Kingdom Death: Monster
Be the Monster Supplement

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Introduction

A sunless realm stretches out before you. While you cannot see much, your other senses let you know what is nearby. Four creatures are scrambling around you until one touches an object that suddenly erupts in light. This sudden brightness momentarily stings your eyes. In the light, these creatures remind you of humans, only smaller. Though it isn't that they are smaller, you are larger.

When they catch sight of you they back away in a combination of awe or terror. As you move, you realize that you are not like them. Some desire fills you as you observe them. Is it hunger, or something else?

You have the opportunity to decide how you survive here now. A decision that can only be done by one such as yourself.

There are a few options to using this supplement.

First, it is possible to integrate it directly with the original document, though choosing to do so makes Roles and Settlements Incompatible with the Nature options from here (but not their respective Perks and Items, the Natures, Perks, and Items from this Supplement are Incompatible with all Roles and Settlements however). The Incompatible rules from the base document apply; that is purchasing Incompatible options is allowed, however you are limited to choices that are compatible functioning during the jump. You receive the Final Reward from this supplement in addition to what you would receive from the base document for completing the Gauntlet or Scenario.

Second, If you played the original as a Gauntlet you may choose to add this supplement as if it were a scenario that takes place after your initial stay in the original document. If you do so, you cannot purchase additional Perks or Items from the base document with CP provided by this supplement, but any remaining CP can be spent here. In addition, you are once more reduced mostly to your Bodymod (explicitly losing access to the Survivor altform), however you retain the Perks you gained from the original Gauntlet, usage of Items is dependent on your ability to still use them with your new shape.

In either case, by choosing Natures from here you are considered a Monster for when a Monster is mentioned below.

The Gauntlet

You are not like the Survivors, those fragile little things. Instead, you are a Monster. You can feel the power rush through you with every one of your movements. Perhaps your time here won't be all that bad.

+0 CP

In terms of additional changes to the rules from the base document, apart from what is noted in the Introduction. As you are a Monster, you do not have a Settlement to call your own (unless noted in a Drawback). This means that there aren't others to go on hunts to give you more breathing room to recover.

Monster selection is as normal, however the Monsters chosen are now rivals in the area you live in. Quarry Monsters function similar to prey and predators, and provide sustenance. Nemesis Monsters appear occasionally through chance, but are hunting you. The Finale Monsters are the current apex creatures in the area.

As a consideration, you have about 10 lantern years before the Finale Monsters would consider you worth their time and attention.

The Jump

Your arrival may not have gone unnoticed. At worst, the Entities know of your existence, though not your form. Be careful.

+1000 CP

For all cases, the rules are the same as the base Jump, except as noted in the Introduction.

The Scenario

There had been whispers and rumors around your settlement that the Survivors and the Monsters have a closer relationship than previously thought. It seems you have discovered the truth of that.

One possibility is that years ago something separated you from your Settlement, and left you unable to return. In that time, you continued to survive, adapting to ever greater threats. Eventually your body changed and eventually could no longer be considered to belong to the same kind of creature as the Survivors.

Another way, an Entity came across you and decided they'd rather see you in the shape of a Monster for their amusement and changed you.

Either of those options, or any of the myriad other ways this could happen, you have become a Monster. This has not affected your mind, so how will you act with this newfound power?

+0 CP

The goal for this scenario, is to face the Monsters you have selected for the Gauntlet once more. This time as a Monster.

To take this as a Scenario, you do not receive access to anything from this document until the scenario starts, and everything from this document is considered as something gained from the Scenario.

Death or failure during this scenario merely ends this scenario. Meaning, you still receive all of the perks and Items from the Gauntlet, but you lose any options gained as part of this Scenario.

Nature

Your Nature determines what kind of Monster you are. This is analogous to your Origin. Monsters vary quite a bit, enough that a single Nature cannot completely describe them. As such, you may pick three without additional cost. After that each additional Nature costs an additional 50 CP on top of whatever other cost they have.

In terms of power, by default the type of Monster you are is about as strong as a Gorm or a White Lion, though there are Perks that increase this.

How exactly the combination of Natures work together is up to you.

You may choose your age and gender freely.

Animal - +100

There are a great number of Monsters that resemble a more mundane animal. For example, white Lions, Screaming Antelopes, and Phoenix resemble lions, antelope, and birds respectively. To note, insectoid options, like the Dung Beetle Knight, and Thrall are also covered by this.

However this manifests, Animal Monsters have heightened senses and can fight with notable ferocity. Despite their natural talents, more animalistic Monsters tend to be weaker than others, though mixing their animalistic instincts with a capacity for higher thought makes them much more dangerous.

Parasite - +100

Monsters are usually thought of as massive creatures that need multiple Survivors to take down. Sometimes it is something smaller that causes their downfall. Parasite Monsters are creatures that take over the body of something else and use their strength as their own. As the Parasite matures, the body they are using also grows and mutates based on the needs of the Monster.

For some examples: the Knowledge Worm becomes a Lion God after enough time, the ocular infection of the Scissor Knights grow antennae as they become Elder Scissor Knights, and the Forsaker's Mask turns Survivors into Butchers, and eventually Butchers into Forsakers.

Plant - +100

As strange as it may be, there are a number of stationary plants that successfully survive just as easily as other Monsters despite the lack of a sun. They usually accomplish this through procuring nutrients from slain creatures regularly. If this Nature manifests like the rooted Nightmare Tree, which manipulates its roots and limbs to protect its own domain, or the more independent Nightmare Rams is up to you.

