



Foreword

Welcome to ***Kingdom Death: Hunter***, a homebrew ruleset designed to simplify and streamline Kingdom Death: Monster campaigns. This project was born from a personal desire to have a simpler, more narrative-driven alternative to the original Settlement Phase, focusing on the adventures of the core hunting party—referred to as Hunters.

Kingdom Death: Hunter shifts the focus from managing an entire settlement to the personal stories and preparations of your Hunters. After each hunt, players decide whether to return to a familiar settlement or embark on a journey along the *Lantern Path* to discover new ones. Each settlement presents unique opportunities for crafting, healing, and preparation, all while keeping the focus on the core hunting party.

As an early draft, this ruleset is actively being developed and expanded, with input from the community. Special thanks to the Lantern's Reign Discord server for the inspiration and support that made this project possible.

The Rule of Story

This homebrew ruleset was not built for strict balance—it was built to be a story-driven sandbox experience. If a conflict arises between these rules and the core game, or if a situation falls outside the boundaries of what's written, follow the **Rule of Story**: choose the option that best enriches the narrative of your hunters and their world. Be flexible. Favor drama. Let the story grow with every death, every triumph, and every nightmarish event. The fun lives in the tale you'll tell when the lantern dims.



1 | Choose a Destination

After a successful hunt, the hunters must decide:

- **Return to their last settlement:** Travel back safely with no risk.
- **Travel to a new settlement:** Navigate the *Lantern Path*, entering into the darkness and encountering dangers but with the chance to find better opportunities.

Returning to a settlement allows the hunters to craft, heal, and prepare for the next hunt immediately.

Traveling to a new settlement requires resolving Hunt Events along the way.

2 | Traveling the Lantern Path

Roll **1d5** to determine the number of Hunt Events the hunters must resolve. This is the distance they must travel before reaching a new settlement.

Draw that many Hunt Event Cards and place them face-down along the Hunt Board.

The hunters advance one space at a time, resolving each Hunt Event before moving forward.

Turning Back:

At any time, the hunters may choose to turn back and return to their last settlement.

Once a Hunt Event is revealed, it must be resolved before the hunters can turn back.



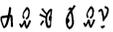
3 | Discovering a Settlement

When the hunters reach a new settlement, roll **1d10** to determine its **Settlement Type** and **Tier**.

Step 1: Determine Settlement Type

1d10	Settlement Type	Description
1	Desolate Ruins	A settlement long dead. The hunters must move on. They may return to their last settlement or restart the Travel Phase entirely, rolling for a new settlement.
2-5	Martial Settlement	A brutal settlement where warriors train, hunt, and craft weapons of war.
6-10	Artisan Settlement	A settlement dedicated to crafting, trade, and specialized knowledge.

Step 2: Determine Settlement Tier

1d10	Settlement Tier	Available Crafting Locations
1-2	Tier 1	Martial: Bone Smith, Skinner, Catarium, Gormery, Crimson Crockery Artisan: Bone Smith, Skinner, Organ Grinder, Gormchymist (Lv. 1)
3-6	Tier 2	Martial: Bone Smith, Skinner, Catarium, Gormery, Crimson Crockery, Weapon Crafter, Stone Circle Artisan: Bone Smith, Skinner, Organ Grinder, Gormchymist (Lv. 2), Silk Mill, Leather Worker, Barber Surgeon
7-10	Tier 3	Martial: Bone Smith, Skinner, Catarium, Gormery, Crimson Crockery, Weapon Crafter, Stone Circle, Blacksmith, Plumery, Skyreef Sanctuary, Kingsmith Artisan: Bone Smith, Skinner, Organ Grinder, Gormchymist (Lv. 3), Silk Mill, Leather Worker, Barber Surgeon, Mask Maker, Wet Resin Crafter, 

4 | Tier 3 Settlements

Tier 3 settlements cannot be found until the hunters have successfully hunted and slain a **Node 3** monster. These advanced settlements exist only on the outskirts of the world, near the most dangerous biomes and where the strongest monsters roam. Without proof of their strength, the hunters cannot hope to find these places—let alone earn the right to stay.

