



# THE GNASHER

An Unofficial Kingdom Death: Monster Expansion

/ Dauntless Crossover By Fen

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# GRINDING OF TEETH

The growing settlement has their peace shattered with the advent of loud crashing and growling from far off in the darkness.



The noises change from a growl into a high pitched whine that causes everyone in the settlement to start furiously grinding their teeth in pain.

A single, lone survivor realises that something has to be done before everyone causes severe damage to themselves.

They gain +1 courage and become the **Speaker of Tooth**.

## Speaker of Tooth - roll 1d10

1 2

Words fall on deaf ears, everyone is too far gone for the Speaker to be able to reach them. The noise continues for what seems like hours of agony.

Once it subsides, the damage to most survivors seems superficial, but 4 survivors destroyed their mouths beyond recognition. They all suffer the **Shattered Jaw** severe head injury.

3 4

The Speaker realises they cannot do anything for the others, but they can save themselves. They puncture their eardrums with a sharp rock. The loss of sound brings with it a heightened awareness.

The Speaker of Tooth suffers the **Deaf** severe head injury and gains the **Extra Sense** fighting art.

5 6

The settlement joins together in a low, primal song. It helps drown out the whining, but the experience is haunting. All survivors gain +1 Insanity.

7 8 9

The Speaker of Tooth quickly improvises a way to drown out the noise, grabbing some rough hide and stretching it over a crude base to build a makeshift drum that drowns out the cacophany and soothes everyone.

If they have not innovated it yet, the settlement gains the **Music** innovation. They also gain a **Rawhide Drum**.

10

In addition to the 7-9 results above, the Speaker is inspired by the experience. they gain either the **Rhythm Chaser** fighting art or **Infernal Rhythm** fighting art (if the strain is unlocked).

# SHOWDOWN: GNASHER

Quarry



As Gnashers mature they feed not only on flesh, but their own rage. Dangerous prey for unprepared hunters, but common targets for veterans looking to keep their edge during slow hunting spells.

## Instinct: Resonant Growl

The Gnasher stops and raises its head, growling while it moves it from side to side. The noise churns the interior of the survivor's ears, causing intense pain and nausea.

All survivors suffer ★ damage to the head location. Non-deaf survivors also suffer ★ brain damage.

## Blind Spot



Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	3	-	7	9	-	-

☞ Cut Tail

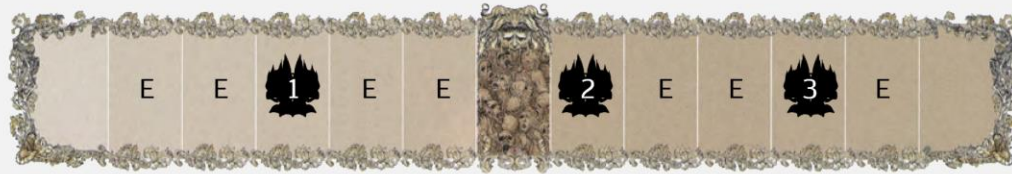
Level	B	A	L	Mov	Tgh	Spd	Dmg
1	9	4	-	8	11	+1	+1

☞ Cut Tail ☞ Ragetail ☞ Twitching Tail  
Tokens: +1 luck, +1 accuracy

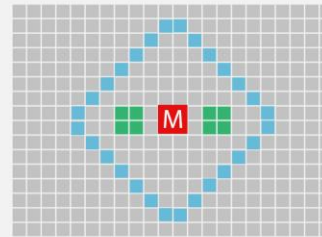
Level	B	A	L	Mov	Tgh	Spd	Dmg
1	10	6	2	9	14	+2	+3

☞ Cut Tail ☞ Ragetail ☞ Twitching Tail  
☞ Crippling Wounds  
Tokens: +2 luck, +2 accuracy

Select an encounter level and set up the hunt



## Showdown Setup



### Legend

- Survivors
- Monster
- Tall Grass

### Terrain & Deployment

- 1 Tall Grass terrain card in the green zones.
- 1 random terrain cards, placed normally.
- Place the Monster in the center of the board.
- Place the survivors in the blue zone.

## Aftermath

### Victory

#### Level 1

- + 1 Hunt XP
- + 1 Weapon Proficiency
- + Rewards

#### Level 2+

- +2 Hunt XP
- + 1 Weapon Proficiency
- + Rewards

### Defeat

The Gnasher chews heartily on the deceased survivor's gear. Archive one bone gear of your choice. If the survivors have no bone gear, nothing happens.

## Rewards

The first time the Gnasher is defeated, add the Gnashop to the settlement locations.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Gnasher resources.
2	4 basic, 6 Gnasher resources, 1 Fury Tooth strange resource
3	4 basic, 8 Gnasher resources, 1 Ragesoul Shard and 1 Black Lichen strange resource.

If the settlement has innovated **Scarification** when they defeat a L3+ Gnasher roll 1d10.

On a 3+, one of the victorious survivors scores their body with the Gnasher's teeth over and over. They gain the following ability:

**Ragesoul:** You may spend survival while Frenzied.

Claws Out

A

Mood

The monster gains the following on all of its attack profiles.

Speed

Accuracy

Damage

Trigger

-

-

-

After Damage

Target suffers bleed ★.

Discard this mood if a survivor is killed by bleed tokens.

Focused In

A

Mood

When focused in comes into play, a random survivor gains the **priority target** token.

Draw

While Focused In is in play, the Gnasher gains +3 movement and +1 damage tokens.

At the start of the monster's turn, a random survivor in range gains the **priority target** token.

Discard Focused In when a survivor suffers a dismembered limb or the Gnasher is knocked down during the survivor's turn.

Furious

A

Mood

Draw +1 every monster turn.

Fractured Cortex: At the start of its turn, the monster gains +1 damage token.

Indiscriminate Rage

A

Mood

The Gnasher's rage-glands secrete a noxious chemical, filling the air around it as they drive the beast into even greater levels of rage.

All survivors who end their act adjacent to the monster suffer ★ brain damage.

The Gnasher gains +1 speed and +1 damage.

Discard this card when a survivor dies.

Multi-Spin

A

Pick Target

- all survivors in the **Zone of Spin**
- no target: **resonant growl**

Zone of Spin

Attack All Targets

Speed

Accuracy

Damage

Trigger

1

3+

1

After Damage

Target suffers knockback 5 and bash.

Tail Flip

A

Pick Target

- random survivor, in blind spot
- closest threat, in range
- no target: **resonant growl**

Move & Attack Target

Speed

Accuracy

Damage

Trigger

2

2+

2

After Hit

Target suffers bash.

Severed Slapper: Discard this card, the Gnasher performs Basic Action instead.

Tail Swipe

A

Pick Target

- closest threat, field of view
- random threat, in blind spot
- no target: **resonant growl**

Move & Attack Target

Speed

Accuracy

Damage

Trigger

3

3+

1

After Hit

Target suffers bash.

Severed Slapper: Discard this card, the Gnasher performs Basic Action instead.