While Plant Monsters are somewhat more durable than similar Monsters, they also are somewhat more limited in how far they can move from their origin. Even the Nightmare Ram will constantly return to the garden it spawned from.

As a special consideration, you can choose if you want to be rooted in place or more independent. If you are rooted, you can produce a suite of pheromones that draw in your prey. In both cases, you are able to perceive your environment and move in combat at a level that makes you capable of participating.

Creator - Free

Somewhat of a rarity, there are Monsters that will carve and shape items for them to use. Powerful Monsters can sometimes even create minions for themselves. Generally, Creator Monsters are focused on a single type of item to create, but sometimes their focus spreads to an entire discipline.

While the Cyclops Knight creates weapons, the Forge God modifies Survivors to create the armies of the Golden Entity. Both are well known for their particular skills.

Humanoid - Free

Survivors endure the assault from many creatures, including ones that bear at least a similar shape to them, if not mentality. Some of these creatures use their intellect for ambush tactics, drawing in unsuspecting Survivors, others simply to use tools similar to Survivors. Sometimes a particularly powerful survivor is simply driven mad and their rampage lasts so long they become akin to a Monster. Whatever the case, Humanoid Monsters possess significant similarities to a human in shape, but not necessarily size as they are frequently larger.

The Butcher, the various Knights, and the Blessed ones all have Humanoid natures.

Mutant - Free

Not all Monsters were born the way they are now. Through some process, a strange parasite, a cursed mask, or direct modification they have been uplifted to a new existence. Monsters transformed this way tend to be lesser compared to whatever it was that transformed them, but there is no rule that they cannot continue to grow and match or surpass them.

Some examples of this are the Dung Beetle Knight, which ate Phoenix Dung; The Butcher, with its cursed mask; and the King's Man, transformed by the King's Curse.

Arcane - 100

The world runs off of a certain set of rules. Sometimes the way the rules work can be manipulated to work in ones favor, something Arcane Monsters excel at. An Arcane Monster doesn't usually master every application of their particular domain, but instead possess a few potent abilities. For example, Spidicules can become invisible, and create invisible webs that can bind almost anything, but it is Survivors that learned to use these same threads to stitch their allies back together.

Arcane Monsters are a fairly broad group, but in general their commonality is their ability to perform some seemingly unnatural trick. The Cyclops Knight forging weapons from tithes, the Forge God reshaping flesh into self running forges, the Mountain Man's ability to create illusory doubles, and the Sunstalker's ability to manipulate light qualifies each of them as Arcane Monsters.

Dimensional - 100

The Plain of Faces has a number of nearby dimensions that house horrors of their own. Occasionally, a Monster will make its way through bringing the alien logic of their home dimension with them into this one. A common trick they possess is the ability to momentarily return to their home dimension only to ambush after reappearing.

This rare group includes the Dragon King, and Slenderman.

Eldritch - 100

Survivors are no strangers to facing impossible nightmares. There are a few Monsters however that creep into the very depths of one's mind when observed, usually driving people to madness. Few survivors desire to face these Monsters, but the rewards tend to be worth it.

Watchers, The Hand, and The King are good examples of this type of creature.

Perks

Perks can be discounted, incompatible, or restricted based on Natures. Discounts halve the price of the Perk, 100 CP Perks are free instead.

Options in this section are considered to be in addition to the ones from the base document, unless otherwise noted.

Perks that are incompatible can be purchased, but only those that are compatible can be used during this jump. You gain access to the remainder afterwards.

General

Unless otherwise noted, General Perks are Restricted to Monsters.

Leveling - Free

The survivors gain experience as they age and fight, slowly developing their abilities. They supplement this with growth in their technology to face ever more powerful foes.

Monsters are a little different. As they consume and age their bodies become stronger. As they grow, the combination of age and experience will cause them to break their current limits, becoming tougher, stronger, and occasionally developing new traits and abilities.

While you start at the lowest level of an adult Monster, you will reach greater heights as you share this trait. As you grow in experience and age, you will occasionally break through to a new level, gaining the benefits noted above. This Perk will grant you the ability to break through twice, allowing you to grow up to level 3.

Monstrous Reserves - Free

Monsters are able to fight longer than most Survivors. It is for this reason that Survivors tend to face Monsters in groups. Despite the numbers difference, a Monsters stamina shouldn't be underestimated.

While your Survival, Insanity, and various other reserves are much larger, they replenish slower the closer they are to full (Though never slower than a Survivor).

Legendary - 200

'Level 3' is not the limit of monsters, a rare few continue to grow and develop beyond even that. Usually through some event similar to when Survivors gain new abilities, a Monster will develop new abilities.

Similar to the Leveling Perk, this event increases the physical capabilities of the monster, but this time almost guarantees the development of new, possibly unique abilities.

This rare potential is something you possess, and you will know when you are close to this breakthrough. This foreknowledge will give you the opportunity to choose a specific creature to hunt, as the new abilities you will gain are related to the foe that allows you to break through this limit.

Minion Maker - 200

Not every Monster hunts alone, Spidicules creates the spiderlings, and the Nightmare Ram symbiotically lives with various creatures in the Inverted Mountain, not to forget the enigmatic Goblin Guard that are always in groups.

