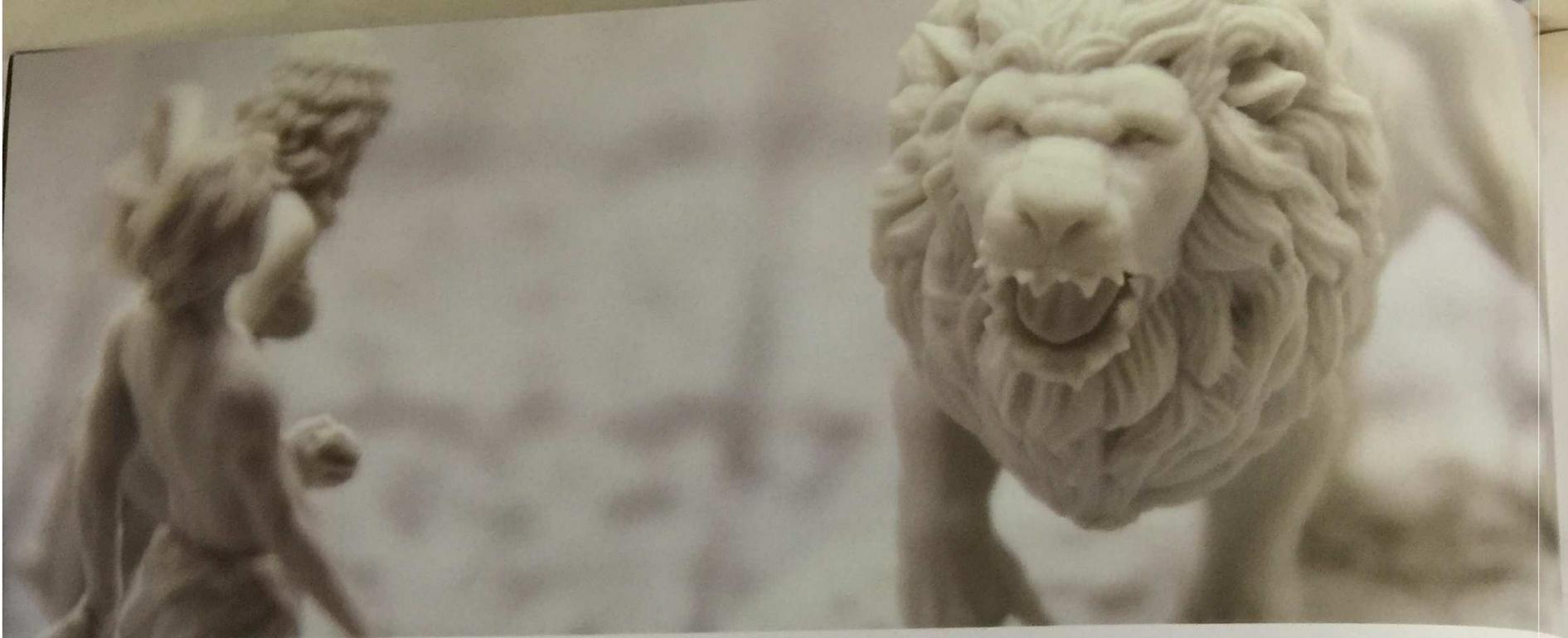
But the man did not want to die. Desperately grasping at the cold stone faces, he felt a crack, and tore at it with all his might. A piece of stone came free. It was sharp and deadly.



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.