Tail Slam

A

Pick Target

- random survivor, in blind spot
- closest survivor
- no target: **hunt**

Move & Attack Target

Speed

Accuracy

Damage

Trigger

1

2+

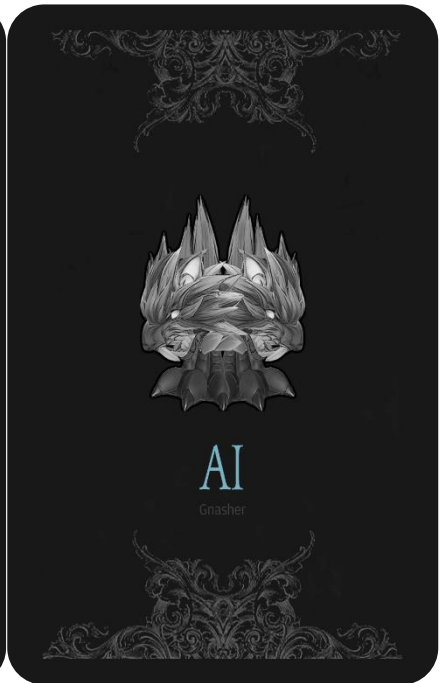
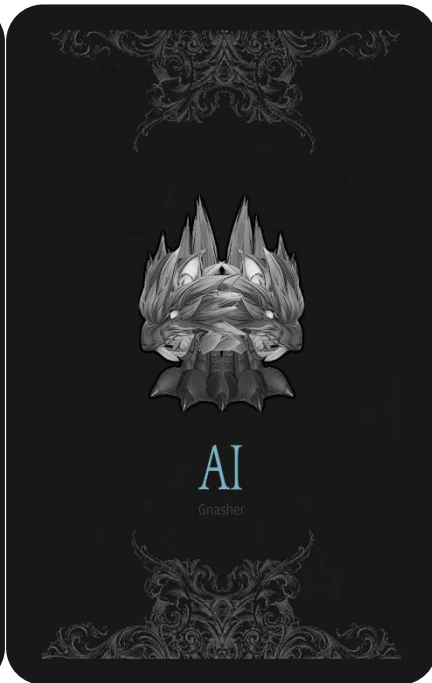
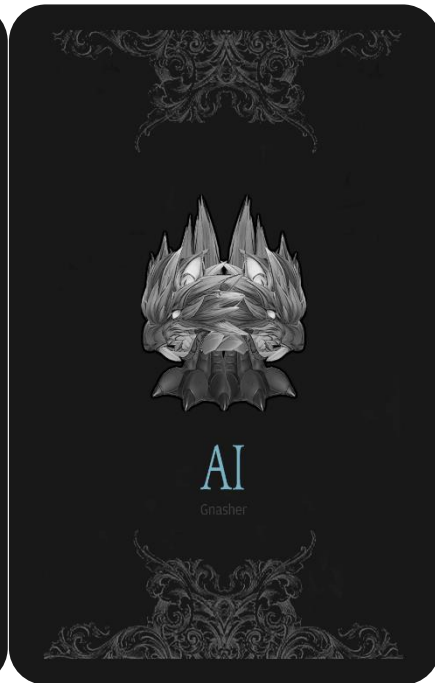
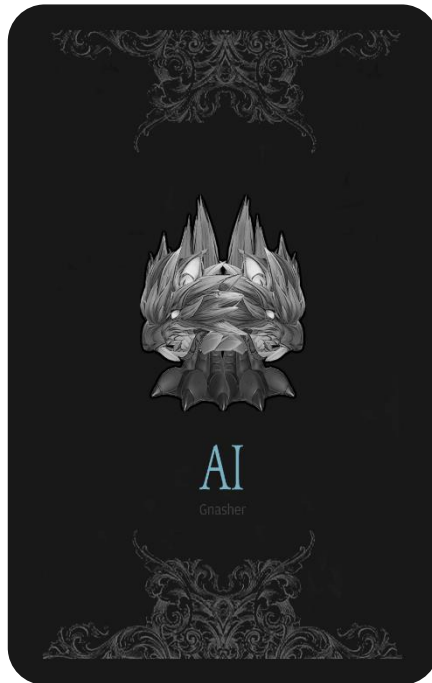
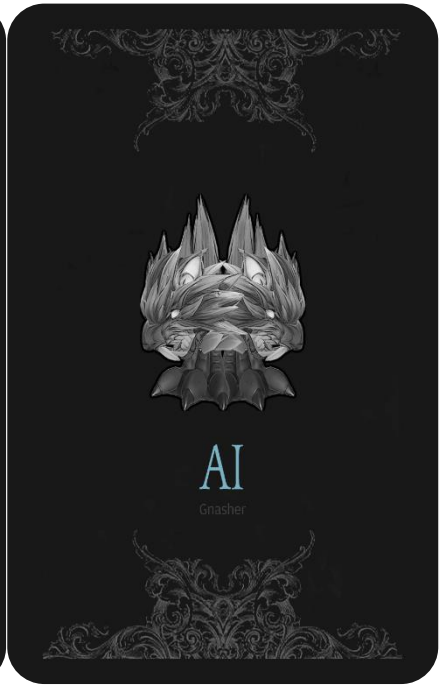
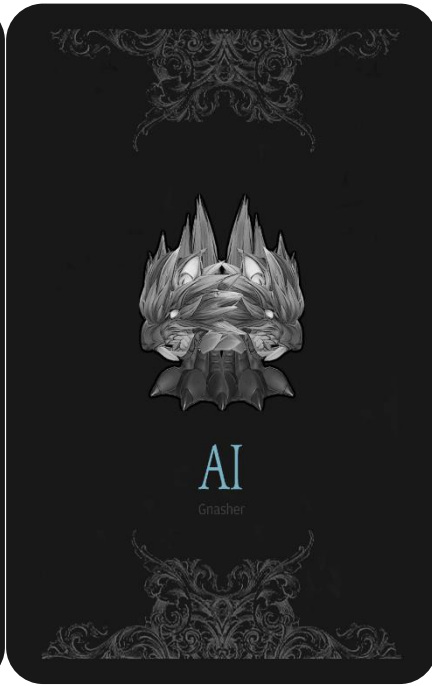
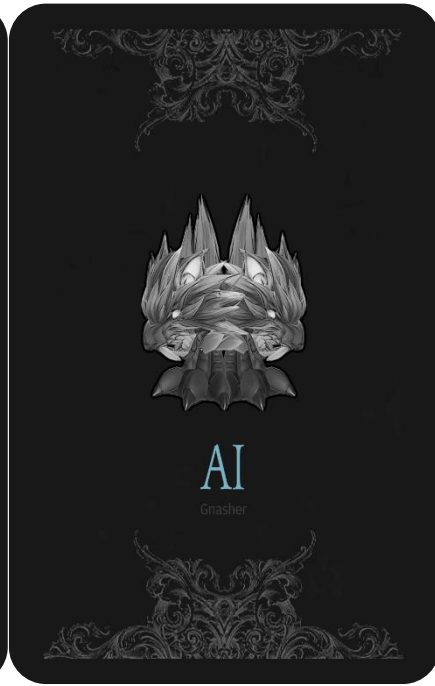
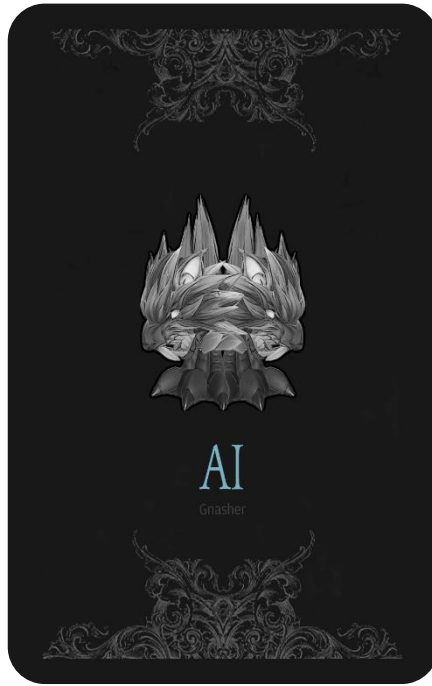
3

After Damage

Target suffers bash and bleed ★.

The Gnasher is knocked down.

Severed Slapper: Discard this card, the Gnasher performs Basic Action instead.







## Aerial Stomp

B

The Gnasher leaps high into the air before landing with a massive explosion that rocks the ground around it.

### Explosion Zone



All survivors in the **Explosion Zone** suffer **bash** and ★ damage to ★ hit locations.

Perform **Basic Action**.



## Aether Bite

B

### Pick Target

- closest threat, facing, in range
- closest survivor, field of view, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
1	2+	3	☞ Before Damage

- ☞ Reduce armor at this hit location to 0 before applying damage.



## Face Slide

B

### Pick Target

- closest threat, facing, in range
- closest survivor, field of view, in range
- no target: **hunt**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	3+	1	

Full move the monster through the target. Any survivors the monster moves through suffer **collision** and ★ damage to a random hit location.



## Gnaw

B

### Pick Target

- closest threat, facing, in range
- closest threat, field of view, in range
- no target: **hunt**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	



## Left Stomp

B

### Pick Target

- all survivors in the stomp zone
- no target: **resonant growl**

### Stomp Zone



### Attack All Targets

Speed	Accuracy	Damage	Trigger
1	3+	2	☞ After Hit

- ☞ Target suffers **bash**.



## Pounce

B

### Pick Target

- closest threat, facing, in range
- closest threat, field of view, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	☞ After Damage

- ☞ Target suffers **knockback 5**.



## Predatory Stare

B

### Pick Target

- furthest survivor, in field of view
- random survivor, in blind spot
- no target: **resonant growl**

### Move & Intimidate Target

The target is fixed with a stare that turns their will to jelly. They feel cold and alone, nothing more than prey for the monster's hunger.

They suffer 2x★brain damage, **knockback 10** and are knocked down.