If a **Tier 3** result is rolled before this requirement is met, treat the settlement as **Tier 2** instead.





5 | Arriving at a Settlement

Whenever the hunters arrive at a settlement **after a hunt**, update the timeline and resolve a settlement event.

Update the Timeline

Advance the timeline by one Lantern Year to reflect the passing of time.

Check for a Nemesis Encounter or Story Event

If the updated Lantern Year contains a Nemesis Encounter, it occurs at the end of the settlement phase. No settlement event is rolled this lantern year. Proceed with all normal settlement activities before facing the nemesis. Story Events occur at the beginning of the settlement phase.



Roll for a Settlement Event

If no Nemesis Encounter or Story Event occurs, roll **1d30** and consult the **Settlement Event Table**. Read the result aloud to immerse the settlement in its ongoing story, then check off the event. If a settlement event has already been read, read the subsequent event on the table. Settlement events reflect the evolving state of the world and the strange forces that shape each community. They may influence the hunting party, alter the settlement, or leave lasting marks on those who survive them. Once the event is resolved, proceed with the settlement phase.



6 | Gain Endeavors

Each hunter that successfully arrives at a settlement following a hunt gains **1 Endeavor**. If a hunter was rendered unconscious during the hunt, they **do not** gain an Endeavor.

Endeavors belong to the hunting party as a group and may be used for crafting or healing. Unused Endeavors are discarded at the end of the Settlement Phase.



7 | Consequences of Defeat

If all hunters are killed during a hunt, **the campaign ends**. If the only surviving hunters were rendered unconscious during a hunt, the last settlement they visited sends a search party who finds the broken bodies of the survivors and brings them back to the settlement to recover.

- All gathered hunt resources are lost.
- No Endeavors are gained.
- Each surviving hunter gains **1 random Disorder**.



8 | Rest and Recovery

Once per settlement visit, each hunter may spend **1 Endeavor** to attempt to recover from an injury or disorder. If the hunters are resting in an **Artisan Settlement**, add **+1** to their roll.

Roll **1d10** for each Endeavor spent:

1d10	Result
1-2	The wound refuses to heal. No effect.
3-6	The wound mends, but recovery is difficult and takes a toll on the hunter. Set Survival to 0 and the hunter cannot gain Survival during the next hunt . Remove 1 Permanent Injury or Disorder .
7-9	The wound fully heals. Remove 1 Permanent Injury or Disorder .
10	Miraculous recovery. Remove all Injuries and Disorders .



9 | Recruit a New Hunter

The hunting party may spend **1 Endeavor** during the settlement phase to recruit a new hunter. The survivors of the settlement offer up a volunteer—sometimes trained, sometimes untested.

The hunting party may only consist of a total of **4 hunters** and **1 scout** (if integrating the GCE). If no hunter has been lost, one current member must be banished from the hunting party to make space. This decision must be made by the hunting party before rolling on the recruitment table. If the hunters are recruiting from a **Martial Settlement**, add **+1** to their roll. Roll **1d10** to determine the new hunter's level of experience:

1d10	New Hunter	
1-2	Injured Survivor	A survivor steps forward, limping from an old wound. Start with 0 Hunt XP and gain 1 random Disorder .
3-5	Fresh Blood	A nervous but determined survivor answers the call. Start with 0 Hunt XP .
6-7	Trained Initiate	A survivor with basic hunting experience offers their aid. Start with 1 Hunt XP and +1 Weapon Proficiency of your choice.
8	Veteran Hunter	A scarred survivor joins, bearing tales of past hunts. Start with 2 Hunt XP , +1 Evasion , and +2 Weapon Proficiency of your choice.
9	Gifted Outcast	A strange but skilled survivor emerges from the crowd. Start with 3 Hunt XP , +1 Evasion , gain 1 random Fighting Art , and +3 Weapon Proficiency of your choice.
10	Savior	A radiant figure steps from the edge of the crowd, eyes reflecting distant lantern light, as if called by something beyond the dark. Start with 0 Hunt XP , gain 1 random Fighting Art , +3 Weapon Proficiency , and activate the Savior Story Event to learn about the birth of this hunter. Only one savior may be in the hunting party at any given time. Savior Hunters follow the standard retirement rules from Kingdom Death: Monster. When they reach their final Hunt XP milestone, they retire from the campaign .