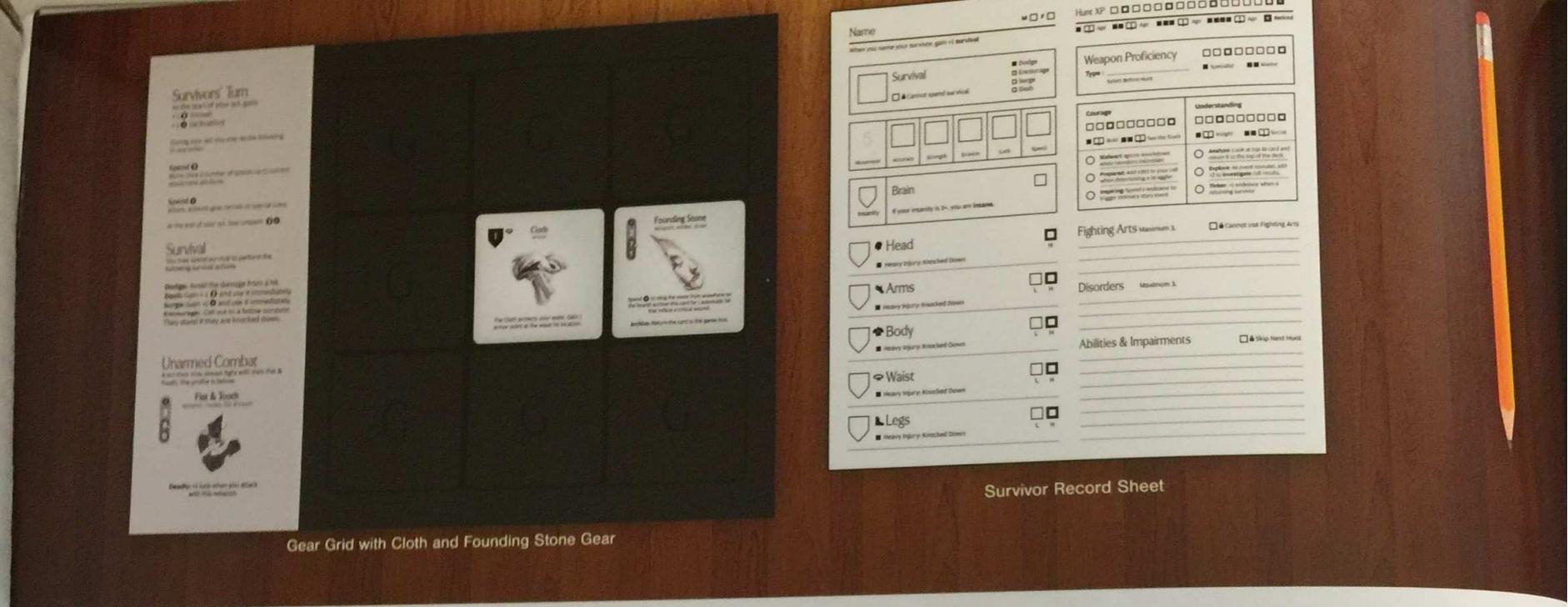
During the prologue, questions may arise that are not completely addressed in this section. The aim of the prologue is to get you playing, so feel free to make decisions and mistakes. Full game rules that follow the prologue address the deeper nuances of gameplay once you've got the hang of the basics.



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

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.

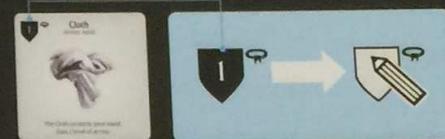
If a monster's attributes change, place attribute modifier tokens on the monster control panel.

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



Survivor Hit Locations

Head	<input type="checkbox"/>
Knocked Down	<input type="checkbox"/>
Arms	<input type="checkbox"/>
Knocked Down	<input type="checkbox"/>
Body	<input type="checkbox"/>
Knocked Down	<input type="checkbox"/>
1 Waist	<input type="checkbox"/>
Knocked Down	<input type="checkbox"/>
Legs	<input type="checkbox"/>
Knocked Down	<input type="checkbox"/>