This trait seems to be one you share. It's tiring to do so, limiting how rapidly you can do it in combat, but you can summon or spawn allies rapidly. How this exactly works is dependent on the kind of Monster you are. Do you summon them from your home dimension? Maybe you can simply produce spawn that fast. Or perhaps you have some kind of fealty from some kind of lesser creature. The exact details are up to you.

Too Many Hands - 200

Most Survivors will quickly notice the strange tendency of Monsters to possess extra hands, limbs, or other body parts, or at least possess hands when they shouldn't. In fact it seems that there is some correlation between the number of limbs and the strength of a Monster, even if that rule has exceptions.

Even if you choose to not have additional, possibly vestigial, hands or hand like parasites. You are above the lowest of Monsters in terms of power. At minimum, you are about as Powerful as a Screaming Antelope.

Too Many Faces - 200

(Requires Too Many Hands)

The highest tier of Monsters, sometimes possess in addition to extra hands, an extra face, or a human face that they shouldn't have. This feature is less common, but is a sure mark of power.

Similarly to Too Many Hands, even if you choose to not have the additional face you still are granted a boost in power for your entire species. Your species is about as powerful as the Phoenix.

Entity - 500

(Restricted to Arcane , Requires Too Many Faces)

Above all of the Monsters are the few beings that truly control this world. The Golden Entity, The Scribe, The Ethereal Dreamer, The Godhand, and The Unspeakable Goblin to name a few. Each of these possess unique powers and drives. Whatever they are, you are their peer.

The Arcane ability it is you possess is far more potent than it would otherwise be. While other Monsters of your species may have a similar appearance, only you possess this power.

In your time here, you will likely be pulled into the power struggles of the other Entities, the monsters you face are probably their minions.

Keep in mind, that despite the power you possess, you are not invincible. Even the most powerful of the Entities can be felled by an ordinary person given the right circumstances.

Nature

Animal

Instinct - 100

Survivors like to hide; hiding their scents, hiding their noise, hiding their location. There are even Monsters that emulate this, Spicules can turn invisible, and Slendermen can slip into another plane and appear from somewhere else. While being unable to perceive a threat is a dangerous weakness, some Monsters have less trouble with it than they should.

When your normal senses fail you, you will feel a peculiar unease that gives you a vague direction to prepare for attack from. If you face a number of foes, and they all manage to evade your normal senses, you can focus for a moment and instead of a vague direction, you will momentarily know exactly where each of them are, though the more foes you face, the longer you will need to concentrate.

This is somewhat weaker when you aren't in combat. Instead of giving you a direction, you have a pervasive feeling of unease instead.

Consumption - 200

All creatures need to eat, the Monsters are no different. While they need to eat, Monsters can find a benefit from eating more than necessary. To a certain point, additional nutrition means improved health and strength. After that point though, they start seeing detriments as well.

When consuming food, you find that the sustenance seems to direct itself primarily into your strength and toughness. Give yourself some time to adapt to your newfound strength, otherwise the excess may start reducing your agility with excess weight while it is being processed.

As a final note, the more you use this ability the more food and time it will take to improve your abilities.

Mad Beast - 400

Survivors can utilize Insanity to influence the world around them, and Survival to augment their physical capabilities. To note though that Survivors are more similar to Monsters than they realize, and there is no rule that Monsters cannot use these abilities as well.

In fact, you have the ability to channel your Insanity into your physical abilities. What this means is that for short bursts you can drastically increase your physical attributes. The fewer attributes you boost and the less you boost them, the longer the effect lasts. Be warned however, while you won't feel it while using this ability, you will certainly feel the stamina drain afterwards.

Arcane

Arcane Ability - Free

(Restricted to Arcane)

Various Monsters have control over some aspect of the world; the Phoenix can manipulate time, the Mountain Man can manipulate perception, and Spidicules has a connection to the Infinity Web.

Whatever it is, you have a similar ability. The potency of this ability is directly correlated to your power. So for example, a creature with an ability related to time on par with a White Lion may only be able to momentarily perceive the future, whereas the Phoenix can push time forward and back through a target, and an Entity would be beyond even that.

Generally speaking utilizing these abilities is a drain on Insanity, though the cost becomes smaller the more powerful you are to the point that the cost becomes trivial at a certain point for simple manifestations of this power.

Flexible Definition - 200

(Restricted to Arcane)

There are a few rare creatures that appear to have multiple arcane abilities. Taking the Sunstalker as an example, the Sunstalker can manipulate light to form beams or treat it as a solid to swim through, but it can also give form to shadow. While these seem different, they are a part of the same power.

Whatever your Arcane Ability is, its definition is a little blurred. You find that you can apply it more broadly, so long as the base ability is still conceptually consistent. It can manifest in a number of ways if they are all closely related, but fewer if the ways it manifests are further apart.

Suffused Arcana - 400

(Restricted to Arcane)

Whatever your ability is, it is imbued into every fiber of your being. What this means is that trivial usage of your ability effectively costs nothing, and more complex is made easier with the use of somatic actions. This has made you like the Phoenix, as it beats its wings it also moves time. Even pieces of the creature possess remnants of its power, as shown from the hours ring, a piece of carved bone that can preserve the life of its user by rewinding time upon their death.

Beyond the boon to your abilities, parts of you or your species can be shaped into items that share your Arcane Ability. It would take a powerful craftsman to make weapons that can do more than simple passive effects though.

Creator

Shaping of Steel - 100

Through the collective efforts of the Entities, the Survivors rarely if ever develop technologically, making forging steel a notable feat. Even those that can reach those heights, their achievements usually pale in comparison to the weapons developed by the few Monsters who have had much more time to hone their crafts.

