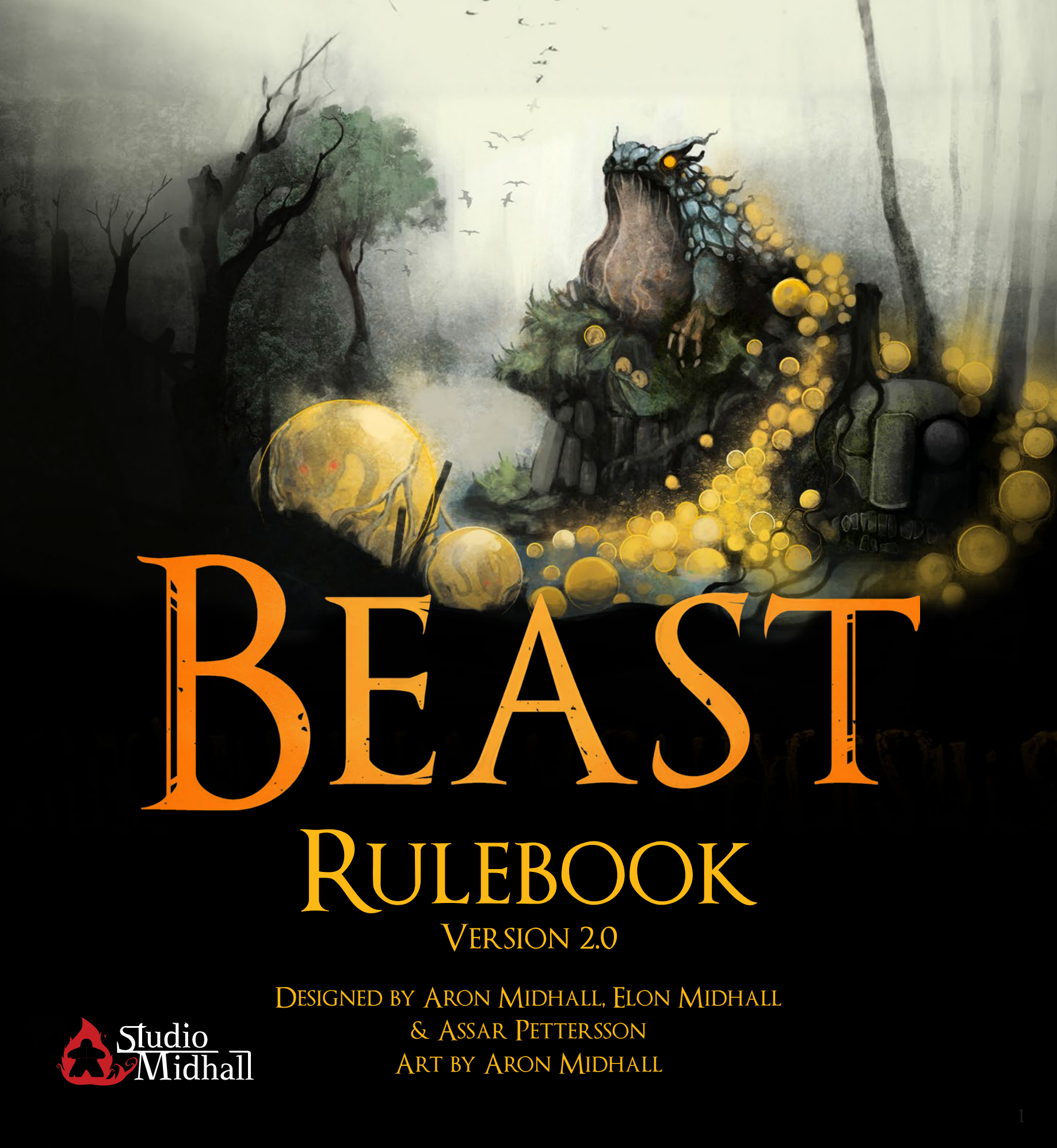




BEAST

RULEBOOK

VERSION 2.0

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WELCOME TO THE NORTHERN EXPANSE...

...a place where nature is still unexplored, mystical and dangerous. When the humans first arrived, they thought they had found an unspoiled paradise, filled with bountiful forests, lakes teeming with fish, and cold fresh water flowing from the mountains. But as settlements expanded and the surrounding forests grew thinner, nature itself pushed back. Great creatures known as Beasts emerged, and with their fangs, claws and mystical powers, they proved an incredible threat to the humans. In order to protect their settlements, humans have enlisted specialized Hunters, tasked with tracking and killing the Beasts before too many of their kin perish.

ONE VS MANY

One player takes the role of the Beast, facing the others, who form a team of Hunters. The Beast wins when a certain number of Settlers are dead, while the Hunters win either when the Beast is dead or enough days (rounds) have passed.

WANT TO WATCH A HOW-TO-PLAY VIDEO?

Learn the game your way! If you want, head over to studiomidhall.com and watch us designers explain the game.



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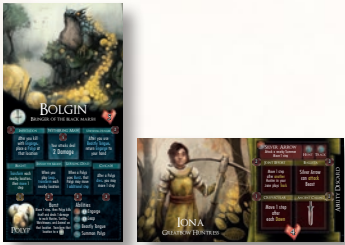
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COMPONENTS



PLAYER BOARDS
6 Beasts & 6 Hunters



2 DOUBLE-SIDED CONTRACTS



16 ACTION CARDS



6 WATCHTOWERS



CHARACTER STANDEES
6 Beasts & 6 Hunters



18 GRUDGES
1 (x12) & 3 (x6)



18 HUNTER ABILITY CARDS



7 FARMERS



15 SUMMON STANDEES



27 HABITAT TOKENS
& 1 Habitat Bag



24 BEAST ABILITY CARDS



7 NOBLES



1 DOUBLE-SIDED MAP



19 UPGRADE TOKENS



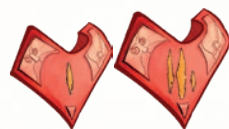
48 MOVEMENT CARDS



28 SHEEP



1 MINIMAP, SCREEN,
LOCATION TOKEN & PEN



12 WOUND TOKENS
1 (x6) & 3 (x6)



25 HUNTER ITEM CARDS



19 BOARS



30 TRAIL TOKENS



3 ANCIENT POWERS



25 BEASTLY TALENT CARDS



4 BEARS

SETTLERS

ANIMALS

GLOBAL SETUP

- Supply.** Place all Habitat tokens in the Habitat bag, and place all Wound tokens, Grudges, Upgrade tokens, Watchtowers, and Ancient Power tokens next to the map.
- Contract & map.** Choose a Contract (see page 5) and place the corresponding side of the map face up. The South side of the map should face the Beast player.
- Animals & Settlers.** Place Animals and Settlers on all marked locations with their corresponding symbol on the map.
- Arsenal.** Shuffle the Beastly Talent deck and the Hunter Item deck. Place 3 cards of each face up next to their respective decks.
- Action Cards.** Shuffle the Action Card deck.