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
Artificial
Intelligence

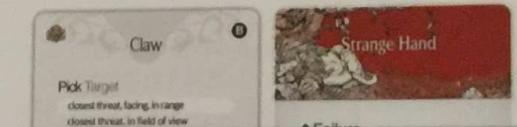
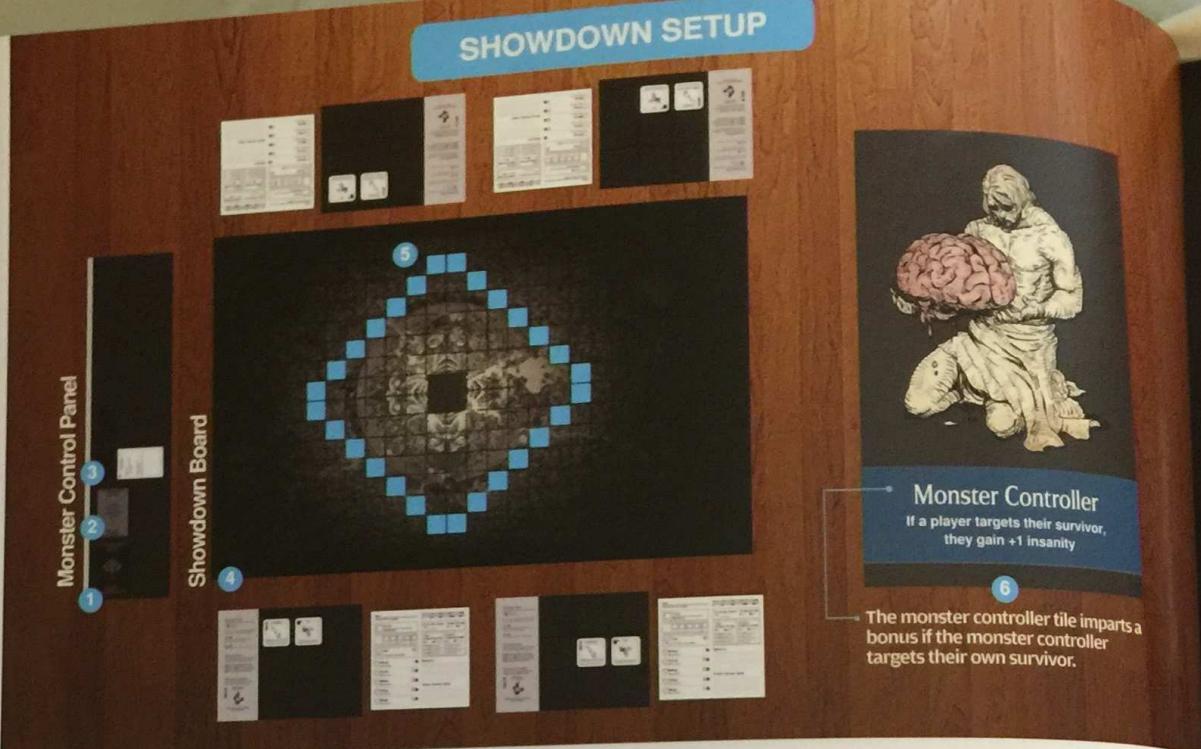


H
Hit
Locations



R
White Lion
Resources

SHOWDOWN SETUP



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.



White Lion

(Level 1 - First Story Variant)



Monster Attributes

Movement	Toughness	Speed	Damage
6	6	-	-

Basic Action

If no other action is available

Pick Target

- closest survivor, in field of view
- sniff

Blindspot

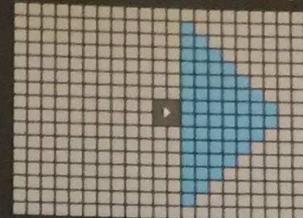


Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	

Sniff: The White Lion uses its powerful nose to find its prey 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.

closest threat, facing, in range



closest threat, in field of view



Claw

B

Pick Target

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

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	

7

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.

⑤ 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 controlling 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.



Monster Movement

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.

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**.

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.

