

The Node Map & The Rules Everyone Misses

Two things that decide your first campaign: which expansions replace a monster rather than adding one, and the handful of rules that quietly ruin a first playthrough. Print it, keep it by the settlement sheet.

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The node map — what each expansion displaces

The publisher's rule: when you add an expansion, remove any monster of the same node from the settlement timeline. Most expansions therefore SWAP content rather than adding it.

NODE	CORE MONSTER	EXPANSIONS THAT SIT HERE	EFFECT
NQ1	White Lion	Gorm · Crimson Crocodile · Frogdog	Replaces
NQ2	Screaming Antelope	Spidicules · Flower Knight · Smog Singers	Replaces
NQ3	Phoenix	Dragon King · Sunstalker	Replaces
NQ4	— empty in core —	Screaming God · Dung Beetle Knight · Lion God · The King	ADDS
NN1	Butcher	Manhunter · Pariah	Replaces
NN2	King's Man	Lion Knight · Slenderman · Atnas · Red Witches	Replaces
NN3	The Hand	Black Knight	Replaces
Co	Watcher	Dragon King · Sunstalker · The Gambler	Replaces
Fi	Gold Smoke Knight	Parasite Queen · Godhand	Replaces

The rules first-time groups miss

Tick these off before lantern year one. Each one is a recurring forum thread.

- ☐ **Developing costs 1 iron per tile removed** — the most-missed rule in the game, and not printed on the player aid
- ☐ **Draw back up to 8 cards after EVERY turn** — not only once your hand is empty
- ☐ **Discard a card for EVERY action** — not only when you Build
- ☐ **Score victory points at the END of each era** — not when a tile flips
- ☐ **Burn your own Level-1 tiles before the era ends** — undeveloped tiles are swept away and it feels like a reset
- ☐ **Leech your opponents' resources** — it is usually net-positive for you; politeness costs you the game
- ☐ **Take loans early** — waiting is the most common economic mistake

Resource sourcing — three resources, three different rules

This is the number one mechanical confusion for new players, and the three rules are deliberately different.

RESOURCE	CONNECTION REQUIRED?	WHERE YOU MAY TAKE IT FROM
Coal	Yes — by links	Nearest source first; market only if no connected coal exists, and you must be connected to the market
Iron	No	Any iron on the board; market only when the board is empty of iron
Beer (your own)	No	Your own unflipped breweries need no connection
Beer (opponent's)	Yes	An opponent's brewery must be connected to you
Merchant beer	Yes	Only when selling to that merchant — and it grants that merchant's bonus

Before your first session

- 1. Assemble five miniatures**
the four starting survivors and the White Lion — one to two hours with proper clippers
- 2. Get sprue cutters, a hobby knife and plastic cement**
scissors and school glue will damage the parts
- 3. Leave every expansion in the box**
they add cards to your decks and make a punishing game harder
- 4. Check your edition if buying used**
1.4 did not include the Gold Smoke Knight, the campaign's final boss

Sources. Kingdom Death's own Monster Nodes reference page and product listings (shop.kingdomdeath.com), plus recurring BoardGameGeek forum threads on commonly-missed rules. Rules summaries are written in our own words; nothing here reproduces rulebook text.

Accuracy. Every figure on this sheet was read from the sources above on 2 August 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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