



# SUNSTALKER

Kingdom Death: Monster

## SUNSTALKER

Once sky had no day,  
sad, it could only play.  
Shadow found a hole  
enough lanterns to fit  
when it was done the  
dreaming dreams awoke,  
all of the light  
hole in the sky, was  
big mouth. The shadow  
and they played fo

A showdown  
ers ability to pos  
dinated attacks. I  
turn the tides of th  
range options are  
set, that is low o

|      |            |
|------|------------|
| 1 x  | Sunstalker |
| 1 x  | Sunstalker |
| 1 x  | People     |
| 51 x | Gear       |
| 33 x | Sunstalker |
| 21 x | Sunstalker |
| 24 x | Sunstalker |
| 8 x  | Sunstalker |
| 1 x  | Terrain    |
| 2 x  | Terrain    |
| 1 x  | Solar      |
| 3 x  | Disorder   |
| 5 x  | Fight      |
| 3 x  | Secret     |
| 7 x  | Innovation |
| 2 x  | Sun        |
| 7 x  | Rare       |
| 1 x  | Kata       |
| 1 x  | Cycle      |
| 3 x  | Settler    |



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## SUNSTALKER

Once sky had no day. There was a Shadow that was sad, it could only play in small light of a lantern. The Shadow found a hole in the sky and decided to steal enough lanterns to fill it. It took many generations, and when it was done the shadow slept under its big light, dreaming dreams about how it would play. When it awoke, all of the light was gone! At the center of the hole in the sky, was a tiny shinning entity, with a great big mouth. The shadow named the tiny thing the sun and they played forever.

A showdown with the Sunstalker will test players ability to position their survivors and make coordinated attacks. Making use of their own shadows to turn the tides of the battle. It's rewards grant new long range options and an evasive burst damage armor set, that is low on actual armor levels.

|      |  |
|------|--|
| 1 x  | Sunstalker Miniature                         |
| 1 x  | Sunstalker Armor Kit                         |
| 1 x  | People of the Sun Miniatures (Male & Female) |
| 51 x | Gear cards                                   |
| 33 x | Sunstalker AI cards                          |
| 21 x | Sunstalker HL cards                          |
| 24 x | Sunstalker Resource cards                    |
| 8 x  | Sunstalker Hunt Event cards                  |
| 1 x  | Terrain card                                 |
| 2 x  | Terrain tiles                                |
| 1 x  | Solar Track                                  |
| 3 x  | Disorder cards                               |
| 5 x  | Fighting Art card                            |
| 3 x  | Secret Farting Art cards                     |
| 7 x  | Innovation card                              |
| 2 x  | Sunstalker card dividers                     |
| 7 x  | Rare Gear                                    |
| 1 x  | Katana Specialization / Mastery card         |
| 1 x  | Cycloid Scale Armor Set card                 |
| 3 x  | Settlement Locations                         |

## Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Sunstalker Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear and divider to the game box
- Add the new rare gear to the rare gear deck.
- Add the new terrain to the Terrain deck.
- Add the new strange resources to their deck.
- Add the new innovation to the innovation cards in the game box (not your settlement's deck).

When a story event in this book is triggered, it is denoted by preceding the event name.

## Current Campaign

To add the Sunstalker to your current campaign, add **Promise Under the Sun** (a story event found in this book) to Lantern Year 8 on the timeline, or the next year on the timeline, whichever is later. When you trigger it, read the story and follow it through to the end.

## New Campaign

To add the Sunstalker to a new campaign, add **Promise Under the Sun** to Lantern Year 8 on the timeline of the settlement's record sheet.



## People of the Sun Campaign

The People of the Sun is a new campaign about the starting survivors finding a mysterious sun pool instead of the Lantern Hoard.

To play a People of the Sun Campaign, use the new Survivor Record Sheet and Settlement Sheet provided in the back of this book (or download from sheets.kingdomdeath.com). Begin the campaign from the prologue found in the Core Game rulebook and proceed with the new timeline.

People of the Sun Campaign has the following rule:

- Whenever you trigger **Intimacy**, turn to **Intimacy** found in this book instead.
- Ignore all rules that interact with **Nemesis Encounter - The Watcher**.
- Remove **Leader** from the fighting art deck.

As indicated by the new record sheet:

- You will not trigger **Principle: New Life** when your first child is born. Instead your Principle will be chosen for you by the **Sun Pool** story event.
- There is no **Hooded Knight** event in this campaign, instead you will trigger **Edged Tonometry** when you have 8 Innovations.

## NEW RULES



### Locations with Levels

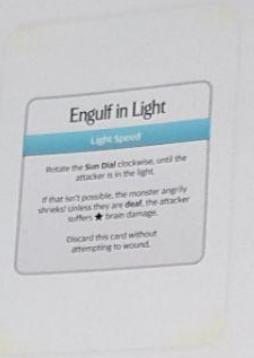
The **Sacred Pool** settlement location has 3 levels: 1-3. A settlement location with levels always starts at level 1. Its level is recorded on your settlement record sheet. A settlement only has access to the craftable gear, endeavors, and special rules up to a location's current level. For example, a settlement with a level 2 Sacred Pool has the benefits of both levels 1 and 2 (but not 3).

Over the course of the campaign, opportunities to increase a location's level are clearly indicated. When a location's level is increased, the change is permanent and recorded on your settlement record sheet.

### Monster Level Symbol ★

The ★ symbol on all game cards and events refers to the monster's level. For example, the Sunstalker's **Cosmic Roar** AI card instructs survivors to gain ★ insanity. In a showdown against a level 2 Sunstalker, this would be 2 insanity.

## Light Speed - Hit Location Type



Light Speed hit locations are faster than First Strike hit locations. An attacker must select Light Speed hit locations before First Strike hit locations and before any other type of hit location cards. If multiple Light Speed hit locations are drawn in an attack, the attacker chooses which one to resolve first.

## Sunshark Bow

The **Sunshark Bow** gear card has both *melee* and *ranged* keywords, meaning it can make both melee and ranged attacks. When a survivor attacks with the Sunshark Bow, they gain only the benefits and penalties of the keyword corresponding to that attack (melee or ranged).

For example, if a **frenzied** survivor makes a ranged attack with the Sunshark Bow, they would not be able to ignore the **slow** rule on the weapon since its not considered a melee weapon when making a ranged attack.

## Solar Track



The Solar Track is used during the showdown with the Sunstalker. It interacts with the monster's trait cards, tracks the current solar energy, and determines the direction shadows are cast.

Set up the Solar Track alongside the showdown board. The Showdown will begin with the light at the survivors' backs. According to the **Solar Energy** trait card, when the monster completes the actions on an AI card and discards it, place the card face down on the Solar Track instead. Moods and Traits that leave play should not be placed on the Solar Track.

As cards accumulate on the Solar Track, the solar energy level rises, making the Sunstalker's actions more lethal.

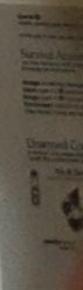
The **Sun Dial** trait card is placed on the Solar Track and its position shows the direction in which shadows are cast. As the Sun Dial rotates throughout the showdown, so does the direction of light on the showdown board.

Prismatic

Prismatic: Your affinity halves

This allows the player that counts a 3x3-squares of a

A Prismatic Necklace, L +2 strength affinities. However, their Rainbo



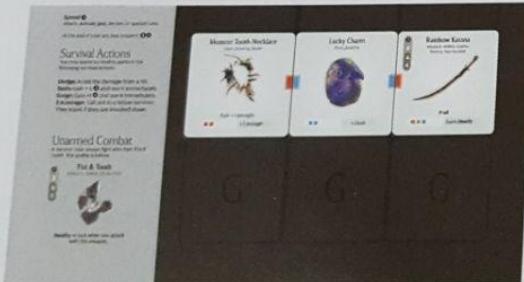
## Prismatic



**Prismatic:** Your complete affinities and incomplete affinity halves count as all colors.

This allows the survivor to form a complete affinity that counts as any color by connecting two affinity half-squares of any color(s).