You are capable of forging steel and other difficult metals with ease, making you able to forge weapons beyond what most Survivors have ever seen. Though your capabilities go beyond that as well. You can mix flesh, skin and bone into your stone and metalwork, imbuing it with abilities from the source creatures used in it and mixing these abilities to create novel effects in the final work. If you have supernatural power of your own, you can infuse it into your items with just as much ease.

Shaping of Flesh - 200

The mundane unliving materials most work with are not the only materials that can be worked. Indeed there is a unique kind of art that can only be done on that which is still alive. The Hand is known to occasionally optimize the bodies of those it finds worthy, for example. This power can be just as much a curse to those you use it upon, limited by your predilections and desires.

You are capable of manipulating the still living flesh and bone of a target, and while it is possible to do this on the unwilling, the more they fight it the more difficult it is. You can add and remove parts, as well as augment them. Your only limit is that it must still be alive when you combine them, else the attempt will be a failure.

The Beauty of Flesh and Steel - 400

Lesser creators would be pleased with merely creating a rough metal jaw and crudely attaching it to someone who has lost it and having it work. You are so far beyond that.

The contraption around the heart of a Manhunter is a work of moderate effort for you, while the forge-wombs of the Mothers and Grandmothers are closer to the pinnacle of what you can do.

Ultimately, you are capable of creating mechanisms that channel arcane power and integrate them into living creatures making the creature more than they were before.

Dimensional

Home Dimension - Free

(Restricted to Dimensional)

Not all Monsters are native to the Plain of Faces, instead they slip into it through weak seams in the dimensional barriers. These Monsters rely on the logic of their home dimension in their abilities.

First, define your home dimension, this can be done in broad terms. Your connection to this place will give a thematic tinge to your abilities. For example, if your home dimension were an endless ocean whose waters could only be remembered while being observed, you will possess abilities to summon these waters and fade from peoples memories.

Secondly, you have the ability to momentarily return to your home dimension to reappear elsewhere. It is possible that this travel leaves behind some sort of trace, perhaps a statue, or a momentary gate behind you.

Note, given that the Plain of Faces does not cause instantaneous death to you your home dimension is unable to cause instantaneous death for Monsters and Survivors. Meaning that there is at least some reasonable overlap in the logic of the two dimensions that makes survival between the two dimensions at least temporarily possible.

Banishment - 200

(Restricted to Dimensional)

While being able to travel back yourself is fine, there is utility in pushing others into your home dimension. The specific style of doing so is up to you, Slendermen set traps and opens gates, while Dragon Kings punch people into it as examples.

While there those you banish will have some mechanism to escape and return to the dimension you pushed them from. It is likely the trip will leave them worse for wear, but it will also temporarily remove them from the battlefield.

As a secondary benefit, being able to open the gates has made combat applications of your dimensional abilities both easier to use and more powerful.

Infuse Dimension - 400

(Restricted to Dimensional)

The otherworldly nature you possess has granted you a number of abilities, some positive, others negative. These powers can even infect the world around you in subtle ways as the energies of your home permeate an alien world. Most of these changes are minor, benign, and almost certainly temporary. That is at least what happens with the minor energies you passively exude. There is a more active way to use this however.

You can purposefully channel the dimensional energies of your home into a target, with slightly different results depending on what you are channeling it into. Regardless of the target, its nature will slowly shift to become related to your home dimension though never completely.

If you are channeling into something living or an object, it will develop abilities similar to, but weaker than your own. Some mutation or change of appearance is likely but whatever it is will remain recognizable as what it was before.

If you attempt to channel into a location, this will take far more time, but will eventually result in a lair similar to your home. Though this effect will dissipate over time.

Eldritch

Madness Inducing - 100

(Restricted to Eldritch)

The rules of the world are malleable, held together by a shared agreement of what is right. Gravity brings you down, being bitten will puncture your skin, and time goes in one direction. Insanity allows one to break away from this agreement and force one's on views upon the world, at least temporarily.

Your Insanity is more potent than most could handle, in fact it leaks from you distorting the world around you in various minor ways. Merely by looking at you people will instinctively know that something is deeply wrong with your existence. If, while interacting with you, they observe the distortions caused by your Insanity they will begin to develop their own Insanity.

For purposes of abilities that use Insanity, you have a limited, but rapidly replenishing reserve to use. In addition, such abilities are significantly stronger.

Insane Defenses - 200

(Restricted to Eldritch)

Your distorted presence makes attacking a Monster like yourself quite dangerous. Survivors usually must prepare and build to the point they can hope to strike a powerful monster. Unfortunate then, that by entering your presence and attacking, they find their preparations unraveling. Their strength starts to fail, their courage falters, and the dread grasps them deeply.

While this doesn't grant you any extra durability, it grants you a passive form of defense. While you have Insanity and choose to spend it, your attackers will have their advantages slowly fade away, their supernatural reserves drain, and their weaknesses slowly grow until they ultimately fail in their endeavor.

Hostile Presence - 400

(Restricted to Eldritch)

A logical extension of the distortions caused by your presence, that your very presence is hostile to the beings that are used to living in a stable reality. Those that are too close will have their health deteriorate in a number of dangerous ways, minor seizures, aneurysms and the like. Recovery from this will take time and special care if you do not end them yourself. These effects are stronger the closer you are to them, with the greatest effect when you are in direct physical contact.