PLAYER SETUP

- Beast.** One player chooses a Beast and takes the corresponding Player Board, standee, and Summons. Place the Trail tokens in front of the Beast player. Place the Minimap next to the Beast player, set up the Minimap screen, and place the Movement Cards next to the screen. Place the Location token and/or pen next to the Minimap.
- Hunter.** Each remaining player picks a Hunter and takes the corresponding Player Board and standee (see page 18). In a 2-player game, the Hunter player picks two Hunters and takes both Hunter Player Boards and standees.
- Abilities.** All players take the Ability Cards belonging to their Hunter or Beast.
- Grudges.** Take Grudges according to the setup in the Contract, along with any other starting components.



FIRST TIME PLAYING?

In the final pages of the rulebook, you'll find the character selection guide (see page 25) and the beginner mode (see page 23).

CONTRACTS

CONTRACTS

Before we finish the setup of the game, let's explain one of the core components: Contracts. When you play BEAST, you always play with one Contract active. **If this is your first game, we recommend that you play either "The Great Cleansing" or "Attack on the Northern Settlements", depending on your player count.**

PLAYER COUNT

Contracts always have a required number of players.

MAP

Contracts determine what map you'll be playing on. Place the map at the center of the table.

SETUP

Each Contract has special setup conditions. In the case of The Great Cleansing, give the Beast 2 Grudges  and Hunters 1 Grudge  each.

END OF CONTRACT

Your Contract states what each side needs to do in order to win. As soon as an End of Contract condition is met, the game ends immediately.

NIGHT CONDITION CHECK

Each round of the game ends with a Night phase, where the Beast or Hunters can earn special rewards if certain conditions are met. In the case of The Great Cleansing, if the Beast has killed 2 Sheep  and/or 1 Boar , for the first Night, it would get to turn a Noble  into a Farmer . When rewarded Grudges, Hunter Items, movement, and Ancient Powers, each alive Hunter receives the reward.

After a set number of Nights, either Hunters or the Beast may automatically win the game. In the Great Cleansing, Hunters win when the Final (third) Night is reached.

LEGENDARY RULES

Some Contracts will introduce new rules and changes to the core mechanics. Those rules are mandatory and part of the Contract. These can all be found under the Legendary Rules section of the Contract.



THE GREAT CLEANSING

When the Feathered King was slain, the world changed. Instead of victory and celebration, we were met with apocalyptic terror. A great flood was summoned upon the Northern Expanse, devouring half the lands and its inhabitants. No time to mourn, for we are already under attack.

2-3 PLAYERS



MAP  DRENCHED LANDS

SETUP

The Beast starts with  and each Hunter starts with a 

END OF CONTRACT

The Beast wins when  are dead

Hunters win when the Beast is dead, or when the Final Night is reached

FIRST NIGHT		
 	BEAST REWARD Turn a  into a 	HUNTER REWARD  Move up to 1 step
No dead 		

SECOND NIGHT		
A  from Vildmark is dead	BEAST REWARD 	HUNTER REWARD  Gain a Hunter Item
	The Beast has been dealt 	

FINAL NIGHT
Hunters win the game



SETTLERS

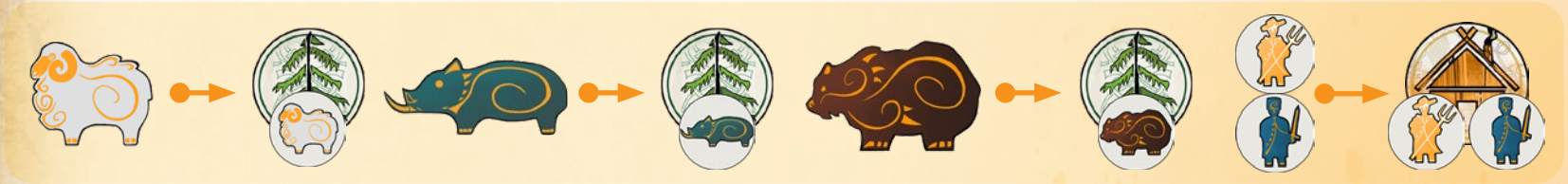
The symbol counts as either Farmers or Nobles.

GLOBAL SETUP

CONTINUED

ANIMALS AND SETTLERS

Place Animals and Settlers on each marked location on the map, unless stated otherwise in the setup section of the Contract.



SEATING, SUMMONS, AND ABILITY CARDS

It's time for Beast and Hunters to correctly seat themselves around the table, and to add your characters' Ability Cards to hand.

SEATING & STARTING LOCATIONS

The Beast should be seated in such a way that (N)orth is up and (S)outh is down. Place the Beast standee at the Beast starting location in the center of the map (see page 18). Hunters should be seated in such a way that each Hunter can easily check their teammates' cards.



BEAST PLAYER BOARD



STARTING HEALTH

This is how many Wounds your character can suffer before you die.

SUMMONS

Each Beast has their own Summons. The number of Summons each Beast has can be found on the lower part of the Beast's Player Board. Place them next to your Player Board.



HUNTER PLAYER BOARD

ABILITY CARDS

All players receive the Ability Cards belonging to their Hunter or Beast. The back of an ability card shows the character's image. The Player Board has the name and effects of these abilities as well for quick reference. The Beast always has 4 cards, and Hunters have 3.



CARD TYPES AND DISCARD

The game features several types of cards. On your turn, **you may play up to 2 cards**. You play and resolve each card individually, then discard it before playing your next card or ending your turn.



ABILITY CARDS

Each character has a unique set of cards bound to their character. They can be identified by the art on the back of the card matching the character.

When discarded, put the card face up next to your Player Board. During each Night (see page 20), return these cards to your hand.

ARSENAL

BEASTLY TALENTS & HUNTER ITEMS

These are special cards that are acquired during the game. Only the Beast can acquire and play Beastly Talents, while only Hunters can acquire and play Hunter Items. When gaining a Beastly Talent or Hunter Item, you may select from one of the face-up cards of the Arsenal or the top face-down card. These cards are only discarded when played or when a character dies. When discarded, put them face up next to their respective deck. **After gaining a Hunter Item or Beastly Talent, do not refill the Arsenal.**

ACTION CARDS

Action Cards are acquired during the draft in the Dawn phase. Both Hunters and the Beast can play Action Cards. Hunters always utilize the top effect of the cards, while the Beast always uses the bottom.

Both the Beast and the Hunters discard Action Cards face-up into a common discard pile, accessible to all players.

MOVEMENT CARDS

These cards aren't shuffled, dealt, drawn, or part of any player's hand. Instead, the Beast uses these cards to indicate movement by choosing cards from the deck. The Beast (and only the Beast) may look at the deck of Movement Cards at any time.

When discarded, put the card back into the deck.



GAME MECHANICS

GOLDEN RULES

BEAST relies on three golden rules. **First**, game effects written on components always take precedence over the rules written in this book. **Second**, if you want to win as Hunters, you need to cooperate. You are allowed to talk to and show your cards to your fellow Hunters at all points in the game. **Finally**, all discarded cards are considered open information, meaning that players can look at all discarded cards (except Movement Cards) at any time.

