

Allison the Twilight Knight

Allison the Twilight Knight appears in your settlement, and challenges the survivors to prove themselves in battle. Choose your 4 best survivors to defend the pride of the settlement. As the survivors step up to fight, they know that, for Allison, this is merely a training exercise.

Allison's challenge scenario can be played any time during your campaign. We recommend attempting it between Lantern Years 8-12. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The rewards from this challenge are designed to be added to your Monster campaign. We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

You will use The Allison the Twilight Knight promotional miniature and your survivor miniatures. In addition, you will need terrain tiles, AI cards, and Hit Location cards from the Kingdom Death: *Monster* core game to set up your showdown.

Non-lethal Training Scenario

This challenge scenario is a special showdown where Allison arrives to train the survivors. Her goals are not lethal. If survivors are killed during the showdown, they are merely ejected from the training.

Allison the Twilight Knight Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	11	-	-
Life: 10					

Instinct: Repose

Full move Allison towards the center of the showdown board.

Type: King's Man

Hunt: None (nemesis)

Terrain and Deployment: Use King's Man setup.

Custom AI Deck

- Butcher: Hack, Hew, Hack City
- Screaming Antelope: Run Down
- King's Man: Cleave, Coup de Grace

Allison uses the King's Man's Basic Action card.
Replace all instinct actions with **Repose**.

Custom HL Deck

Use the White Lion's **Clever Ploy**, as well as 2 copies of each proxy card (included in the core game) to represent the following:

- Allison's Head (proxy card 1):
Reaction - Reflex: Attacker suffers 1 brain damage, bash, and knockback 5.
Critical - None

-Allison's Torso (proxy card 2):

Reaction - Wound: Without turning, move Allison 2 spaces directly away from the attacker.
Critical - None

-Allison's Sword (proxy card 3):

Reaction - Failure: Perform Basic Action, target the attacker.
Critical - None

-Allison's Leg (proxy card 4):

Reaction - None
Critical - Allison gains -1 movement token.

When you build a deck with multiple card backs, draw from the bottom of the deck rather than the top to avoid revealing what card comes next.

Aftermath

Victory

At the end of the showdown, restore all survivors who perished and heal all permanent injuries suffered this showdown. If the settlement does not have a Twilight Sword rare gear, nominate a victorious survivor to gain it. The survivor in the settlement with the Twilight Sword gains the following ability:

Twilight Succession: If you die during the showdown and you have a Twilight Sword, nominate another survivor on the showdown board to gain the Twilight Sword and this ability.

Defeat

You have failed Allison's test. Restore all survivors who perished and heal all permanent injuries they suffered this showdown. If the settlement has a Twilight Sword, she disdainfully snatches it on her exit. Archive it.

Candy & Cola

The settlement's hunting party finds one of their own gravely injured on the way to hunt. As they try to return to the settlement, they're cornered by a young lion and find themselves in trouble. Luckily, Candy and Cola appear to help the survivors take down the lion.

The Candy & Cola challenge scenario can be played any time during your campaign, but is recommended for lantern years 1-3.

This scenario must be played in your campaign during a year without a nemesis encounter and replaces a normal hunt and showdown phase of that year.

The rewards from this challenge will give you gear and add survivors to your settlement that can be used in your Monster campaign.

We recommend gaining the rewards from this scenario once per *Monster* campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario.

You will use the Candy & Cola promotional miniature, and the White Lion and Survivor miniatures from the Kingdom Death: *Monster* core game.

In addition, you will need terrain tiles from the Monster core game to set up your showdown.

The Young Lion Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		7	8	-	-
⚡ Ground Fighting					

Type: White Lion

Hunt: Use Level 1 White Lion Setup. Choose a player to use Cola & Candy instead of a survivor from the settlement.

Terrain and Deployment: Use White Lion setup.

Custom AI Deck

The Young Lion is more playful than most White Lions, and has a custom AI deck to reflect this. Make the Lion's deck using the following cards: Bat Around, Claw x2, Alert, Lick Wounds, Power Swat, Size Up, Chomp. Ground Fighting.

The Young Lion begins the encounter with Ground Fighting already in play.

Candy & Cola - Survivor

When taking control of Candy & Cola, start a new character sheet. She begins with 2 Survival, +1 permanent movement, the **Hyperactive** disorder, and the following gear in her grid: **Founding Stone**, **Cloth**, **Soda Bottle Lantern**. She has access to all of your settlement's survival actions.

Aftermath

Victory

You manage to defeat the Young Lion, and save the hurt survivor. Gain Level 1 White Lion rewards. In addition, gain the **Cola Bottle Lantern** rare gear card, and if she is still alive, Candy and Cola join your settlement (+1 population).



Defeat

The Young Lion rips into the survivors' corpses with abandon. Archive all Cloth gear in their gear grids.

Adam & Anna: Explorers of Death

Adam and Anna are exploring when they find themselves cornered by the Corpulent Lion. Help them tame the mighty and yet slow-moving beast.

The Explorers of Death challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The rewards from this challenge are designed to be added to your Monster campaign.

We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a special showdown board. You will use the Anna and Adam promotional miniatures and the White Lion miniature from the Kingdom Death: *Monster* core game. In addition, you will need terrain tiles, gear cards, White Lion AI cards, and White Lion Hit Location cards from the Monster core game to set up your showdown. Familiarize yourself with the **Partnership** innovation if you haven't already.

Corpulent Lion Setup

Type: White Lion

Hunt: None (special showdown). Only Adam and Anna may depart.