## Rage Scream

B

### Pick Target

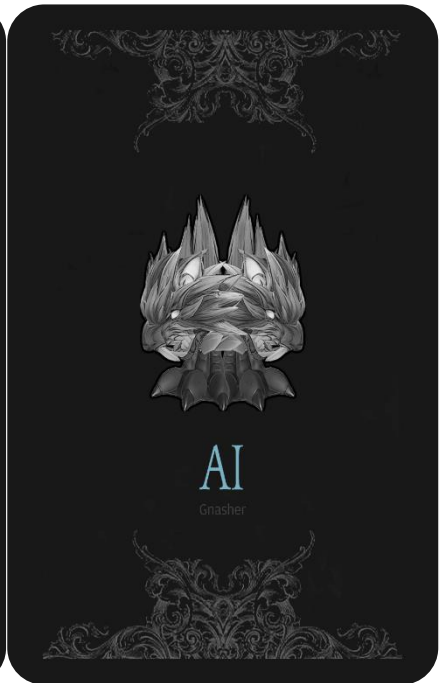
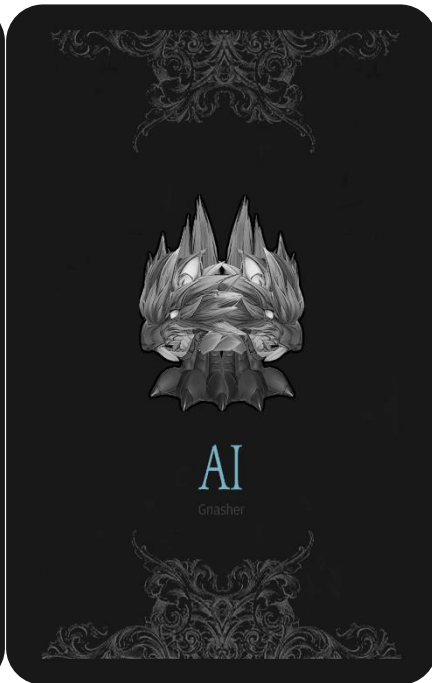
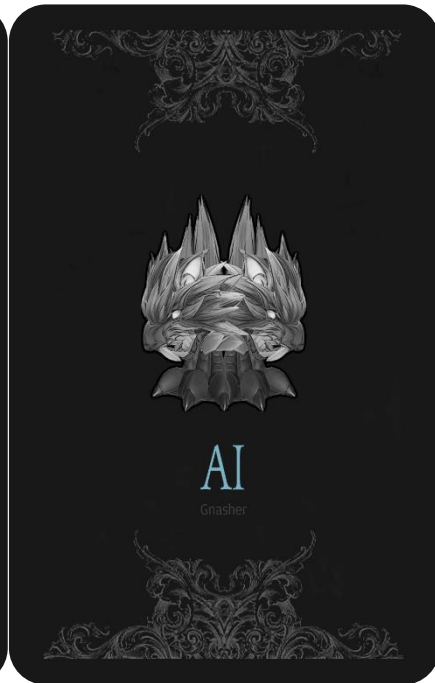
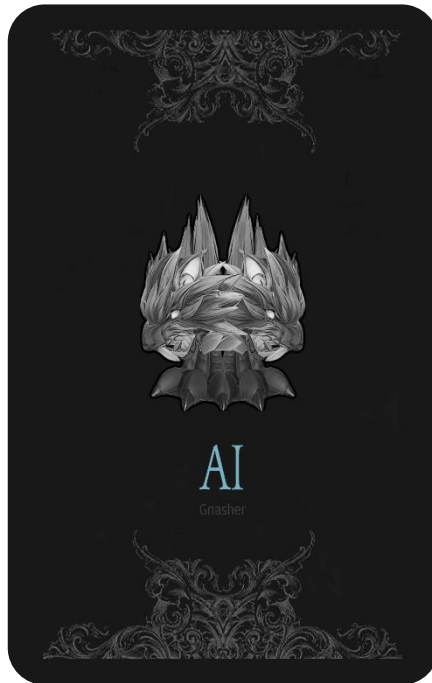
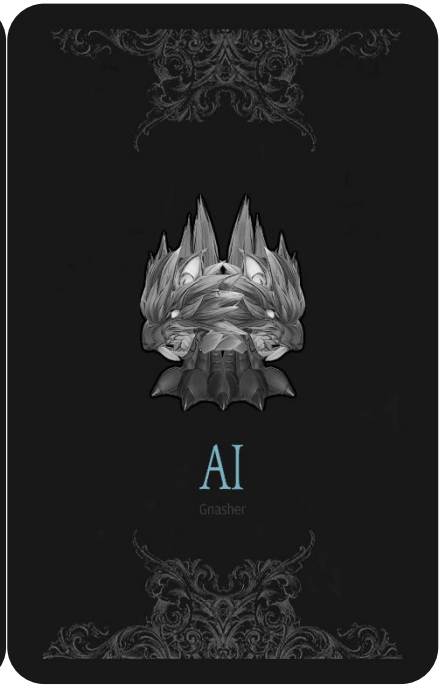
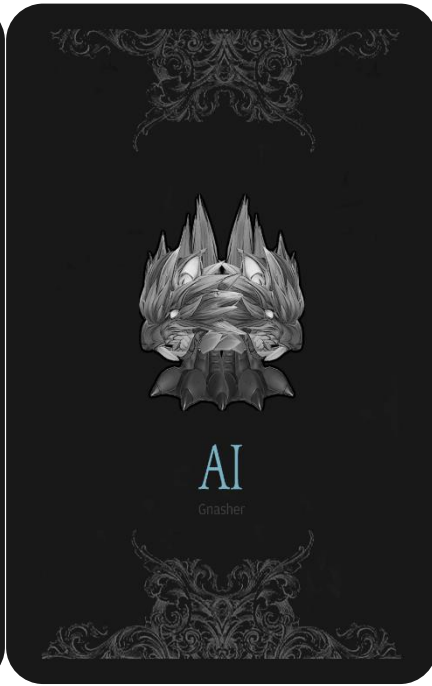
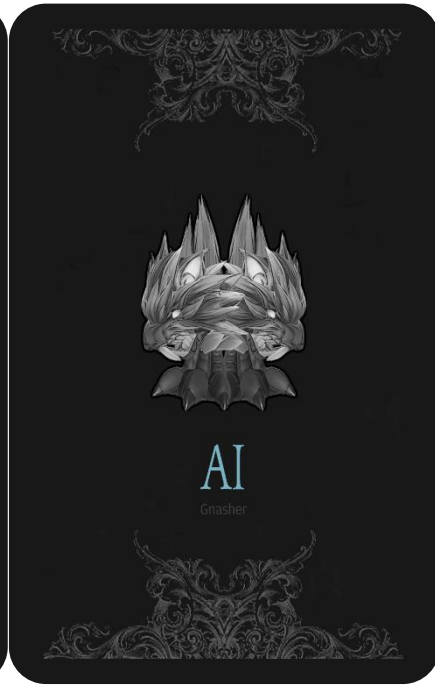
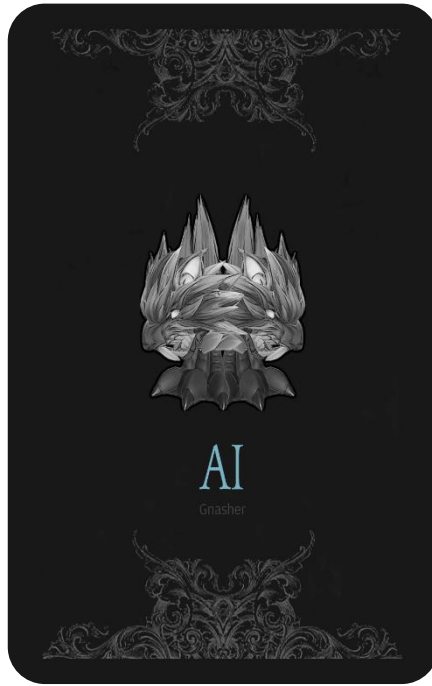
- all non-deaf survivors
- no target: **resonant growl**

### Intimidate All Targets

All targets suffer ★ brain damage and lose ★ survival.

If any target's survival is 0, they also suffer **bleed ★**.

- ☞ **Broken Teeth:** The scream comes out garbled and confusing. All survivors gain +1 Insanity and suffer **bleed 1**.



## Right Stomp

**B**

### Pick Target

- all survivors in the stomp zone
- no target: **resonant growl**

Stomp Zone

### Attack All Targets

Speed	Accuracy	Damage	Trigger
2	3+	1	After Hit

Target suffers bash.

## Face Slide

**B**

### Pick Target

- closest threat, facing, in range
- closest survivor, field of view, in range
- no target: **hunt**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	3+	1	

Full move the monster through the target. Any survivors the monster moves through suffer **collision** and ★ damage to a random hit location.

## Gnaw

**B**

### Pick Target

- closest threat, facing, in range
- closest threat, field of view, in range
- no target: **hunt**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	

## Pounce

**B**

### Pick Target

- closest threat, facing, in range
- closest threat, field of view, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	After Damage

Target suffers knockback 5.

## Double Face Slide

**L**

### Pick Target

- closest threat, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	2+	2	

### Pick Target

- closest threat, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	3	

## Repeating Tail Slam

**L**

### Pick Target

- nearest survivor, in blind spot
- nearest survivor, in field of view
- no target: **resonant growl**

### Move & Attack Target Twice

Speed	Accuracy	Damage	Trigger
1	2+	4	After Damage

Target is knocked down and suffers bleed 1.

Shuffle this card back into the AI deck.

Severed Slapper: The Gnasher grows a new tail! Shuffle all cards under the cut tail pile back into the Hit Location Deck.

## Crippling Wounds

**S**

### Trait

The monster gains the following on all of its attack profiles.

Speed	Accuracy	Damage	Trigger
-	-	-	After Hit

Target suffers bleed 1.

Survivors with bleeding tokens cannot Dash.

