

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.

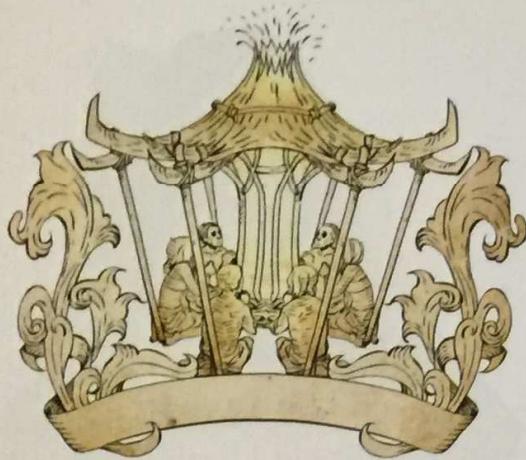
Players will take the roles of multiple survivors throughout the campaign. The survivors' settlement is the enduring element that must persevere.

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.

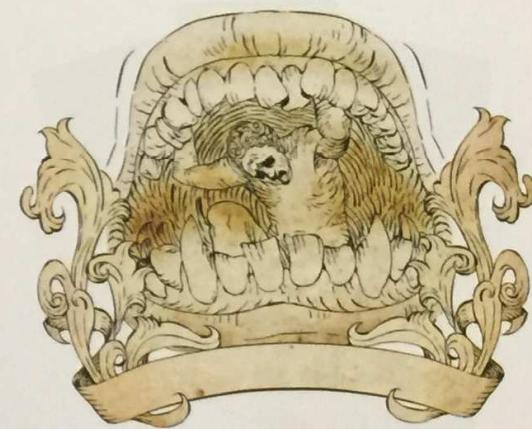
Hunting takes place on the hunt board, which acts as a stage for the chaotic events that befall the survivors while in pursuit of a monster.

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).

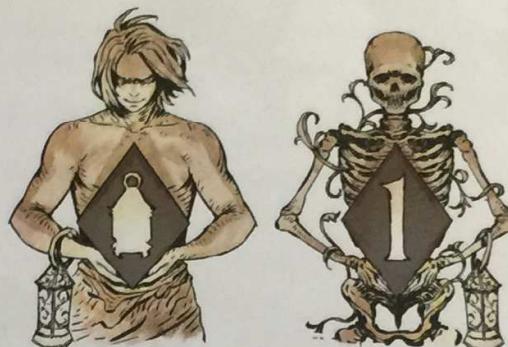
The number of dice you need to roll is specified by the number before "d10", so 2d10 is 2 dice.

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 might mean it would hit on a 1 or higher. In these cases a natural 1 will still miss.

Conflicts and the Rule of Death



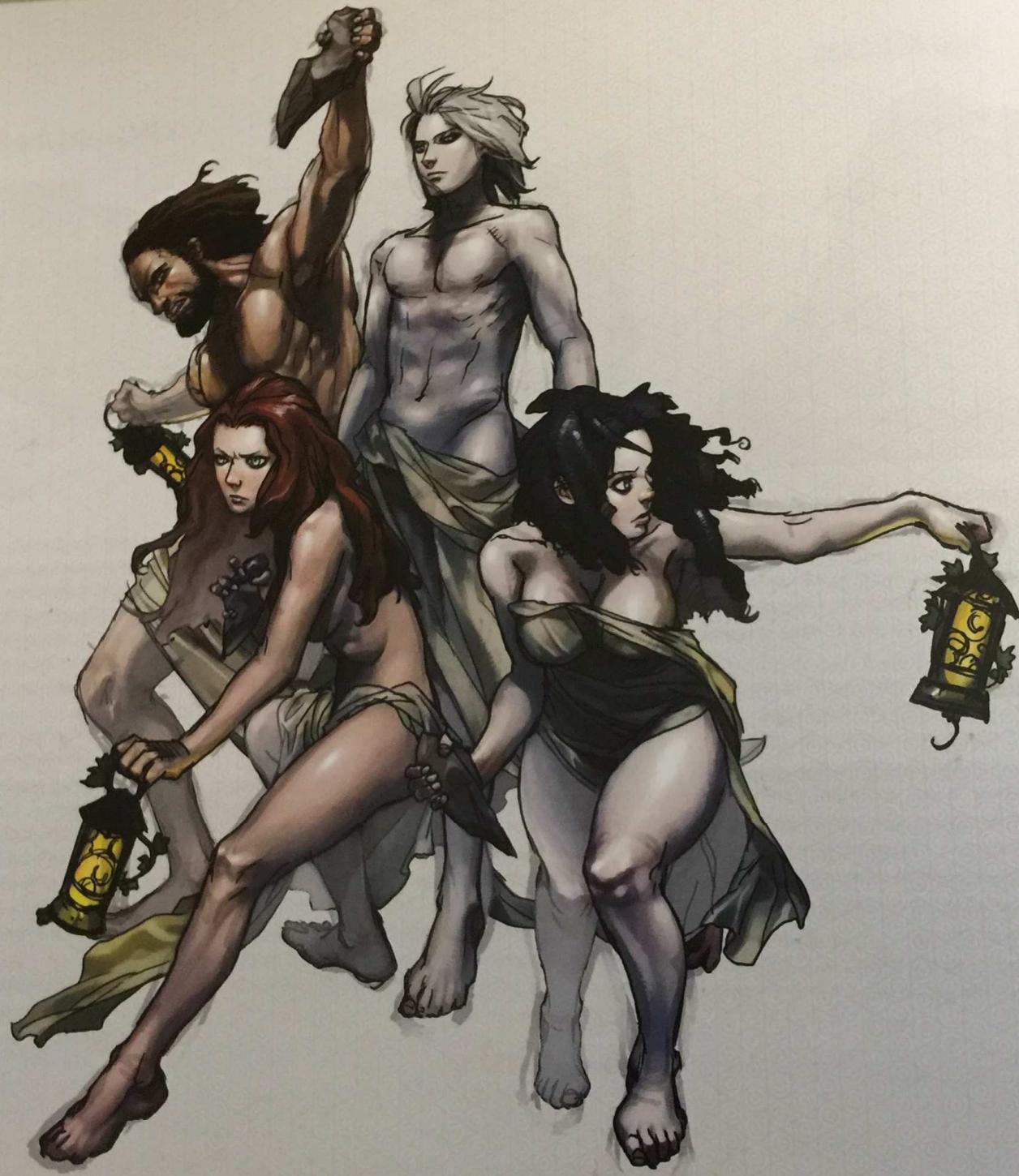
As in any game with many moving parts and rules, conflict may occasionally arise regarding rules interpretations, group decisions, or exceptions.

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.



- Rules -

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.

1	Name When you name your survivor, gain +1 survival. Name: _____	2	XP When you level your survivor, gain +1 survival. XP: _____	5	Weapon Proficiency Type: _____	
2	Survival <input type="checkbox"/> Survival <input type="checkbox"/> Accuracy Spend Normal	3	Coverage <input type="checkbox"/> Head <input type="checkbox"/> Arms <input type="checkbox"/> Body <input type="checkbox"/> Waist <input type="checkbox"/> Legs	6	Understanding <input type="checkbox"/> Brain If your survivor is 3+, you and Whales	
3	5 Movement Accuracy Strength Evasion Dash	4	Head <input type="checkbox"/> Heavy Injury Knocked Down Arms <input type="checkbox"/> Heavy Injury Knocked Down Body <input type="checkbox"/> Heavy Injury Knocked Down Waist <input type="checkbox"/> Heavy Injury Knocked Down Legs <input type="checkbox"/> Heavy Injury Knocked Down	7	Fighting Arts Minimum: 3 Fighting Arts Movement: _____ Disorders Maximum: 3 Abilities & Impairments Ability: _____	8
6		8		9		10



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.