Terrain & Deployment: Use White Lion Setup

Custom AI Deck: Vicious Claw, 2x Claw, Grasp, Power Swat, Grasp, Revenge, Combo Claw, Chomp, Bat Around, Terrifying Roar, Lick Wounds, Bloody Claw, Enraged, Bloodthirsty

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
2		5	11	+1	+1

Instinct: Snack

The Corpulent Lion full moves towards the center of the showdown board and **heals 1** wound.

Explorers of Death- The Survivors

When taking control of Adam and Anna, start two new character sheets.

Adam begins with Survival 4, Insanity 4, Courage 6, Understanding 3, 3 ranks in the Sword weapon proficiency, +1 permanent Strength, the **Timeless Eye** fighting art and the **Partner (Anna)** skill.

Anna begins with Survival 4, Insanity 4, Courage 3, Understanding 6, 3 ranks in the Spear weapon proficiency, +1 permanent Evasion, the **Leader** fighting art and the **Partner (Adam)** skill.

Both survivors have access to all of your settlement's survival actions.

Use the following gear for the Explorers:

Adam: Leather Mask, Leather Cuirass, Leather Bracers, Leather Skirt, Leather Boots, Scrap Sword

Anna: Leather Mask, Leather Cuirass, Leather Bracers, Leather Skirt, Leather Boots, King Spear.

Partnership Powers

Adam and Anna may choose to spend their activation on the following special abilities. Each may be used once per round:

Partner Strike: If Adam and Anna are adjacent to the monster and each other, it takes 1 wound. Do not draw a HL for this.

Distraction: Gain the priority target token.

Shield of Love: If Adam and Anna are adjacent to one another, they gain +2 evasion until one of them moves or the end of the next monster turn.

Partnership Drawback

The Explorers have spent so much time together that neither is can win the showdown without the other. If either of them dies, the scenario ends in failure.

Aftermath

Victory

You manage to defeat the Corpulent Lion!

The bonds of partnership make this world seem a little bit brighter. Add the **Partnership** Innovation to your settlement right now. If you already have it, gain 2 endeavors that are only usable to activate the innovation.

Failure

The future seems even more bleak, as if something special has faded from this world. If you have the **Partnership** Innovation, immediately archive it.

Paul the Savior

Paul is angry! After spending an afternoon sky-fishing, Paul returns to the settlement to find his wife and son murdered by the Halberdless Man. Harness his rage and avenge his family.

The Paul the Survivor challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The rewards from this challenge are designed to be added to your Monster campaign. We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a special showdown board. You will use The Paul the Survivor promotional miniature and the King's Man miniature from the Kingdom Death: *Monster* core game. In addition, you will need terrain tiles, AI, and Hit Location cards from the Monster core game to set up your showdown.

Petal Lantern

item, lantern, other

After rolling on the severe injury table, you may spend any amount of survival to add that number to your roll result.

The Halberdless Man Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		3	14	-	-
⚔ Weak Spot ⚔ Silent Hymn ⚔ Life: 10 ⚔ King's Aura ⚔ Battle Tempo					

Type: King's Man

Hunt: None (special showdown). Only Paul the Savior may depart.

Terrain & Deployment: Use King's Man setup.

Custom AI Deck

Due to his lost weapon, the Halberdless Man is limited in his actions. Use the following cards to construct an AI deck: Hammer, Perfect Thrust, Familiar Face, King's Grace, Lantern Mirage, Force Thrust and Coup de Grace.

Custom HL Deck

The Halberdless Man also loses the defensive aspects of his lost weapon. Use the King's Man's hit location deck, excluding the following cards: Regal Sheath, Regal Skirt, Halberd Handle, Halberd Spear.

Paul - Survivor

When taking control of Paul the Survivor, start a new character sheet. He begins with Survival 5, Insanity 9, Courage 3, Understanding 3, the Thrill Seeker, Clutch Fighter, and Extra Sense fighting arts. Paul also has the Rageholic and **Sworn Enemy** (included in this scenario) disorders.

「 **Sworn Enemy:** When you gain this, choose a monster. You may only depart to face the chosen monster. Your attacks against the chosen monster gain +1 speed and +1 strength. 」

Paul has access to all of your settlement's survival actions, and starts the showdown with 1 token on Battle Tempo.

Use the following gear for the Paul the Survivor: Rawhide Pants, Rawhide Gloves, Rawhide Vest, Rawhide Boots, Bone Dagger, Scrap Sword, and the **Piranha Helm** and **Petal Lantern** rare gear (both included with this challenge scenario).

Aftermath

Victory

Vindicated, Paul casts his lure into the sky. Something in the clouds lifts him off his feet, and he is pulled upwards into the darkness, never to be seen again. Add the **Sworn Enemy** disorder to the disorder deck. Gain the **Piranha Helmet** rare gear.

2 Piranha Helm

armor, set, rawhide

You may spend survival while Frenzied.

Defeat

The Halberdless man takes its prize and leaves the settlement. If the settlement has the Lantern Halberd rare gear or the Guidepost innovation, archive them.

Kara Black

Kara Black is hot on the trail of the dangerous beast known as The Silver Antelope. After tracking it for days, she's found its lair near your settlement. She approaches the lantern hoard, explaining that she needs your help, and calling for 3 survivors to come along to confront it.

The Kara Black challenge scenario can be played any time during your campaign, but it is recommended that a level 1 Screaming Antelope is defeated in the campaign first. This scenario is designed to take the place of the normal hunt and showdown phase for the Lantern Year, and should not be used to replace a nemesis encounter.

The rewards from this challenge will give you gear and survivors that can be used in your Monster campaign.

We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, choose departing survivors as normal. You will use the Kara Black promotional miniature, and the White Antelope and Survivor miniatures from the Kingdom Death: *Monster* core game.

In addition, you will need terrain tiles from the Monster core game to set up your showdown.