## Basic Action

**B**

### Pick Target

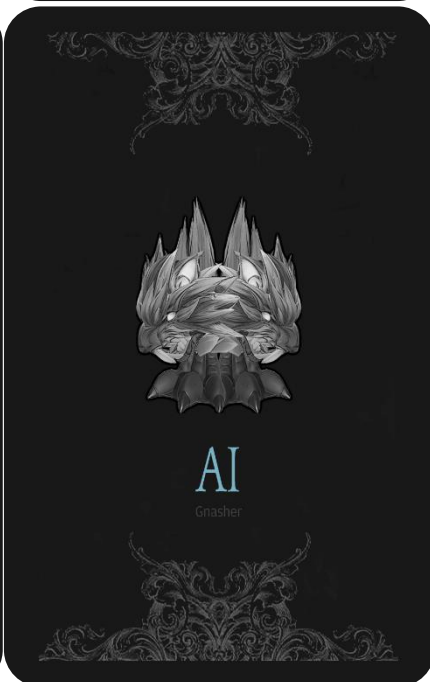
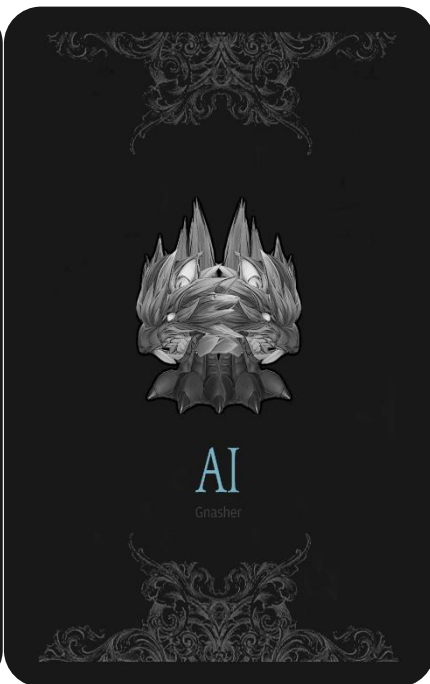
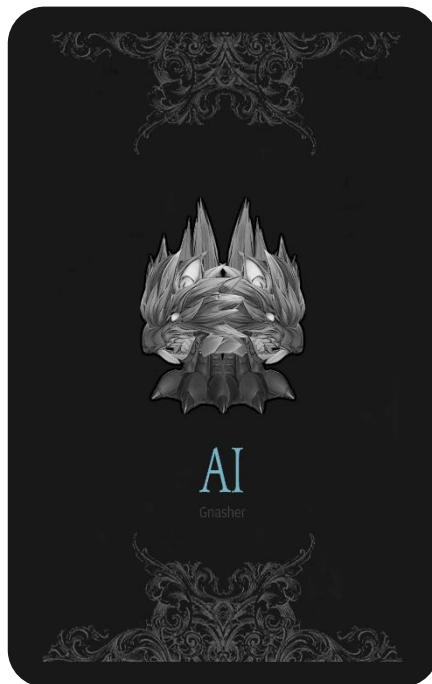
- closest threat, facing, in range
- closest survivor, in field of view, in range
- no target: **resonant growl**

### Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

Target suffers bash.





### The Gnasher

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	3	-	7	9	-	-
● Cut Tail							
2	9	4	-	8	11	+1	+1
● Cut Tail ● Ragetail Tokens: +1 luck, +1 accuracy							
3	10	6	2	9	14	+2	+3
● Cut Tail ● Ragetail ● Twitching Tail ● Crippling Wounds Tokens: +2 luck, +2 accuracy							

**Instinct: Resonant Growl**

The Gnasher stops and raises its head, growling while it moves it from side to side. The noise churns the interior of the survivor's ears, causing intense pain and nausea.

All survivors suffer ★ damage to the head location. Non-deaf survivors also suffer ★ brain damage.



Cut Tail

S

Trait

Survivors gain +1 luck when attempting to wound the Furious Slapper hit location for each card under the Cut Tail.




While there are 5 cards under the Cut Tail, the monster becomes **Tailless**.

**Tailless:** The monster gains the following persistent injury.

Severed Slapper | Keep in Play



The survivor who placed the 5th card under Cut Tail gains the **Sharpened Slapper** strange resource.




Ragetail


S


Trait

Each time the Gnasher connects with the ground shockwaves are launched across the surface with extreme force.

All of the Gnasher's attack profiles gain the following:

 **After Damage**

 Target suffers bash. All survivors within 2 squares of the target suffer bash.




Twitching Tail


S


Trait


At the start of each monster's turn, **target** and attack any survivors in the blind spot.




**Attack Blind Spot**


Speed	Accuracy	Damage	Trigger
1	2+	3	 <b>After Damage</b>

 Target suffers bash.

 **Severed Slapper:** The Gnasher performs Basic Action instead.




Furious Flanks

 **Failure**


You are shoved back by the mass of the Gnasher.

If the attacker is adjacent, they suffer **knockback 3**. Cancel all hits no longer in range.



**Critical Wound**


The Gnasher is staggered by your blow. The monster moves 2 spaces directly away from the attacker without changing facing.



Furious Fur Spine


**Impervious**

Your blow hits nothing but thick fur.




**Critical Wound**

Gain a **Gnasher Fur** Gnasher resource.




Furious Left Foot

 **Wound**

The Gnasher attacks back with its barbed claws.

The attacker suffers **bleed 1**.




Furious Brow

**First Strike**

You gaze deep into the eyes of the monster and feel its hatred and rage wash over you.


The attacker must roll 1d10, if they roll greater than their understanding they suffer the **Frenzy** brain trauma and are knocked down.



**Critical Wound**


You strike back with furious, pinpoint precision. Gain +1 accuracy token.

You may instead spend 4 survival to gain a permanent +1 accuracy.




Furious Posterior

You hit it right in the rump. Which cheek is best?

 **Reflex**


The Gnasher squeals with pain and agony. It then runs away in a comical fashion.

Full move the monster away from the attacker. Cancel all hits now out of range.



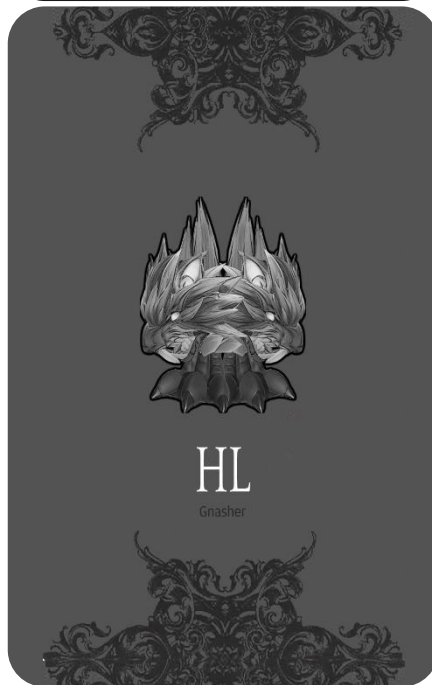
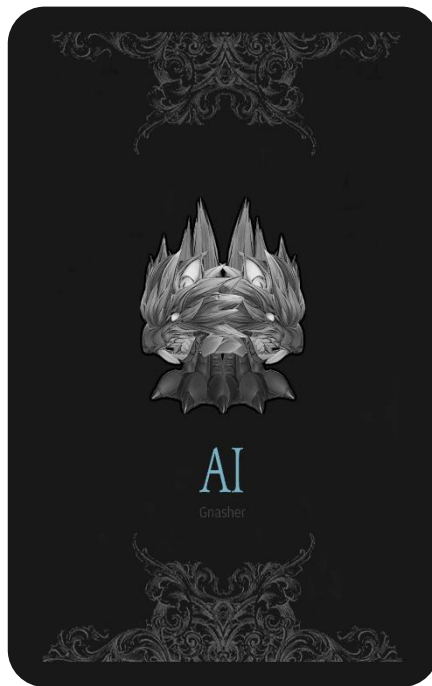
**Critical Wound**


You damage the creature's hindbrain.

 **Persistent Injury - Fractured Cortex**

The Gnasher gains -1 accuracy token.

Persistent Injury | Keep in Play





## Furious Ragescales


Super-Dense

Your blow connects with the thick scaling on the Gnasher's upper flank.

---

**Critical Wound**

Scales rain down on you.  
Gain 1 Ragescale Gnasher resource.



## Furious Left Foot

**Failure**

You are stomped into the ground.  
The attacker suffers **bash**.




## Furious Shin

Super-Dense

**Failure**

The Gnasher kicks back at you!  
Perform **Basic Action**, target the attacker.



## Furious Slapper


**Reflex**

The monster swats you away with its beefy tail.  
The attacker suffers **knockback 3** and **bash**.

---

**Critical Wound**

You cause a deep wound to the monster's thick tail.  
Place this card under the **Cut Tail** card.



## Furious Solar Plexus

If you hit with a club, +2 strength when attempting to wound this location.


### Death Blow

If the Gnasher is killed at this location, it staggers around screaming and **vomiting** up the remains of its last prey before finally succumbing to the dreadful wounds inflicted on it.

All survivors are emboldened by the victory and gain +1 courage.

Sifting through the viscera afterwards the survivors find some extra salvagable materials.

Gain +★Basic resources.



## Furious Thigh


**Failure**

The monster flexes its stupendous thighs and sends shockwaves into the ground.  
The attacker is numbed by the precision of these waves and suffers a -1 accuracy token.

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**Critical Wound**

You knock the Gnasher off its feet!  
The monster is knocked down.



## Jaws of Death

TRAP! - Reshuffle Hit Location Deck


The attacker is **doomed**.

Full move the Gnasher towards the attacker. If the Gnasher ends its movement adjacent to the attacker, the Gnasher clamps down on the survivor with its mighty jaws. The Hapless survivor is picked up, chewed vigorously and lacerated by the monster's mighty incisors.

One random hit location has its armor points reduced to 0. The attacker then suffers ★hits that inflict ★damage to random hit locations.

The attacker is then thrown clear with one mighty toss of the Gnasher's head and suffers **knockback 3**.