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)

Hunt XP	<input type="checkbox"/>																			
<input type="checkbox"/> Age	<input type="checkbox"/> Retired																			

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

| Weapon Proficiency | <input type="checkbox"/> |
|--------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Type : | <input type="checkbox"/> |
| Select Before Hunt | <input type="checkbox"/> |

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Bold	<input type="checkbox"/> See the Truth																			
<input type="checkbox"/> Stalwart: can't be knocked down by brain trauma or intimidate	<input type="checkbox"/>																			
<input type="checkbox"/> Prepared: Add Hunt XP to your roll when determining a straggler	<input type="checkbox"/>																			
<input type="checkbox"/> Matchmaker: Spend 1 endeavor to trigger intimacy story event	<input type="checkbox"/>																			
Understanding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Insight	<input type="checkbox"/> White Secret																			
<input type="checkbox"/> Analyze: Look at top AP card and return it to the top of the deck.	<input type="checkbox"/>																			
<input type="checkbox"/> Explore: Add +2 to your investigate roll results.	<input type="checkbox"/>																			
<input type="checkbox"/> Tinker: +1 endeavor when a returning survivor	<input type="checkbox"/>																			

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

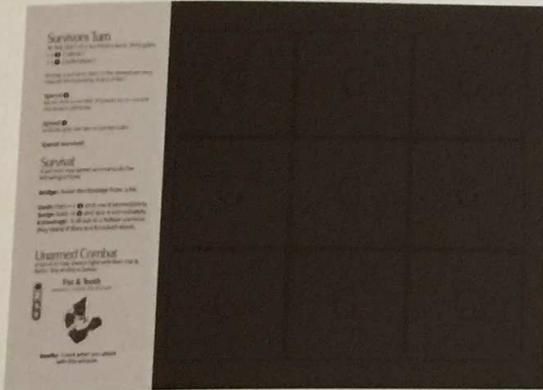
In rare instances, survivors retire, rather than perish. When the last Hunt XP box is filled, the survivor retires. A survivor may also be forced into early retirement by some severe injuries.

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.

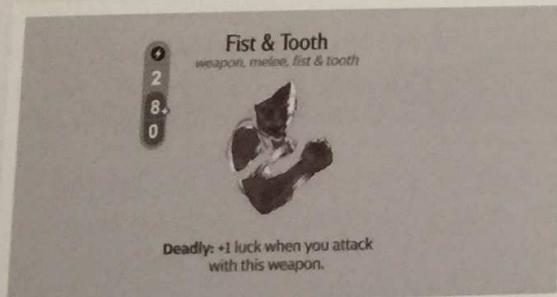


The gear grid has space for 9 gear cards, which can be arranged in any configuration as long as they are faced right-side up. They cannot be rotated.

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

Fist & Tooth

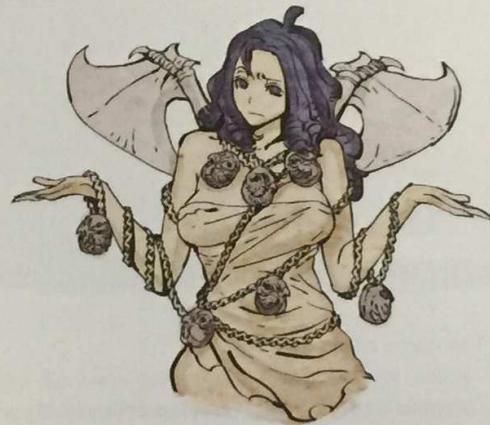
Fist & Tooth describes a survivor fighting with their bare hands, and is a weapon available to all survivors. Rules for Fist & Tooth are listed on the side of the survivor gear grid and also below.



- Rules -

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

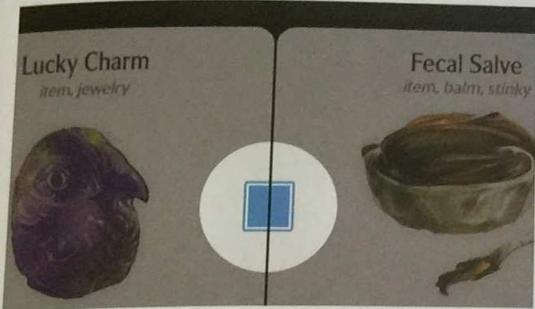


Items have effects that can aid survivors in the hunt and showdown. Each has unique rules described in detail on the gear card.

- 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).

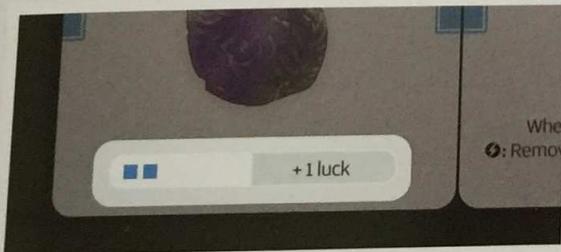
Affinities

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.



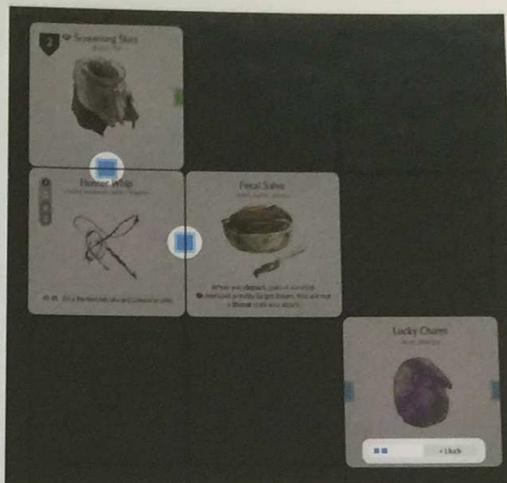
Some gear cards have affinity bonuses that impart special effects on the survivor if the affinity requirements are met.

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.

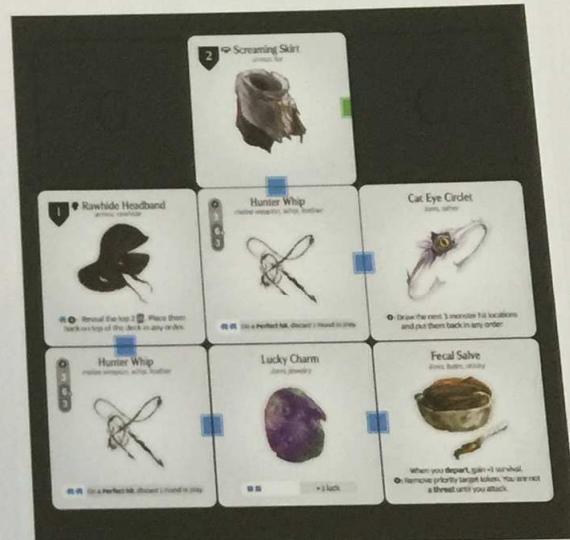
- Rules -



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

- Rules -



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.