The Silver Antelope Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		7	8	-	-
3 Trample					

Type: Screaming Antelope

Hunt: Use Screaming Antelope Level 2 setup. One player departs with Kara Black instead of a survivor from the settlement.

Terrain & Deployment: Use Screaming Antelope setup.

Custom AI Deck: Bite, 2 x Chow Down, Bolt, Gore, Run Down, Stomp, Lone Rampage, Crush and Devour, Skewer.

Custom HL Deck: Use the Screaming Antelope's Hit Locations, but replace **Wailing Slide** with the Butcher's **Overpower**.

When you build a deck with multiple card backs, draw from the bottom of the deck rather than the top to avoid revealing what card comes next.

Kara Black - Survivor

When taking control of Kara Black, start a new character sheet. She begins with 3 Survival, +1 permanent strength, the Leader and Tough fighting arts, and the following gear in her grid: **Founding Stone**, **Cloth**, **Giant Stone Face**. She has access to all of your settlement's survival actions.

Aftermath

Victory

You manage to defeat the Silver Antelope, and save the hurt survivor. Gain Level 2 Screaming Antelope rewards.



In addition, gain the **Giant Stone Face** rare gear card, and if she is still alive, Kara Black joins your settlement (+1 population).

Defeat

The Silver Antelope gorges itself before moving on. Each survivor archives a consumable gear in their gear grid.

The Messenger of the First Story

The Radiant Lion has been following the Messenger for a long time, as she travels from settlement to settlement. When the Lion gets ahead of her, it decides that your settlement is the place to finally try to ambush her. The Messenger knows that this vicious beast will ravage your settlement if she fails, and prepares herself for a possibly fatal showdown.

The Messenger of the First Story challenge scenario can be played **once** during your campaign, on any lantern year. Its rewards are designed to be added to your Monster campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The Challenge Scenario

For this challenge scenario, you will set up a special showdown board. You will use the Messenger of the First Story promotional miniature, and the White Lion and Survivor miniatures from the Kingdom Death: *Monster* core game. In addition, you will need terrain tiles from the Monster core game to set up your showdown.

The Radiant Lion Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
2		7	10	+1	+1
☹ Life: 10					

Type: White Lion

Hunt: None (special showdown). Only The Messenger of the First Story may depart.

Terrain & Deployment: Use Level 2 White Lion setup.

Custom AI Deck: Claw, Combo Claw, Terrifying Roar, Vicious Claw

Custom HL Deck: Beast's Ear, Beast's Elbow, Beast's Femur, Beast's Flank, Beast's Knee, Beast's Ribs, Clever Ploy, Fleshy Gut, Glorious Mane

Messenger of the First Story- Survivor

When taking control of Messenger of the First Story, start a new character sheet. She begins with Survival 6, Insanity 6, Courage 6, +1 permanent strength, +1 permanent evasion, +1 permanent speed, and the **Last Man Standing** fighting art. She has access to all of your settlement's survival actions.

The Messenger of the First Story uses the following gear: Screaming Horns, Screaming Coat, Screaming Skirt, Screaming Bracers, Screaming Leg Warmers, Monster Grease, Cat Eye Circlet, Dried Acanthus, and the **Arm of the First Tree** rare gear (included with this challenge scenario).

Aftermath

Victory

You manage to defeat the Radiant Lion, and save the settlement

Add the **White Speaker-Story of the Goblin** story event to the next lantern year on the timeline. After resolving White Speaker, gain the **Arm of the First Tree** rare gear.



Defeat

The Radiant Lion attacks the settlement! Immediately choose 4 survivors from the settlement to depart on a special showdown against the Radiant Lion. If the survivors are victorious, they gain Level 2 White Lion rewards and 1 Broken Lantern basic resource. If they are defeated, follow the rules for White Lion defeat. You may attempt this scenario again next campaign.

Aya, the Survivor

A Greedy Screaming Antelope stole into Aya's camp, stealing away her precious necklace. Tracking the monster, Aya discovers the Greedy Antelope proudly patrolling its den, licking the chops of its enormous under-maw.

Knowing she could never best the beast alone, her only hope is to sneak into the heart of its den and retrieve her treasure.

The Aya the Survivor challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

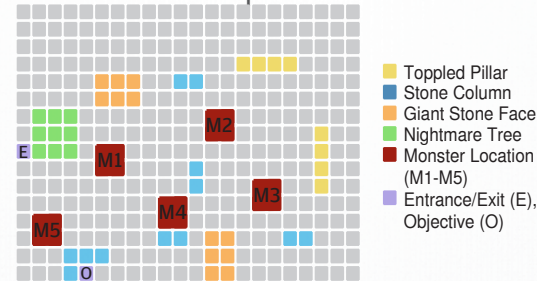
Since the Greedy Antelope's den is filled with obstacles, refer to the Terrain section and Showdown Section on field of view in the Core Game Rules to help navigate this challenge.

We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will use Aya, The Survivor promotional miniature and the Screaming Antelope miniature from the Kingdom Death: *Monster* core game. In addition, you will need terrain tiles from the Monster core game to set up your showdown.

Showdown Setup



Set up the showdown board according to the diagram above.

Aya starts the encounter on the Entrance (E) space.

Start the Greedy Antelope on the space labeled M1 on the Showdown Setup diagram. Use black lantern tokens to label the monster locations (M1-M6).

Place a token to mark Aya's necklace, located at the Objective (O).

The monster goes first.

The Greedy Antelope

The Greedy Antelope has hidden Aya's necklace with the rest of his cache, in a hollow formed by two Stone Columns. If she retrieves it and returns to the entrance of the antelope's den, she is victorious. If the Greedy Antelope catches her, she is defeated!