10 | Settlement Reputation System

Each time the hunters **return to the same settlement**, they gain **+1 Reputation**. If they successfully **defend the settlement from a nemesis**, they gain **+2 Reputation**. Settlement Reputation maxes out at **5**.

- **Reputation 1-2**: No special benefits.

- **Reputation 3**: The hunters gain **+1 Endeavor** each time they return to the settlement.

- **Reputation 5**: The hunters gain **+1 Endeavor** and receive **1 Crafting Discount** per visit.

- **Crafting Discount**: Once per settlement visit, the hunters may ignore the cost of one resource when crafting an item. If the selected item only requires one resource, it is crafted for free using the settlement's stores.



11 | Prepare a Travel Pack

When relocating to a **different settlement**, gear and resources in the current settlement's storage are left behind and discarded. The hunting party may spend **1 Endeavor** to pack a Travel Pack. The Travel Pack occupies 1 space in a hunter's gear grid and only 1 Travel Pack may be carried by the hunting party.

The Travel Pack may hold up to **10** total items (resources or gear) from the hunters' settlement storage. Items in the Travel Pack are inaccessible during the **showdown phase**.

The Travel Pack is not reusable and is discarded upon arrival at a settlement.



12 | Returning to a Previously Visited Settlement

Following a **successful hunt**, the hunters may choose to return to the settlement they visited prior to their current one. They cannot travel back to any earlier settlements, as those places have been lost to the darkness, swallowed by the shifting world.

Roll **1d5** to determine the number of **Hunt Events** the hunters must resolve along the way.

If the destination settlement has a **Reputation Level of 3 or higher**, reduce the number of Hunt Events by 1, as the hunters recall familiar paths and landmarks in the dark.

13 | Prepare for the Hunt

During the settlement phase, hunters may spend **1 Endeavor** to prepare themselves or their equipment for the next hunt. This represents reinforcing gear, maintaining weapons, or achieving mental clarity before the dangers ahead.



Each hunter may only perform one preparation action per settlement phase. Bonuses last for the duration of the next hunt and expire upon arriving at a settlement. Temporary bonuses should be tracked on the hunter's character sheet.

Spend **1 Endeavor** to reinforce a hunter's armor:

1d10	Fortify Armor
1-2	The hide splits and the plating cracks—your efforts fail. The hunter curses under their breath, staring at ruined materials.
3-9	Scraps are stitched, plates tightened—it's crude, but it'll hold. Add +1 Armor to all hit locations.
10	Your armor gleams under lantern light, reinforced with uncanny precision. Add +2 Armor to all hit locations.

Spend **1 Endeavor** to maintain and fine-tune a hunter's weapon:

1d10	Maintain Weapon
1-2	The weapon rattles slightly in your grip—it's no better than before.
3-9	Edges are sharpened, grips re-wrapped, tension tuned—ready to kill. Gain +1 Strength for the next hunt.
10	Each motion flows effortlessly—the weapon sings with brutal purpose. Gain +2 Strength for the next hunt.

Spend **1 Endeavor** to spend time developing tactics for the upcoming hunt:

1d10	Refine Tactics
1-2	Doubts creep in and strategies unravel. You leave the session feeling more uncertain than before.
3-9	Careful planning and whispered coordination bolster your confidence. Gain +1 Survival or +1 Insanity .
10	A flawless strategy emerges from the gloom, each move unfolding in the mind's eye. Gain +2 Survival or +2 Insanity .