PERFORM ACTIONS

On your turn, you must do one of the following things:



A. PLAY CARDS

Almost every action, from moving to attacking to searching and placing Summons is done by playing a card from your hand.

When you Play Cards, you play one or two cards. You can play one card with a red action or one card with a blue action, or one of each. You can never play two red actions or two blue actions in the same turn.



You may play them in any order and you must resolve their effect before you decide to play a second card. After resolving the card effects, the card is discarded.



B. FLEE

Discard 1 card of any type to move up to 1 step. You cannot combine this with Play Cards.



C. PASS

You can pass if there is no other player with less Action Cards in hand than you have. Note that you can pass your turn and still be able to Perform Actions during your next turn. Only when all players pass in consecutive order does the Day end and Night begin (see page 18).



REACTIONS

Some cards can be played even when it's not your turn, if their specific conditions are met. You can Play Cards, Flee, or Pass and still be able to play reactions outside of your turn (see page 16).



ORDER OF EFFECTS

When a card's effects don't contain the keyword "then", the player can forgo one or more of the effects.

*Example: The Beast can play **Charge**, move 1 step, but choose not to attack.*

BEAST MOVEMENT

When the Beast moves, you do not move the Beast's standee. Instead, for each step the Beast moves, the Beast player selects a Movement Card and places it face down on the Active Movement section of the map. There is no limit to the number of Active Movement Cards. The Beast's standee is considered the Beast's "last known location", while the Beast's actual location is the place that the face down Movement Cards lead to.



NO MOVEMENT
Note that "No Movement" is a potential Movement Card, but is not an option if the Beast shares a location with a Hunter or Settler.

ACTIVE MOVEMENT



HUNTER MOVEMENT

When Hunters move, they simply move their character standee up to that many steps in any direction, one step at a time.



TRAILS

A Trail is a token placed on the map that indicates the Beast has moved through that location. The Beast must place a Trail token whenever a Hunter or Settler occupies a location that matches one of the Beast's Active Movement Cards. If there are several Active Movement Cards that lead to the same location, place a Trail for each match.

The only exception is the "No Movement" card, which does not generate additional Trails. Note that "No Movement" cards do not prevent other Movement Cards from generating Trails on the same location.

Whenever a Hunter and/or Settler moves, they reveal Trails on their location after every step. However, for each instance when the Beast moves, Trails are only revealed after all Movement Cards have been placed. The Beast does not indicate which Trail corresponds to which step.

While hidden, the Beast's standee counts as a Trail, which is important for cards like the Hunters' ability called Track.



BOLGIN

FANGRIR

MARA

RAAGA

HOGBAD

ESMERIA



Each Beast has their unique Trails. Some card effects refer to the following symbol, which stands for any type of Trail: . Trails are unlimited in supply. If you run out of your Beast's Trail tokens, simply use another Beast's Trail tokens instead.



EXAMPLE
The Beast plays Rush, and moves three steps. The Beast picks the following Movement Cards and places them in the Active Movement section: **East**, **North**, and **North**. After the movement is complete, The Beast places a Trail on the Settler's location.



EXAMPLE
The Hunter Assar plays **Haste** and moves two steps, one step at a time. Assar first moves one step **North**, finds no Trails, and then moves one step **East**.

The final step reveals a Trail.



RELOCATION

Cards that allow Hunters to move to a specific location, such as **Hidden Passage**, **Adapt**, or **Hunter's Passage** do not reveal Trails along the way. Move the Hunter immediately to that location, and reveal any Trails on your new location!



USING THE MINIMAP



To help the Beast player keep track of movement, use the Minimap! The Minimap can be used in two ways: either use the Location token to mark your actual location, or use the Dry-Erase Pen to draw your movement on the map.

Just remember to wipe off any ink from the map after your game session!



THE PEN
Note that the first printing of BEAST doesn't include a pen. The minimap from that version isn't suitable for drawing on.

REVEALING

The Beast becomes revealed whenever it attacks or when a Hunter successfully searches the Beast's actual location. There are also some card effects and upgrades that forces the Beast to reveal. When the Beast becomes revealed, it shows all of its Active Movement Cards to the other players, then discards the Movement Cards and all Trail tokens from the map. The Beast moves its standee to their actual location. It is only when the Beast is revealed that it can be attacked and damaged. The Beast is considered revealed as long as there are no Active Movement Cards. Discarded Movement Cards are returned to the Movement Card deck.



SEARCHING

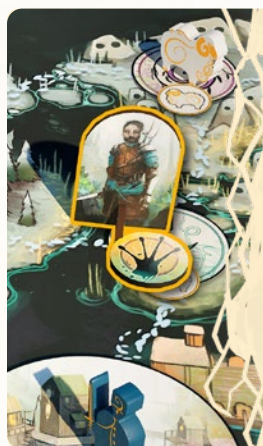
When a Hunter plays a card with a search effect, the Beast must reveal itself if the searched location matches the Beast's actual location. If the Beast is not in the location the Hunters searched, the Beast remains hidden.

ATTACKING

To attack, you need to play a card on your turn that has the word "Attack" on it. Every attack deals 1 base damage to a chosen target on your location. When a player is damaged, that player takes a Wound token and places it on their Player Board. Whenever an Animal, Settler or Summon is attacked, place a Wound beneath it. As soon as a Beast, Hunter, Settler, or Animal has a number of Wounds equal to their starting health, that character is dead and removed from the map.



Hunters can only attack Summons and a revealed Beast. The Beast and its Summons can attack Animals, Settlers, Hunters and Watchtowers.



EXAMPLE

After discovering a Trail three steps away from the Beast's last known location, Assar realizes that the Beast has to be at his location. Assar plays the Ability Card *Hunt*.



The Beast is revealed and all Trails are discarded. The Beast shows the Hunters all Active Movement Cards, which are then returned to the Movement Card deck. Finally, the Beast suffers one wound because of the attack.





GRUDGES

Grudges are used to upgrade your character and are required to play some Hunter Items and Beastly Talent cards.

Hunters gain Grudges by completing Contract rewards and by playing certain Action or Hunter Item cards. The Beast can also gain Grudges by completing Contract rewards, but primarily receives them by killing Animals, Settlers or Hunters. In order to gain Grudges for the kill, the Beast must deliver the killing blow. Summons do not generate Grudges from kills.



Animal and Settler health is shown on the map along with the Grudge reward the Beast receives for landing a killing blow.

PLAYER DEATH

BEAST

When the Beast dies, the game immediately ends and the Hunters win unless otherwise specified in the Contract.

HUNTER

If it was an attack from the Beast that killed the Hunter, the Beast gains 1 Grudge and randomly picks 1 of the Hunter's Action Cards to add to the Beast's hand. The dead Hunter discards all their cards, Grudges, and Ancient Powers. That Hunter then removes their standee from the map. A dead Hunter cannot gain Grudges, cards, or resources until they return to the map on the third step of the Night phase (see page 21). However, other Hunters can still benefit from their passive upgrades. If a Hunter dies at Night after the opportunity to respawn, complete the draft as normal, and discard the Action Cards afterwards.