A **Prismatic** survivor with a connected **Monster Tooth Necklace**, **Luck Charm**, and **Rainbow Katana** gains +2 strength and +1 luck from their two completed affinities. However, a third affinity is still required for their Rainbow Katana to gain Deadly.



## Shade and Minions



Shades are minion-type monsters spawned by the actions of the Sunstalker. Shades are represented on the showdown board by black lantern tokens. You may also create your own shade miniatures by painting extra survivor models black.

- Minions perform their minion action one at a time at the end of each monster turn, after the monster has performed all of its actions.
- Minions' attributes are listed on their card.
- Minions do not use + / - attribute tokens.
- Minions do not have facing or a blind spot.

### Minion Collision

A minion cannot move through spaces occupied by survivors, impassable terrain, or other monsters. If a minion would occupy any of these spaces, place it in the nearest unoccupied space instead.

If **knockback** would cause a survivor to move into a minion (or other monster), they **collide** with it instead. The survivor suffers **collision** and stops their movement in the last space before the minion.

If a monster ends its movement on a minion, move the minion to the nearest unoccupied space.

### Minion Action - Moving & Attacking

Minions take the shortest path they can to their target, moving around survivors, impassable terrain, and other monsters.

#### Killing Minions - Life

Minions do not have hit locations. To attack a minion, roll to hit as normal and then attempt to wound. If a wound attempt succeeds, the minion suffers 1 wound. When a minion has wounds equal to their life, they are killed and removed from the showdown board. **Killing a minion does not make a survivor eligible to earn ranks in Weapon Proficiency.**

#### Reward

When a minion is killed, the attacking survivor gains the reward listed on their card immediately.

#### Other Showdowns

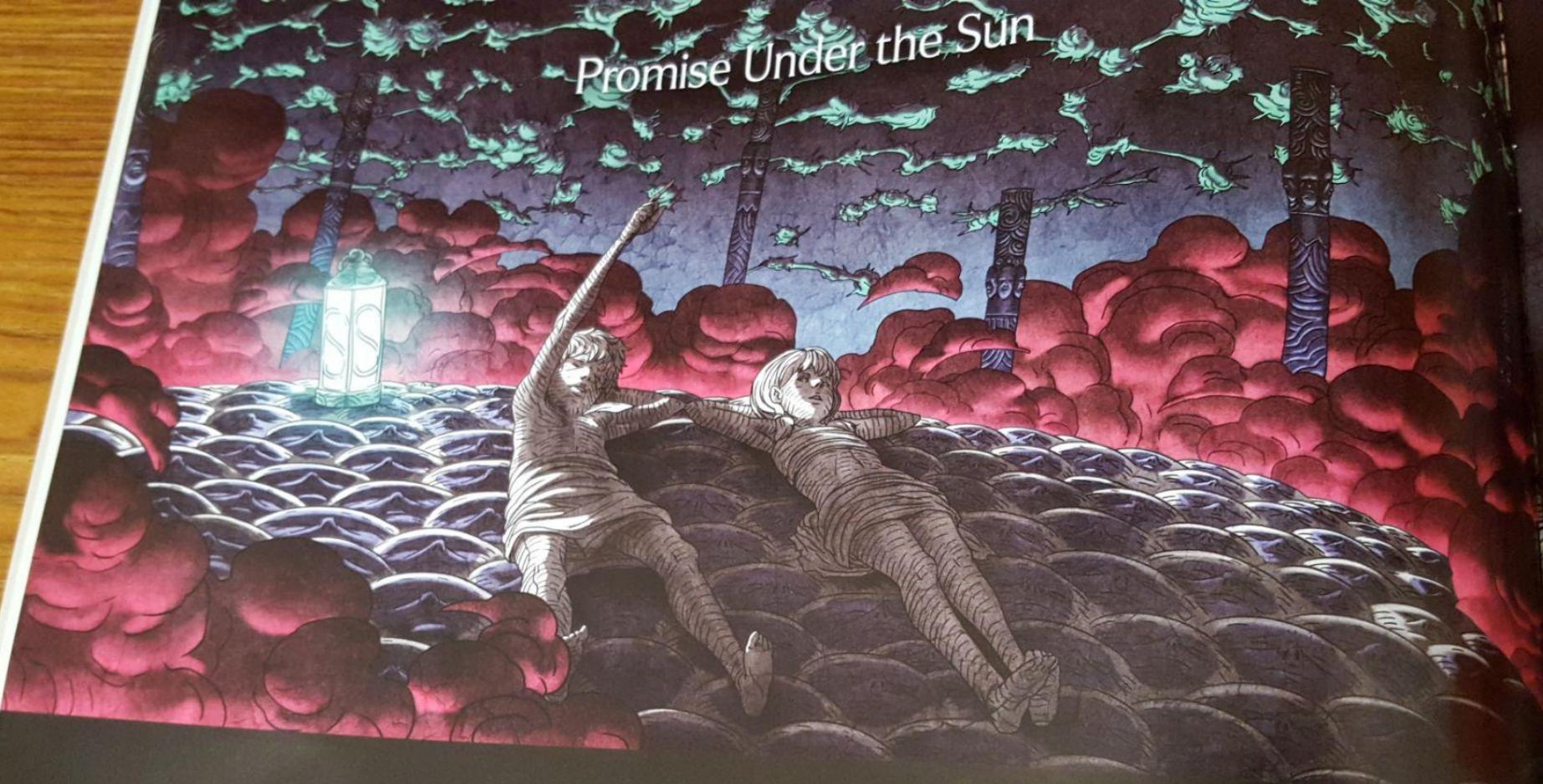
If a minion is placed on the showdown board and that minion's card is not already in play, find the related card and put it into play.

## Katana Specialization / Mastery



The **Katana** weapon proficiency card is included in this expansion. However, unlike other weapon types, it cannot simply be nominated to gain levels of weapon proficiency. Survivors can get access to this by triggering the **Edged Tonometry** story event.

# Promise Under the Sun



*There was once a boy and a girl, who met under the blanket of darkness  
and counted the lights in the sky together.*



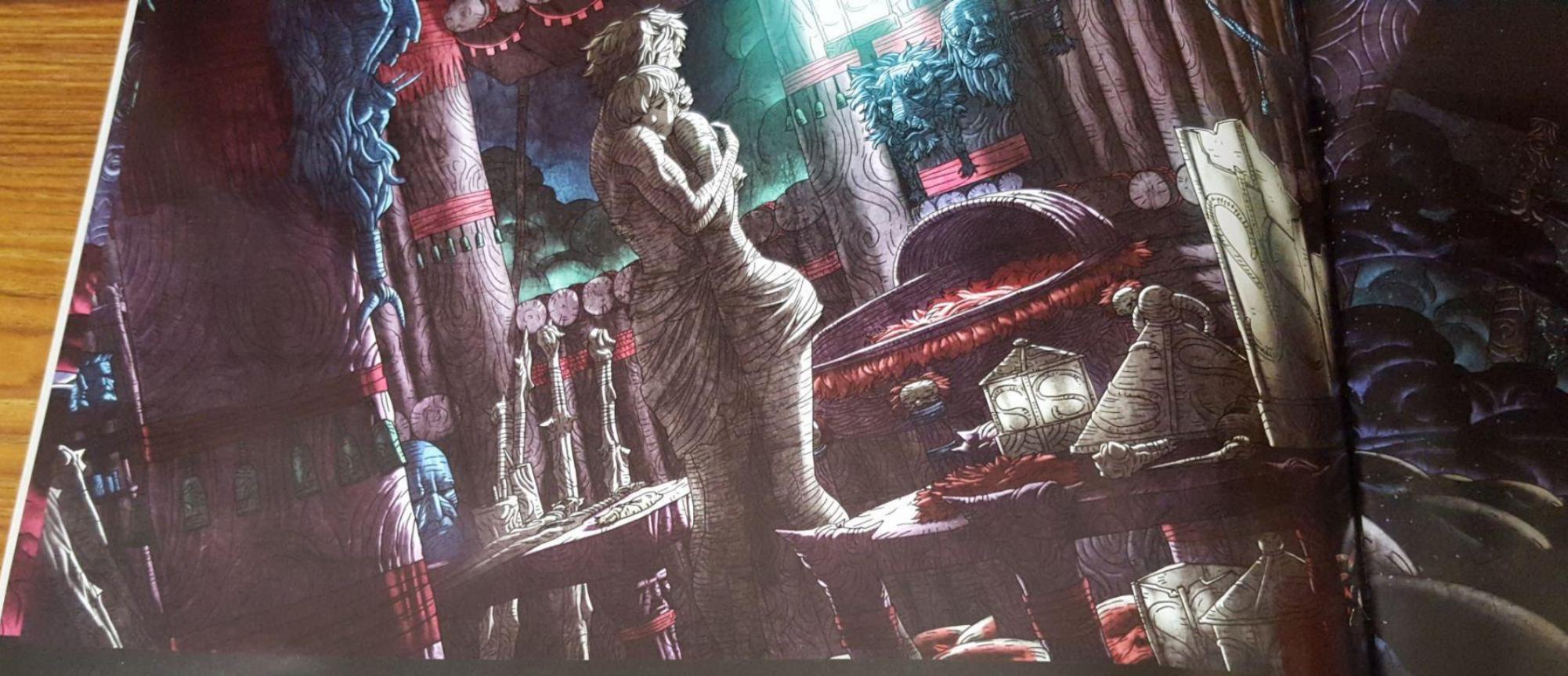
*When their lips touched, the sun dawned for the first time.*