While it costs Insanity to keep it up, the cost compounds as more adversaries are in your presence. With your reserves though, it is a fairly minor cost until this is being used against four or more targets at the same time.

As an additional bonus here, most lesser Monsters will instinctively avoid your presence due to this. That is, unless they are truly foolish or desperate.

Humanoid

The Tools of the Weak - 100

Survivors desperately struggle against the various predators of these lands. If they were limited to only the strength of their bodies, four of them together would struggle to harm even a single White Lion, but what they lack in natural physical abilities, they make up for with their innovative nature. They take the skin of tough creatures to protect themselves, and the fangs and claws of predators to be able to pierce the hides their hands cannot scratch.

It is unfortunate for them then, that this advantage is not exclusive to them. There are a few Monsters that will wear armor and wield weapons, making them tougher and more of a threat than they would be otherwise.

This ability is one you possess, the ability to use tools to help ensure your survival. As it is likely the tools of Survivors are not designed for one of your strength and stature, you are also capable of creating crude weapons and armor if need be. In addition, a single Weapon (or set of Paired Weapons) and a single Armor set from the Item Section that has been purchased can be selected to have grown with you, allowing you to continue to use them without issue.

In future jumps, you will continue to have the ability to utilize and make tools for yourself, even if you are not in a humanoid shape.

Playing Weak - 200

There are the occasional Monsters that provide protection to a Settlement of Survivors, sometimes as a symbiotic relationship, sometimes as servants. These relationships tend to end at the same time that the Settlements do, but the brief time they last allows Survivors to advance quite a bit while under this protection. A special case amongst these Monsters are the few that can even take on the shape of a Survivor like the Dragon King.

At minimum, you are capable of lulling Survivors into a sense of security where they may willingly settle near you. Though there is a limit to how hostile you can act without explanation that they will tolerate before they would try to slay you.

Optionally, you may also have some mechanism to compress yourself into a more Survivor-like shape. Doing so doesn't reduce the potency of your abilities, but maintaining the smaller form while also using them at full power is quite difficult. Instead, it is easier to use them in a more focused way.

Knighthood - 400

Beyond merely being skilled armored combatants, the Knights have focused their other abilities and integrated them into their combat style. The Storm Knight, that produces lightning will aim it with more accuracy than lightning should allow; and the Flower Knight's control of plants allows it to prevent its prey from escaping.

Whatever other abilities you possess, mundane and supernatural, have been integrated into your combat style and refined to be more directly useful. This doesn't reduce the efficacy of any of them, but their combat applications are much more potent and can be mixed more easily with your other combat techniques.

Mutant

Transformed - 100

There are a number of materials within the Plain of Faces that can alter what a being is. Sometimes it is random chance, a particular parasite, a cursed artifact, mutagenic excrement, or the designs of a stronger Monster. Whatever it was that caused the effect, these Mutants are altered, made better then their unaltered kin.

As a mutant yourself, your physical attributes are generally better than your more mundane counterparts. It is also possible that your mutations caused you to develop some new weakness, though in those cases that weakness is offset by a much stronger benefit to a specific physical attribute that you can choose.

Augmented Physiology - 200

Some mutants simply enjoy improved physical abilities, but not all mutants are so simple. Usually through the designs of another Monster, the mutant will be augmented with new capabilities. Perhaps a new acid sac to will be added, their blood will be replaced with molten metal, or their flesh became a stretched thing that animates an otherwise hollow armor.

By selecting this, whether by chance or another monsters interference, you have a similar augmentation to your biology. How this specifically manifests is up to you. Whatever it is, you have developed some new ability, at most as strong as an Arcane ability from a Monster notably weaker than you.

Ongoing Development - 400

There are Monsters that despite having mutated once, simply haven't finished their development. Similar to how with enough time a Butcher could become a Forsaker. Given the difference between a Survivor and a Butcher, the gap between a Survivor and a Forsaker is terrifying.

Similarly, it seems that whatever mutations you currently have are just the beginning of what is to come. At a certain point in your development, you will have a metamorphosis, further increasing your physical attributes. If you have the Transformed Perk, your strengths from that are improved further, and if you have any weaknesses from it they are reduced. If you have Augmented Physiology, the effects of that are similarly improved.

Parasite

Ride-along - 100

(Restricted to Parasite)

Most parasites on the Plain of Faces are considered vermin, and becoming infested results in a slow, painful death. Most. The outliers are the true Monsters. They include the Knowledge Worm and the Sleeping Virus Flower. Instead of killing their hosts, they protect them in a temporary symbiotic relationship. The danger of these outliers is that they will eventually take over their hosts.

You are one of the latter types. The manner in which you infest a host is up to you. It may take time, but you can usually take over the body of a larger creature unless measures are taken against you, or your new hosts immune system is overwhelmingly strong. If your host dies, after a short time you will enter a dormant state until a new suitable host is nearby for you to infect. Truly killing you would require killing your actual body instead of just your host.

Full Development - 200

Over time the Knowledge Worm changes the body of a Survivor to suit its own needs as it itself grows into maturity. The blood of the host becomes molten metal and their flesh turns to stone, and eventually their head becomes vestigial as the Worm grows and takes over the body.

Similar to the Worm, you have an adult form. Whatever this adult form is is up to you. You have a somewhat longer gestation cycle as you remodel your host into your adult form.