ANCIENT POWERS

Ancient Powers are gained from Contract rewards, Hunter Items, Beastly Talents and certain upgrades. The Ancient Power gives 1 additional damage to one attack of your choice. If you gain an Ancient Power, place it next to your Player Board. Before you attack, you can choose to use one or more Ancient Powers to increase that attack's damage. If you do, state it when choosing your target (see page 16). Ancient Power tokens are discarded and returned to the supply after they have been used. You cannot gain Ancient Powers if the supply is empty.

Note that Ancient powers are a limited resource and that Summons cannot use Ancient powers.

WATCHTOWERS

Watchtowers reveal all nearby Trails. However, a Watchtower needs to be active for it to function: as long as a Hunter is standing in the same location as a Watchtower, the Watchtower is considered active. When a Hunter places a Watchtower, it must be placed on their location unless otherwise stated. A Watchtower doesn't reveal the Beast, it merely puts Trails on **nearby** (meaning your location and all adjacent locations, see page 17) locations.

Watchtowers can be attacked by the Beast and its Summons. When any amount of damage is dealt, the Watchtower is destroyed and returned to the supply, ready to be placed again in the future. If all Watchtowers are currently on the map and a player is allowed to place another, they may move an existing Watchtower to its new location.

Note that Watchtowers are destroyed and not killed, and thus no kill keywords from upgrades or effects are triggered.





SUMMONS

All Beasts have Summons to aid them, each starting with 1 health. They are placed and controlled with the Summon symbol (🌀). When 🌀 is played, you may choose to either place a new Summon or have each of your Summons take 1 action.



EITHER ...

Place a new Summon on the map.

OR ...

Take an action with all Summons already on the map.

PLACE A SUMMON

Place the Summon up to two steps away from your actual location. However, all Summons must be placed on the Beast's preferred habitat (see page 14), as indicated on their Player Board. If all Summons are currently on the map and the Beast is allowed to place another, remove an existing Summon from the map and place a new Summon. A killed Summon can be placed again.

SUMMON ACTIONS

When a Summon takes an action, it gets to do one of three different things:

Move 1 step, **attack for 1 damage**, or use their **unique Summon ability**. Summons can only take one action. If you have more than one Summon on the map, you choose in which order the Summons will take their action. Your Summons do not have to take the same action.



EXAMPLE

*Bolgin plays **Bolster**. She then places a new Summon, a **Polyp**, on the map, which is placed up to two steps away on a swamp. The Beast decides to place the **Polyp** in her actual location. Bolgin must now move two steps, deciding to go **West** twice.*



UNIQUE SUMMON ABILITIES

Apart from moving 1 step or attacking, all Summons have their own unique Summon abilities. Polyps can move 1 step, then kill themselves and deal 1 damage to each Hunter, Settler, Animal, and Watchtower on that location. They even transform their location into a swamp (see page 14)!



HABITATS

There are 4 habitat types: swamp, forest, cave, and settlements. Each Beast has a preferred habitat, as indicated on their Player Board. Hunters preferred habitat is settlements.



SWAMP



FOREST



CAVE



SETTLEMENT

ZONES

The Northern Expanse map is divided into four zones, while The Drenched Lands map is divided into two zones. Bold white lines are used on the map to separate one zone from another. Whenever an effect happens that has the word “zone” on it, the effects on that card are bound within the zone you are in at the time the effect triggers.

ZONE BORDER

You can spot the zone borders by their bold white lines.



CENTER OF THE MAP

The center location is included in all zones and counts as forest, swamp, and cave.

TRANSFORMING

You can alter the map to be more beneficial for your character by transforming locations to your character's preferred habitat. When the Beast transforms a location, place a habitat token of the Beast's preferred habitat type on that location, as indicated on the Beast's Player Board. You can transform locations that are already of the same type. In that case, do not place a token on that location or in any other way indicate for the Hunters that the location was transformed.

If a Hunter transforms a location, place a settlement token  on that location.



EXAMPLE

The Beast plays *Insidious Growth*, and places a swamp token on each location nearby its actual location. Because the location South already is a swamp, no new habitat token is placed. Even the settlement is transformed into a swamp.





TRAPS

Within the Hunter Item deck, there are unique cards called traps. Although playing a trap counts as a blue action , traps behave differently from other cards.

After paying the cost of the trap, the Hunters may choose any zone on the map and pick any of the habitat types. Place the trap face down at any trap section in that zone, with the chosen habitat token placed under the trap card. Note that the Beast should not know the chosen habitat or trap card until it is triggered. Traps will remain in play until they are triggered and can not be replaced by another trap.

When the Beast becomes revealed in a zone with a trap, and the Beast's location matches the habitat token beneath the trap card, the Hunters may choose to trigger the trap. Show the trap and the habitat token to the Beast, resolve the trap immediately, then discard both the trap card and token. If a Beast is revealed because they chose to attack, the trap is triggered before the attack is resolved (see page 16). Trap damage is universal, and not considered damage directly dealt by a Hunter.

No more than 3 traps can be placed in the same zone.



EXAMPLE

Iona pays a Grudge, plays a *Fire Trap*, and selects a habitat, showing it to her fellow Hunters, but without the Beast looking. Iona places the card face down with the habitat token underneath the card in the zone Vildmark.



EXAMPLE

Bolgin plays *Avarice* and attacks. The location matches the habitat placed underneath the *Fire Trap*, so the Hunters choose to activate the trap. Before the attack resolves, the trap is activated and the Beast suffers 1 Wound.





REACTIONS

Reactions are cards that you play outside of your turn. Each reaction has a listed condition that tells you when you are allowed to play it.

EXAMPLE

The Beast plays **Pursuit**, moves 1 step into the previously transformed Vintervik, then plays **Engorge** and attacks. Before the attack happens, Iona plays the Hunter Item card **Smokebomb**, which prevents 1 damage from the attack. The Settler is safe!



TIMING OF EFFECTS

In some instances of the game, attacks, reactions, traps, and upgrades might happen at the same time. When multiple effects trigger, follow the timing of events listed below from left to right. Within the same step, you can choose to trigger effects in any order.

ATTACK CARD IS PLAYED

In this example, Bolgin plays **Engorge**.

Note that other game effects can also force the Beast to reveal, such as Hunters searching for the Beast, or certain upgrades.

REVEAL

Before the attack is resolved, the Beast player reveals itself on its actual location. The Beast then removes all Trails from the map, and discards all Active Movement Cards.

TRIGGERS TO THE REVEAL

Any reactions or traps may be activated in response to the reveal. If any upgrades would trigger on the Beast becoming revealed, that happens now.

DECLARE TARGET AND ANCIENT POWER(S)

Now the Beast must decide which target it wants to attack on its location, and how many Ancient Powers it wants to use for the attack.