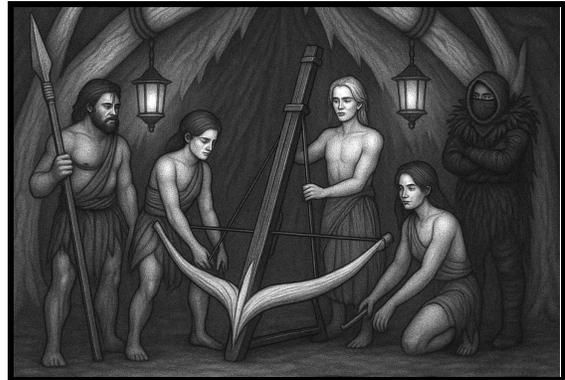


14 | Prepare the Dreadspike

Forged from the ribs of a fallen monster and warped lengths of abyssal wood, this brutal hunting ballista is the culmination of months of silent obsession by the settlement's crafters. It is wound with thick sinew, not rope, and fires javelins the size of men. There is no elegance. Only impact.

Settlement Phase

- The hunting party may spend **1 Endeavor**, **1 bone resource**, and **1 hide resource** during the Settlement Phase to have the settlement's crafters build, load, and wind a *Dreadspike* for the hunting party.
- Add the Dreadspike gear card to the inventory of one hunter. It is *heavy* and occupies **1 space in their gear grid**.
- Only one Dreadspike may be prepared per Settlement Phase and carried at a time by the hunting party.



Optional Single-Use Upgrades

- **Martial Settlement:** Spend **1 bone resource** to have the Dreadspike's frame reinforced by the settlement's forgers. Add **+1** to the Dreadspike's result roll.
- **Artisan Settlement:** Spend **1 organ resource** to coat the Dreadspike's javelin in a poison prepared by the settlement's alchemists. On a successful hit, the monster gains a **-1 Evasion token**.

Showdown Phase

At the start of the Showdown, before any turns begin, the hunter carrying the Dreadspike may fire it. The hunter must have line of sight to the monster's starting position. The Dreadspike cannot be fired if the monster Ambushes the party during the hunt. The Dreadspike is a single-use item, the primitive materials snapping after use. After firing, discard the gear card from your inventory. Roll **1d10** to resolve the effect:

1d10		Firing the Dreadspike
1	Catastrophic Misfire	While attempting to remove the Dreadspike from their back, the winding mechanism snaps loose. The massive bolt fires wildly into the dark sky with a deafening crack. Cancel any Ambush advantage the hunting party had. The monster immediately full moves toward the Dreadspike carrier and then begins its turn.
2-3	Miss	With a gut-wrenching creak, the Dreadspike lurches sideways as it's fired. The bolt sails past the monster, disappearing into the darkness with a hollow echo. No effect.
4-7	Direct Hit	The bolt strikes the monster cleanly in its side, staggering it with a heavy jolt. The wound is deep, but it keeps moving, now fully alert and enraged. Remove 1 AI card from the top of the monster's AI Deck and place it in the Wound Stack.
8-9	Brutal Impact	The javelin crashes into the monster with bone-breaking force, driving it back a full step before it roars in pain. It thrashes violently, struggling to steady itself. Remove 2 AI cards from the top of the monster's AI Deck and place it in the Wound Stack.
10	Perfect Shot	The bolt punches through the monster with terrifying force, knocking it off its feet in a spray of blood and dust. It hits the ground hard, twitching, then slowly begins to rise, eyes fixed on the hunting party. Remove 2 AI cards from the top of the monster's AI Deck and place it in the Wound Stack. Additionally, knock down the monster , and gain 1 bonus basic resource .



15 | Scout Preparations

During the settlement phase, if the scout arrived successfully from the previous hunt, the hunting party may spend **1 Scout Endeavor** to perform one of the following actions:

Scout the Wilds

The scout departs alone into the wild, seeking the region where the next quarry is believed to roam. With quiet steps and keen observation, they return with vital information that may shift the outcome of the next hunt.