Hunter: Sniff		Blind Spot			
Level	A	Move	Tough	Speed	Dmg
1	7	3	+	6	8
2	10	5	+	7	10
3	10	9	2	8	14

● Cunning
● Merciless
Tokens: +2 accuracy, +1 kick.

1 | SHOWDOWN: WHITE LION

Quality

Select an encounter level and set up the hunt board.



6 | Showdown Setup



Legend

Survivors

Monster

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.

7 | 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.



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 exploit! The survivor that dealt the killing blow may select either permanent +1 accuracy or +1 strength. They may gain this benefit once a lifetime.

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.

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.

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

G **Cunning**
Cunning, G 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 S AI Cards and Additional Rules

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

S 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 attribute 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

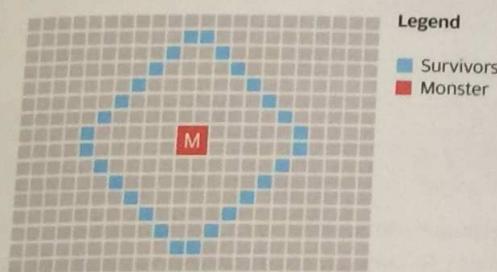


Some monsters, like the White Lion, Screaming Antelope, and Phoenix, can be hunted.

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



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.

Basic Action

Pick Target

closest survivor, in field of view
no target: sniff

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	

White Lion

First Story Lvl. 1	Custom Deck List	Mov	Tgh	Spd	Dmg
B 7 3		6	6	-	-
Level 2	B 10 5	6	8	-	-
	B 10 5	7	10	+1	+1
Cunning					
Level 3	B 10 9 2	8	14	+2	+2
Cunning, Merciless. Tokens: +2 accuracy, +1 luck.					

Instinct: Sniff

The White Lion sniffs and ends its turn. Until the end of the next round, all survivors are now threats, despite any effects that say otherwise. When a Level 3+ White Lion performs sniff, it gains +1 accuracy token.

Side A

Side B

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

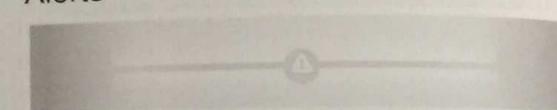
A **no target** list item indicates what action to perform if no target is found. This is most often a monster's instinct action. When a monster cannot find a target, subsequent actions on the card are not performed.

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

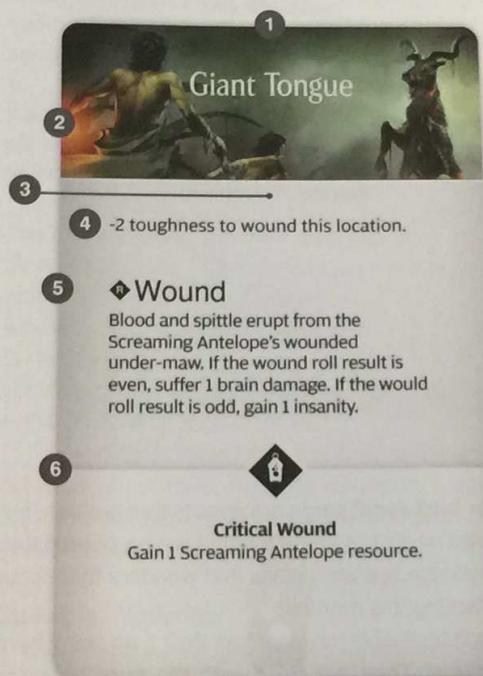
Grab: Place target knocked down in front of the monster. Target suffers 1 damage per monster level.

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.

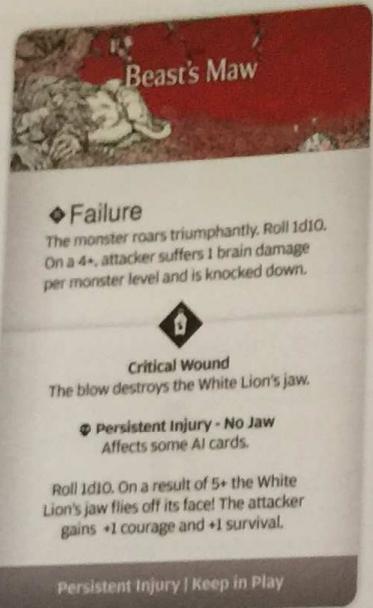
⑤ Reactions

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.

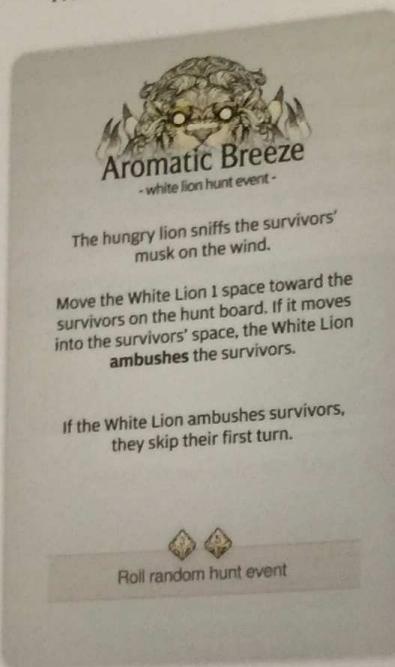
Persistent Injuries



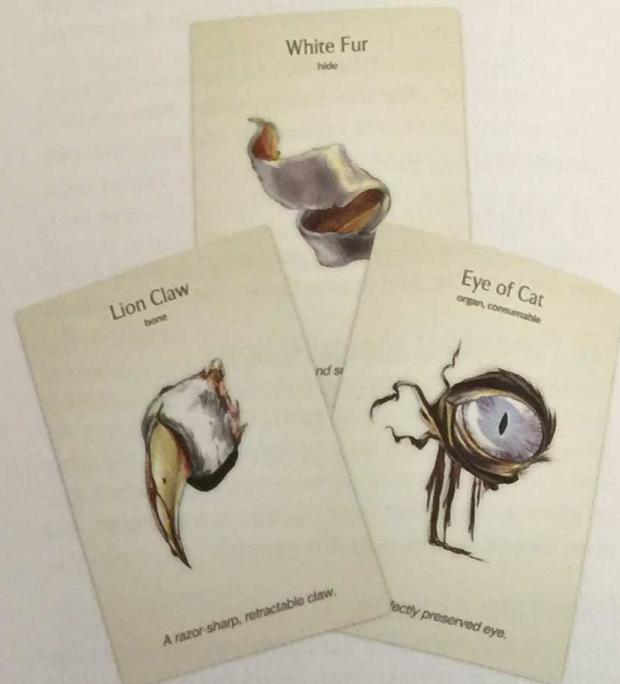
When a monster suffers a critical wound on a hit location with a persistent injury, the hit location card is put in play instead of being discarded. Some persistent injuries modify a monster's overall behavior, while others only affect specific AI cards.