TRIGGERS TO THE ATTACK

Any effects that would trigger off the attack happens now, such as the Hunter Item **Smokebomb**, or Helga's **Ancient Bond**.

DEAL DAMAGE

The attack finally lands and you deal damage to your victim. You can't change the target of your attack at this step.

CARD EFFECT RESOLVES

Other effects of the card are resolved, and then the card is discarded.

OTHER UPGRADE TRIGGERS

If any player has unlocked upgrades that would trigger as a result of the attack, such as damage or a successful kill, they would trigger now. Beast's effects happen first, then the Hunters' in any order.

Don't worry if this is complicated - BEAST can be played as casual or as competitive as you and your gaming group wishes!

KEYWORDS

Several cards and character effects will use the following keywords:

NEARBY

Nearby includes your actual location and each adjacent location connected by a path. It also applies to the one who played the effect. Many cards use this keyword, so keep this in mind.

IN ANY ORDER / AND

Effects that have “in any order” above them, or include the word “and” means you choose in which order these effects will occur.

THEN

Effects that contain “then” must be resolved in their entirety and in the listed order.

CHOOSE ONE EFFECT

Effects that have “choose one effect” above them let you choose to perform either the top or the bottom effect, but not both of them.

COPY

The effect you copy will be played immediately after the original effect has been resolved.

RELOCATE

Relocate allows player to move to a specific location without revealing Trails along the way. Move that player immediately to the specified location, and reveal any Trails at that location.

COSTS AND CONDITIONS

Some cards can only be played in specific habitats and/or by paying a Grudge. These conditions are printed next to the action symbol at the center of the card. Any Grudge cost will be indicated on the right of the symbol while any habitat prerequisite will be printed to the left of the symbol. These prerequisites must be met at the time of playing the card.



EXAMPLE: PREY UPON

When you play *Prey Upon*, you can choose which order the effects happen. You may even choose to not move and / or attack!



EXAMPLE: MURDER

When you play *Murder*, you must perform all effects of the card. First attack, and then move 1 step.

EXAMPLE: RAMPAGEOUS

You play the card *Stampede*, and after the card has resolved, you would get to attack.

EXAMPLE: PRIMAL INSTINCT

You play the card *Stampede*, but before the card has resolved, your *Warhogs* may use their unique Summon action “push”.



EXAMPLE: STAMPEDE

In order to play *Stampede*, your actual location needs to be a forest.



EXAMPLE: STRANGE SUMMONS

Before playing *Strange Summons*, you must pay one Grudge.



PLAYING THE GAME



ROUNDS

The game is played over a series of rounds determined by the Contract chosen during setup. Each round consists of three phases: “Dawn”, “Day”, and “Night”. Dawn starts the round as a drafting phase. The Day is the core of the game, and during the Night you may receive rewards and upgrade your character before Dawn breaks again.

DAWN

- Draft
(see page 19)

DAY

- Perform Actions:
- Play Cards
 - Flee
 - Pass
- (see page 19)

NIGHT

1. Check Contract Rewards
2. Discard and Reset
3. Restore Health
4. Upgrade
(see page 20)

BEFORE THE FIRST ROUND

The Beast starts by placing its standee in its starting position at the center of the map. The Beast then gets to move two steps by playing two Movement Cards. After the Beast has moved, each Hunter places their character standee in any of the settlements on the map. Two or more Hunters may choose the same settlement.



EXAMPLE

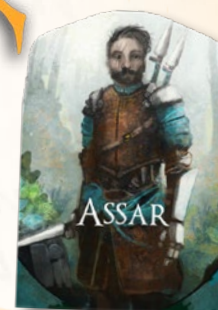
*Bolgin decides to move one step **North** and then one step **East**. Hunters then place their standees in any settlement: Assar places himself in Tiveden, and Iona in Vintervik.*

An exciting game of BEAST is about to begin!



BEFORE YOUR FIRST GAME

Before starting your first game, please take a look at the “Choosing your Character” section (see page 25). Some Beasts are harder to play than others! Furthermore, you can get much more out of your Hunter if you position it in its preferred spot in the turn order (see page 27).



DAWN

During the Dawn phase, all players participate in a draft in which they gain Action Cards for the upcoming Day phase. Some upgrades allow players to take actions before dawn. In that case, the upgrades trigger before you begin the draft.

DRAFTING

Shuffle the Action Card deck, then deal the number of cards indicated below to each player. Players simultaneously select one card to keep and passes the rest of the cards clockwise. This continues until all cards have been chosen, which marks the beginning of the Day phase. Players cannot pass cards they previously kept. This process will be referred to as “drafting”.

Cards that weren't dealt to players as part of the draft are kept in a face down pile called the Unused Action Cards.

2-PLAYER DRAFT

When you play BEAST with 2 players, one player controls two Hunters at once, with two separate hands. Play the Hunters as if they were played by two different players.

Deal 6 Action Cards to each player. During the draft, the Hunter player selects two Action Cards instead of one. After the draft, the Hunter player assigns all the Action Cards evenly between both their Hunter characters.

3-PLAYER DRAFT

In a 3-player draft, deal 4 Action Cards to each player.

4-PLAYER DRAFT

In a 4-player draft, the Beast player gains 1 more Action Card than the Hunter players.

Before the draft, the Beast player randomly draws 1 Action Card, looks at it, and sets it aside. Then, deal 3 Action Cards to each player and proceed as usual. After the draft, the Beast adds the Action Card that was set aside to their hand.

DAY

The Day phase consists of several turns where players must either Play Cards, Flee or Pass. The Beast is always the first in the turn order, followed by the next player around the table in clockwise order. This is a reminder of what actions are possible on your turn:



A. PLAY CARDS

Every action, from moving to attacking to searching and placing Summons is done by playing a card from your hand. On your turn, you may play up to one card with a red action  and up to one card with a blue action .



You may play them in any order and you must resolve its effects before you decide to play a second card.



B. FLEE

Discard 1 card of any type to move up to 1 step. You cannot combine this with Play Cards.



C. PASS

If there is no other player with less Action Cards in hand than you, you may pass your turn without playing any cards.

Once all players have consecutively passed, the Day is over and the Night phase begins.

NIGHT

The Night phase consists of the following steps, resolved in order:

- CHECK CONTRACT REWARDS**
 When you reach the first Night, players check the requirements and rewards for the first Night. Contract conditions and rewards are split into 2 columns: The Beast to the left, and Hunters to the right. Each side consists of requirements and rewards. In order to gain your reward, you must fulfill the requirement. For example, when you reach the first Night, players check the requirements and rewards for the first Night. Start with the Beast and check to see if the indicated requirements have been fulfilled at any point during the game. In that case, the Beast receives the indicated reward.

Repeat this process with the Hunters. For any individual rewards such as movement or Grudge, each Hunter can receive their reward in any order.

On subsequent Nights, check if your requirements are met so far. However, you can only claim rewards for the current Night, not previous ones, even if you've met their requirements. Repeat this process for each Night.