1d10	Scout the Wilds	
1-2	Only Darkness	The darkness was shifting and silent. The scout returns empty-handed. No effect.
3-4	Marked Trails	The scout charts a safer route through shifting terrain, noting wind patterns, natural cover, and signs of the monster's passage. The scout gains 1 reroll that may be used during the Hunt or Travel Phase .
5-7	Ambush Site	The scout identifies a favored crossing or resting point and marks an ideal ambush site, allowing the party to strike first and shape the battlefield. During Showdown Setup, hunters may ignore normal placement and set up anywhere on the board . Additionally, place 1 Giant Stone Face, Toppled Pillar or Tall Grass terrain card anywhere on the showdown board before the battle begins. Hunters may go first.
8	Environmental Cache	The scout uncovers a carcass, nesting site, or discarded remains, scavenging usable materials for the hunting party. Gain 2 random basic resources and discard 1 .
9-10	Tactical Map	The scout studies terrain elevations, monster movement, and cover points, carving a full tactical layout into their stone tablet. Each hunter may choose one: +1 Evasion , +1 Accuracy , or +1 Strength for the full duration of the next hunt.

Bonuses last for the duration of the next hunt and expire upon arriving at a settlement.

Weave the Wilds

The scout ventures beyond the outskirts of the settlement, gathering foliage, moss, and brittle brush from the region where the next hunt will take place. From these fleeting materials, they craft temporary cloaks for the hunting party, designed to blend with the terrain for the journey ahead.

1d10	Camouflage Crafting
1-2	The land is stripped bare. No usable materials are found.
3-5	Sparse growth and dry brush. Craft 1 Huntveil .
6-7	Moderate cover and winding vines. Craft 2 Huntveils .
8-9	Dense moss and leafy boughs. Craft 3 Huntveils .
10	A perfect harvest for the hunt. Craft 4 Huntveils .

Huntveil
item, fragile, temporary



Gain **+1 Evasion** while wearing this cloak. Crafted from gathered foliage, it deteriorates after the journey. Archive this gear card upon settlement arrival.

Note: This section applies only if you are playing with a **scout** (Gambler's Chest Expansion). If your hunting party does not include a scout, skip this page.



16 | Setting Up Camp

The hunting party may choose to set up camp **once** during the Travel or Hunt Phase by using a **Camping Kit**. Setting up camp allows the hunters to pause their journey and recover.

Requirements

- A hunter in the party must be carrying a Camping Kit in their gear grid.
- The Camping Kit is first crafted at the Skinnery and comes “packed”.
- After use, flip the Camping Kit gear card to its “unpacked” side.
- While at a settlement, spend **1 Endeavor** to pack the Camping Kit with provisions and flip it back to its “packed” side.



When camp is set, each hunter chooses one of the following:

- **Rest:** Recover physically.
- **Reflect:** Recenter mentally.

Each hunter rolls **1d10** and resolves the result from their chosen table:

1d10	Rest
1-3	Fitful Sleep. No effect.
4-7	Steady rest. Gain +1 Survival .
8-9	Deep sleep. Gain +1 Survival and remove 1 token gained during the Hunt or Travel Phase.
10	Rejuvenated. Gain +1 Survival and +1 Courage .

1d10	Reflect
1-3	Troubling thoughts. No effect.
4-7	Quiet focus. Gain +1 Insanity .
8-9	Inner echo. Gain +2 Insanity and remove 1 token gained during the Hunt or Travel Phase.
10	Profound resolve. Gain +2 Insanity and +1 Courage .

- **Repairing Gear:** If the hunters have visited a **Tier 2 Martial Settlement** during the campaign, they may also repair their armor while camping.

- Each hunter rolls **1d5** to restore that many points of armor damage suffered during the Hunt or Travel Phase.

- This may be done in addition to **Rest** or **Reflect**.

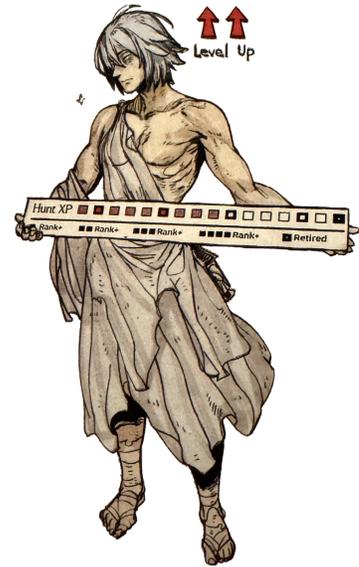




17 | Hunter Progression

Hunters grow not through destiny or fate, but through pain, repetition, and the brutal lessons of failure. They become faster, more cunning, and more ruthless—not because they want to, but because they have to. In time, they learn to read the dark, feel danger in their bones, and act without hesitation. The longer they endure, the more they become creatures of instinct, violence, and obsession.