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 Resources

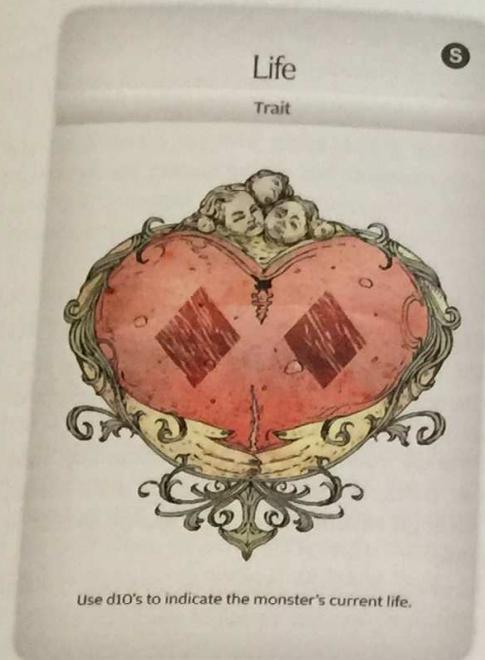


Monster resource cards are resources that are only gained from fighting that type of monster. There are separate decks of monster resource cards for all huntable monsters (White Lion, Screaming Antelope, Phoenix).

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 **S** **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 **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 **S** **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 specific 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.

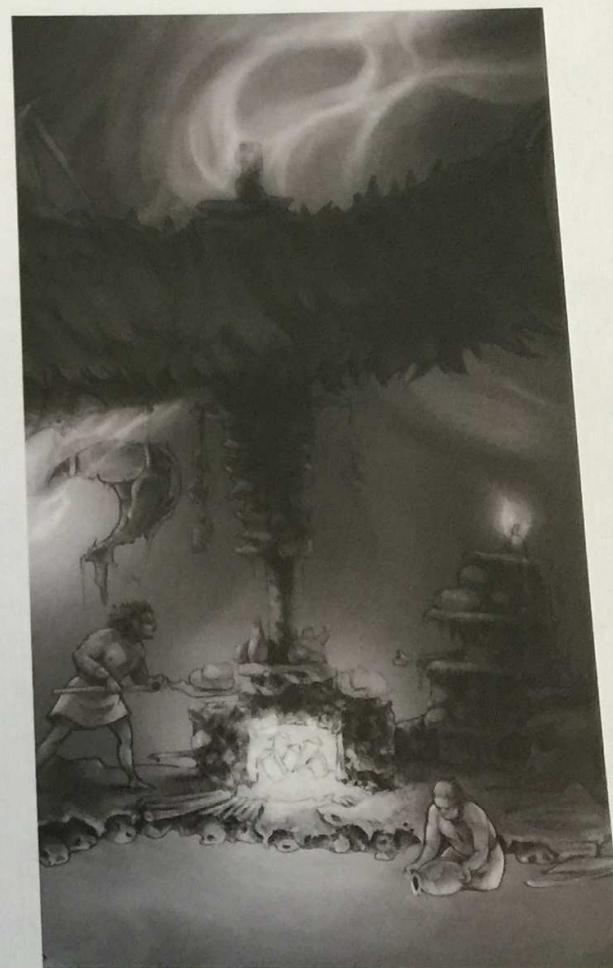
During the Showdown Phase, survivors may give each other resources anytime during their act if they are adjacent. A survivor can pass a resource as they are moving by without ending their movement.

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.

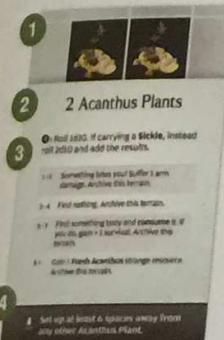
Terrain Tiles

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

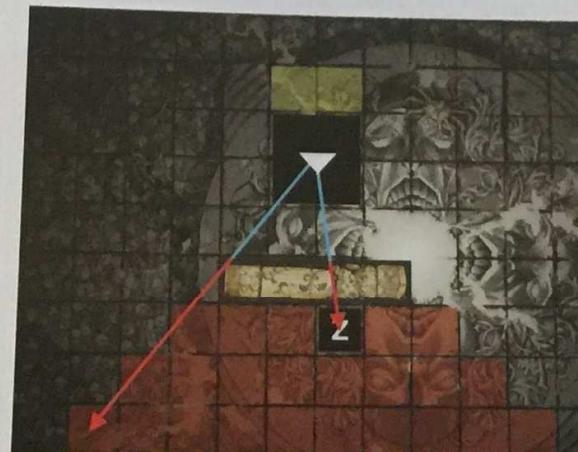
Terrain cards with indicate the corresponding terrain can be activated. Survivors adjacent to or on spaces occupied by this kind of terrain may spend activation to use the rules listed on the terrain card.

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.

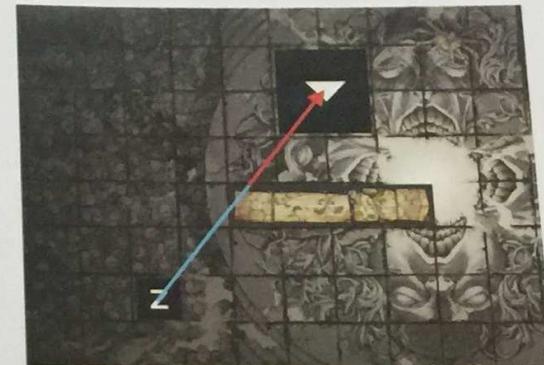
Terrain cards can have persistent rules that affect survivors during the showdown. Including:

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.

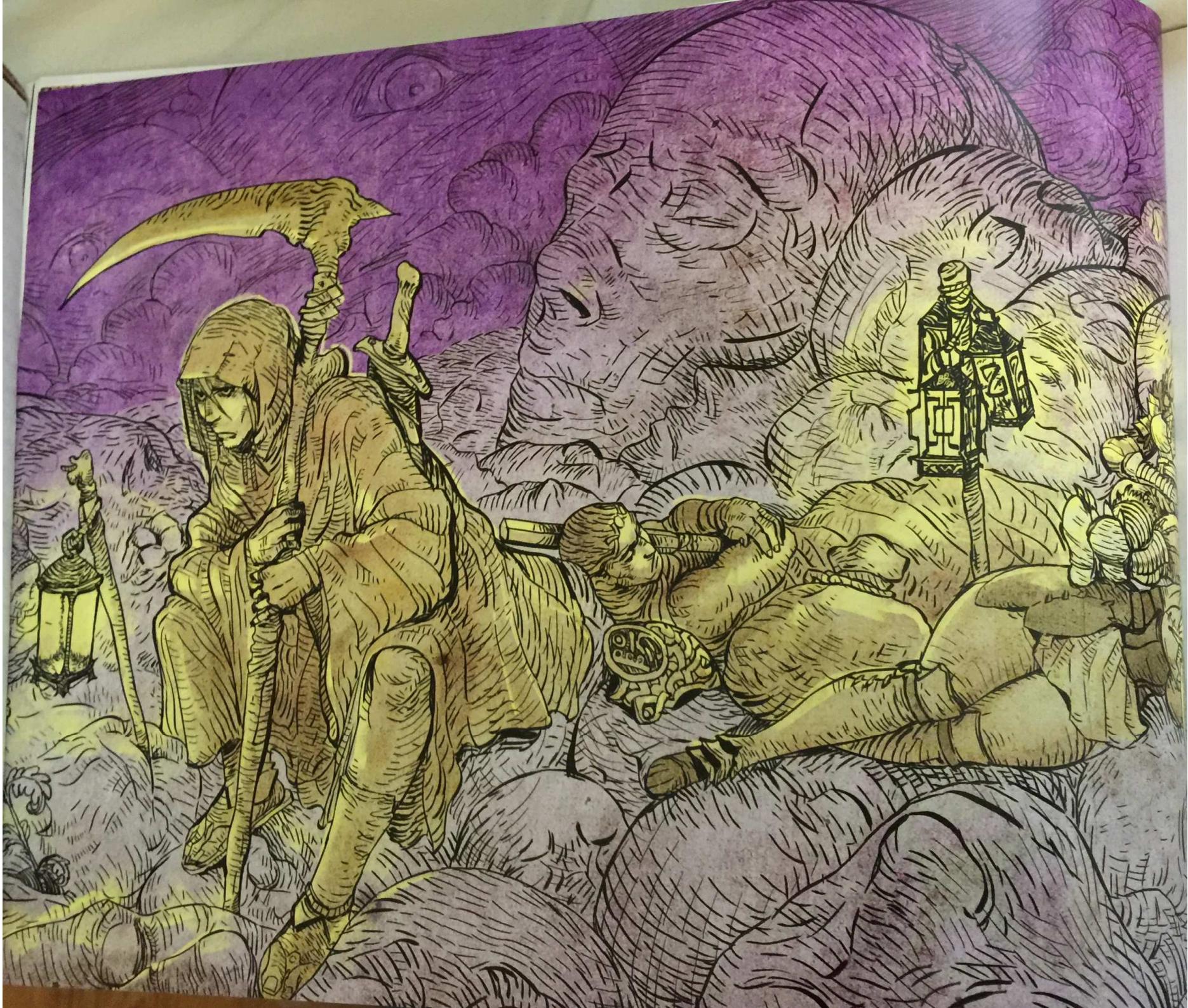
Impassable: Impassable terrain occupies all spaces that it covers. Survivors cannot move through spaces occupied by impassable terrain. If a survivor would move (voluntarily or involuntarily) into a space occupied by impassable terrain, they instead collide with the terrain and end their movement.