Resolve & Reshuffle hit location deck



## Vestigial Left Forearm

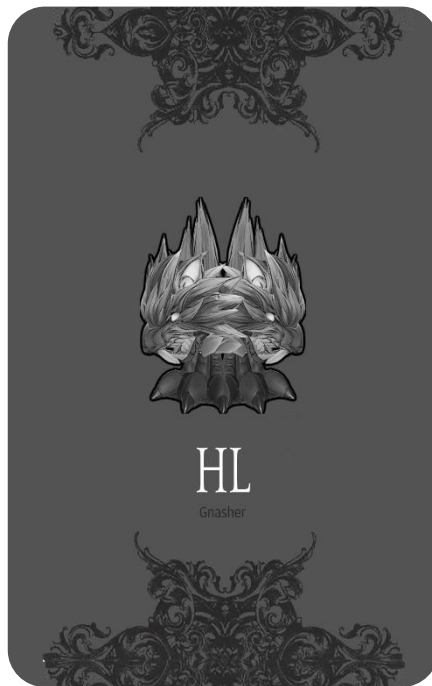
**Wound**

The Gnasher bowls its attacker away with great speed and force.  
The attacker suffers **bash** and **knockback 5**.









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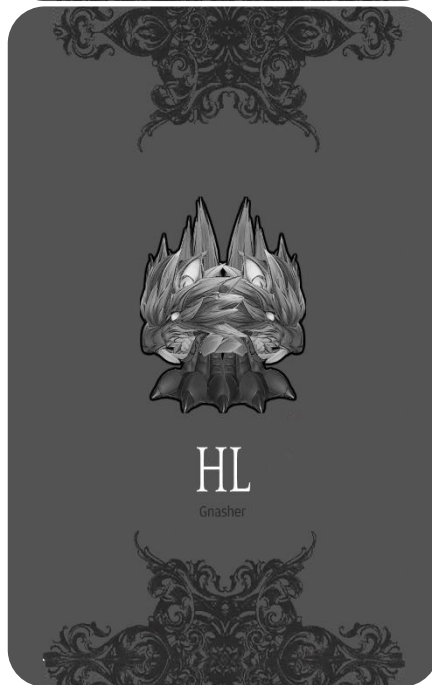
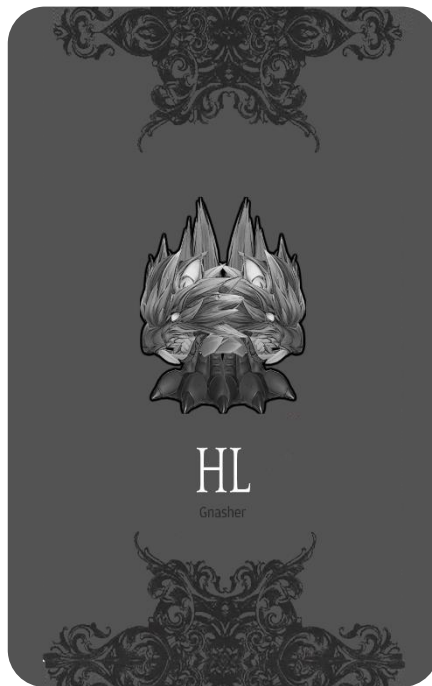
**Critical Wound**

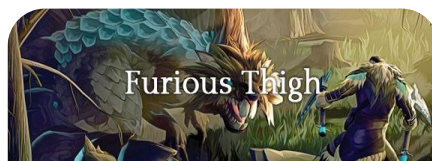
Your blow tears free something vital.  
Gain 1 random Gnasher resource.





 <p><b>Vestigial Right Forearm</b></p> <p><b>Reflex</b>  <i>The Gnasher strikes back with its feet.</i>          Perform <b>Basic Action</b>, target attacker.</p> <hr/> <p><b>Critical Wound</b>  <i>A chunk of flesh flies off!</i>          Gain 1 random Gnasher resource.</p>	 <p><b>Furious Flanks</b></p> <p><b>Failure</b>  <i>You are shoved back by the mass of the Gnasher.</i>          If the attacker is adjacent, they suffer <b>knockback 3</b>. Cancel all hits no longer in range.</p> <hr/> <p><b>Critical Wound</b>  <i>The Gnasher is staggered by your blow.</i>          The monster moves 2 spaces directly away from the attacker without changing facing.</p>	 <p><b>Furious Ragescales</b></p> <p><b>Super-Dense</b>  <i>Your blow connects with the thick scaling on the Gnasher's upper flank.</i></p> <hr/> <p><b>Critical Wound</b>  <i>Scales rain down on you.</i>          Gain 1 <b>Ragescale</b> Gnasher resource.</p>	 <p><b>Furious Shin</b></p> <p><b>Super-Dense</b></p> <p><b>Failure</b>  <i>The Gnasher kicks back at you!</i>          Perform <b>Basic Action</b>, target the attacker.</p>
 <p><b>Furious Slapper</b></p> <p><b>Reflex</b>  <i>The monster swats you away with its beefy tail.</i>          The attacker suffers <b>knockback 3</b> and <b>bash</b>.</p> <hr/> <p><b>Critical Wound</b>  <i>You cause a deep wound to the monster's thick tail.</i>          Place this card under the <b>Cut Tail</b> card.</p>	 <p><b>Furious Chops</b></p> <p><b>Failure</b>  <i>The monster lacerates your arms before you can withdraw them.</i>          If the attacker is adjacent, they suffer <b>bleed ★</b>.</p> <hr/> <p><b>Critical Wound</b>  <b>Persistent Injury - Broken Teeth</b>  <i>The Gnasher's bite is not what it once was. The monster gains -1 damage token.</i></p> <p>Persistent Injury   Keep in Play</p>	 <p><b>Furious Slapper</b></p> <p><b>Reflex</b>  <i>The monster swats you away with its beefy tail.</i>          The attacker suffers <b>knockback 3</b> and <b>bash</b>.</p> <hr/> <p><b>Critical Wound</b>  <i>You cause a deep wound to the monster's thick tail.</i>          Place this card under the <b>Cut Tail</b> card.</p>	 <p><b>Furious Slapper</b></p> <p><b>Reflex</b>  <i>The monster swats you away with its beefy tail.</i>          The attacker suffers <b>knockback 3</b> and <b>bash</b>.</p> <hr/> <p><b>Critical Wound</b>  <i>You cause a deep wound to the monster's thick tail.</i>          Place this card under the <b>Cut Tail</b> card.</p>





## Furious Thigh

### Failure

The monster flexes its stupendous thighs and sends shockwaves into the ground.

The attacker is numbed by the precision of these waves and suffers a -1 accuracy token.



### Critical Wound

You knock the Gnasher off its feet!  
The monster is knocked down.



## Furious Slapper

### Reflex

The monster swats you away with its beefy tail.

The attacker suffers **knockback 3** and **bash**.



### Critical Wound

You cause a deep wound to the monster's thick tail.  
Place this card under the **Cut Tail** card.



## Æther Storm

- Gnasher event -

The survivors approach the edge of an ethereal tempest. They must decide if they want to **go around** or **press onwards**:

### Go Around

The extra distance comes with it trials and hardships. Roll 2 random hunt events before continuing to the next space.

### Press Onwards

Braving the storm is a trial both mental and physical. All survivors suffer ★brain damage, 1 damage to ★random hit locations and gain +1 courage.

If any survivor has 3+ Understanding, they catch a glimpse of a huge winged creature flying between the flashes of light.  
They gain +3 insanity.



## Deep Scratches

- Gnasher event -

The ground ahead is filled with deep gouges where some large creature has been filing its claws against the rocks.

Each survivor may **investigate** the scratches.

### 1d10 Any survivor - Investigate

- 1 You cut your arms badly on the loose scree. Suffer ★ event damage to the arm hit location.
- 2-7 You find nothing of interest.
- 8-9 There are some edible plants growing here! You may consume them to gain 1 survival. Nice!
- 10+ There are some broken teeth here. Gain 1 **Small Rageteeth** Gnasher resource.



Roll random hunt event



## Distant Fire

- Gnasher event -

Far off on the horizon the survivors see a bright, orange flame leaping and dancing across the plane. Unsure why, the survivors feel uneasy with this sight.

Each survivor gains +1 Insanity.



Roll random hunt event



## Shrowded Darkness

- Gnasher event -

Overhead you hear the crack of wings and the unmistakable guttural crow of a Shrowd.

The survivors scramble for cover!

### 1d10 Event revealer

- 1 It has found you! Either flee back 2 spaces on the hunt track or start the showdown against a **Shrowd** of the same level as the monster you were hunting.
- 2-4 Huddled for comfort in a nearby hole. The survivors shiver while the beast searches nearby. Each survivor suffers ★ event brain damage.
- 5-9 After a long time. Nothing happens.
- 10+ A single feather falls down from above. It is blacker than the darkness which surrounds you. Gain 1 **Dark Bladefather** Shrowd resource.



## Signs of Life

- Gnasher event -

Amongst the terrain ahead there are patches of softer ground where vegetation grows vibrantly. The survivors approach and attempt to gather this, but it is too resistant and tough for their hands to pluck.

Any survivor with a sickle may cut the plants and collect them for immediate consumption:

### 1d10 Any survivor - consume

- 1 Violent bloody cramps. Spend all your survival (minimum 1) or die!
- 2-3 It tastes awful. You spit it out and lose 1 survival.
- 4-9 You feel invigorated. Gain +1 strength token and a feeling of power.
- 10+ You become older and wiser, gain +1 hunt XP, +1 understanding and a random fighting art.