- DISCARD AND RESET**
 Discard all Action Cards from hand. Reset the Arsenal. Return all Ability Cards to hand.

ACTION CARDS



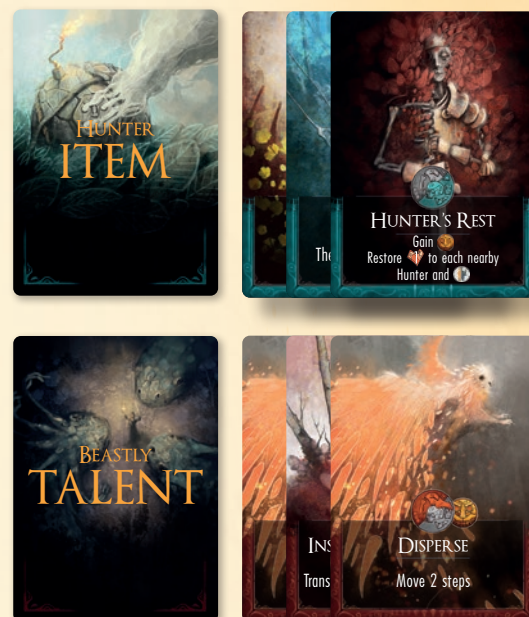
Discard all remaining Action Cards in hand.

ABILITY CARDS



Return all Ability Cards to hand.

ARSENAL



Discard any remaining cards in the Arsenal and refill with three new face up Hunter Items and Beastly Talents.

The Beast wins when 4 are dead			
Hunters win when the Beast is dead, or when the Final Night is reached			
FIRST NIGHT			
	BEAST REWARD		HUNTER REWARD
			Place on two Hunters' locations
			The Beast has been dealt
SECOND NIGHT			
A from Jarlland is dead	BEAST REWARD		HUNTER REWARD
	Gain 2 Beastly Talents		Transform your location
			The starting in Vintervik is alive
THIRD NIGHT			
A from New Elda is dead	BEAST REWARD		HUNTER REWARD
			Unlock 1 upgrade for free
			No Hunter has died this game
FINAL NIGHT			
Hunters win the game			

3

RESTORE HEALTH

Remove Wounds from all surviving Animals and Settlers. If a Hunter has died during the Day, restore that Hunter to full health in any settlement of their choice. See page 12 for more information on the death of a player.

4

UPGRADES

Each Night, both Beast and Hunters may unlock upgrades. You will find the upgrades and their cost on their Player Boards.

Most upgrades are red which indicates that they have a passive effect that lasts the rest of the game. Yellow upgrades, however, are one time effects that resolve immediately upon purchase. Both red and yellow upgrades are paid for with Grudges. If an upgrade has a cost of 0, it still needs to be unlocked.

The Beast always gets to upgrade first. You can unlock as many upgrades as you wish, as long as you can afford them. Whenever you upgrade, discard Grudges equal to that upgrade's cost, and place an upgrade token in the slot of the upgrade you just paid for. Once you've unlocked an upgrade, it cannot be unlocked again.

You cannot choose to forego effects of upgrades, unless they include the "in any order" keywords.

DAMAGE UPGRADE

All attacks deal 1 damage until upgraded. When you unlock **Enraged**, all your attacks deal 2 damage instead.



After unlocking an upgrade, place an upgrade token in the upgrade slot.



FANGRIR

WOLFPACK QUEEN



BLOODLUST 3 After you kill with Prey Upon , return Prey Upon to your hand	ENRAGED 5 Your attacks deal 2 Damage	GREAT HOWL 3 After you attack, a Wolf may Charge
HUNTING GROUNDS 1 In any order Move 1 step, transform each nearby location	KIN'S PURSUIT 2 After you move, a Wolf may move 1 step	NATURAL INSTINCT 2 When a Sheep dies on your turn, you may move 1 step
CULLING 0 If 4 or more Sheep are dead, Lurk moves an additional step		

HUNTING GROUNDS

This upgrade is yellow and happens immediately when you unlock it. It costs 1 Grudge to unlock.

CULLING

This upgrade is red and lasts for the rest of the game. It costs 0 Grudges to unlock.

THE NIGHT IS NOW OVER, AND A NEW DAWN BEGINS

If no player has completed their End of Contract conditions, simply begin a new round from the Dawn phase.

EXAMPLE OF A TURN



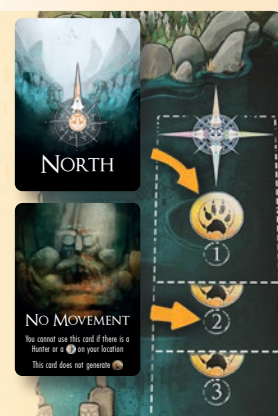
Bolgin is currently standing on a swamp with a Sheep, one step **North** and one step **West** from its last known location. Helga is currently only one step away from the Beast, and has revealed a Trail.

It is Bolgin's turn.



Bolgin uses **Engorge** to kill the Sheep, gaining a **Grudge** and **revealing** itself. Bolgin's standee is moved, and the killed Sheep is placed on Bolgin's Player Board. All **Trails** are removed, and all **Active Movement Cards** are revealed to the Hunters and then returned to the deck.

Bolgin plays **Bolster**, placing a Summon on Helga's location and then moves 2 steps. One **North**, and one **No Movement**.



It is now Helga's turn. Helga uses **Prowl**. She first moves onto the standee, which counts as a Trail and as such moves one more step onto the **Watchtower**. She finds another Trail, but the Watchtower reveals no other Trails. Helga knows she is on Bolgin's location. She uses **Hunt**.



Bolgin pays 1 Grudge and plays **Intuition** to escape the Hunt. Bolgin then moves 1 step **West**, but since Helga is currently on the Watchtower, the Trail is revealed after Bolgin finishes its move.





FIRST TIME PLAYING?



BEGINNER MODE

We designed BEAST to be a game for you to slowly master over time, learning new interactions, synergies, and strategies each time you play. This, however, means that the first time you play can be a bit challenging. We recommend that you choose the Contract The Great Cleansing if you are 2-3 players, or Attack on the Northern Settlements if you are 4 players. Skip the drafting part of the first Dawn phase, and play with the Action Cards and characters listed below.

2 - 3 PLAYERS

Player 1 (Beast)

Recommended Beast: Bolgin

Starting Action Cards:

Charge Dash Pursuit Dark Dealings

Player 2 (Hunter)

Recommended Hunter: Helga

Starting Action Cards:

Incite Rush Prowl Hidden Passage

Player 3 (Hunter)

Recommended Hunter: Assar

Starting Action Cards:

Adapt Bolster Haste Avarice

4 PLAYERS

Player 1 (Beast)

Recommended Beast: Bolgin

Starting Action Cards:

Charge Dash Pursuit
Dark Dealings

Player 2 (Hunter)

Recommended Hunter: Helga

Starting Action Cards:

Incite Rush
Hidden Passage

Player 3 (Hunter)

Recommended Hunter: Varja

Starting Action Cards:

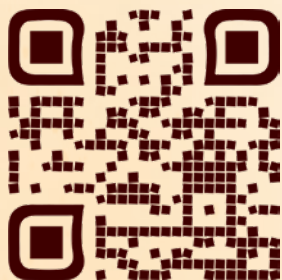
Adapt Haste Avarice

Player 4 (Hunter)

Recommended Hunter: Iona

Starting Action Cards:

Bolster Prowl
Dark Rituals



FREQUENTLY ASKED QUESTIONS

Do you have any questions about the game or the rules? Use the QR-code or join the discord!