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 describe events survivors may encounter out in the darkness.

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

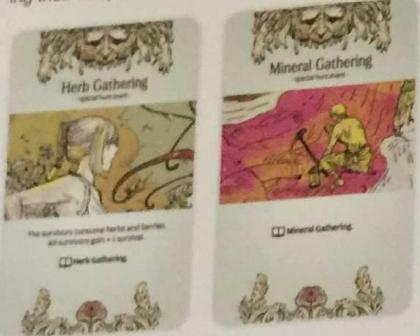
Hunt Board Setup

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.

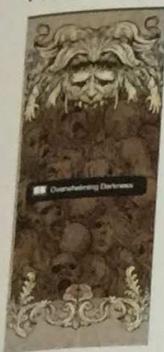
Hunt Events

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 fol-

low 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:

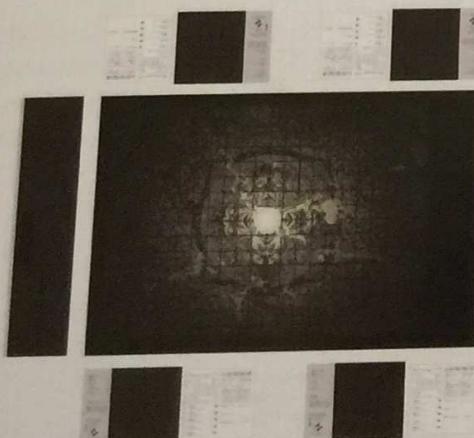
- Create a monster
- Set up the showdown board
- Place terrain, monster, and survivors
- Battle the monster
- Confront the aftermath of the battle, collecting your rewards or facing your destruction.

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.



- Rules -

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.

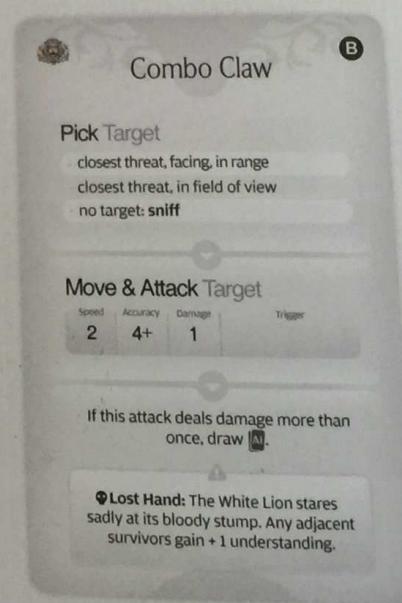
If the monster does not have any cards in its AI deck or its AI discard pile, it will perform its Basic Action (listed on the monster's Basic Action / Reference Card) instead of drawing AI cards until it is defeated.

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 .

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.

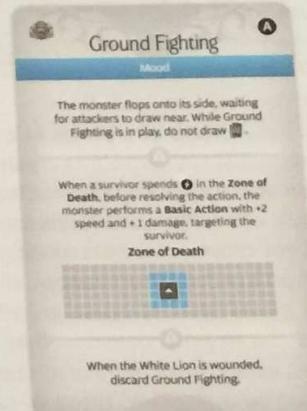
Persistent injury actions are only performed when the monster draws an AI card with a persistent injury action that matches a persistent injury on a hit location in play.

*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 ", 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.

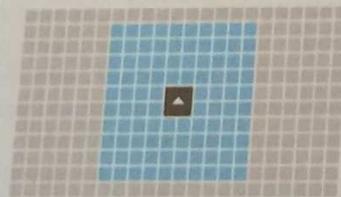
Pick Target

- 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.

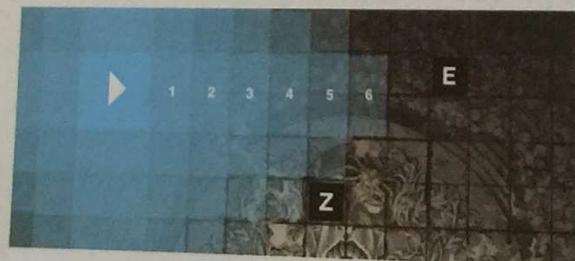
Common Targeting Terms

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 **S** 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.

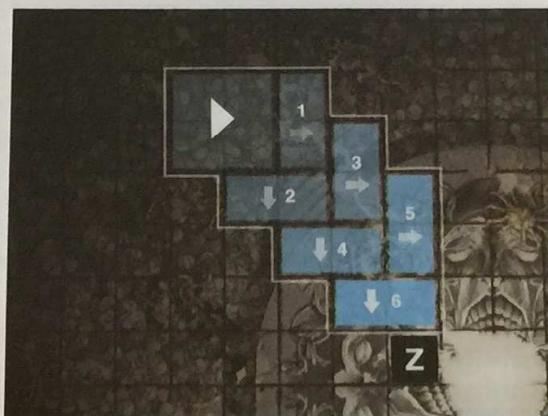
Monster Movement

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.

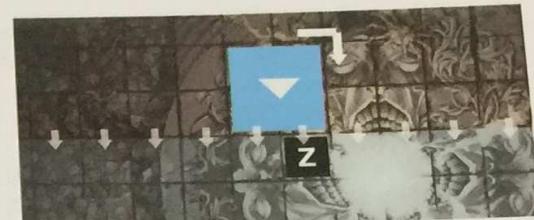
When an action instructs a monster to move toward a target, the monster controller must identify the shortest path between the monster and the target, then move the monster miniature along that path until it is adjacent to the target or has no movement remaining. If there are multiple paths tied for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

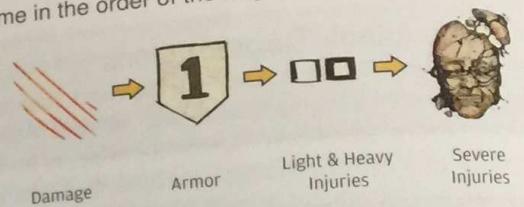
If there is more than one hit, it is possible that the location dice will roll the same location more than once. Each hit to this location is resolved separately.