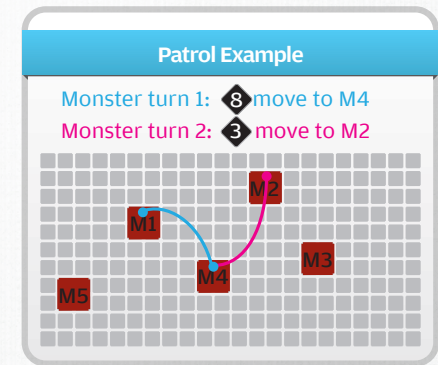
The Greedy Antelope doesn't have an AI or Hit Location deck for this special showdown. The monster controller controls it using the instructions here or the custom Trait cards found in the Cards section at the end of this book.

The Greedy Antelope's Turn

At the start of the monster turn, the Greedy Antelope will **Patrol** or **Pursue**.

Check if Aya is in the monster's field of view. If she is, the Antelope **Pursues**. If she isn't, it **Patrols**.

Patrol: Roll 1d5 and move the Greedy Antelope to its corresponding spot on the showdown board.



If the Greedy Antelope is already on the spot it rolls, it does not move.

If Aya is in the Greedy Antelope's field of view at the start of its turn, it **Pursues** Aya.

Pursue: Full move the antelope directly towards Aya. If the Greedy Antelope reaches her, Aya is defeated!

At the end of the Greedy Antelope's turn, whether it

Patrolled or **Pursued**, check to see if Aya is in the monster's field of view. If she is, it will **Pursue** her on its next turn *even* if she leaves the monster's field of view on her turn. In order for the Greedy Antelope to stop **Pursuing** Aya, she must remain out of its field of view for an entire turn.

Aya's Gear

Aya's Sword

Aya can reflect lantern light off her sword to misdirect the Greedy Antelope. Once during the showdown, Aya can spend her activation to add or subtract up to 1 to the result of the next Antelope location roll.

Aya's Spear

Once during this showdown, Aya may hurl her spear to a square up to 6 spaces away from her current location. On the next monster turn, move the monster to that location instead of rolling a die. Roll as normal on the next turn.

Aya's Lantern

Once during this showdown, Aya may extinguish her lantern to hide from the Antelope. After she does this, Aya is considered to out of the monster's field of view until she moves or until the end of the next monster turn. On Aya's next turn, she must relight her lantern, and does not gain activation.

Aya - Survivor

Aya the Survivor moves around the board as usual for a survivor in Kingdom Death: Monster. She has 1 Survival, access to the **Dash** survival action, and the **Hyperactive** disorder.

Aya's Gear

Aya does not have a gear grid during this challenge scenario. Instead, she has 3 pieces of gear and the knowledge of how to use them to help her bypass the Antelope.

Victory

If you manage to guide Aya to the Antelope's cache and back, she succeeds in reclaiming her lost monster tooth necklace. Next lantern year, instead of a normal settlement event, Aya shows up in the settlement. After sharing her story with the survivors, she departs, leaving behind her sword and spear to inspire the settlement.

Gain the Aya's Sword and Aya's Spear gear cards. These weapons are very special, and can be paired with one another as long as they are adjacent in your gear grid. As long as they are using the paired rule, a survivor may use both the Sword and Spear specialization or mastery while activating either weapon.

Failure

If the Greedy Antelope catches Aya at any point, the showdown ends, as Aya is run out of the Antelope's domain.

Try again another Lantern Year, if you dare.

The Messenger of Courage

The Messenger of Courage has been charged with defeating a series of opponents to gather the items needed for a special event.

The Messenger of Courage challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The rewards from this challenge are designed to be added to your Monster campaign. We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a series of special showdown boards. You will use The Messenger of Courage promotional miniature and the White Lion, Screaming Antelope, and Phoenix miniatures from the Kingdom Death: *Monster* core game.

In addition, you will need terrain tiles, gear, resources, AI cards, and Hit Location cards from the Monster core game to complete this scenario.

The Quest

Alone, the Messenger of Courage must face a special White Lion, Screaming Antelope and Phoenix in the order of your choosing and emerge as the Paragon of Courage.

Messenger of Courage - Survivor

When taking control of Messenger of Courage, start a new character sheet. She begins with 6 Survival, 9 Insanity, Courage 9, Understanding 5, +1 Str, +1 Evasion, +2 Speed, 2 Hunt XP, 5 ranks in the Twilight Sword weapon proficiency, and the **Last Man Standing** fighting art. She has access to all of your settlement's survival actions.

Use the following gear for the Messenger of Courage: Scout's Tunic and Fairy Bottle (included in this scenario), Leather Skirt, Leather Boots, Leather Bracers, Feather Mantle, and the Twilight Sword rare gear.



Choose a monster to face, then set up the showdown board according to its rules. The monsters do not have hunt phases, and each must be faced by the Messenger of Courage alone. When you defeat a monster, heal the Messenger of Courage, reset her survival to 6 and insanity to 9, gain +1 Hunt XP and +1 Weapon Experience, record any permanent changes, grid in any new gear if desired, and pick a new monster to fight.

Aftermath

Victory

When all three monsters are defeated, the Paragon of Courage emerges! She ascends towards a sword-shaped castle in the sky on her next quest, leaving some of her gear behind. Gain the **Scout's Tunic** rare gear and, if the Messenger did not use it, the **Fairy Bottle** rare gear.

Defeat

The Messenger of Courage's quest is hindered, but she is not defeated. You may attempt this challenge scenario again in d5 lantern years.