Roll random hunt event



## Squished Remains

- Gnasher event -

Spread across the path ahead is the gruesome remains of some poor unlucky soul who ran afoul of a Gnasher's Slapper. All survivors suffer ★ brain damage. The event revealer may **investigate**:

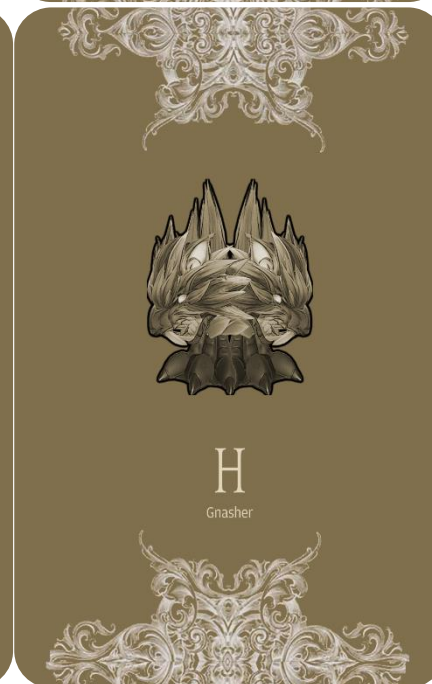
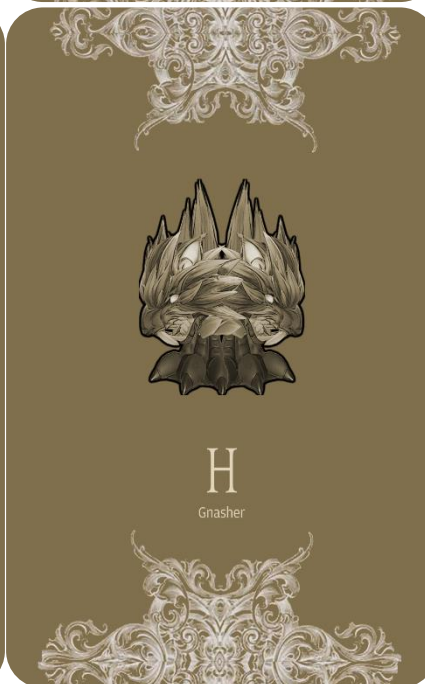
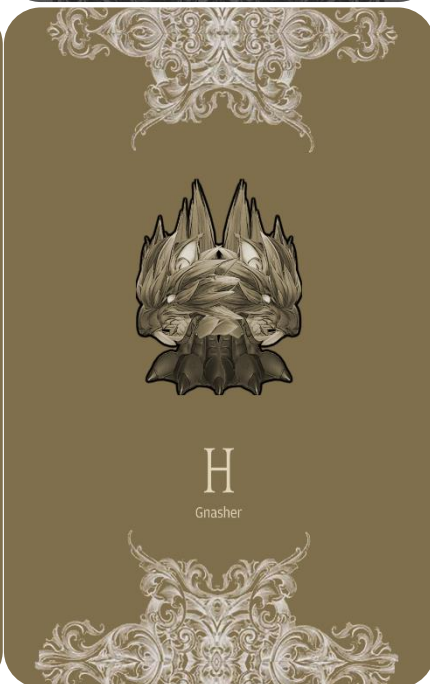
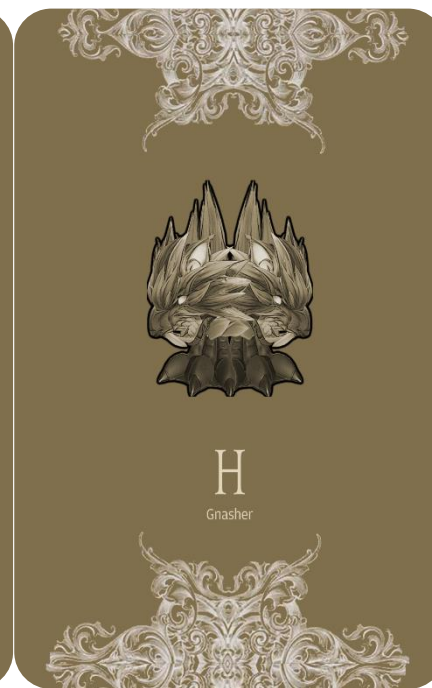
### 1d10 Event revealer - investigate

- 1-4 There is nothing here, only visera and death. You gain the **Monster Panic** disorder.
- 5-6 You take the flowers from their hair. Gain 1 **Flower Knight** resource.
- 7-8 They were a lost survivor. The only unbroken thing is a **Survivor's Lantern**. You may equip this or archive it.
- 9-10+ They seem to have come from some far away holy land. In their possessions you find a **Red Vial** strange resource.

If they do not investigate:



Roll random hunt event







## Gnawing Stone

- Gnasher event -

Chancing across a large, flintlike rock, the survivors decide to rest in its overhang. The Event Revealer has an inkling that this rock may have more secrets than at first glance and feels a deep, curiosity.

They may choose to **investigate**.

**1d10 Event revealer - Investigate.**

1-6 You become obsessed with a stone. Proceed to hunt event 80. The Event Revealer is automatically the straggler.

7-9 You find a **Founding Stone**! You may equip it to your gear grid immediately.

10+ The secrets of the stone flood your mind. Gain the **Timeless Eye** Fighting Art.

If they do not investigate:



Roll random hunt event



## Stomping Grounds

- Gnasher event -

The area here is flat and covered in the dust and shards of thousands of flattened rocks. Here and there in the chaotic debris you can see the distinctive footprints of Gnashers, many, many, many Gnashers.

Any survivor with 4+ understanding realizes the danger of staying in this area and everyone hurries onward. The survivors may skip the next hunt space.

Otherwise, the foolish survivors stay too long here and the dust causes them to start coughing and feeling fatigued. Each survivor suffers ★ event damage to the body and loses ★ survival before moving on.

## Furious Mind

organ



Focused, primitive, tasty.

## Gnasher Fur

hide



Soft. Luxurious. And prone to making its wear suffer fits of rage.

## Gnasher Skull

bone



There is a lot of empty space inside.

## Great Rat Bones

bone



These look very familiar, but bigger...

## Large Ragetooth

bone



Many unfortunate souls end up on the wrong end of these.

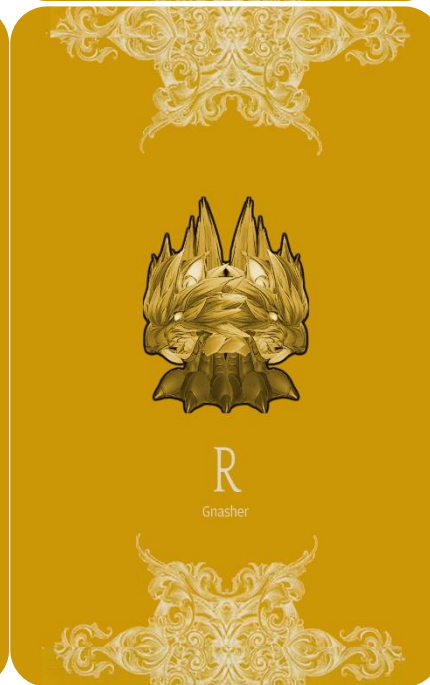
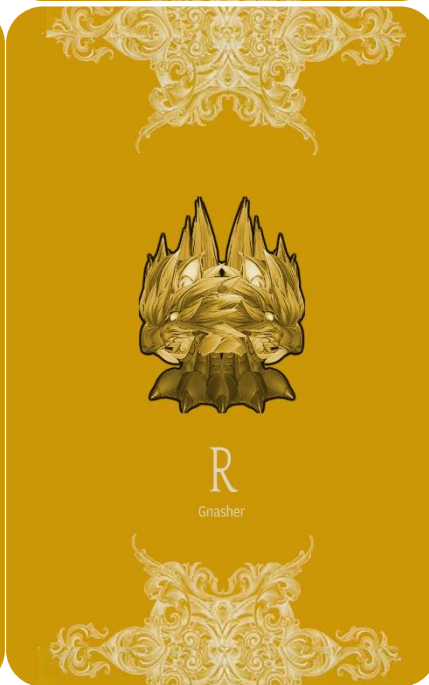
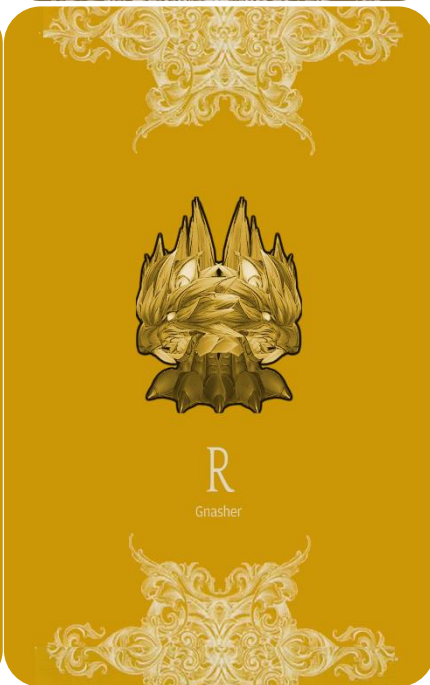
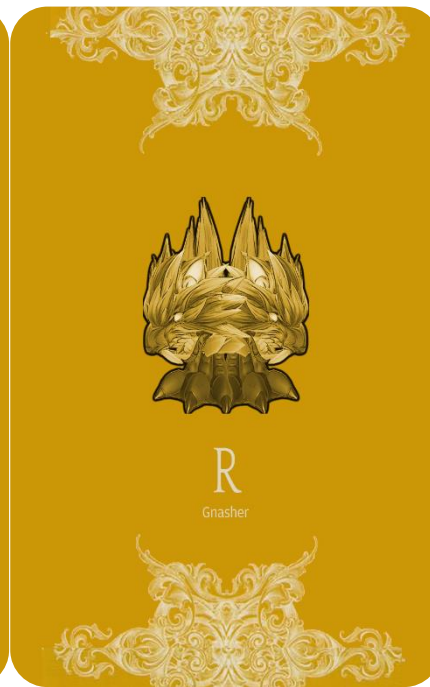
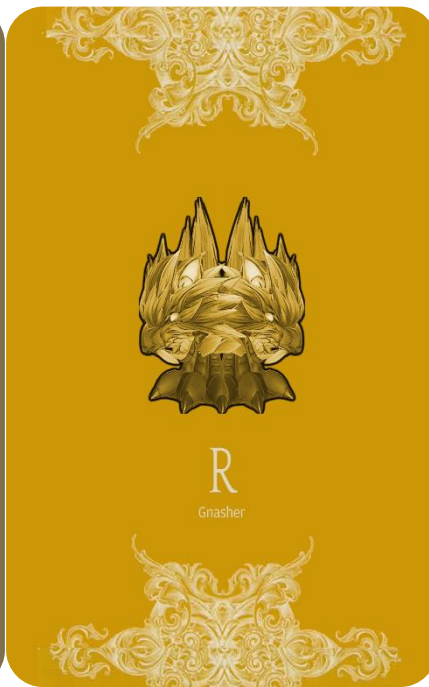
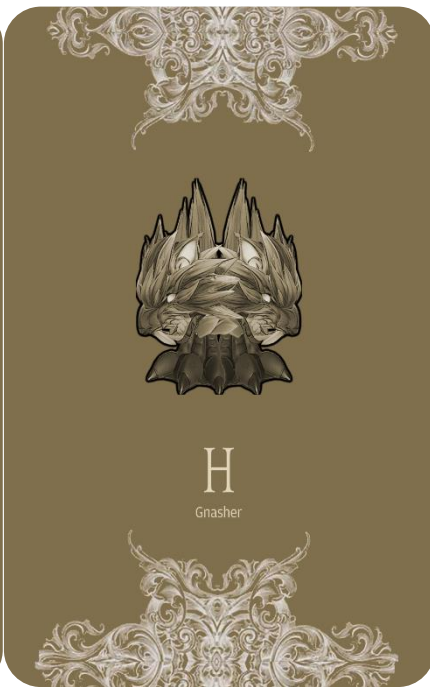
## Rage Whiskers