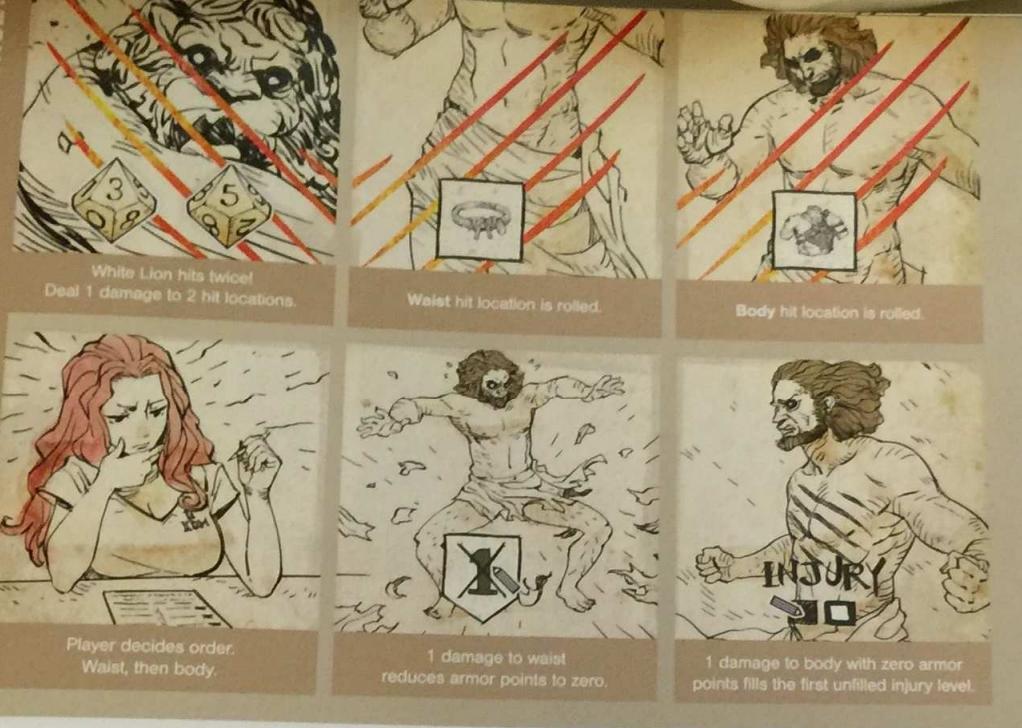
Reducing armor points at a location to 0 does not cause the armor to be discarded. However, armor points do not replenish during the showdown.

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 information for controlling the monster in future rounds. To start the survivor turn, turn the page.

WHAT HAPPENS WHEN A WHITE LION HITS TWICE?



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**.



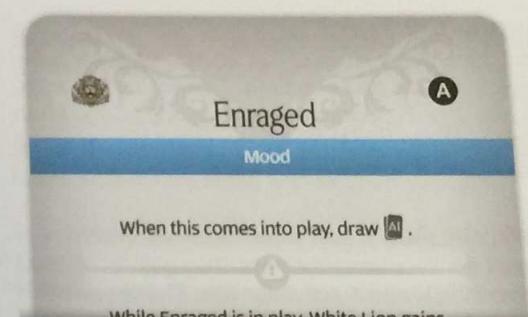
Intimidate Actions

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.