*"I have a crazy dream to share with you," said the girl.*

*"We will hunt down that light and live under it, together, forever."*

*"I swear to you we'll live that dream together," said the boy.*

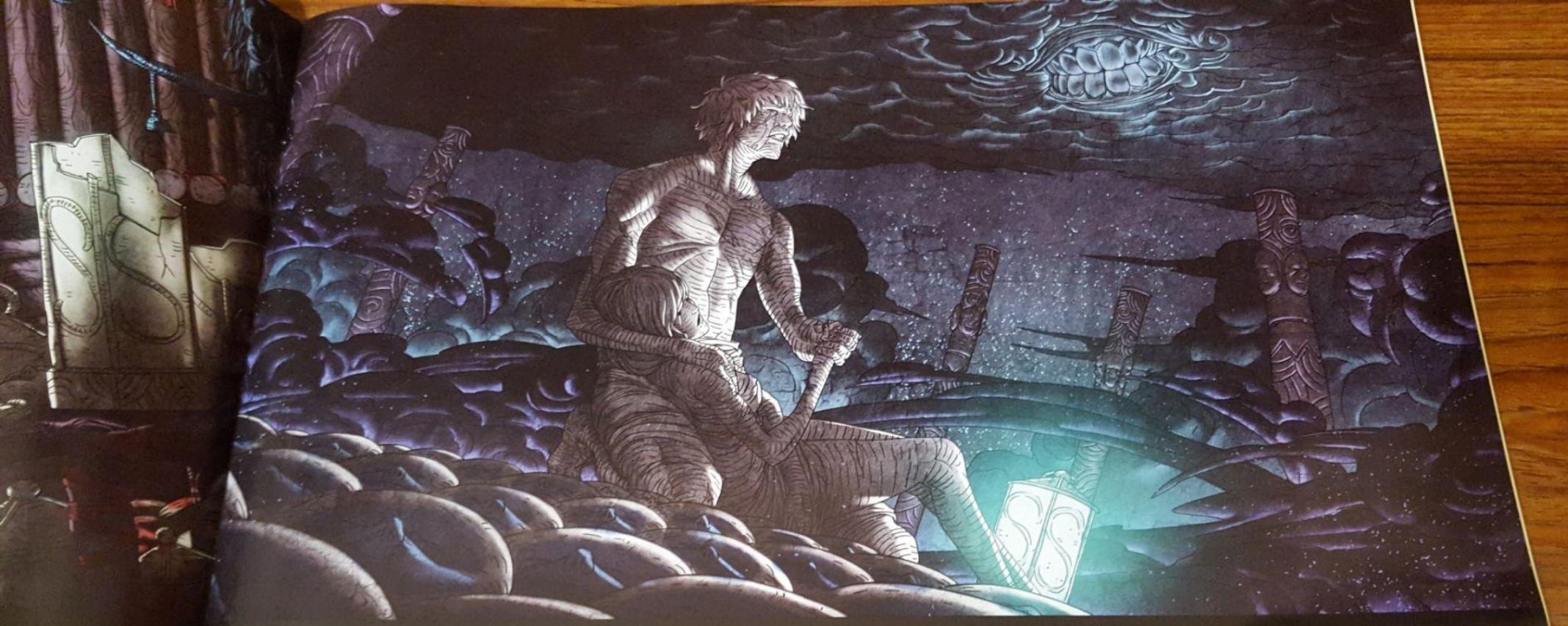
*He felt the promise swell in his heart.*



*The girl and the boy grew into man and woman.  
Together, they cooked many meals, repaired weapons,  
fought monsters, and gave up on starting a family.*

Although their childhood promise was forgotten with the  
passage of time, they shared a great love.  
But one day, the woman fell ill.

As  
fir  
hi



*As they lay counting the lights in the sky like they always had, the sun finally dawned again. Excitedly, the man turned to the woman, but she had stopped counting some time ago. Beneath the warmth of the sun, he kissed her cold body goodbye, and remembered their promise. He decided that he would hunt the sun, so that he may bury it with her.*

Nominate a survivor. They gain the **Burning Ambition** fighting art.

You may now hunt the **Sunstalker**. Add it to the **Quarries** list on the settlement record sheet.





There is a  
stand the  
straight  
oldies. So  
give its  
and han  
help -

P

# SHOWDOWN: SUNSTALKER

Quarry



There is a great castle in the sky shaped like a sword. At the top stands the Storm. Tired of its ineffective challengers, the Storm sought to give them an advantage. The Storm dragged the oldest Sun into the sky and chained it to the top of its castle to give its challengers light. Now, when a challenger is defeated and rain strikes the stone-faced floor, the Sun cries out for help, igniting the sky with desperate flashes of light.

## Instinct: Shadow Vibrations

Place a Shade in the shadow of each survivor. If a survivor's shadow is occupied, do not place a Shade. If a survivor has more than 1 shadow, place a Shade in each, if possible.



| Level | B | A | L | Mov | Tgh | Spd | Dmg |
|-------|---|---|---|-----|-----|-----|-----|
| 1     | 7 | 2 | 1 | 16  | 10  | -   | -   |

➊ Solar Energy ➋ Sun Dial ➌ Light & Shadow ➍ Shade  
➎ Shadows of Darkness

| Level | B | A | L | Mov | Tgh | Spd | Dmg |
|-------|---|---|---|-----|-----|-----|-----|
| 2     | 9 | 5 | 1 | 16  | 12  | +1  | +1  |

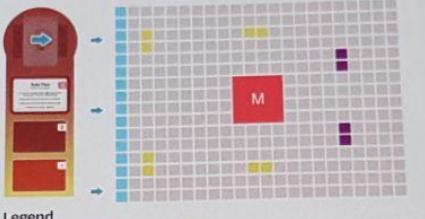
➊ Solar Energy ➋ Sun Dial ➌ Light & Shadow ➍ Shade  
➎ Shadows of Darkness ➏ Living Shadows

| Level | B  | A | L | Mov | Tgh | Spd | Dmg |
|-------|----|---|---|-----|-----|-----|-----|
| 3     | 12 | 6 | 2 | 16  | 16  | +2  | +2  |

➊ Solar Energy ➋ Sun Dial ➌ Light & Shadow ➍ Shade  
➎ Shadows of Darkness ➏ Living Shadows ➐ Monochrome  
Tokens: +1 Accuracy, +1 luck.