If this form is slain, a nucleus that had formed within you functions as noted in the Ride-along Perk if you also have that.

Parasitic Legacy - 400

The Sleeping Virus Flower possesses a unique trait that can make it quite formidable. As its host develops naturally, developing new skills, growing stronger, etcetera this development is absorbed into the Flower. When its host dies, it carries these traits onto its new host, improving them. Though doing so usually overrides the skills the host previously had, this does add onto their strength. Notably, the Flower doesn't absorb any skills or traits that would weaken it.

You have similar abilities, the positive physical attributes and skills of your host are absorbed by you and are carried from host to host. However, it should be noted that this doesn't also carry any mutations or augmentations done to your previous host's body to your new one, so you will need to modify your new host's body from the beginning if you would like such abilities again.

Plant

Violent Vegetation - 100

Many of the plants upon the Plain of Faces will survive off of whatever nutrients they can find with their roots. Some however, have a more direct approach, the Nightmare Tree and the Nightmare Ram both actively hunt prey for nutrients. Their unnatural movement and tough bodies make them quite difficult to take down.

Your constitution is similar to them; being made of plant matter drastically reduces the pain you feel, along with making you generally tougher than your peers. Additionally, your ability to recover from damage is drastically better than other Monsters. While things can scar you, any loss of limb can eventually be recovered unless you are completely killed. Though full limb regeneration does take a lot of extra energy and time.

Personal Garden - 200

With the number of plants that have beneficial effects, being able to gather them and tend them can be a useful ability. With a tended garden, a Monster has easy access to plants that serve a variety of purposes. Most of the Monsters that create these gardens will actively use them in combat as well, giving them access to a variety of useful tricks and traps, given the plants native to the Plain of Faces.

You start with a few useful native plants near you when you first awaken in this and future jumps, nothing extremely rare though. Additionally, you have a notable amount of luck when it comes to the seeds of new plants finding their way to you. Perhaps a Monster ate a fruit and passed the seed nearby, or a seed floated through the wind to you, or any other variety of circumstances. Beyond acquisition, you have an easy time determining the best environment for a plant with little experimentation. Finally, you can directly manage the nutrients in the soil, allowing you to create optimal growing soil for these plants.

Grafted Genetics - 400

The Nightmare Tree is well known for the various fruits it creates, but it is less well known that it can create fruit from Monsters just as easily as Survivors. These fruit even possess some of the abilities reminiscent of the Monsters they were made from.

It may manifest differently for you, but this Perk grants you two specific abilities. First, when you consume a creature, you absorb a certain amount of its traits and abilities. This absorption acts like a reservoir, as you use the abilities of these other creatures the reservoir is consumed. Once depleted they would need to be replenished before being used again. This reservoir does have a physical manifestation of some sort, so be careful trying to stock up too much.

Secondly, you can mix your genetics with these consumed creatures when creating progeny, effectively making them hybrids. Doing so expends from your reservoir. To note, their appearance mostly comes from yourself, with minor traits from the other donor.

Drawbacks

You can take any number of drawbacks, totaling any amount of CP. Drawbacks in this section are ***Restricted to Monsters***.

Nuisance - +50

(Requires exactly 50 CP remaining)

You can only take this Drawback once.

For the first lantern year you are here, around when you are about to go to sleep for the first time each day, there is a decent chance that a Screaming Antelope will fall into wherever you are. It will scream quite a bit, kick stuff over and eventually bound away. It won't hurt you at least.

Fattened up - +100

It seems that you've been eating a little too much here, enough that it is a problem. When you arrive, you are quite well fed, making you sluggish. Unfortunately, that is also the exact moment the first Monster you must face will arrive.

Hay-fever - +100

For some reason, there is a short time every lantern year that just makes you miserable for some reason. Your eyes blur, you can't breathe through your nose, and you feel fatigued during this time. You'll likely want to stay in your den while this is going on. As a saving grace, if you must face a Monster during this time, it will be the weakest kind you have selected that you still must face.

Hypermetabolism - +200

Monsters, with their large physiques need to eat quite a bit to survive. You have a bit more of a problem, you seem to burn through what you eat much faster than most other Monsters of your kind to no benefit, necessitating eating a lot more often as much.

If you choose this as well as Fattened Up, this drawback will come into effect once you overcome the initial extra weight.

Loot Pinata - +200

For some reason, the materials Survivors can get from your corpse are unusually good for a monster of your power. Expect for unprepared groups of Survivors to try and hunt you more often.

These groups are usually hoping to get the materials early from you, making them more annoying than a threat unless they show up at a particularly bad moment.

Monster Cub - +400

Instead of arriving as an adult Monster, you arrive as a child of your kind. You will have one of your parents around for a few years, though you will be notably vulnerable while they are hunting. They will survive at least until you are an adolescent of your kind. After that you are on your own however as your parent will abandon you or perish.

Enemy of the Goblin Guard - +400

The Goblin Guard, little creatures that pose only slightly more of a threat compared to the Survivors themselves wander the Plain with seemingly pointless intent. At some point, it was probably convenient to consume or kill a few of them.

That was a mistake, most Monsters instinctively know there is a chance they are emissaries of the Unspeakable Goblin, carrying out its will. By sheer luck, you managed to avoid the Entities ire itself for now, as those Goblins you killed were not in the middle of performing their duties.

However, your actions has made the Goblin Guard rather angry with you. You will deal with Goblins showing up much more frequently to interfere with whatever you are doing, frequently alerting your prey and such.