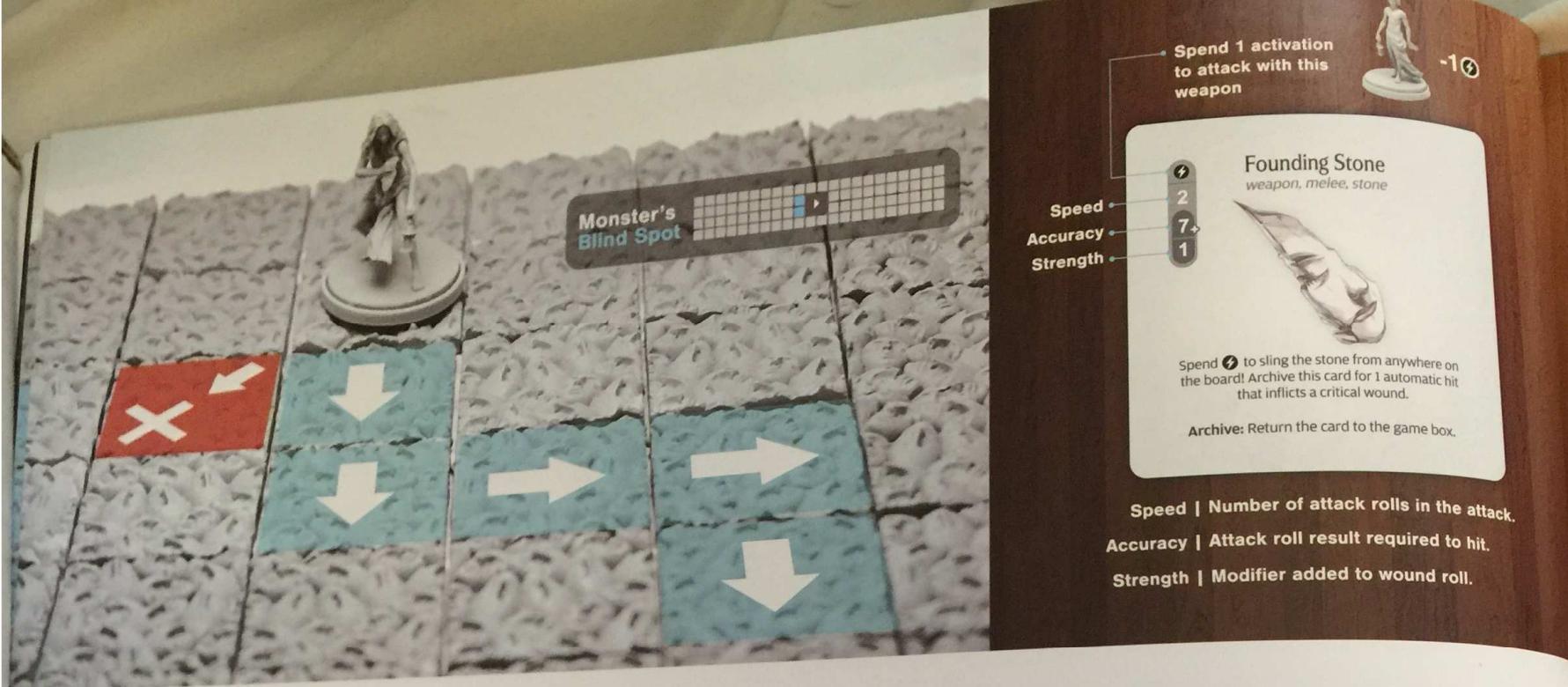
Survivors may gain **disorders** as a result of brain trauma. These are found in the Disorder Deck. Draw one at random and apply the rules to the survivor.



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 (1) and 1 activation (2). 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 2s before another survivor may begin their act.

Survivor Movement

When a survivor spends their movement (1), 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 2.

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 2 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.