## Showdown Setup



### Legend

Survivors    Monster    Stone Column    Salt Sculpture

### Terrain & Deployment

- Solar Track, parallel to board. (The light is at survivors' backs.)
- 4 Stone Column terrain tiles, set up on the yellow spaces.
- 1 Salt Sculpture card, set up on the purple spaces.
- Place the monster in the center of the board.
- Place survivors on any blue space.

## Aftermath

### Victory

- +1 Hunt XP
- +1 Weapon Proficiency (if eligible)
- + Rewards

### Defeat

The tormented shadows of the defeated survivors rush back to the settlement, fading to nothing as they embrace their terrified loved ones. If the settlement has the **Graves** Death Principle, the settlement gains the **Shadow Dance** innovation.

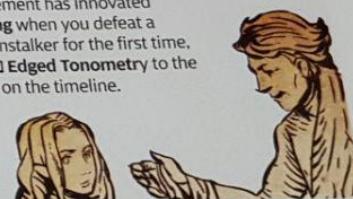
## Rewards

The first time the Sunstalker is defeated, gain the **Sky Reef Sanctuary** settlement location.

Each survivor who has defeated 1 or more Shades gains +1 courage.

| Level | Reward  |
|-------|---|
| 1     | 4 basic, 4 Sunstalker resources.<br>1 Sunstones strange resource.         |
| 2     | 4 basic, 6 Sunstalker resources.<br>11,000 Year Sunspot Strange resource. |
| 3     | 7 basic, 8 Sunstalker resources.<br>13,000 Year Sunspot Strange resource. |

If the settlement has innovated **Storytelling** when you defeat a Level 3 Sunstalker for the first time, add ➊ ➋ Edged Tonometry to the next year on the timeline.







- Story Event -

# CONQUER YOUR SHADOW

Pushed to your limits and barely conscious, your shadow confronts you. Grinning desperately, you are unable to tell if this is a delusion or a rare opportunity.

Dragging your weapon crudely across the ground, you cut your shadow free from your feet. Archive your **Black Blood** survivor status card and commence the **Grand Battle**!

**Grand Battle** - roll 1d10

You are weak. Your shadow consumes something important inside you. Lose all your fighting arts.

1 2 3



If the settlement has innovated **Shadow Dance**, you best your shadow! Proceed to the 7, 8, 9, 10 result.

4 5 6

You are locked in an eternal struggle! You are knocked down and cannot stand until an adjacent survivor spends 3 survival to shake you out of your delusion. When they do, remove 2 bleeding tokens and stand.



7 8 9 10

After hours of combat, you rest and begin to converse with your shadow. It tells you that it spends a lot of time looking up from the ground at butts! After a laugh, your shadow shares a secret with you: the cornea is the gatekeeper of light. No shadow can exist behind it. That is why the space behind your eyes is the one place in the world it is fearful of. If it ever ended up back there, it could never escape. However, since your eyes face outward, this is impossible.

The foolish shadow! It shouldn't have told you such a thing. With an evil smile, you rotate an eye until its looking at the back of your head, trapping your shadow!

With your shadow now trapped behind your eye, you feel more confident, as if your self-doubt is imprisoned along with it.

Gain the **Suppressed Shadow** secret fighting art. You return to the battlefield rejuvenated! Remove all your bleeding tokens and gain +3 survival.





# SKY FISHING

ent - SKY FISHING

You inflate the lure and gently launch it into the air.  
It floats up into the darkness, and the group nervously waits.  
After a time, you **Feel a Bite**.

**Feel a Bite** - Nominate a survivor with a **Sun Lure** and **Hook** in their gear grid and roll 1d10



If you have a **Sky Harpoon**, add +2 to your roll result.

1 2

The fish was baiting you! You are pulled into the sky and never seen again. Do not gain the benefits of the **Cannibalize** Death Principle.



3 4 5

You hook something but hurt yourself! Gain the **Bugfish** strange resource and 2 bleeding tokens.



6 7 8

Catch of the day! Gain the **Hagfish** strange resource.



9 10 11

A great accomplishment!  
Gain the **Jowls** strange resource and +2 survival.

12

You've got a big one! You may let go of the line or hold on. If you let go, end this story event and archive your **Harpoon**.

If you hold on, roll 1d10 on the table below:

1d10      Result

1 - 2      You are pulled into the sky and bitten in half! You are dead. All survivors gain +5 insanity as your corpse rains down on them.

3 - 6      Everyone grabs onto the line and fights with all their might. Each survivor suffers 2 random event damage from being dragged around. A massive metal tooth drops from the sky with the line attached to it. Gain 1 **Iron** strange resource.

7 +      The unseen creature in the sky drags you and everyone else all over the place! The line breaks and a **fish** strange resource of your choice drops from the sky. The survivors get the feeling that whatever did this was trying to help them. You may place the survivors on any space on the hunt board not occupied by your quarry.



# THE POOL AND THE SUN

Nominate a survivor to **Drink from the Pool**.



## Drink from the Pool

The nominated survivor steps forward and gains +1 courage. Waist deep in the warm and mysterious pool, they cup their hands and drink the strange water. As they do, their mind fills with strange thoughts. They gain the **Purpose** fighting art and begin to speak!

Your settlement gains the **Sun Language** innovation. Search the innovation cards for Sun Language. Place it face up in your play area and record it on your settlement sheet.

**Sun Language** is your first innovation and considered your People of the Sun's settlement's unique language. It sparks the creation of the innovation deck.

**Build the Innovation Deck now.**



## Build the Innovation Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovation cards.

Find the 6 innovation cards listed at the bottom of the **Sun Language** innovation card:

**Ammonia, Drums, Hovel, Paint, Symposium and Hands of the Sun** (*Unique to this campaign.*)

Shuffle these 6 cards together to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Make sure to preserve the unique combination of cards in your deck between play sessions.

Finished, the settlement gathers **Under the Sun**.



## Under the Sun

Staring into the warm light from above, the settlement gains **The Sun** Settlement Location.

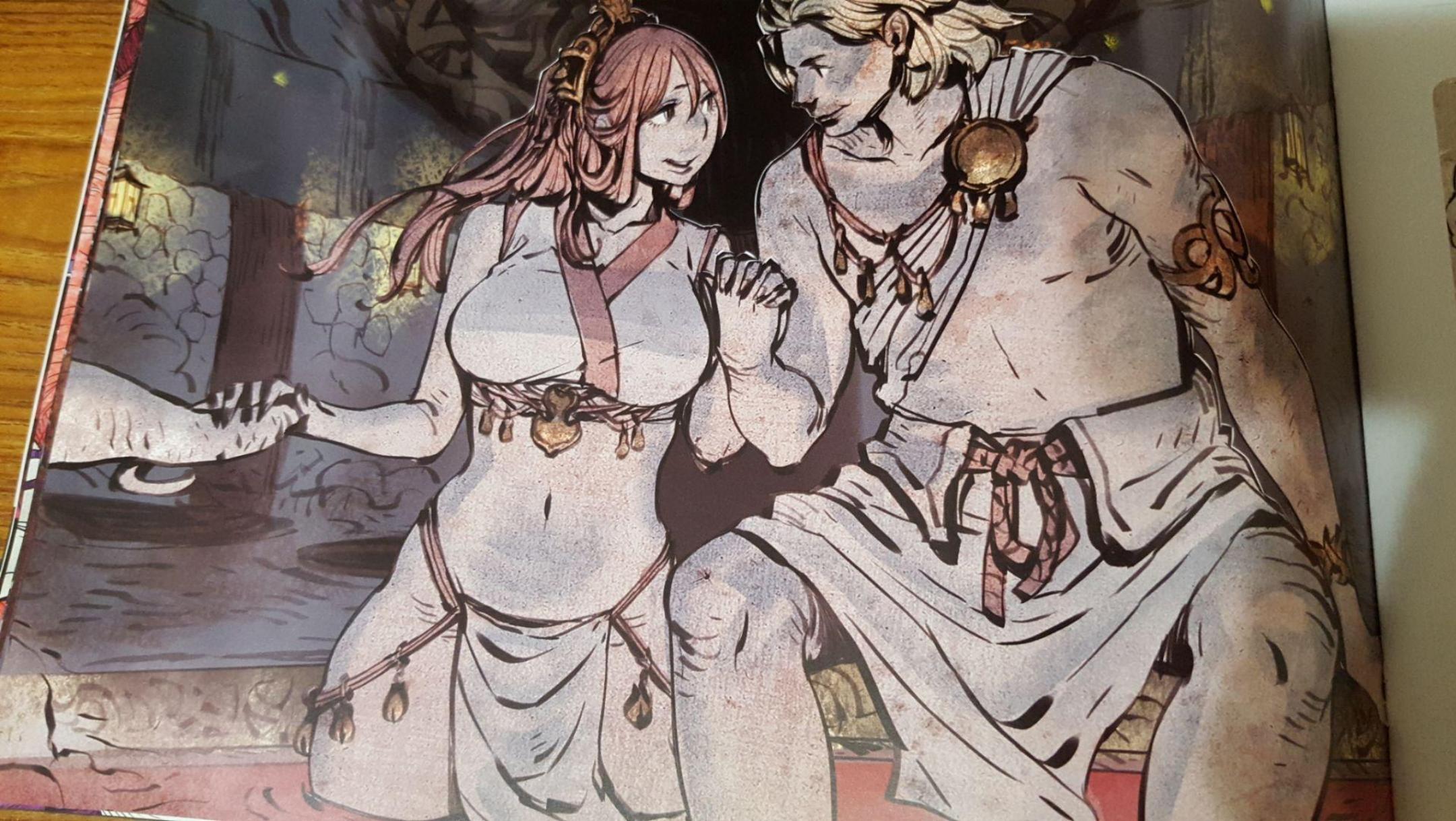
Search the large Settlement Location cards for the **The Sun** and place it face up in your play area. The Sun is the source of all innovations and further locations the settlement will develop.

