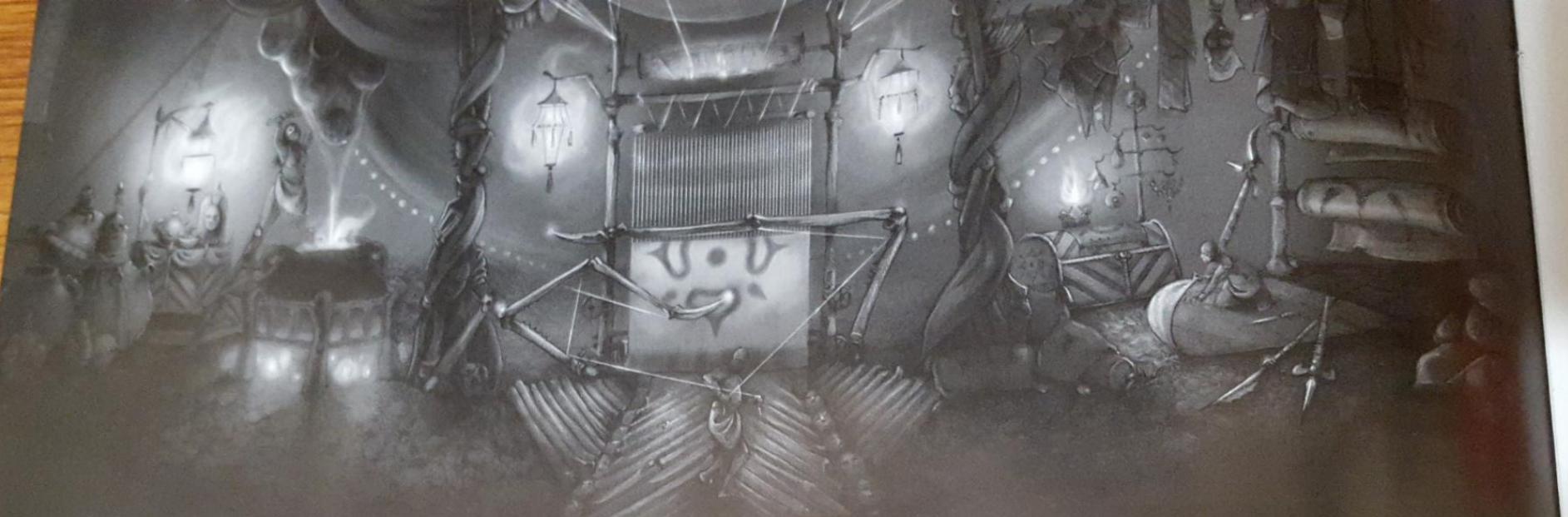


SPIDICULES

- Kingdom Death: Monster -



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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

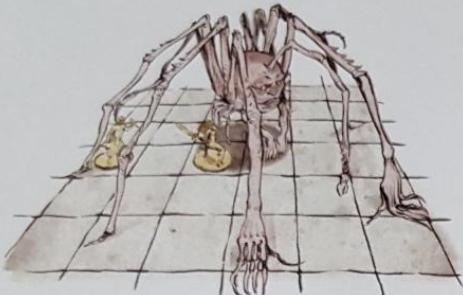
To add Spidicules to a new campaign, we recommend you replace **Endless Screams** on the settlement's record sheet timeline with **Young Rivals**.

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 **knock-back**.
- 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

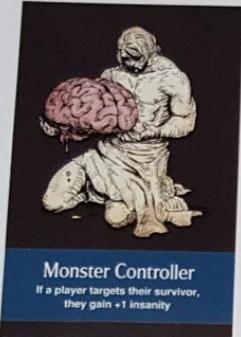
Spiderlings do not have hit locations. To attack a Spiderling, roll to hit as normal and then attempt to wound. If a wound attempt succeeds, the Spiderling is killed and removed from the showdown board. **Killing a Spiderling does not make a survivor eligible to earn ranks in Weapon Proficiency.**

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.