CAN YOU USE A SMOKEBOMB ON A SUMMON?

No, Smokebomb cannot prevent damage from Summons.

CAN MULTIPLE WATCHTOWERS BE PLACED ON THE SAME LOCATION?

Watchtowers are limited in supply, but any number can be placed on the same location.

CAN YOU RUN OUT OF COMPONENTS?

No, components are considered infinite, except Ancient Powers, Summons and Watchtowers.

CAN YOU PLACE A TRAP IN A ZONE THAT ALREADY HAS 3 TRAPS?

No, three is the maximum number, and traps cannot be replaced until they're triggered and discarded.

HOW MANY CHARACTERS CAN BE ON THE SAME LOCATION?

There is no limit on the amount of Hunters, Summons, Beasts, Watchtowers, Animals, or Settlers that can be on the same location.

WHAT HAPPENS WHEN YOU MOVE TOWARDS THE EDGE OF THE MAP?

If an effect forces you to move beyond the edge of the map, you cannot move, and your movement would stop there. The Beast places no Active Movement Cards for that move.

CAN YOU PLAY AND TRIGGER A TRAP ON AN ALREADY REVEALED BEAST?

No, traps can be activated when the Beast *becomes* revealed, not when the Beast already is revealed.

WHAT HAPPENS IF THE BEAST REVEALS ON THE CENTER OF THE MAP?

The center of the map is part of all zones, and thus, all traps can be activated as long as they match the habitat(s).

BEGINNER ADVICE

EXPLORE THE GAME

BEAST is relatively easy to play, but hard to master. Knowing what to do with your actions and cards, and when, is a big part of the puzzle. We encourage you to explore the game on your own terms, but to ease yourself into the Beast experience, here are some good beginner tips:



MOVEMENT IS KEY

Your hand will dictate the number of steps you can take throughout the day. Make sure to have at least some movement and use it wisely. Sometimes it's better to wait to move until you're sure you can act on it!

CARD ADVANTAGE

Card economy is important to manage. If you run out of cards, the other side can play uncontested for the rest of the Day. Be strategic with your actions and don't be afraid to Pass when you have less Action Cards.



HIT & RUN

When you attack as the Beast, unless you are certain that the Hunters cannot reach your location, it's usually a pretty good idea to play a blue card that lets you move (and thus hide) after the attack!

HUNTERS TOGETHER ARE STRONGER

To get the full value of many cards as Hunters, you need to be close to each other. **Incite**, **Bolster**, **Avarice**, and **Dark Rituals** all become much better if you plan when you want to play them as a team.



ADAPT & HIDDEN PASSAGE

Tired of running? As Hunters, try to pick up either **Adapt** or **Hidden Passage** during the draft. These cards will allow you to immediately relocate to another location on the map and can help you get closer to the Beast or your teammates..

CHOOSING YOUR CHARACTER

PLAYSTYLE AND COMPLEXITY

Here is a handy introduction to each Beast and Hunter in the game, as well as their complexity rating. Hunters also have a preferred seating in the turn order, so keep that in mind when you are building your team!



BOLGIN

COMPLEXITY: LOW

Bolgin excels when she can pull her targets into her swamps, breaking up the Hunters' formation and catching lonely Settlers unprepared. Her Polyps and upgrades help her set up by transforming the landscape and further rewarding her for a successful kill.

AGGRESSIVE

ZONE CONTROL

STEALTH



FANGRIR

COMPLEXITY: LOW

Fangrir is fast and aggressive, scouring the forest for prey before setting her eyes on the settlements. Very mobile, she is constantly on the move and only briefly stopping to attack. As the Wolfpack Queen, her upgrades synergize with her Wolves, allowing them to either move with her or chase down separate targets.



AGGRESSIVE

ZONE CONTROL

STEALTH



HOGBAD

COMPLEXITY: LOW

Hogbad seeks to position himself within his forests, just out of reach of his targets. This allows him to rush in for a kill or reposition himself, pushing all Beings caught in his path. His Warhogs and upgrades assist him in manipulating and setting up a board state for big power plays.



AGGRESSIVE

ZONE CONTROL

STEALTH

FIRST PLAY

For your first game, the Beast player should consider a low complexity character while the Hunters should look for a team that covers a range of turn orders (Early, Mid and Late).



RAAGA

COMPLEXITY: MEDIUM

Raaga's three heads allow her to strike multiple targets from a distance, surprising Settlers and Hunters alike. As she slithers through the map, she floods the land around her. Her Basilisks keep the Hunters away from key points thanks to their petrifying gaze.

AGGRESSIVE



ZONE CONTROL

STEALTH



MARA

COMPLEXITY: MEDIUM

Mara stalks her targets from her caves, waiting for an opportune time to strike. Her strength is in her ability to mislead the Hunters of her whereabouts, while also having the mobility to cover great distances within a turn. Her Banshees and upgrades allow her to pull Beings close when going for an attack and disappear to more desirable locations to enact her schemes.

AGGRESSIVE

ZONE CONTROL

STEALTH



ESMERIA

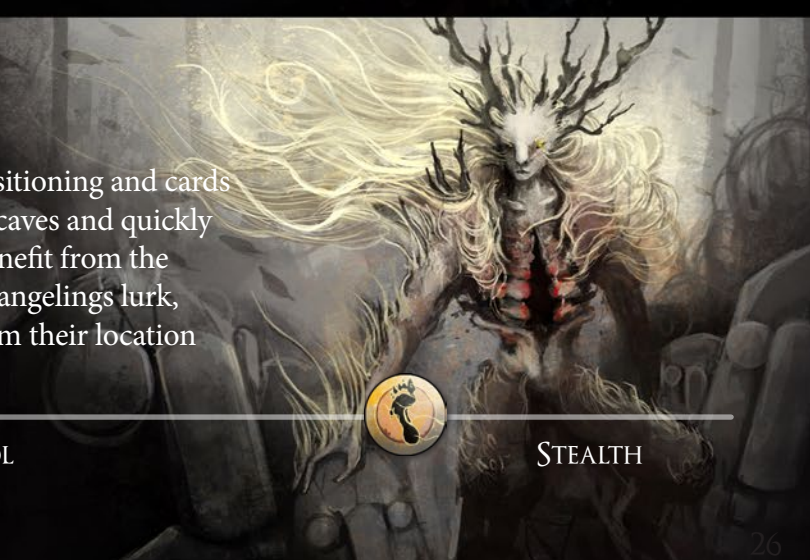
COMPLEXITY: HIGH

Esmeria knows the Hunters best and is able to use their positioning and cards to her advantage. She eavesdrops on the Hunters from her caves and quickly escapes after murdering her target. Her upgrades let her benefit from the Hunters' actions and even briefly possess a Hunter. Her Changelings lurk, waiting for the perfect time to haunt a Hunter and transform their location into more favorable terrain.