Hunters gain **Hunt XP** and resolve **Age Milestones** as described in the core game. **Fighting Arts**, **Disorders**, and **Weapon Proficiency** also follow core rules. Hunters do not retire from old age in *Kingdom Death: Hunter*. Their journey continues until death claims them on the hunt, or they are cast aside—too broken to fight, replaced by those still willing to walk the Lantern Path.



Survival

Survival represents a hunter's raw instinct and will to live, sharpened by constant exposure to danger and death. At the start of each **Settlement Phase**, all hunters **reset their Survival to 1** to represent the toll of battle, travel, and time spent in the dark. Hunters may gain Survival through Rest and Recovery, Refine Tactics, settlement events, camping, gear effects, or other narrative events.

Unless otherwise stated in an event or disorder, there is no maximum limit to a hunter's Survival.

All **Survival Actions** are available to hunters from the beginning of the campaign in *Kingdom Death: Hunter*. Each hunter may use each Survival Action once per round, unless otherwise stated.

Survival Actions	
Dodge	Spend 1 Survival to cancel one hit before damage is dealt; may be used while knocked down.
Dash	Spend 1 Survival to immediately gain +1 movement action .
Surge	Spend 1 Survival to immediately gain +1 activation .
Encourage	A standing hunter may spend 1 Survival to help a knocked down hunter stand; cannot target Deaf hunters.
Endure	Spend (7 - your total Luck) Survival to ignore a severe injury before rolling a result. Your Luck is determined by the sum of your permanent luck attribute, any luck modifiers, and any other gear or abilities affecting your luck at the time you Endure .



18 | Settlement Advancement

When the hunting party returns to a settlement that has long welcomed their presence, bearing the remains of a mighty beast, they may choose to relinquish the spoils of their kill as a gift to the community. The creature's bones are carved into new foundations, its hide stretched into sheltering roofs, and its organs studied and repurposed into strange advancements. The settlement is transformed, its identity reshaped by the legendary hunt.

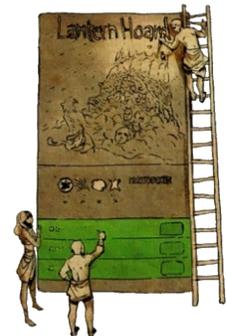
Requirements

- The monster hunted must be a **Node 3** monster or higher.
- The hunting party must have a **Reputation of 5** with the settlement.
- The settlement must currently be **Tier 1 or Tier 2**.
- Each settlement may only benefit from this rule once.
- All **Monster Resources** gathered from the hunt must be given to the settlement and removed from the hunting party's storage. **Basic Resources** obtained during the hunt are retained by the hunting party.



Effect

- The settlement permanently increases its **Settlement Tier by +1**.
- This unlocks all crafting locations associated with the new tier and original settlement type.
- Record the tier change on the settlement sheet (e.g., "*Tier increased by Phoenix hunt LY13*").



The settlement now bears the mark of the monster that shaped its destiny. New shelters rise from its bones, crude tools are fashioned from its remains, and harsh lessons are carved into memory. The hunting party's triumph is woven into the daily struggle for survival, a lasting testament to their courage and sacrifice. As the settlement endures beyond their lantern light, the memory of the fallen beast lives on in every weathered hand and worn tool.



Scout Story Event | Logistics of Death

If the hunting party is defeated and the scout is still alive and conscious, they may choose to open their *Dreaded Pack* and activate **Logistics of Death**. This represents a desperate attempt to recover the fallen and drag them home through the darkness. If the scout is dead or rendered unconscious and cannot trigger **Logistics of Death**, apply the standard **Consequences of Defeat** rules.