SHOWDOWNS: MESSENGER OF COURAGE

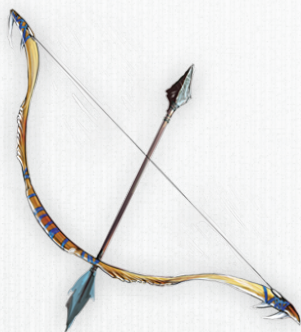
White Lion

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	6	4		7	10	+1	+1
Cunning							

Type: White Lion

Terrain & Deployment: Use level 2 White Lion setup.

Rewards: The Messenger of Courage gains the **Cat Gut Bow** and **Claw Head Arrow** gear cards.



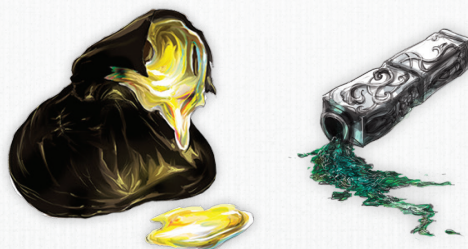
Screaming Antelope

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	6	4		8	10	+1	+1
Trample Diabolical							

Type: Screaming Antelope

Terrain & Deployment: Use level 2 Screaming Antelope setup.

Rewards: The Messenger of Courage gains the **Monster Grease** and **Dried Acanthus** gear cards.



Phoenix

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	5	3		8	10	-	-
Materialize Spiral Age Zeal Dreaded Decade							

Type: White Lion

Terrain & Deployment: Use level 2 Phoenix setup.

Rewards: The Messenger of Courage gains the **Beacon Shield** gear card.



The Messenger of Humanity

A wandering stranger comes to your settlement one day, and asks everyone to gather around to hear a special tale. The man tells the legend of the Messenger of Humanity, and the day of his greatest challenge, when he faced 101 opponents in a single battle.

The Messenger of Humanity challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

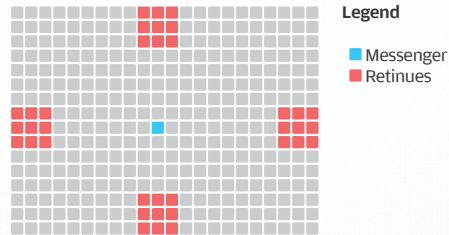
The rewards from this challenge are designed to be added to your Monster campaign.

We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a special showdown board. You will use The Messenger of Humanity promotional miniature as your survivor. In addition, follow the rules from the Kingdom Death: *Monster* core game rulebook on how to set up a **retinue**, found on the Showdown: Watcher page.

Showdown Setup



Legend

- Messenger
- Retinues

Deployment

- Place the Messenger on the blue space.
- Place a retinue in each red area.
- The Messenger goes first.

Type: Custom

Hunt: None (special showdown). Only the Messenger of Humanity may depart.

Terrain & Deployment: See above setup.

Showdown

The showdown is divided into two parts. In the first, he must defeat 25 retinues. If he manages this, he advances to the second part where he faces The Last Challenger.

Retinues

Retinue Attributes						
Level	B	A	L	Mov	Tgh	Spd Dmg
1	-	-	-	5	20	- -

Use retinues to simulate squads of attackers that the Messenger of Humanity must face. Each retinue represents 4 challengers. The monster controller controls the retinues using the instructions on the

following page or the custom Trait cards found in the Cards section at the end of this book.

At the beginning of each Monster turn, if there are less than 4 retinues on the board, place retinues in their starting positions until there are 4.

Then, one at a time, each Retinue on the board performs **Retinue Action**.

Retinue do not have hit locations. To attack a Retinue, roll to hit normally, then attempt to wound. If a wound attempt succeeds, the Retinue is killed and removed from the showdown board. If there are unresolved hits after removing a retinue from the board, you may continue making wound attempts against any other adjacent retinues. Keep track of the number of retinues you defeat. Once the Messenger defeats 25 retinues, remove all retinues from the board and place a standard survivor miniature on the board to act as **The Last Challenger**.

The Last Challenger

Last Challenger Attributes						
Level	B	A	L	Mov	Tgh	Spd Dmg
1	-	-	-	5	24	- -
☹ Life: 4						

At the beginning of each monster turn, The Last Challenger performs Last Challenger Action. Roll to hit and wound The Last Challenger the same as you would the retinue. If the Messenger of Courage defeats The Last Challenger, he is victorious!

Messenger of Humanity - Survivor

When taking control of Messenger of Humanity, start a new character sheet. He begins with Survival 10; Insanity 0; Grand Weapon Specialization; the Berserker, Crossarm Block, and Unconscious Fighter fighting arts; the Rageholic disorder; and the Bitter Frenzy and **Solid** (explained below) abilities.

「**Solid:** If you would be knocked down, roll 1d10. On a 4+, you are not knocked down.」

The Messenger has access to all of your settlement's survival actions.

Use the following gear for the Messenger of Humanity: Lantern Helm, Lantern Cuirass, Lantern Mail, Lantern Greaves, Lantern Gauntlets, Beacon Shield, Dragon Slayer, and the **Stone Arm** rare gear (included with this challenge scenario).

Aftermath

Victory

At the end of the story, the stranger gestures at the sky, where brilliant explosions of light momentarily blind the settlement. When they look back, the man has vanished.

Next settlement phase, draw the **Lights in the Sky** settlement event instead of a random settlement event and gain the **Stone Arm** rare gear.

Stone Arm

item, stone, heavy

Block 1.

Ignore 1 **dismembered arm** permanent injury.

Defeat

At the end of the story, the stranger sadly walks away.

Next settlement phase, draw the **Haunted** settlement event instead of a random settlement event.

Retinue Action

Pick Target

· The Messenger of Humanity

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	6+	2	After Hit

For each **Perfect hit**, make an additional attack roll.

Last Challenger Action

Pick Target

· The Messenger of Humanity

Move & Attack Target

Speed	Accuracy	Damage	Trigger
4	5+	3	After Hit

For each **Perfect hit**, make an additional attack roll.