You could kill a few more, but what if your luck doesn't hold out forever, and you kill one on duty?

Protector - +600

During your time here you will have several opportunities where harrowed Survivors will find you and you can let them settle nearby. These Survivors will still need to go out and hunt on their own, as you will need to protect the Settlement from the Monsters that wish to destroy it. As a benefit, the Survivors will become quite skilled at treating your wounds over time, if you let them.

The additional goal you have for selecting this Drawback, is that you will need to keep a Settlement alive while you face the highest level of each of the Monsters you have selected to face. If a Settlement is destroyed, you may wait for a new one to form and try again provided you have not died. If you fail to accomplish this before it is time for you to leave, you have one extra option before the failure effect: You can try again one last time, a final Settlement will form, and failure to protect this Settlement will result in the failure effect noted below.

Failure to complete this causes you to need to repay 800 CP worth of purchases from this jump, you lose them, as if you had never purchased them in the first place.

The Harem-Stampede - +600

It seems that the ratio of the genders of your species is rather skewed. Only one of your sex for every couple hundred of the other(s). Problematically, when it is mating season, you start to release a pheromone that literally drives potential mates insane with lust.

What this means is that during mating season, every potential mate will be after you. After being driven insane they will have a hard time stopping, in fact if they catch up to you you will likely be trampled to death underneath the hundreds of bodies. Your only hope is to outrun them until they all expire or collapse from exhaustion. What happens next is dependent on you will and level of exhaustion.

As a saving grace, regardless of the mating cycle your species normally has, you will only need to deal with this twice while here. Once when you've spent about a third of your time here, and again about when you've reached two thirds of your goal.

Nemesis: Survivors - Varies

Survivors will frequently work together, though as a Monster, you seem to have found yourself on the other side of a Survivor's Hunt. This functions similar to a Nemesis Monster option from the base document, meaning you can select this multiple times increasing the 'level' of the settlement up to level 3. The meaning of the Levels will be described below.

Each purchase of this grants +100 CP, but there are additional options below that increase that benefit.

For a Level 1 settlement, there is a small, recently formed Settlement that is nearby, they will have fairly basic equipment, and very little when it comes to advancement.

A Level 2 Settlement has slain a few Nemesis Monsters and hunted a number of Quarry Monsters. They are well equipped and probably have a few powerful survivors.

A Level 3 Settlement has successfully slain a Finale Monster, and survived for a while. They are well equipped, and possibly a little starvation maddened.

The following additional options may increase the base amount of CP granted per level of the Settlement or the amount for this Drawback, as noted below.

For +100 CP per Level, there is a particular survivor that has dedicated themselves to slaying you. They will usually manage to survive encounters with you, and if not their children will take up the vendetta. Each time they appear they have developed new tactics specifically designed to counter what you have previously displayed.

For +50 CP per Level, the Settlement has an unusually high population of Survivors with special abilities like the Saviors, or Warriors of the Sun.

For an additional flat +250 CP, the Settlement has equipment from a group that had slain you in an unknown timeline before being cast backwards in time. The members of that group are dead, but they passed on at least some knowledge to the Settlement before doing so.

The maximum benefit of this Drawback is +1000 CP. (3 levels * (100 CP Base + 100 CP nemesis survivor + 50 CP special survivors) + 250 CP Deja Vu equipment)

Scenarios

You may select any number of scenarios, provided you meet all of the restrictions. These Scenarios function as additional goals and you receive the reward once you satisfy all of the requirements in the scenario. These scenarios can be taken in either the Gauntlet or Jump options.

You do not need to complete a scenario to leave. If you have an unfinished scenario you can choose to remain even if your normal goals are completed. At least until the outstanding scenarios are completed.

War of the Entities

(***Restricted to Entities)***

Across these god-forsaken lands, a number of beings of immense power struggle to carve out their own domain. It is unknown how stable the current situation is, as the Entities themselves have been around for unknown lengths of time.

Regardless, a new player has entered the game, you. This upset has created a great upheaval in the status quo, and it is up to you to sieve the opportunity. As a young Entity, you do not start with and lands under your control, nor have you become true peers of the Entities that exist. Survival will not be easy, nor is success in this scenario.

This Scenario is considered a success in the following circumstances: either you are the only Entity that remains alive, or only you and your truly allied Entities remain. While the former is straightforward, the later has a caveat in the word 'truly'. The short of it is that the Entities are not known for cooperating save for keeping the world in its current state, if you seek to go the route of making allies, the scenario does not end until only Entities that are in agreement and do not plan on any betrayals or have any machinations to break the alliance remain.

Upon completion, you receive the following:

Plain of Carved Stone Faces

The most straightforward of rewards is yours, the spoils of your war are yours. The lands of Kingdom Death: Monster are now yours. From the Frozen North where the Coldinosaurs roam to the the Lost Continent with its abundance of to the Rust Sea's endless tides of ancient iron, all of the treasures, and denizens are yours.

These lands can be inserted into future jumps, with the consequences that will bring. Alternatively it can be added as an extension of your warehouse.

Final Reward

As a final reward, for completing this gauntlet as a Monster, you gain the following items:

Armchair

Not necessarily a chair, but at least some sort of comfortable place for you to rest. Given its material, it is able to shape itself to be comfortable for whatever form you are in, possibly expanding if need be for a large monster. It has a number of features, it is always pleasantly warm, has the ability to give skillful deep tissue massages upon request, and has the ability to recline.