organ

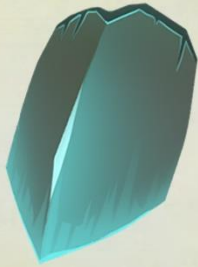


Despite all their rage, they are still just whiskers on a page





Ragescale  
*organ, hide*



They change from blue to red when the Gnasher is in its most dangerous state.

Shinplate  
*hide*



Protection from sharp rocks and blades alike!

Small Rageteeth  
*bone*



Tiny enamel daggers of hate and fury.

Gnastakes  
*consumable, organ*



Delicious! That's nice.

Gnasher Fur  
*hide*



Soft. Luxurious. And prone to making its wear suffer fits of rage.

Gnasher Fur  
*hide*



Soft. Luxurious. And prone to making its wear suffer fits of rage.

Gnastakes  
*consumable, organ*

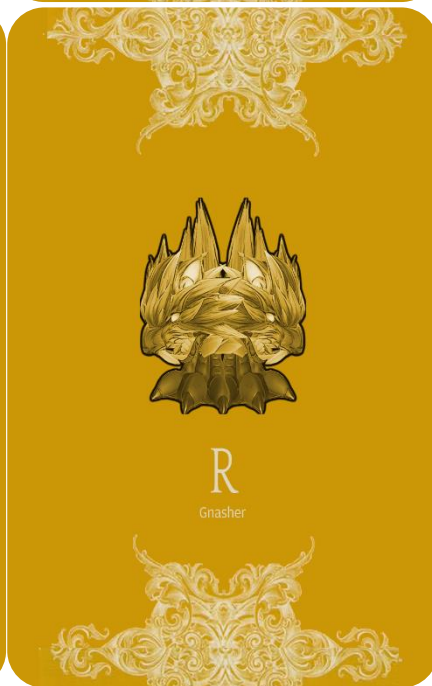
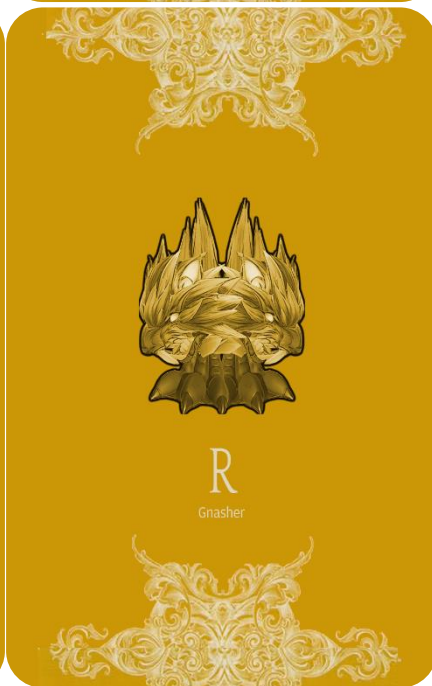
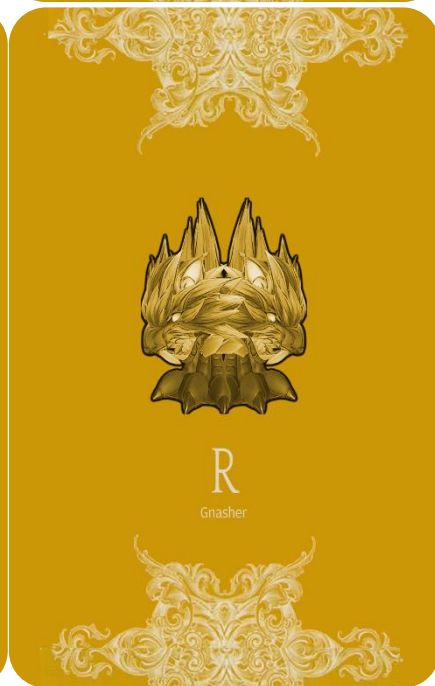
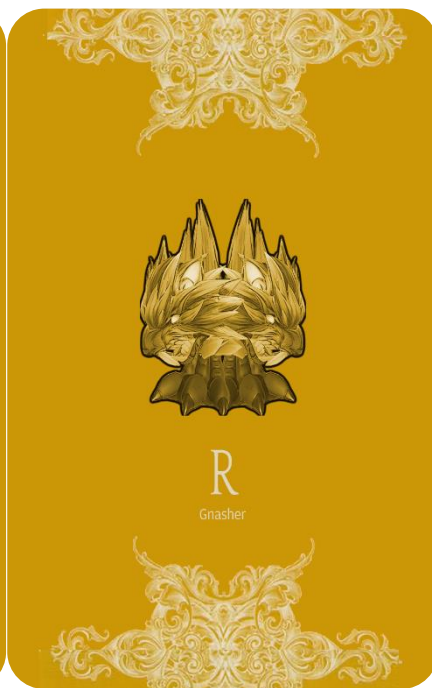
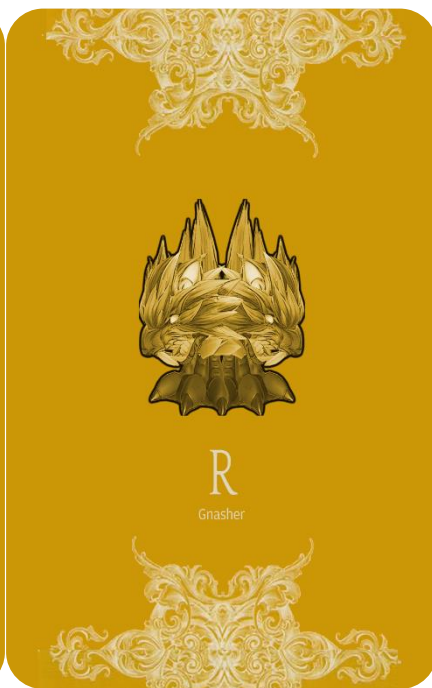
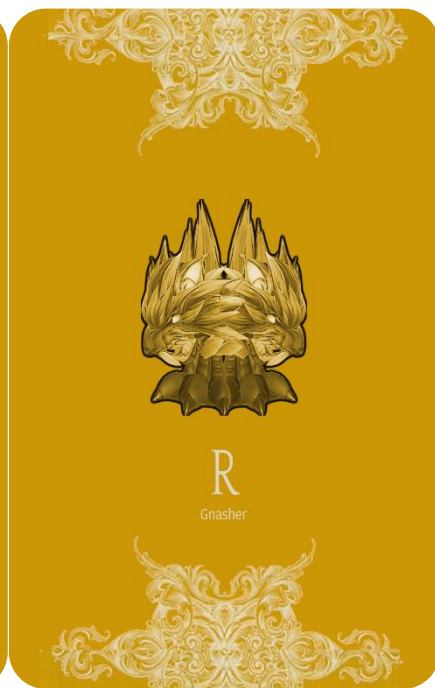


Delicious! That's nice.