*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

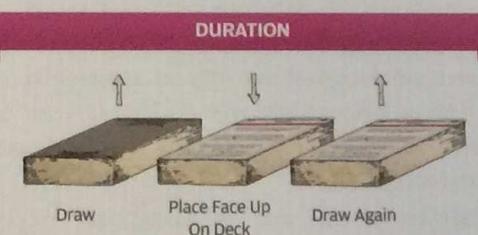
In order to be resolved and discarded, duration cards must be drawn twice.

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.

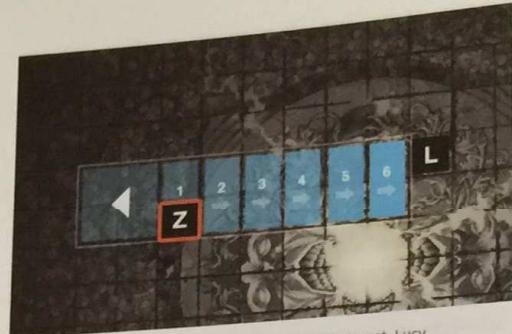
Monsters Colliding with Survivors

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



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.

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

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 Impassable Terrain

Monsters move through impassable terrain unimpeded.

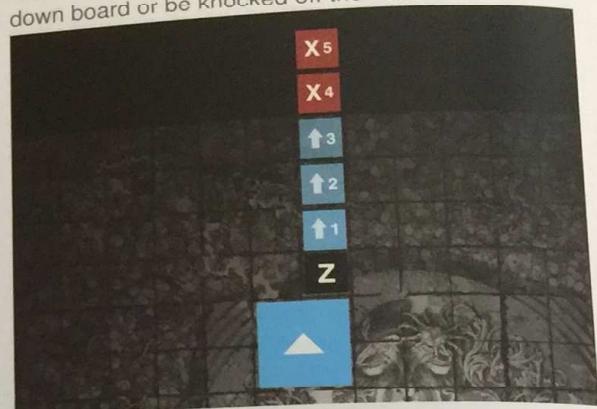
Impassable terrain interrupts all survivor movement (including knockback). If knockback would cause a survivor to move into an impassable terrain tile, instead they collide with it. The survivor suffers collision and stops its movement in the last space before the terrain tile.

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

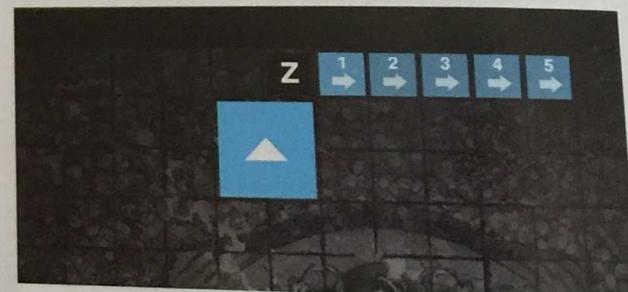
Survivors and monsters cannot move off the showdown board or be knocked off the board.



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 ⚖ and +1 ⚡. During their act they may perform the following actions in any order. Each action must be completed before another can begin.

- Spend ⚖ (move)
- Spend ⚡ (activation)

At the end of their act, a survivor loses unspent ⚖ ⚡.

Movement

Survivors can spend ⚖ 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 ⚡ 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 ⚡ is spent.

How Survivors Attack

Survivors attack by spending ⚡ 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.

$$\text{Attack Speed} = \text{Weapon Speed} + \text{Survivor Speed Modifier}$$

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.

$$\text{Attack Roll Result} + \text{Survivor Accuracy Modifier}$$

must meet or exceed

$$\text{Weapon's Accuracy} + \text{Monster Evasion}$$

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 -

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.

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 ⚖, 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 ⚖, 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 ⚖ to move adjacent to the monster. Zachary, who is nearby in some Tall Grass, surges and spends the ⚖ to hide. Erza resumes her act and spends ⚖ 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. Alister 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. Alister 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 Af-

termath 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.

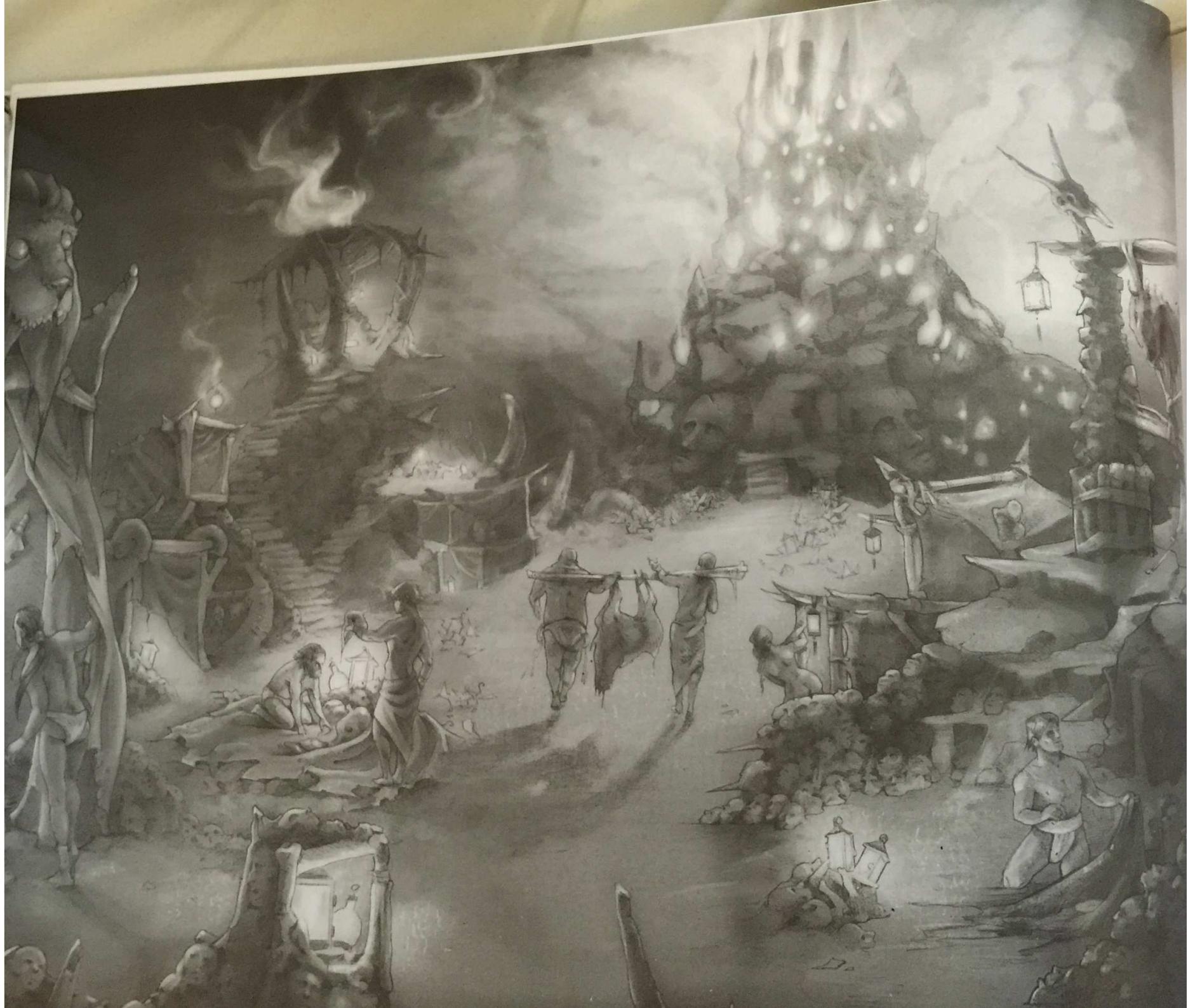
Victorious survivors also gain bonuses from the Rewards section.