The nominated survivor begins to comprehend the many thoughts that filled them and gains +2 understanding. They describe to the settlement their roles as protectors of the Sun and the Pool. Each survivor ritually drinks the water and agrees. The settlement gains the following:

**Sacred Pool Settlement Location**

**New Life Principle: Survival of the Fittest**  
(People of the Sun may not gain **Protect the Young**.)

After their work, the eggs at the bottom of the pool happily glow. Every survivor feels a need to protect their settlement and gains +1 courage.



# INTIMACY

Nominate one consenting male and one consenting female survivor to be parents and **Water Birth**.



**Purification Bonus**  
Add +1 to the **Water Birth** roll result for each parent that is **Purified**.



**Sun Eater Bonus**  
Add +5 to the **Water Birth** roll result for each parent that has the **Sun Eater** secret fighting art.



If the settlement has innovated **Bed**, the newborn gains +1 permanent strength.



If the settlement has innovated **Hovel** and **Sauna Shrine**, the twins are raised together. They each gain the **Defender** fighting art and +1 permanent red affinity.

## Water Birth - roll 1d10

- 1 If you roll double 1's before applying any bonuses, the parents are boiled. Do not gain the benefits of your death principle, you cannot **Intimacy** or **Umbilical Symbiosis** again this year.
- 2 Something in the water devours the parents and the newborn. The settlement ignores the loss, internalizing the tragedy. Do not gain the benefits of your death principle. This year, **departing survivors** gain +1 insanity.
- 3 A newborn is brought kicking and screaming into the world. The survivor's eyes are free from the ink that stained the founders' faces. +1 Population.
- 4 +1 Population. The parents share a deep bond and each gain +10 survival.
- 5 A pair of healthy newborns are lifted out of the Sacred Pool. The parents beam with pride. +2 Population.
- 6 If you roll double 10's before applying any bonuses, triplets are born! +3 Population.
- 7 The caretakers present the child to the sun and all goes dark as a **Solar Eclipse** occurs.
- 8 In the veil of darkness, the sun lowers and kisses the child. The frightened parents feel the warmth of their bodies pass into the newborn. It becomes a **Child of the Sun** (indicate this on their record sheet) and gains +1 permanent strength and speed.
- 9 If either parent has the **Sun Eater** secret fighting art, they forget it.



**Solar Eclipse**





- Story Event -

# SUN DIPPING

Story Event - SUN DIPPING

Beams of light spear the ground, driving danger away.  
Inspired, the settlement creates a rite and gains the **Partnership** innovation.

Nominate up to 3 pairs of eligible survivors to partake in the **Solar Ritual**. Between rolls, the remaining survivors may get scared and choose to end the event.  
This would not cancel the effects of any results rolled.

**Solar Ritual** - roll 1d10 for each pair, one at a time

A survivor is eligible if all of the following conditions apply to them:

- They are **Purified**.
- They have not participated in **Solar Ritual** before.
- They do not have the **Partner** ability.

1 2

The pair disrobe and, holding hands, nervously step into a column of light. All that emerges is the terrible stench of incinerated flesh. They are dead. Each survivor waiting to roll gains +3 insanity.

3 4

The pair steps into the light, roaring. Their clamor instantly turns to screams and one survivor (determined randomly) is pushed out. Burnt to a crisp and barely alive, they gain the **Hellfire** secret fighting art and +5 insanity. The other survivor is incinerated. They are dead.

5 6

As the pair reaches the column of light, it vanishes. They feel the Sun protecting them, and each gain +1 courage and +1 understanding.

7 8

9 10

The pair enter the light, and a warm presence envelops them. They emerge to a cheering settlement with a promise rooted in their hearts. The pair each gain the **Partner** ability (see **Partnership** innovation) and the **Sun Eater** secret fighting art.

If one of the survivors is a Child of Sun, the column of light supercharges them! The Child of Sun gains a fighting art of your choice.

Then, the pair proceeds to the 7, 8, 9, 10 result.



The sun's mouth  
and begins to po  
sacred pool. The  
gushes out, its s  
of lanterns arou

The settlement

Feeling a colle  
the gift as pos  
settlement ma  
**Sacred Pool.**

You may  
In

# THE GREAT SKY GIFT

The sun's mouth opens, creating a deafening drone, and begins to pour vomit water directly into the sacred pool. The survivors recognize the gift and cheer as the mineral- and bacteria-infused liquid gushes out, its surface casting colorful reflections off of lanterns around the settlement.

The settlement embraces the **Sky Vomit Festival**.

Feeling a collective need to preserve as much of the gift as possible for the spawn living inside it, the settlement may nominate a survivor to **Enlarge the Sacred Pool**.

## Enlarge the Sacred Pool

You may upgrade the Sacred Pool's level once per lantern year. Indicate its level on your settlement record sheet.



**Upgrade from level 1 to 2**  
6 x resources

You lead the settlement to extend the pool, lovingly creating new icons and symbols of adoration. While working, you have an idea. Gain 1 random fighting art.



**Upgrade from level 2 to 3**  
9 x resources

You lead the settlement to build out the Sacred Pool, fulfilling your long-term vision. The satisfaction changes you! Gain the **Sun Eater** secret fighting art.

**Sky Vomit Festival** - roll 1d10



1

2

3

4

5



6+

Upstream Fish

Nominate a survivor. As they watch the vomitfall, they notice a strange creature swimming upstream. Feeling bold, they manage to pull it out! They gain 1 **Hagfish** strange resource and +1 courage.

## A Grand Proclamation

Nominate a survivor. From a precipice, they call out to the settlement. Their pride in the Sky Gift and their family can be heard in their voice as they promise to defend them all! They gain the **Defender** fighting art and +1 permanent strength.



If the settlement has innovated **Sculpture**, they whisk the surface of the sky vomit, collecting a mud-like substance that they sculpt into a grand monument to their friend in the sky.

Increase the settlement's Survival Limit by +1 and proceed to **A Grand Proclamation**.