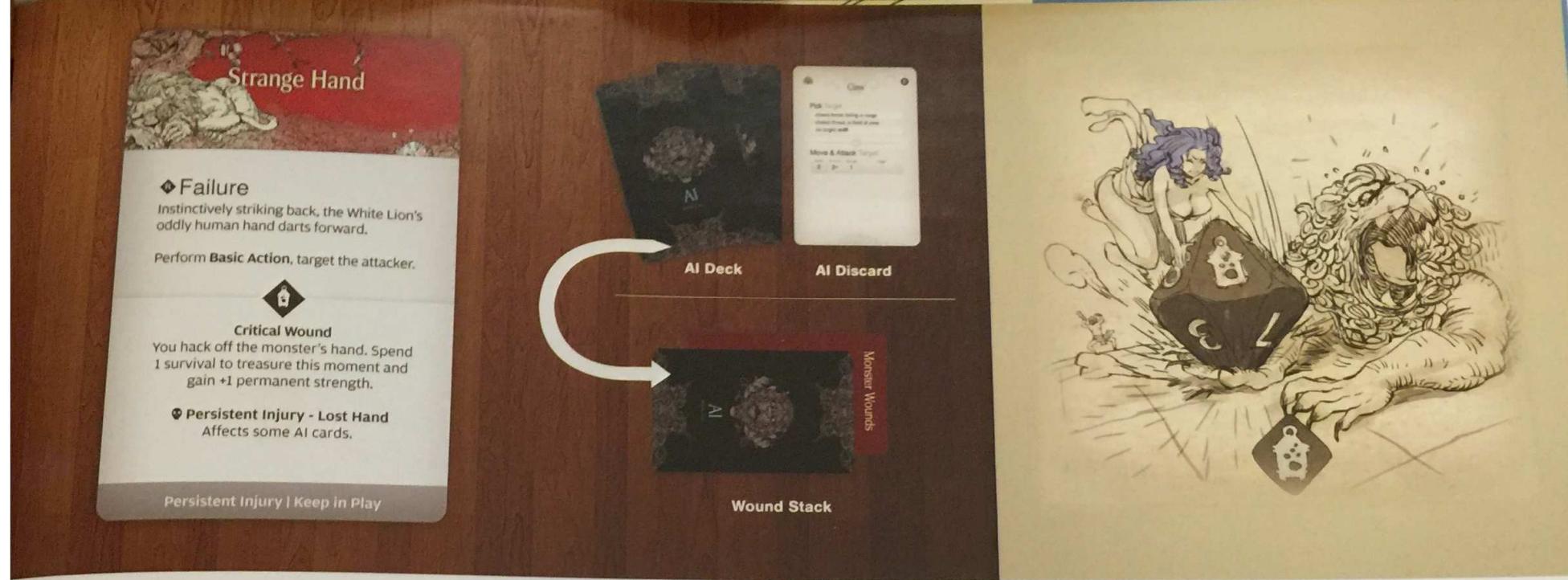
Count the Number of Hits

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.

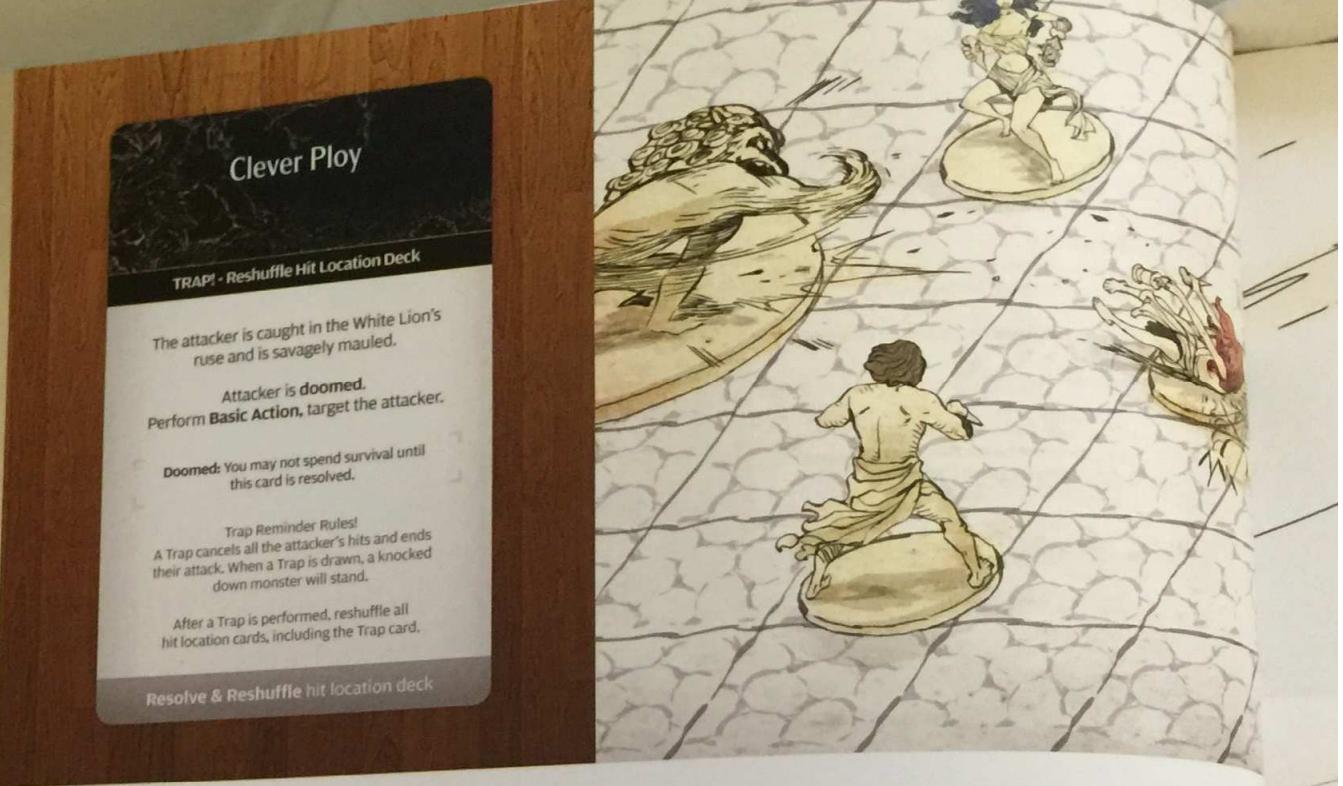
Some critical wound effects award survivors extra spoils. Resources gained during a showdown should be placed face up next to the gear grid of the survivor who earned them. If that survivor perishes, another survivor may take these resources. If all survivors perish, these resources are lost.