Their quarry undefeated, the scout disengages from the battle and prepares for *The Long Journey Home* with the hunting party's equipment and any surviving hunters. Roll **1d10**:

1d10

The Long Journey Home

1-2

As they trudge uphill, the scout feels a mighty knocking from the ground beneath their feet. It resonates, traveling from the scout's soles to their suddenly terrified brain. Fear takes hold, pushing them into a frantic, reckless pace toward the settlement. In their haste, they disturb something ancient and unforgiving in the dark. **Activate the Lamplighter Scout Story Event at the beginning of the next Settlement Phase.** All gathered hunt resources are lost, each surviving hunter including the scout **gains a random disorder**, and the hunt party gains a total of **2 Endeavors**.

3-4

While breaking camp, the scout is overcome with curiosity. Peeling back the cloth of their noxious burden reveals a bloated, waxy appendage topped with a chipped yet hardened plate. Disturbed, they cover it quickly. As they carry on, the scout finds one eye drifting uneasily in the pack's direction, always. The preoccupied scout returns the injured hunters and their equipment to the settlement. All gathered hunt resources are lost, each surviving hunter including the scout **gains a random disorder**, and the hunt party gains a total of **2 Endeavors**.

5-7

Passing a field of whispering stone faces, the scout is surrounded by harsh, bitter insults. The scout suffers **1d5** brain event damage. The indignant scout returns the injured hunters and their equipment to the settlement. All gathered hunt resources are lost, each unconscious hunter **gains a random disorder**, and the hunt party gains a total of **3 Endeavors**.

8

The scout retraces a cautious path back to the settlement, choosing each step with care. The journey is long, but controlled. All gathered hunt resources are lost, each unconscious hunter **gains a random disorder**, and the hunt party gains a total of **4 Endeavors**.

9-10

A mercifully uneventful journey unfolds. The scout returns with the fallen hunters, guiding them through the dark with steady purpose. All gathered hunt resources are retained, **no disorders are gained**, and the hunt party gains a total of **5 Endeavors**. The scout is welcomed by the settlement as a hero and gains **+1 permanent Strength**.

Note: This section applies only if you are playing with a **scout** (*Gambler's Chest Expansion*). If your hunting party does not include a scout, skip this page.



Scout Story Event | Lamplighter



A monster reaches the settlement. It blinks for the first time in years, breaking bacteria-rich deposits within its cavernous irises and causing a bioluminescent reaction. Its haloed gaze shines upon the settlement, frying its lanterns. The survivors' worst fears are realized. They panic, vomiting as they spread themselves flat on the ground. The hunting party returns from the black horizon only to find the settlement silent and still. Lanterns lie shattered, their glass warped as if flash-boiled from within. There are no bodies. Only silence.

The current settlement is archived and considered lost. Skip the Settlement Phase entirely. Before departing, the hunters gather what they can into a **Travel Pack** and roll on the table below. Then, the hunting party must immediately depart to travel the Lantern Path in search of a new settlement. The party may instead choose to return to a previously visited settlement, if eligible.

1d10	Result
1-3	The monster has devoured the entire settlement, leaving only faintly glowing footprints in the ash. All gear and resources in settlement storage are destroyed.
4-7	The hunting party picks through the ruins, their boots crunching on broken teeth and blood-soaked stone. Randomly discard 3 resources and 2 gear items. You may choose from the remaining storage contents to pack in the Travel Pack.
8-9	Amid the rubble and ash, the hunting party finds their tent still standing—its tattered hide fluttering in the heatless wind. Somehow, it was spared. Inside, their gear and supplies remain untouched. No items are lost.
10	The hunting party's tent survived the destruction, its stakes sunken deep into blackened soil. Beneath a pile of soot-caked hides, they discover not only their own belongings, but a hidden stash of untouched resources from the settlement. No items are lost. Gain 2 random basic resources.

Note: This section applies only if you are playing with a **scout** (Gambler's Chest Expansion). If your hunting party does not include a scout, skip this page.