# BIRTH OF COLOR

ent - BIRTH OF COLOR

The atmosphere becomes cold, and a black fog creeps from the Sacred Pool filling the settlement. Light from above rapidly flickers and bounces off of the fog in a spectacular fashion. The settlement looks as if it is encased in a shimmering black jewel.

The swollen eggs begin to crack, spilling a variety of translucent liquids. Small tentacles reach out towards the light above, awakening the survivors' maternal instincts. They rush to the aid of the tiny entities, helping the ones that are ready into the world.

It is a bizarre and beautiful moment that leaves much of the settlement in an emotional state.

Nominate a survivor to be the Vivisectionist.

The Vivisectionist is not like the other survivors. They gain the **Emotionless** disorder. While everyone is swept up in the moment, they begin to more logically examine the eggs and the infant entities. Noting that a cord attached to the infants' stomachs closely resembles a human umbilical cord, they get a strange idea.

Gain the **Umbilical Bank** innovation and proceed to the **Discreet Procedure**.



## Discreet Procedure - roll 1d10

1

The Vivisectionist is discovered gutting the small monster and is executed on spot by a pack of emotional survivors. They are dead. Deeply saddened, departing survivors this year lose all their survival (after calculating bonuses).

2

3

The Vivisectionist rushes the infant deep into the fog. As they prepare their tools, a column of scorching light envelops them. They hear the popping of their fat and the wet cooing of the tentacled infant as they are incinerated. Dead.

4

5

The infant's anatomy makes absolutely no sense. Cutting deeper into the creature and pushing the vibrant stem culture to the side, they find a small, glowing orb encased in mucus. The Vivisectionist gains a **Sunspot Sunstalker** resource and suffers the **blind** severe head injury.



6 7 8 9 10

Learning nothing and realizing they must dispose of the evidence, the Vivisectionist grotesquely devours the infant. They gain the **Sun Eater** secret fighting art and their choice of +1 permanent strength or evasion.



# FINAL GIFT

Something was different. Tradition said that after the solar ritual, sacred water would be vomited from the sun. But there was no water, and the soft yellow hues emanating from the sun had turned a harsh red.

The gathered survivors and infant entities collected beneath it knew that the sun would cough three times. After that, everything would change.

## First Cough

The cough boomed throughout the settlement, breaking up some of the chunky particles in the air.

## Second Cough

The sun inhaled and exhaled, drawing in the air and the sweet scent the settlement had lived with since its incarnation. The second cough rained spittle down on them and scattered the last of the aroma. Without it, they felt naked and vulnerable.

## Third Cough

The sun made several, terrible and long-winded guttural hacking noises. It drew up every last ounce of mucus that it stored while sleeping and appeared to briefly chew on it before projecting it into the air with its third and final cough. Within this bizarre storm of spinning sludge, the survivors' hearts sank. They knew the sun would soon awake and did not know what to expect.

That's when they saw the final gift. Amidst the creamy slime on the surface of the sacred pool, a pure string laid in the center. Nominate a survivor to wade into the pool and **Retrieve the Shimmering String**.



### Retrieve the Shimmering String - roll 1d10

1

The survivor can't swim through the mucus. Inhaling too much of it, they drown!

2 3 4 5 6 7

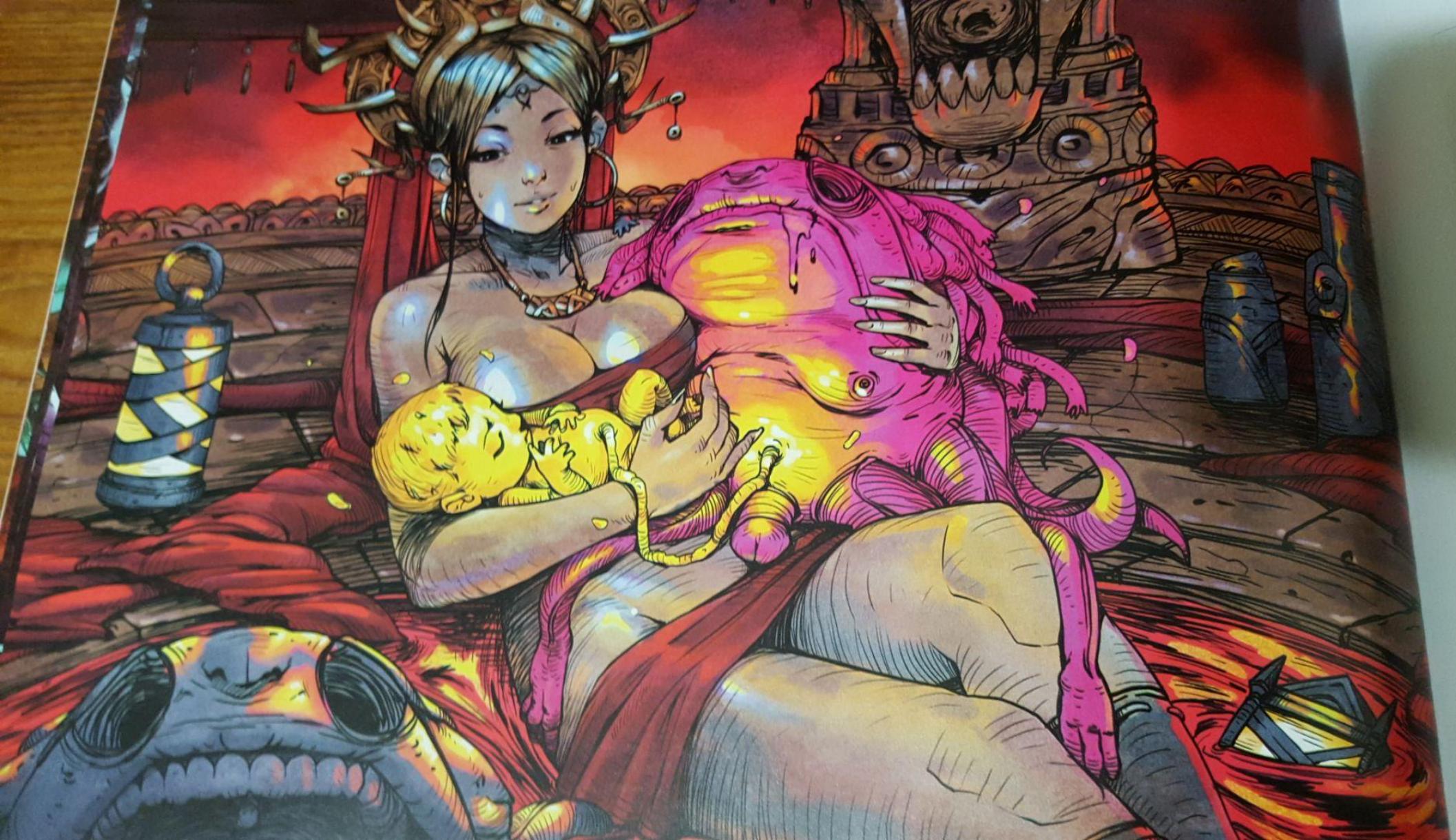
Grasping the string, they feel its cosmic power. The survivor wonders if this is what anchored the sun to the sky.  
Gain the **God's String** rare gear card.

If you have the **Legendary Lungs** secret fighting art, proceed to the 2, 3, 4, 5, 6, 7 result.



8 9 10

Gently holding the string, it burns the survivor's hands. Filled with their sacred duty, they ignore the pain and deliver it safely from the pool. Gain **God's String** rare gear and the **Red Fist** secret fighting art.



# UMBILICAL SYMBIOSIS

Follow the steps below.

1

Nominate a survivor born this year to be the newborn.



If the newborn has been **Purified**, add +1d10 when you **Synchronize**.



If the newborn is a **Child of the Sun**, add +3d10 when you **Synchronize**.



2

Prepare for the procedure. Any amount of the following modifications can be applied by spending **Life String** strange resources equal to the indicated number. Each modification may be applied once per **Umbilical Symbiosis**. If the synchronization is a failure, all modifications are lost, as are the resources spent.