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 **Strange 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 occurred.

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 successful 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.

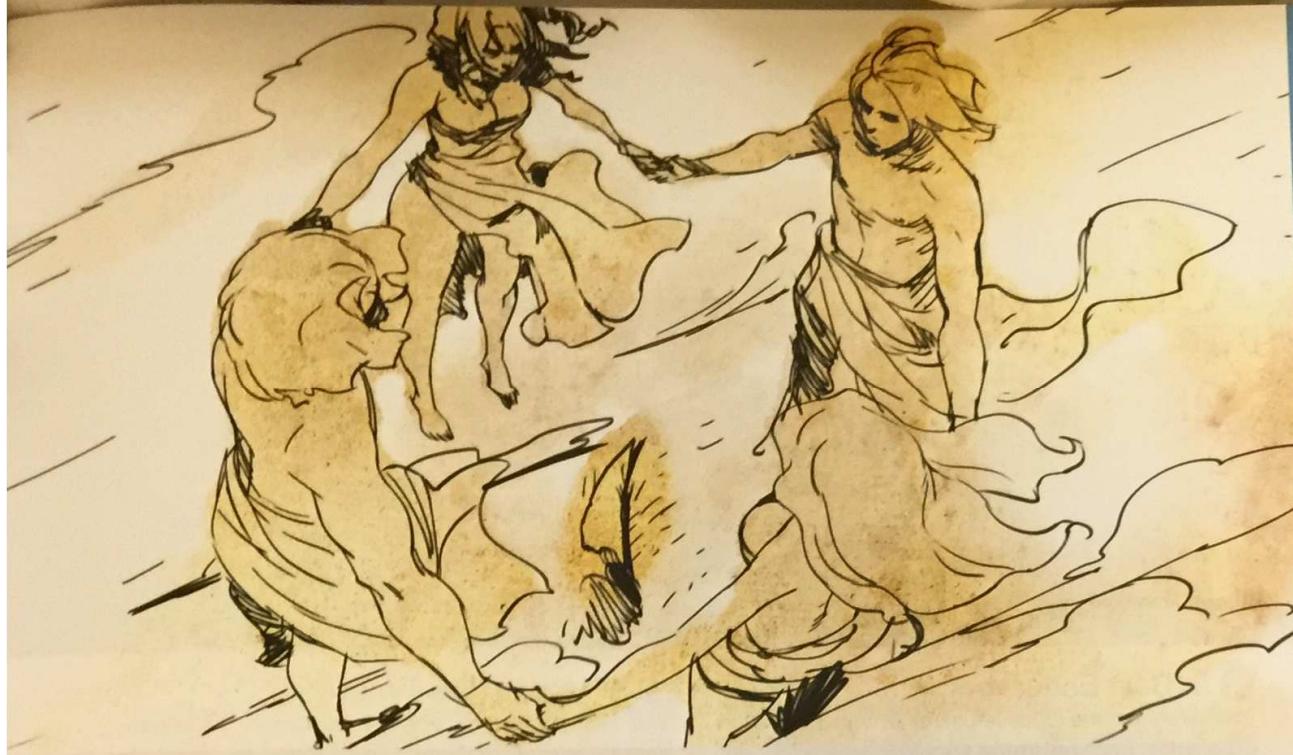
The hit becomes a miss and does not cause damage. Brain damage, and damage outside of attack profiles (like Grab) cannot be dodged.