You were wondering what its made out of? It's the arms of many Survivors of course, only the highest quality, and rest assured, they are still alive, so don't worry about this statement for your lounge rotting or degrading.

Your Own Miniatures

It seems your presence was well received, given that an expansion has been made in your honor. It comes with a rulebook to integrate it into the core game. Also comes with an unlimited supply of sprues for you to make miniatures with.

Notes / Anticipated Questions

On Monster Design

As you create a Monster, keep in mind that Monsters tend to have a central theme and stick with it. "A bird that can manipulate time," "a shark that manipulates and swims through light," "Extra-dimensional stars that can make meat-suits that look like dragons" are all examples.

In other words, KD:M Monsters tend to have a theme, though they also expand on the concept quite a bit sometimes.

Additionally, as a hard rule, the set of abilities of a Monster cannot render it invincible. Hard to kill is fine, but not impossible to kill.

What Level do I start at?

Level 1, unless you picked the Monster Cub Drawback, then effectively Level 0. Yes, even if you pick Entity you don't start at your full potential - You are ridiculously strong though, a Level 1 Entity could probably easily kill most Level 3 Quarry.

How do I write people into existence and erase them?

- Nature: Arcane, Another Nature - 100
- Perks
  - General
    - Minion Maker -100
    - Too Many Hands - 200
    - Too Many Faces - 200
    - Entity - 500
  - Nature
    - Arcane
      - Arcane Ability
        - You possess the ability to write things into existence
      - Flexible Definition - 200
        - Your writings are tied to things existence, erasing your writings erases them
  - Total Cost: 1200

Whats the difference between Arcane, Dimensional, and Eldritch Monsters?

The short of it are Arcane Monsters are using normal parts of the world in strange ways, such as the Infinity Web, or twisting light. A Dimensional Monster can also perform supernatural feats, but it is due to the logic of their home dimension. Eldritch Monsters are simply wrong in a way that affects one's ability to perceive it and is possibly harmful to even think about or interact with.

There is some overlap, but here are some concrete examples:

- The Dragon King/Tyrant, can punch someone into a dimension filled with stars (Dimensional), but their mere presence doesn't distort peoples minds more than their physical presence does (not Eldritch), and they can alter Survivors to be capable of becoming vessels for Dragons (Arcane)
- A Mother/Grandmother possesses a modified womb that can create and give birth to Monsters (Arcane) but this is derived from the Golden Entity (so not Dimensional or Eldritch)
- Slenderman disappears from peoples memories when not being observed (Eldritch) and can travel to and from their home dimension (Dimensional) however all of their abilities are extensions of those two things (not Arcane)
- The Watcher can be in two simultaneously impossible states, being literally mind-blowing for those that are too close (Eldritch), but is native to the Plain of Faces (Not Dimensional), and its abilities are related to its presence, mostly (Mostly not Arcane, but an argument can be made)

Do the Minion Maker and Creator Perks synergize?

Short answer is yes. Long answer, Pure minion maker minions are weaker than any minion you prepare/upgrade with the creator perks (They are still nothing to scoff at without them, just lesser). Minions you have worked on are far more dangerous.

What are the Reservoirs from the Grafted Genetics Perk?

Basically, the Perk relates to the Nightmare Tree/Lonely Tree's ability to be fed remains of on Monster to produce a fruit with unique effects. Absorbing the monster doesn't permanently alter the Tree, so it concentrates it somehow into the fruits. The reservoirs basically emulate that same limitation.

If you don't remember this from when you played, that's because it was mentioned as a modification that is being considered for that expansion. So it hasn't actually been released yet.

Do I get the Final Rewards from the base document if I use this?

Yes, the Final Reward from here requires being a Monster however.

Example Nature Combinations

The following is a non-exhaustive list of natures for various monsters, there's some interpretation to be had, so keep that in mind. Otherwise, use these as a reference if you are trying to figure out which nature you would like.

- Black Knight - Animal, Humanoid, Mutant
- Butcher - Humanoid, Mutant
- Dragon King - Animal, Arcane, Dimensional
- Dragon Tyrant - Animal, Arcane, Dimensional, Humanoid
  - Note, the Dragon Tyrant is basically a special Dragon King as far as I can tell
- Dung Beetle Knight - Animal, Humanoid, Mutant
- Flower Knight - Arcane, Humanoid, Plant
- Forge God - Arcane, Creator, Humanoid
- Gold Smoke Knight - Arcane, Humanoid
- Gorm - Animal
- King's Man - Arcane, Humanoid, Mutant, Parasite
  - Parasite is the curse that infects whatever kills them
- Lion god - Animal, Humanoid, Parasite
- Lion Knight (1st) - Humanoid, Arcane, Eldritch
- Lion Knight (2nd) - Animal, Humanoid
- Mountain Man - Humanoid, Eldritch
- Nightmare Ram - Animal, Plant
- Phoenix - Animal, Arcane, Eldritch
- Screaming Antelope - Animal
- Scissor Knight - Humanoid, Plant
- Slenderman - Dimensional, Eldritch, Humanoid, Plant
- Spidicules - Animal, Arcane, Parasite
- Storm Knight - Arcane, Humanoid
- The Hand - Arcane, Humanoid, Eldritch
- The Lonely Tree - Arcane, Plant
- The Watcher - Eldritch
- White Lion - Animal
  - Gigalion - Animal, Mutant

Changelog

v1.0

- Initial Document