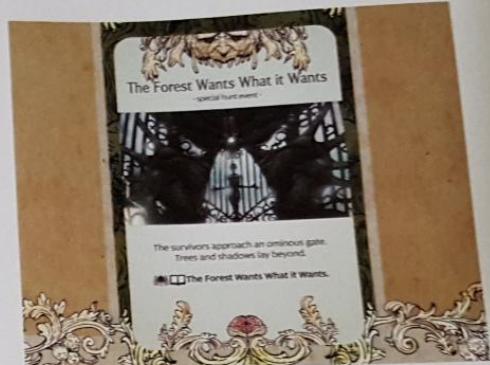
Silk Surgeon



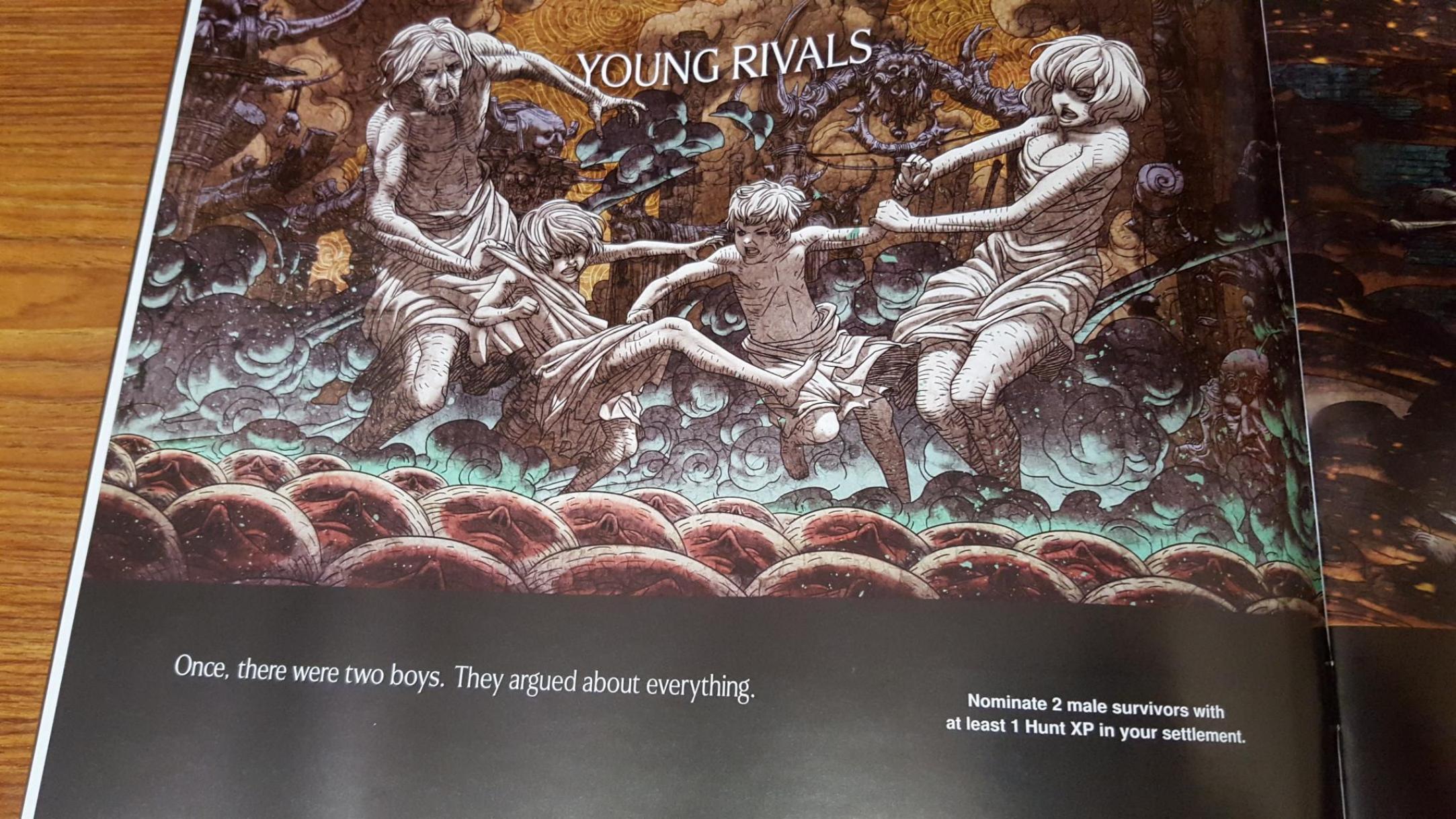
The **Silk Surgeon** secret fighting art included in this expansion has 4 levels: 0-3. These levels are recorded on the survivor record sheet. When a survivor learns **Silk Surgeon**, its level is always 0.

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.



YOUNG RIVALS

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.

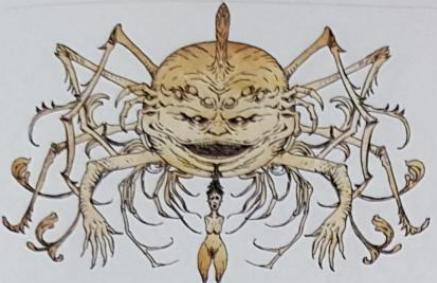


The settlement may now hunt the Spidicules. Add Spidicules to the Quarry List on the Settlement Record Sheet. As long as he remains alive, the remaining nominated survivor must depart when the Spidicules is hunted.



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	-	-

➊ Twitching Leg Pile ➋ Spawn ➌ Spiderling Action
Ⓐ Frantic Spinning

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	5	-	14	10	+1	+1

➊ Twitching Leg Pile ➋ Spawn ➌ Spiderling Action
➍ Hivemind Ⓐ Feeding Time

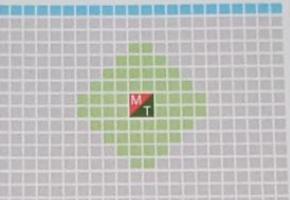
Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	7	2	16	12	+2	+2

➊ Twitching Leg Pile ➋ Spawn ➌ Spiderling Action
➍ Hivemind Ⓑ Necrotoxins Ⓒ 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

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.