The Messenger of the Spiral Path

This Messenger has discovered what he calls the Spiral Path, a course of mental discipline. When he encounters your settlement, he decides to put his training to the test, whether you want him to or not. Choose your 4 best survivors to defend the settlement from his relentless attacks. As they approach him, their attention is drawn to his intense eyes, where they notice a strange shimmer.

The Messenger of the Spiral Path challenge scenario can be substituted for any Level 2 Butcher Nemesis Encounter. When your settlement challenges the Messenger of the Spiral Path, fill in the Level 2 Butcher milestone normally on your settlement record sheet and depart as you would for a nemesis encounter.

The rewards from this challenge are designed to be added to your Monster campaign. We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a special showdown board. You will use The Messenger of the Spiral Path promotional miniature and your Survivor miniatures from the Kingdom Death: *Monster* core game. In addition, you will need terrain tiles, AI cards, and Hit Location cards from the Monster core game to set up your showdown.

Messenger of the Spiral Path Setup

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	12	-	-
Ⓢ Diabolical Ⓢ Spiral Age Ⓢ King's Combat Ⓢ Life: 12 Ⓢ Burning Spirit Ⓢ Spiral Path					

Instinct: Other Vortex

Perform **Spiral Age**. All survivors suffer **knockback 7** away from the messenger.

Type: Butcher

Hunt: None (nemesis)

Terrain & Deployment: Use Level 2 Butcher setup

Custom AI Deck

The Messenger of the Spiral Path uses Ⓢ cards from the King's Man, Screaming Antelope, and Phoenix, as well as the Life trait. In addition, the monster uses two Ⓢ cards and a **Basic Action** card unique to this challenge scenario.

Use the cards listed from the following monsters to build the Messenger's AI deck:

White Lion: Bloody Claw

Screaming Antelope: Bite, Run Down

Butcher: Lantern Hunger, 2x Wild Carve, Double Hack

Phoenix: Ripple, Haze

Adjust all **zones** on the Messenger of Courage's AI cards to conform to it's 1x1 base size.

The Messenger of the Spiral Path uses a custom Basic Action and instinct. Replace all instinct actions with **Other Vortex**.

Custom HL Deck

White Lion: Beast's Elbow, Beast's Back, Beast's Scapular Deltoid, Beast's Chest

Screaming Antelope: Ferocious Spasm, Restless Eye

Butcher: Butcher's Mask, Cleaver, Furious Crown, Furious Shoulder

King's Man: Acid Blood Discharge

Phoenix: Glorious Crest, Glorious Eye, Glorious Head

If a hit location instructs a survivor to gain a **monster resource**, they gain a random basic resource instead.

When you build a deck with multiple card backs, draw from the bottom of the deck rather than the top to avoid revealing what card comes next.

Aftermath

Victory

As the victorious survivors stand over the Messenger's body, they experience a strange shimmer and find him standing before them.

Dead survivors are reborn.

All reborn survivors gain the **Fear of the Dark** disorder. Heal all **dismembered** injuries on reborn survivors.

If the settlement does not have a **Forsaker Mask** rare gear, immediately gain one.

Defeat

As the last survivor is killed, they experience a strange shimmer and find themselves standing in front of the Messenger.

Dead survivors are reborn. Heal all **dismembered** injuries on reborn survivors. All reborn survivors gain the **Fear of the Dark** disorder.

Add the **Weird Dream** settlement event to the next year on the timeline. The dream must mention the Messenger in a prominent role or automatically be considered a poorly told tale.

Messenger of the Spiral Path Cards

Basic Action

- Messenger of the Spiral Path -

Turn to face the most survivors.

▼

Pick Target

- furthest threat, facing, in range
- closest survivor
- no target: **other vortex**

▼

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	☠ After Damage

☠ Target suffers **bash**, **bleed 1**, and **knockback** equal to the number of spaces the monster moved towards the target.

Burning Spirit

Trait

Perform the following actions when the messenger's **Life** trait falls below the corresponding numbers:

8

Gain +1 movement and +1 damage tokens.

6

Gain +1 movement and +1 speed tokens.
Perform **other vortex**.

5

Gain +1 movement and +1 speed tokens.

3

Gain +5 movement and +5 speed tokens.

The Spiral Path

Trait

When the messenger **collides** with a survivor, they gain 1 bleeding token.

Survivors' **bleeding tokens** also count as **Age** tokens.

Snow the Savior

In this challenge, the Relentless Butcher has realized that Snow can survive in the wilderness without a lantern, and is tracking her to learn her secrets. Snow must use her wits and special abilities to survive the encounter.

The Snow the Savior challenge scenario can be played any time during your campaign. This scenario is a special showdown and does not advance the timeline. It can be played during your Monster play session or on its own.

The rewards from this challenge are designed to be added to your Monster campaign. We recommend gaining the rewards from this scenario once per Monster campaign. Keep in mind that it might require several attempts to earn them.

The Challenge Scenario

For this challenge scenario, you will setup a special showdown board. You will use The Snow the Savior promotional miniature and the Butcher miniature from the Kingdom Death: *Monster* core game. In addition, you will need Butcher AI cards, and Butcher Hit Location cards from the Monster core game to set up your showdown.

The Relentless Butcher Setup

Type: Butcher

Hunt: None (Nemesis). Only Snow may depart.

Terrain & Deployment:

- Place 2 Portal terrain tiles 20 spaces apart from each other. Represent them with lantern tokens.
- Place the Relentless Butcher in the center of the showdown board.
- Place Snow on any short board edge.
- Snow goes first.