- 1** The newborn gains +1 permanent strength.
- 1** The newborn gains +1 permanent accuracy.
- 4** The newborn gains +1 permanent luck.
- 4** The newborn gains +1 permanent evasion.
- 8** Select two different attributes. The newborn gains +1 permanently to each one.
- 3** A mineral-rich infusion relaxes the Sunstalker. It passes instinct patterns to the newborn. Draw 7 fighting arts and select 2 for the newborn to gain.
- 3** Replacing the life string as it dries increases the purity of the nutrient flow between the two entities. Add +1d10 when you **Synchronize**.

3

## Synchronize.

Nominate a female survivor with at least 1 Hunt XP to be the Caretaker. Roll 1d10 + any bonus d10 earned from steps 1 and 2.



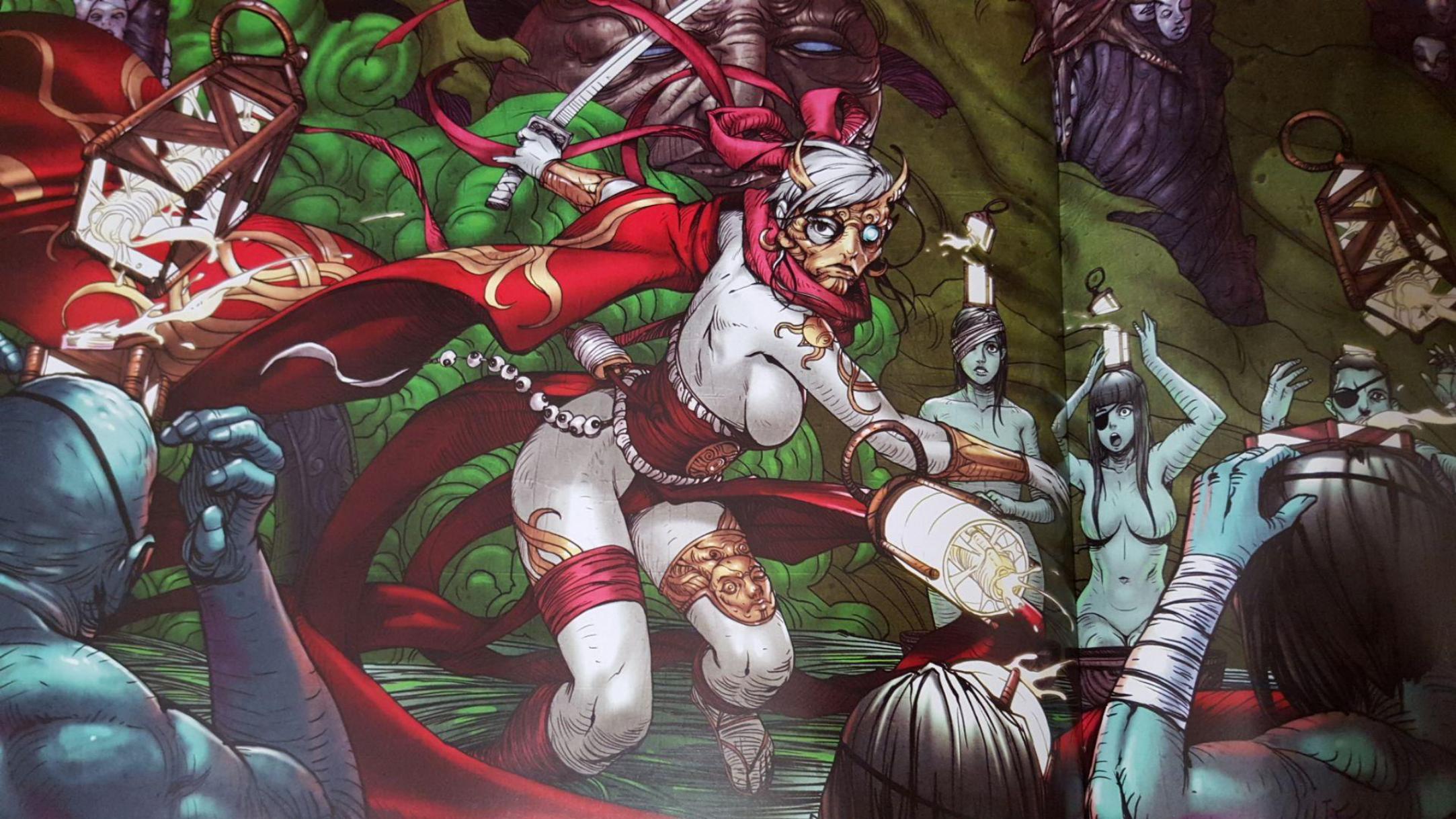
Total      Result

1 - 3 The Caretaker coughs by accident! A dark ink flows down the life string, warping the newborn's bones. The settlement banishes the Caretaker and newborn into the darkness. The synchronization is a failure. Do not gain the benefits of your death principle. Add **Bone Witch** to the timeline 3 years from now.

4 - 17 The Caretaker's heart skips a beat and the infant Sunstalker devours her and the newborn. They are dead. Do not gain the benefits of your settlement's death principle. The synchronization is a failure.

18 - 24 The infant Sunstalker absorbs the red pigments from the Caretaker's skin. She gains the **Emotionless** disorder and her lips turn blue. The synchronization is successful and the newborn gains the **Purpose** fighting art and +1 permanent strength or speed.

25 + The synchronization is a success! The newborn glows like the sun. **Warriors of the Sun**.





# EDGED TONOMETRY

Survival - EDGE TONOMETRY

In a dim silence, the survivors gathered around a mysterious sword master. As instructed, each had one eye covered by a patch and was forbidden to blink with the other. Their exposed eyes dry and twitching, they peered into the darkness. All at once, the lanterns relight and with a flick of the master's wrist, it's over. Now, it is all up to their **Ciliary Muscles**.

**Ciliary Muscles** - Add 3 **Eyepatch** rare gear to settlement storage and roll 1d10.



1

Amazingly, a survivor with exceptional ears hears the drawing of the sword. The nearly undetectable sound waves stimulate the hairs within the channels of their inner ear. Sensing the danger, the survivor sharply inhales and is cleanly decapitated. -1 Population.

2 3

Removing the patch and rubbing their dry eyes, one survivor felt nothing at all. Nominate a survivor. They gain the **Emotionless** disorder.

4 5

Removing their eye patches, a few survivors find their hidden eye to be cut cleanly in half! Nominate 4 survivors (or as many as possible). They suffer the **blind** severe injury. The sword master leaves, promising to run another test later. Add Edged Tonometry to the timeline 4 years from now.



6 7 8 9 10

Nominate a survivor. The ciliary muscles of their exposed eye contract mightily, momentarily changing the shape of their eyeball and bending the lens past its natural point. While in this unique state, they see light itself being cut. As fluid runs down their face from a hairline slice across their eye, they understand! Set their weapon type to Katana and their weapon proficiency level to 1.



If any of the survivors in the settlement are a **Sun Eater**, their exposed eye absorbs the message within the cut light. Each **Sun Eater** may set their weapon type to Katana and their weapon proficiency level to 1.

# WARRIORS OF THE SUN

The newborn's cellular makeup changes.  
Select either Refraction or Reflection.



Reflection

Your skin cells interact with light, imperfectly reflecting it and causing you to appear blurred when you move quickly.  
Gain the following ability:

## Reflection:

- Your complete affinities and incomplete affinity halves count as all colors.
- You may dodge at any time and as many times as you like each round.
- When you attack from a blind spot, add +1d10 to all wound attempts for that attack.



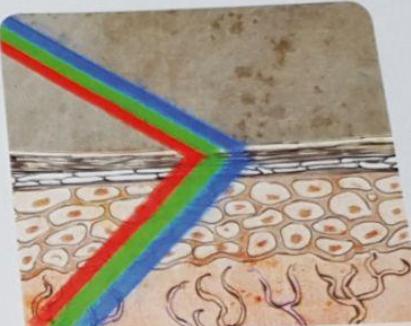


- Story Event -

## WARRIOR OF THE SUN

The newborn's cellular makeup changes.  
Select either [Reflection](#) or [Refraction](#).