AGGRESSIVE

ZONE CONTROL

STEALTH





HELGA

TURN ORDER: **EARLY**

ROLE: **SEER**

Helga has harnessed the ability to see through the Beast's eyes and identify its past movements. Her foresight is invaluable to the team, allowing Hunters to keep up with the Beast and react before it attacks.



VARJA

TURN ORDER: **EARLY - MID**

ROLE: **COMMANDER**

Varja is the current commander of the Hunters which allows her to command her allies to move around the map. This allows Hunters and Settlers alike to reposition depending on their need, providing flexibility for the hunt.

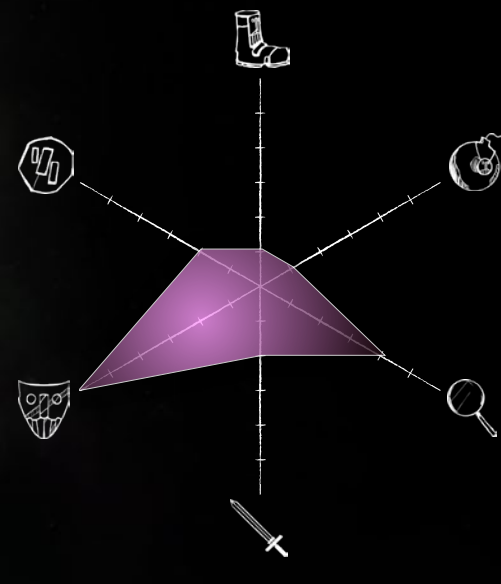


GRIMGEIR

TURN ORDER: **EARLY - MID**

ROLE: **WATCHER**

Grimgeir quickly sets up Watchtowers and defenses, restricting the Beast's movement in the surrounding area. His watchful eye often allows the Hunters to prepare for an upcoming attack, and he is always the first line of defense.





IONA

TURN ORDER: **MID - LATE**

ROLE: **GREATBOW HUNTRESS**

Iona strikes fear into the hearts of Beasts with her greatbow. Her additional range grants her the ability to kill their Summons while remaining on the Beast's track, ready to deliver the final blow.



ASSAR

TURN ORDER: **ANY**

ROLE: **SCOUT**

Assar is the fastest Hunter, able to keep up and even outpace the Beast. His keen eye for Tracks allows him to reveal the Beast, leaving it open for an attack. Assar is also a quick learner, regularly copying the skills of his fellow Hunters.

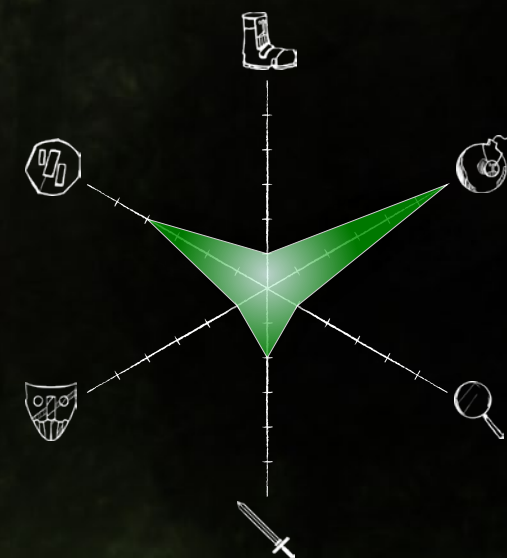


KRIM

TURN ORDER: **ANY**

ROLE: **TRAPMASTER**

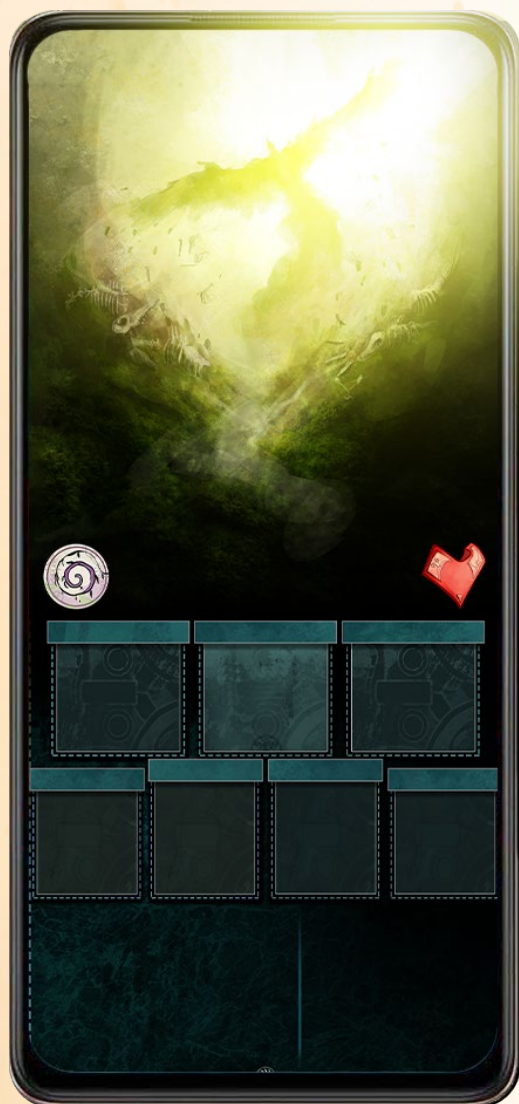
Krim brings years of experience to the team. While not as strong as his colleagues, his cunning and experience allows him to make and set traps all across the region. With enough Hunter Items, Krim is able to threaten the Beast no matter where it attacks.



CREATORS GUILD

LOOKING FOR MORE CONTENT?

We believe a game lives and dies with its community, and that is why we created the tools for you to create your own content for BEAST. Visit studiomidhall.com/creatorsguild to find or create your own Contracts, Beasts, Hunters, and more!



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Create and share your own Beasts and Hunters! Add custom upgrades, art, abilities, lore, and more!

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Expand the game with custom created Contracts! Explore new ways to play the game, with Legendary Rules, new ways of winning the game, or even play the game solo!

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THANK YOU ALL BACKERS

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RULEBOOK VERSION 2.0

Thank you Dylan Farrell, Tyler Exsted, and Rafel Servent, for helping us re-write and restructure the rulebook for version 2.0, and for being the most awesome people ever. Thank you all proofreaders for all the hard work and all of your wonderful suggestions.

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MUSIC

ALBIN LARSSON

Our small family company has expanded with the incredibly talented Albin Larsson, who has also composed and recorded music for BEAST. Listen to the official BEAST soundtrack on Spotify now!

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