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	9	-	-
🗡️ Berzerker 🗡️ Fast Target					

Instinct: Portal Rush

If any Portals are within range, full move towards one and destroy it. Otherwise, full move the butcher towards Snow.

Custom AI Deck: Construct the Butcher's AI deck with the following cards: Hack x 2, Hew x 2, Backhand, Butcher's Roar, Kick, Gaze of Truth, Bite, Double Hack, Hack City

The Relentless Butcher uses the Butcher's Basic Action card. Replace all instinct actions with **Portal Rush**.

Snow the Savior- Survivor

When taking control of Snow the Savior, start a new character sheet. She begins with Survival 6, Insanity 8, Courage 5, Understanding 5 and the **Unconscious Fighter** fighting art. Snow has access to the **Dash**, **Dodge**, and **Surge** survival actions, whether or not your settlement has developed the appropriate innovation.

Snow has the following three savior powers available to her this showdown, and may use any of them by spending 🗡️: **Red Glow**, **Blue Glow**, and **Green Glow**.

Red Glow: Make a melee attack with speed 3, accuracy 7+, and strength 5.

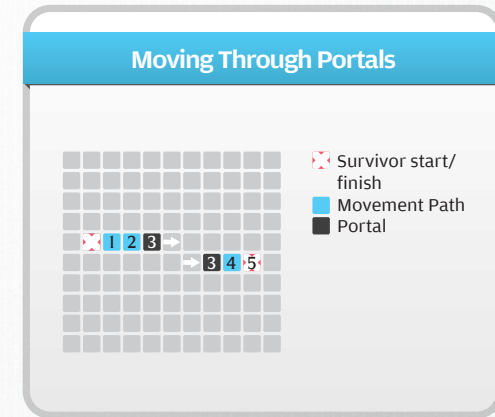
Blue Glow: Move a Portal terrain tile on the showdown board to Snow's space. If there are less than 2 Portals on

the board, add one to Snow's space instead.

Green Glow: Add 🗡️ to all hit locations.

New Terrain: Portals

This scenario introduces a new piece of terrain, **Portals**. When Snow enters a space with a portal, and there is a second portal on the board, she can continue her movement from the other portal.



Aftermath

Victory

Snow manages to defeat the Relentless Butcher, and then disappears as mysteriously as she appeared. Next Lantern Year, twin babies are found at the edge of the settlement (+2 population). Resolve the **Birth of a Savior** story event for each newborn.

Defeat

Hope has died. No saviors in the settlement may endeavor or depart this Lantern Year. You may attempt this challenge scenario again when a savior in your settlement retires.

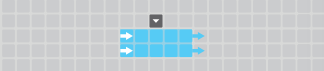
Basic Action

- Allison the Twilight Knight -

Pick Target

- survivor in blind spot
- closest threat
- no target: **repose**

Full move towards **target**. Make a separate attack against each survivor in the highlighted zone, in the order indicated by the arrows.



Speed	Accuracy	Damage	Trigger
3	3+	3	After Damage

Bash and **knockback 5** in the direction indicated by the arrows.

Allison the Twilight Knight

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	11	-	-

Life: 10

- Custom AI Deck -

Butcher:
- 1 x Hack
- 1 x Hew
- 1 x Hack City

Screaming Antelope:
- 1 x Run Down

King's Man:
- 1 x Cleave
- 1 x Coup de Grace

- Custom HL -

- 2 x Allison's Head
- 2 x Allison's Torso
- 2 x Allison's Sword
- 2 x Allison's Leg (see book)

White Lion:
- 1 x Clever Ploy

Instinct: Repose

Full move Allison towards the center of the showdown board.

Allison's Head

Reflex
Attacker suffers 1 brain damage, **bash**, and **knockback 5**.

Allison's Leg

Critical Wound
Allison gains -1 movement token.

Allison's Sword

Failure
Perform **Basic Action**, target the attacker.

Allison's Torso

Wound
Without turning, move Allison 2 spaces directly away from the attacker.

The Young Lion

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		7	8	-	-

Ground Fighting

- Custom AI Deck -

- 1 x Bat Around
- 2 x Claw
- 1 x Alert
- 1 x Lick Wounds
- 1 x Power Swat
- 1 x Size Up
- 1 x Chomp

- Custom HL -

Use the White Lion's Hit Location deck, unchanged.

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.

Cola Bottle Lantern

item, fragile, other



+1 Accuracy
All survivors gain +1 Accuracy until the end of the round. Use once per round

The Corpulent Lion

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
2		5	11	+1	+1

- Custom AI Deck -

-1 x Vicious Claw
-2 x Claw
-1 x Grasp
-1 x Power Swat
-1 x Grasp
-1 x Revenge
-1 x Combo Claw
-1 x Chomp
-1 x Bat Around
-1 x Terrifying Roar
-1 x Lick Wounds
-1 x Bloody Claw
-1 x Enraged
-1 x Bloodthirsty

- Custom HL -

Use the White Lion's Hit Location deck, unchanged.

Instinct: Snack

The Corpulent Lion full moves towards the center of the showdown board and **heals 1** wound.

Halberdless Man

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		3	14	-	-

Weak Spot
King's Aura

Silent Hymn
Battle Tempo

Life: 10

- Custom AI -

- Hammer
- Perfect Thrust
- Familiar Face
- King's Grace
- Lantern Mirage
- Force Thrust
- Coup de Grace

- Custom HL -

Use the King's Man HL deck, EXCLUDING the following cards:

- Regal Sheath
- Regal Skirt
- Halberd Handle
- Halberd Spear

Instinct: Guard

The King's Man ends its turn and gains +5 toughness until the start of the next monster turn.

2

Piranha Helm

armor, set, rawhide

You may spend survival while Frenzied.