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

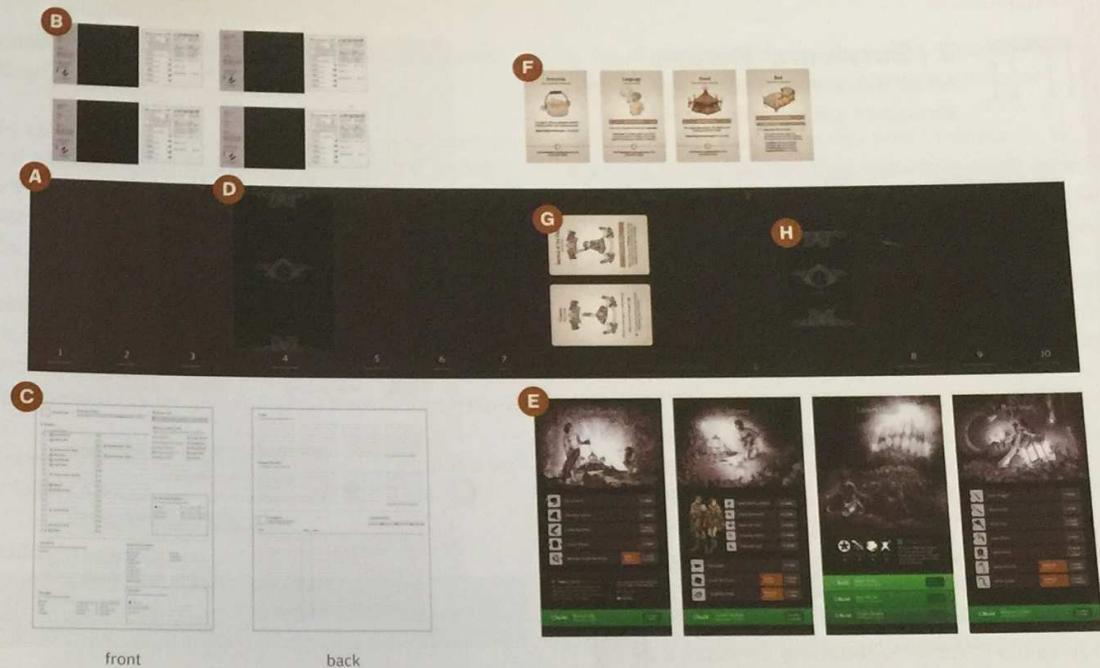


1 | Set Up the Settlement

Place the settlement board on the table. Place the gear grids and record sheets of any survivors returning from the show-down 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.



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 game-play.

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.

Acid Storm
- settlement event -

The air tastes sour and burns the survivors cracked lips. The sky crackles in great flashes, revealing spiraling black clouds. Finally it opens, dousing everything in acid rain. Roll 1d10.

A Lingering Effects

- Each returning survivor must archive a gear card of their choice.
- The survivor with the highest insanity (randomized in case of tied rolls) runs into the storm bellowing wildly. They must skip the next hunt.
- Some of the debris around the settlement becomes useful due to the strange effects of the storm. Add 1 scrap to the settlement's storage.

B

Requires Nightmare Training

Acid Storm Exercise (roll 1d10)

- 1-5 The survivor is burned to death.
- 6-7 You are injured and must skip the next hunt.
- 8+ You gain the following ability: Add Palms +Add 1d10 strength to wound attempts when attacking with Fist & Tools.

Requires Cooking

Acid Storm Distillation (roll 1d10)

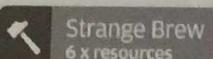
- 1-4 Nothing happens.
- 5+ Gain a Founding Stone starting gear.

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

	Round Leather Shield	1 x leather 1 x bone 1 x hide
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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

	Leather-Making	Spend any number of hide to add an equal number of leather strange resources to the settlements storage.	
--	----------------	--	--

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 indi-

cates 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

	Leather Worker Settlement Location	3 x hide 1 x organ
--	---------------------------------------	-----------------------

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

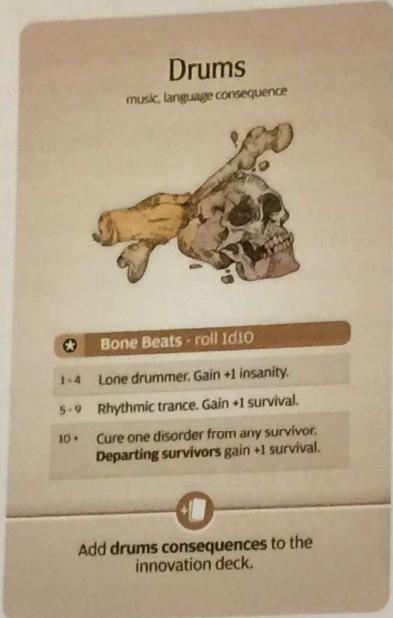
Any unspent endeavors are lost, they do not carry over to the next settlement phase.

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 auto-



matically gain the **Specialist** bonus for that weapon type and may use this in addition to whatever weapon proficiencies they have earned.

Principles

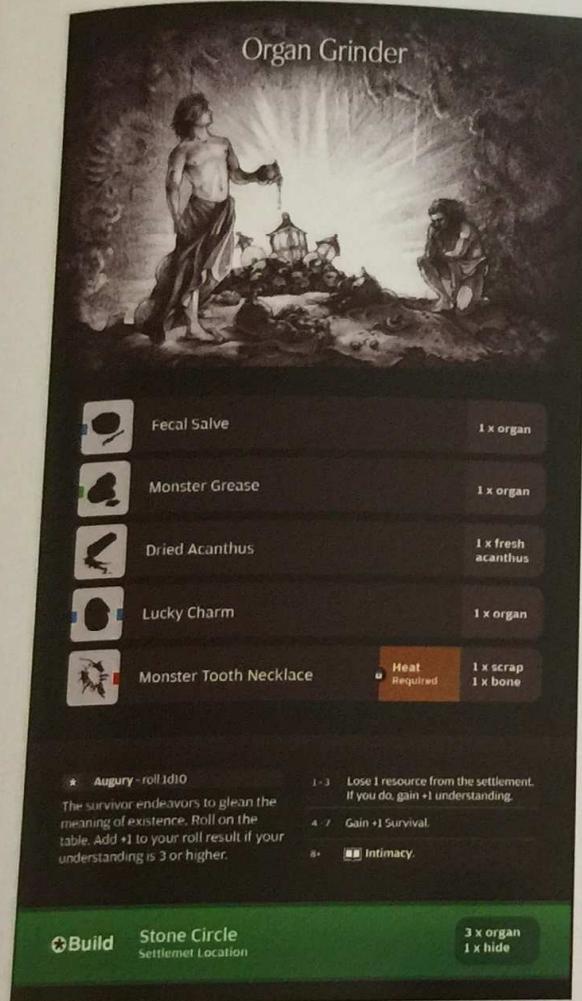
Principles are the guiding philosophies of your settlement. They have two components, a story event and a principle card.