Story Event: WARRIOR OF THE SUN



Refraction

Your skin cells interact with light, refracting it inward and giving you boundless energy.  
You gain the following ability:

### Refraction:

- Your complete affinities and incomplete affinity halves count as all colors.
- During the Showdown, after you perform a survival action, gain +1 survival.





# THE GREAT DEVOURER

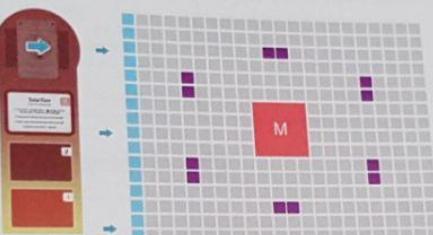
level - THE GREAT DEVOURER

The Sun descended, scattering its little ones and devouring those too slow to escape.  
The survivors' world is shattered, as the very thing they've been worshiping for generations attacks them.

Select departing survivors for the Final Battle.

Final Battle - Special Showdown with an Ancient Sunstalker.

## Ancient Sunstalker Showdown Setup



Legend  
Survivors    Monster    Stone Column

- 3 Stone Column terrain cards set up in the purple spaces.
- Place the Sunstalker on the red spaces.
- Place survivors on any of the blue spaces.

The Ancient Sunstalker is a level 3 Sunstalker with +2 toughness and +1 luck tokens in addition to its normal attributes.

The Ancient Sunstalker is aggressive. It goes first!

## Aftermath

### Victory

The victorious survivors stand over the corpse of the sun, shocked and horrified. It's only then that they notice that the infant Sunstalkers had been consuming the settlement in the darkness while they fought. Too exhausted to defend themselves, they accept their fate and are consumed along with the sun.

Game Over.

### Defeat

The Ancient Sunstalker eats the remaining survivors and destroys the settlement. It greedily drinks the Sacred Water from the pool, then disappears back into the darkness, its reproductive cycle complete.

The End.



| Survival Limit  |  | Settlement Name   |  |
|---|--|---|--|
| when the settlement is captured for the first time, returning survivors gain +1 survival. |  |   |  |
| <b>Timeline - People of the Sun</b><br>Year Story & Special Events                        |  |   |  |
| 1   | <input type="checkbox"/> The Pool and the Sun  | <input type="checkbox"/> Nemesis Encounter - Kings Man Level 2  | 21 <input checked="" type="checkbox"/> |
| 2   | <input type="checkbox"/> Endless Screams       | <input type="checkbox"/> Nemesis Encounter - Butcher Level 3    | 22 <input checked="" type="checkbox"/> |
| 3   |  | <input type="checkbox"/> Nemesis Encounter - Butcher Level 3    | 23 <input checked="" type="checkbox"/> |
| 4   | <input type="checkbox"/> Sun Dipping           | <input type="checkbox"/> Nemesis Encounter - Kings Man Level 3  | 24 <input checked="" type="checkbox"/> |
| 5   | <input type="checkbox"/> The Great Sky Gift    | <input type="checkbox"/> Nemesis Encounter - The Hand Level 3   | 25 <input checked="" type="checkbox"/> |
| 6   |  | <input type="checkbox"/> Nemesis Encounter - The Great Devourer | 26 <input type="checkbox"/>            |
| 7   | <input type="checkbox"/> Phoenix Feather       |   | 27 <input type="checkbox"/>            |
| 8   |  |   | 28 <input type="checkbox"/>            |
| 9   |  |   | 29 <input type="checkbox"/>            |
| 10  | <input type="checkbox"/> Birth of Color        |   | 30 <input type="checkbox"/>            |
| 11  | <input type="checkbox"/> Principle: Conviction |   | 31 <input type="checkbox"/>            |
| 12  | <input type="checkbox"/> Sun Dipping           |   | 32 <input type="checkbox"/>            |
| 13  | <input type="checkbox"/> The Great Sky Gift    |   | 33 <input type="checkbox"/>            |
| 14  |  |   | 34 <input type="checkbox"/>            |
| 15  |  |   | 35 <input type="checkbox"/>            |
| 16  |  |   | 36 <input type="checkbox"/>            |
| 17  |  |   | 37 <input type="checkbox"/>            |
| 18  |  |   | 38 <input type="checkbox"/>            |
| 19  | <input type="checkbox"/> Sun Dipping           |   | 39 <input type="checkbox"/>            |
| 20  | <input type="checkbox"/> Final Gift            |   | 40 <input type="checkbox"/>            |

.....

**Milestone Story Events**

Trigger these story events when the milestone condition is met.

|   |  |   |
|---|--|---|
| <input type="checkbox"/> Death Count                    | <input type="checkbox"/> First time death count is updated | <input type="checkbox"/> Principle: Death   |
| <input type="checkbox"/> Population reaches 15          | <input type="checkbox"/> Population reaches 15             | <input type="checkbox"/> Principle: Society |
| <input type="checkbox"/> Settlement has 6 innovations   | <input type="checkbox"/> Population reaches 0              | <input type="checkbox"/> Edged Tomometer    |
| <input type="checkbox"/> Not Victorious against Nemesis | <input type="checkbox"/> Game Over                         | <input type="checkbox"/> Game Over          |

**Nemesis Monsters**

The available nemesis encounter monsters.

|   |                                |                                |
|---|--------------------------------|--------------------------------|
| <input checked="" type="checkbox"/> Butcher | <input type="checkbox"/> Lvl 2 | <input type="checkbox"/> Lvl 3 |
| <input type="checkbox"/> King's Man         | <input type="checkbox"/> Lvl 1 | <input type="checkbox"/> Lvl 2 |
| <input type="checkbox"/> The Hand           | <input type="checkbox"/> Lvl 1 | <input type="checkbox"/> Lvl 2 |
| <input type="checkbox"/> Organ Grinder      |                                |                                |
| <input type="checkbox"/> Skellerm           |                                |                                |
| <input type="checkbox"/> Bone Smith         |                                |                                |
| <input type="checkbox"/> Leather Worker     |                                |                                |
| <input type="checkbox"/> Barber             |                                |                                |
| <input type="checkbox"/> Stone Circle       |                                |                                |

**Settlement Locations**

Locations in your settlement.

|   |   |
|---|---|
| <input checked="" type="checkbox"/> The Sun     | <input type="checkbox"/> Barber Surgeon |
| <input checked="" type="checkbox"/> Sacred Pool | <input type="checkbox"/> Plumber        |
| <input type="checkbox"/> Bone Smith             | <input type="checkbox"/> Blacksmith     |
| <input type="checkbox"/> Skellerm               | <input type="checkbox"/> Musk Maker     |
| <input type="checkbox"/> Organ Grinder          |   |
| <input type="checkbox"/> Catarium               |   |
| <input type="checkbox"/> Weapon Crafter         |   |
| <input type="checkbox"/> Leather Worker         |   |
| <input type="checkbox"/> Barber                 |   |
| <input type="checkbox"/> Stone Circle           |   |

**Innovations**

The settlement's innovations (including weapon masteries).

|  |  |
|--|--|
| <input type="checkbox"/> Survival of the Fittest | <input type="checkbox"/> Survival of the Fittest |
| <input type="checkbox"/> Cannibalize             | <input type="checkbox"/> Graves                  |
| <input type="checkbox"/> Collective Toil         | <input type="checkbox"/> Accept darkness         |
| <input type="checkbox"/> Barbanc                 | <input type="checkbox"/> Romantic                |

**Principles**

The settlement's established principles.

|  |   |
|--|---|
| <input checked="" type="checkbox"/> New Life   | <input type="checkbox"/> White Lion         |
| <input checked="" type="checkbox"/> Death      | <input type="checkbox"/> Screaming Antelope |
| <input checked="" type="checkbox"/> Society    | <input type="checkbox"/> Phoenix            |
| <input checked="" type="checkbox"/> Conviction |   |