Petal Lantern

item, lantern, other

After rolling on the severe injury table, you may spend any amount of survival to add that number to your roll result.

Sworn Enemy



When you gain this, choose a monster. You may only **depart** to face the chosen monster.

Your attacks against the chosen monster gain +1 speed and +1 strength.

The Silver Antelope

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		7	8	-	-

Trample

- Custom AI Deck -

-1 x Bite
-2 x Chow Down
-1 x Bolt
-1 x Gore
-1 x Run Down
-1 x Stomp
-1 x Lone Rampage
-1 x Crush & Devour
-1 x Skewer

- Custom HL -

Use the Screaming Antelope's Hit Location deck, but replace **Wailing Slide** with the Butcher's **Overpower**.

Instinct: Graze

The monster full moves to the closest Acanthus Plant and ends its turn. If the monster is on or adjacent to an Acanthus Plant, archive the terrain and **heal 1** wound.

If there are no Acanthus Plants on the showdown board, instead full move forward in a straight line.

Giant Stone Face

weapon, melee, grand heavy, two-handed, stone



Devastating 1.

If your attack roll result is a 1, archive this card and place a Giant Stone Face terrain tile in any adjacent space.

The Radiant Lion

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
2		7	10	+1	+1

Life: 10

- Custom AI Deck -

-1 x Claw
-1 x Combo Claw
-1 x Terrifying Roar
-1 x Vicious Claw

- Custom HL -

-1 x Beast's Ear
-1 x Beast's Elbow
-1 x Beast's Femur
-1 x Beast's Flank
-1 x Beast's Knee
-1 x Beast's Ribs
-1 x Clever Ploy
-1 x Fleshy Gut
-1 x Glorious Mane

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.

Arm of the First Tree
weapon, melee, club

⚡
 2
 6+
 4



On a **Perfect Hit**, the monster gains -1 toughness token until the end of the round. A monster can only suffer this once per round.

Greedy Brain

Trait

At the start of the Greedy Antelope's turn, if Aya is not in the monster's field of view, **Patrol**. Otherwise, **Pursue**.

⚠

At the end of the Greedy Antelope's turn, if Aya is in the monster's field of view, the Greedy Antelope will **Pursue** as its only action for its following turn.

Patrol / Pursue


Trait

Patrol: Roll 1d5 and move the Greedy Antelope to its corresponding spot on the showdown board.

Pursue: Full move the antelope directly towards Aya. If the Greedy Antelope reaches her, Aya is defeated!

Aya's Sword
weapon, melee, sword


⚡
 2
 7+
 3



Pairs with Aya's Spear.

Aya's Spear
weapon, melee, spear

⚡
 2
 7+
 3



Pairs with Aya's Sword.


Scout's Tunic
armor, set, leather

2



Takes the place of the Leather Mask and Leather Cuirass for completing the Leather Armor set.

Fairy Bottle
item, fragile, other



When you would die for any reason, instead restore all lost armor points and health levels, remove all bleeding tokens, and archive this card.

Retinue Action

Pick Target

The Messenger of Humanity

▼

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	6+	2	⚡ After Hit

⚡ For each **Perfect hit**, make an additional attack roll.

Last Challenger Action

Pick Target

· The Messenger of Humanity

Move & Attack Target

Speed	Accuracy	Damage	Trigger
4	5+	3	After Hit

For each **Perfect hit**, make an additional attack roll.

Stone Arm

item, stone, heavy

Block 1.
Ignore 1 **dismembered arm** permanent injury.

Messenger of the Spiral Path

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	12	-	-

Diabolical Spiral Age King's Combat
 Life: 12 Burning Spirit Spiral Path

- Custom AI Deck -

White Lion
 - Bloody Claw
Screaming Antelope
 - Bite
 - Run Down
Butcher
 - Lantern Hunger
 - 2 x Wild Carve
 - Double Hack
Phoenix
 - Ripple
 - Haze

- Custom HL -

White Lion
 - Beast's Elbow
 - Beast's Back
 - Beast's Scap, Deltoid
 - Beast's Chest
Screaming Antelope
 - Ferocious Spasm
 - Restless Eye
Butcher
 - Butcher's Mask
 - Cleaver
 - Furious Crown
 - Furious Shoulder
King's Man
 - Acid Blood Discharge
Phoenix
 - Glorious Crest
 - Glorious Eye
 - Glorious Head

Instinct: Other Vortex

Perform **Spiral Age**. All survivors suffer **knockback 7** away from the messenger.

Basic Action

- Messenger of the Spiral Path -

Turn to face the most survivors.

Pick Target

· furthest threat, facing, in range
 · closest survivor
 · no target: **other vortex**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

Target suffers **bash, bleed 1**, and **knockback** equal to the number of spaces the monster moved towards the target.

Burning Spirit

Trait

Perform the following actions when the messenger's **Life** trait falls below the corresponding numbers:

8

Gain +1 movement and +1 damage tokens.

6

Gain +1 movement and +1 speed tokens.
Perform **other vortex**.

5

Gain +1 movement and +1 speed tokens.

3

Gain +5 movement and +5 speed tokens.

The Spiral Path

Trait

When the messenger **collides** with a survivor, they gain 1 bleeding token.

Survivors' **bleeding tokens** also count as **Age** tokens.

The Relentless Butcher

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	9	-	-

Berzerker Fast Target

- Custom AI Deck -

- Hack x 2
 - Hew x 2
 - Backhand
 - Butcher's Roar
 - Kick
 - Gaze of Truth
 - Bite
 - Double Hack
 - Hack City

- Custom HL -

Use the Butcher's Hit Location deck, unchanged.

Instinct: Portal Rush

If any Portals are within range, full move towards one and destroy it.
Otherwise, full move the butcher towards Snow.