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

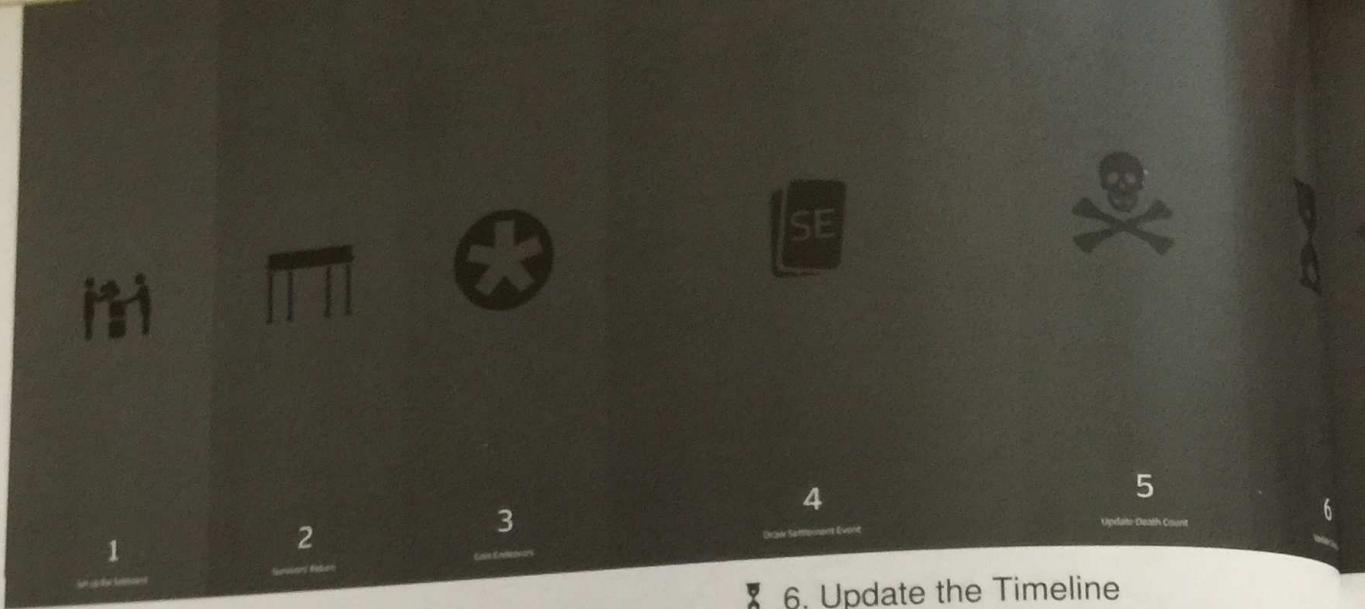
Place the settlement board in the play area, along with the gear grids and survivor record sheets of the survivors that persevered through the First Story. These are now the returning survivors.

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.

Settlement Locations

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.