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.

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



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).

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**.

Roll Through the Darkness - roll 1d10

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



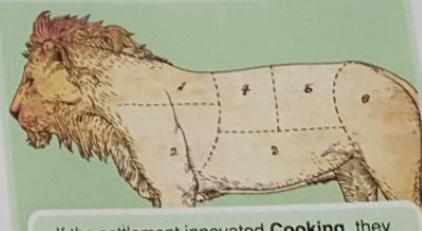
If the settlement innovated **Nightmare Training**, the survivors make sport of the journey while pushing the heavy ball and avoiding its gnashing teeth. **Returning survivors** gain +1 permanent strength.

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.

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 **Vermilion** 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.



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.

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.

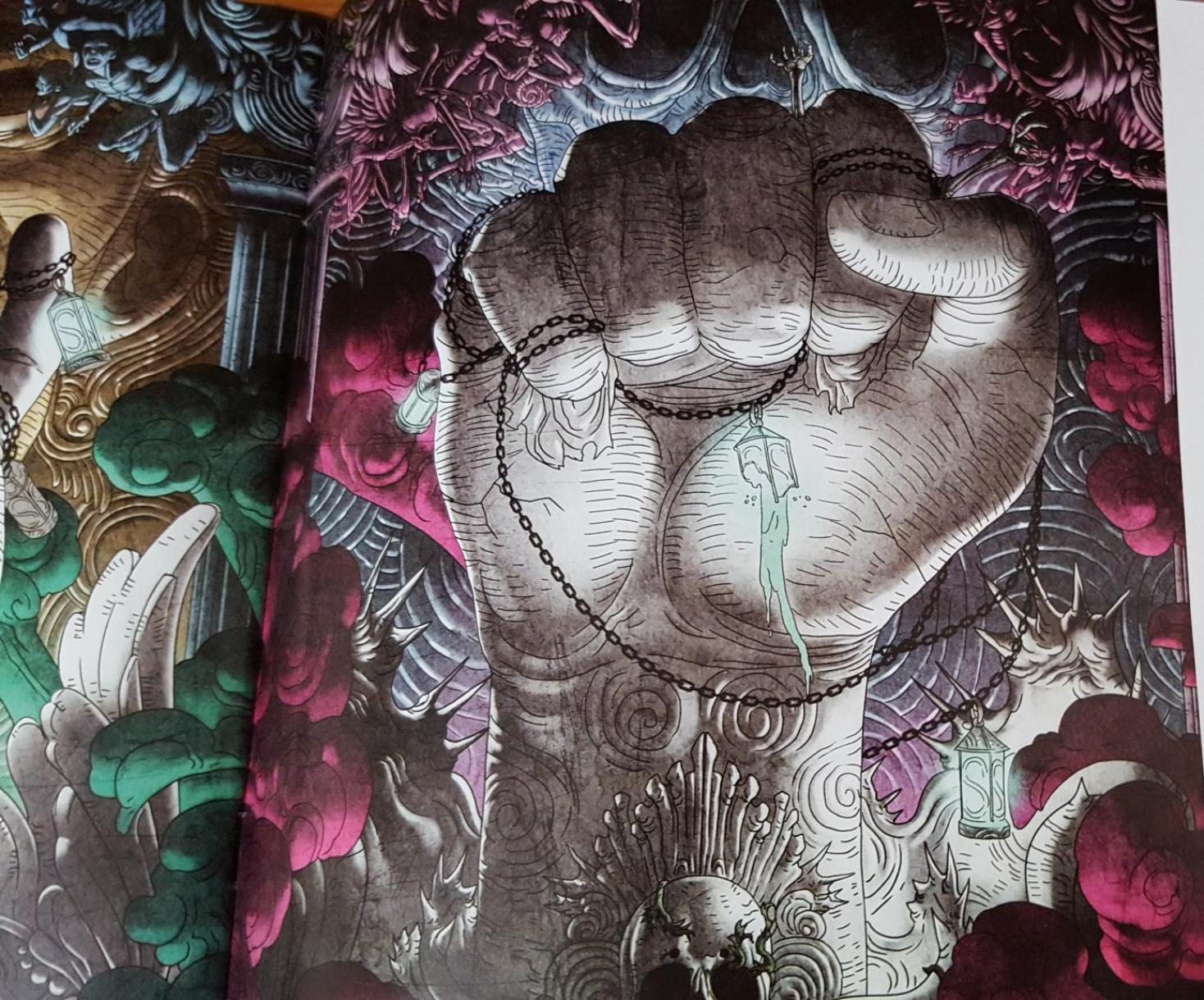
3 4 5 6

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...

Story Event - TAKEN

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.