Great Rat Bones  
*bone*



These look very familiar, but bigger...



## Large Ragetooth

bone



Many unfortunate souls end up on the wrong end of these.

## Rage Whiskers

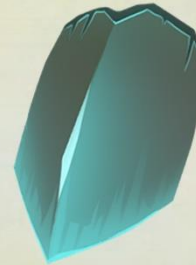
organ



Despite all their rage, they are still just whiskers on a page

## Ragescale

organ, hide



They change from blue to red when the Gnasher is in its most dangerous state.

## Ragescale

organ, hide



They change from blue to red when the Gnasher is in its most dangerous state.

## Shinplate

hide



Protection from sharp rocks and blades alike!

## Small Rageteeth

bone



Tiny enamel daggers of hate and fury.

## Small Rageteeth

bone



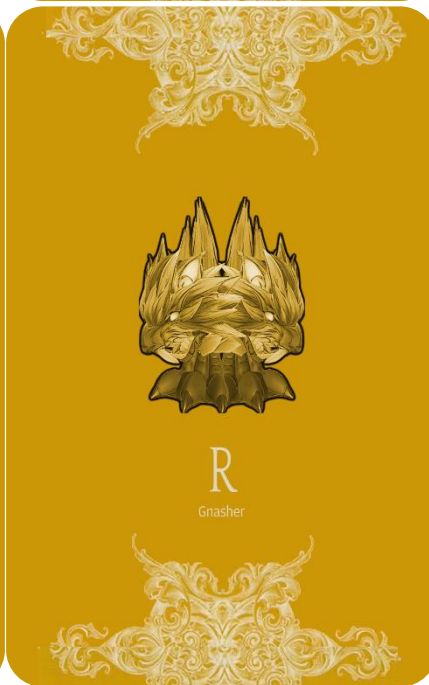
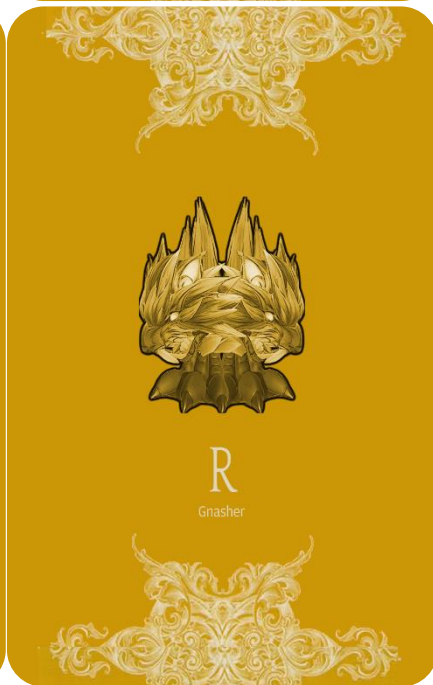
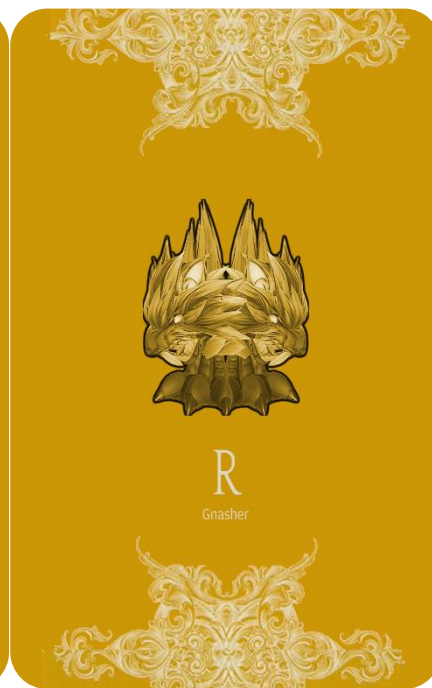
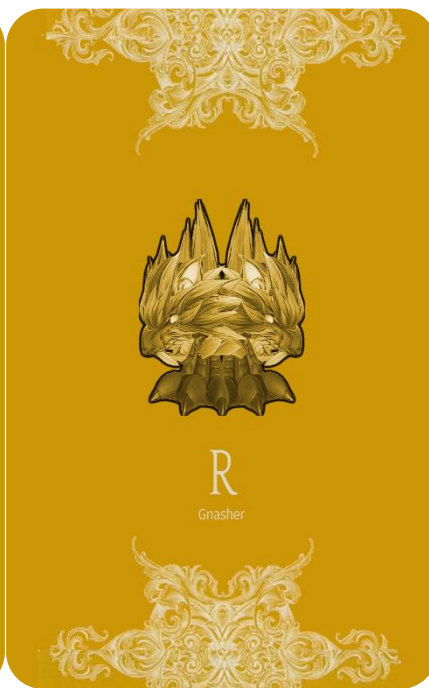
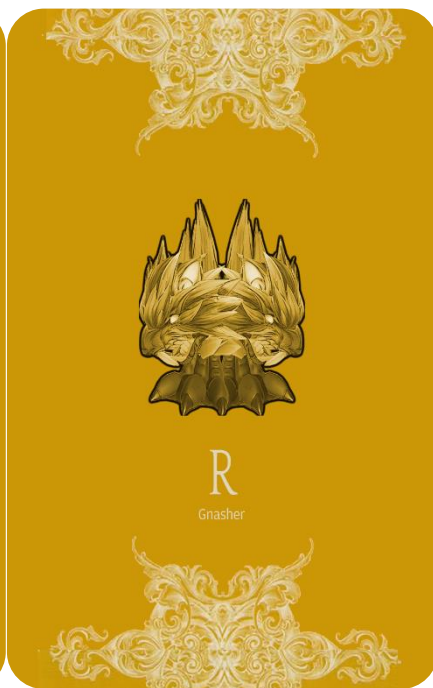
Tiny enamel daggers of hate and fury.

## Fury Tooth

bone, organ, scrap





Grown when the Gnasher reaches maturity.  
Prized as it never loses its edge.









 **Gnasher Armor**  
- Completed Set Bonus -



**Rage:** Spend **60** to suffer the Frenzy brain trauma. You may use Weapon Specializations and spend survival while **Frenzied**.

 **Gnasher Armor**  
- Completed Set Bonus -



**Rage:** Spend **60** to suffer the Frenzy brain trauma. You may use Weapon Specializations and spend survival while **Frenzied**.

**Ragesoul Shard**  
*organ, iron*



Throbbing with barely contained power and anger.

**Sharpened Slapper**  
*hide, organ, scrap*



The Gnasher's greatest weapon, tamed for you to now use.

2

Gnasher Cap

armor, set, gnasher, fur

It takes one more bleeding token to kill you.

2

Gnasher Cloak

armor, set, gnasher, fur

On arrival gain +1 to a random location.

3

Gnasher Grips

armor, set, gnasher, fur

When you suffer a serious injury, gain +1 strength token.

2

Gnasher Treads

armor, set, gnasher, fur

On arrival gain +1 to a random location.

Hunter's Lantern

item, lantern

When you depart, gain +1 survival.

You may add +1 to any rolls made during the hunt phase.

1

6

5

Raging Bite

weapon, melee, axe, bone

Savage

2

6

4

Raging Blade

weapon, melee, sword

1

6

5

Raging Crash

weapon, melee, club, two-handed, heavy

Slow, Shell 2

2

7

3

Raging Cruelty

weapon, melee, spear, two-handed, bone

Reach 2

On a Perfect hit, gain +1 survival.

4

7

3

Raging Fists

weapon, melee, katar, two-handed, bone

Deadly

4

8

2

Raging Teeth

weapon, melee, whip, dagger, two-handed, bone

Reach 2

On a Perfect hit, discard 1 mood in play.

3

3

3

Wild Edge

weapon, melee, katana, fragile

Deadly 2



# Gnashop

	Gnasher Cap	1 x gnasher fur 1 x hide
	Gnasher Grips	1x gnasher fur 1x bone
	Gnasher Cloak	1x gnasher fur 1x hide, 1x organ
	Gnasher Treads	1x shinplate 1x hide
	Raging Bite	1x sharpened slapper, 1x bone
	Raging Blade	1x shinplate, 1x ragescale
	Raging Fists	2x large ragetooth, 1x hide
	Raging Teeth	2x small rage teeth, 1x hide
	Wild Edge	1x fury tooth, 1x iron, 2x bone
	Sentinel's Mask	1x ragesoul shard, 2x leather, 1x scrap
	Raging Crash	1x sharpened slapper, 2x bone
	Raging Cruelty	2x bone, 1x ragewhiskers
	Hunter's Lantern	1x furious mind Faith Required
		Ammonia Required
		Heat Required

4

Sentinel's Mask

armor, set, sentinel

Unique

On a Perfect hit, reveal the top 4, you may choose to discard it.