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

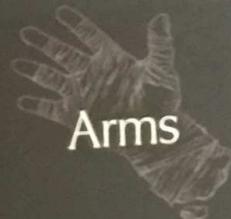
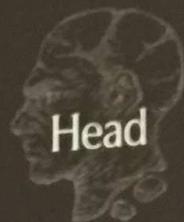
After a nemesis monster and level is chosen by players (or selected by an event), fill in the corresponding box on the settlement record sheet Nemesis Monster list if it is currently unfilled.

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.

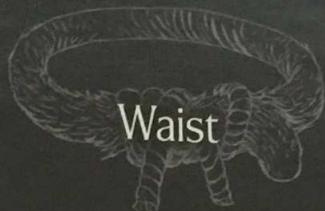


- 1 - 2 Head explosion!** Your head erupts in a shower of gore, killing you instantly. All other survivors are so disturbed that they lose 1 survival.
- 3 - 4 Decapitation.** You are dead.
- 5 Intracranial hemorrhage.** You can no longer use or gain any survival. This injury is permanent, and can be 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.
- 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

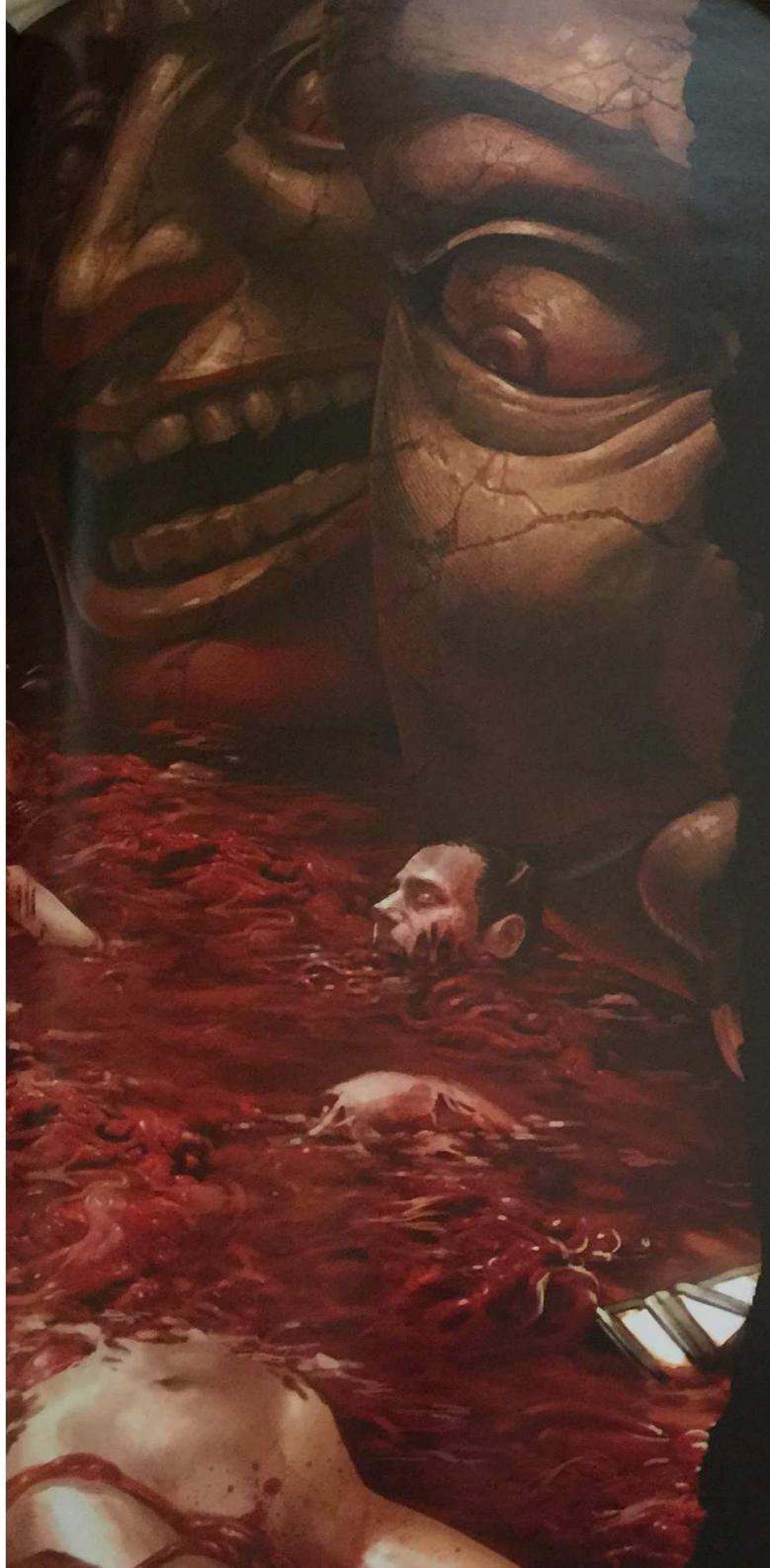
- 1 - 2 **Final breath.** With your last gasp, you utter final words of bravery. Adjacent survivors gain +1 survival. You are dead.
- 3 **Bleeding kidneys.** Gain 2 bleeding tokens.
- 4 **Intestinal prolapse.** Your gut is gravely injured. You can no longer equip any gear on your waist, as it is too 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 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

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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 reveler may **investigate** or wait for the light to fade.

If they wait, roll again on the hunt event table before

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moving ahead on the hunt board.

If the event reveler decides to investigate, they gain +1 courage then roll on the table.

1d10 Event reveler

- 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 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 reveler must choose to either **investigate** or **consume** the droppings (choose only one).

If the event reveler investigates, roll on the table and gain +1 understanding.

1d10 Event reveler - 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 reveler **consumes**, roll on the table and gain +1 courage.

1d10 Event reveler - consume

- 1 - 3 Bad idea. Gain -1 evasion token.

- Rules -

1d10 Event reveler - consume

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 reveler 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 reveler 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 Saviour'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 reveler has sprung a terrible trap! Roll on the table.

1d10 Event reveler

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.

1d10 Random male survivor

- 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.

1d10 Any survivor with 3+ courage

- 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 dredging 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 revealer's 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 normal-

ly 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. **Insanely** 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 survivors 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 - ? 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 manage 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.

1d10 Event revealer

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.

1d10 Event revealer

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 facets 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.

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 possess one **Adventure Sword**.

If no survivor gains the sword, roll again on the hunt event table before moving on the hunt board.

1d10 Event revealer

- 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 happens.



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 successfully 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.



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.

1d10 Each survivor

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.

9 | Cleaner Birds

My 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.

| Light on the Horizon

Survivors hear a screeching howl, followed by a crash, finally an explosion of multicolored light on the horizon.

The unnatural light illuminates the survivors' way. Survivors may re-roll the next result on the hunt event.

If all survivors are **insane**, they turn away from the walking into the darkness. Move the survivors 2 spaces away from their quarry on the hunt board.

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 dark gloom awaits the survivors. The portcullis suddenly 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 dark 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 electricity-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.

