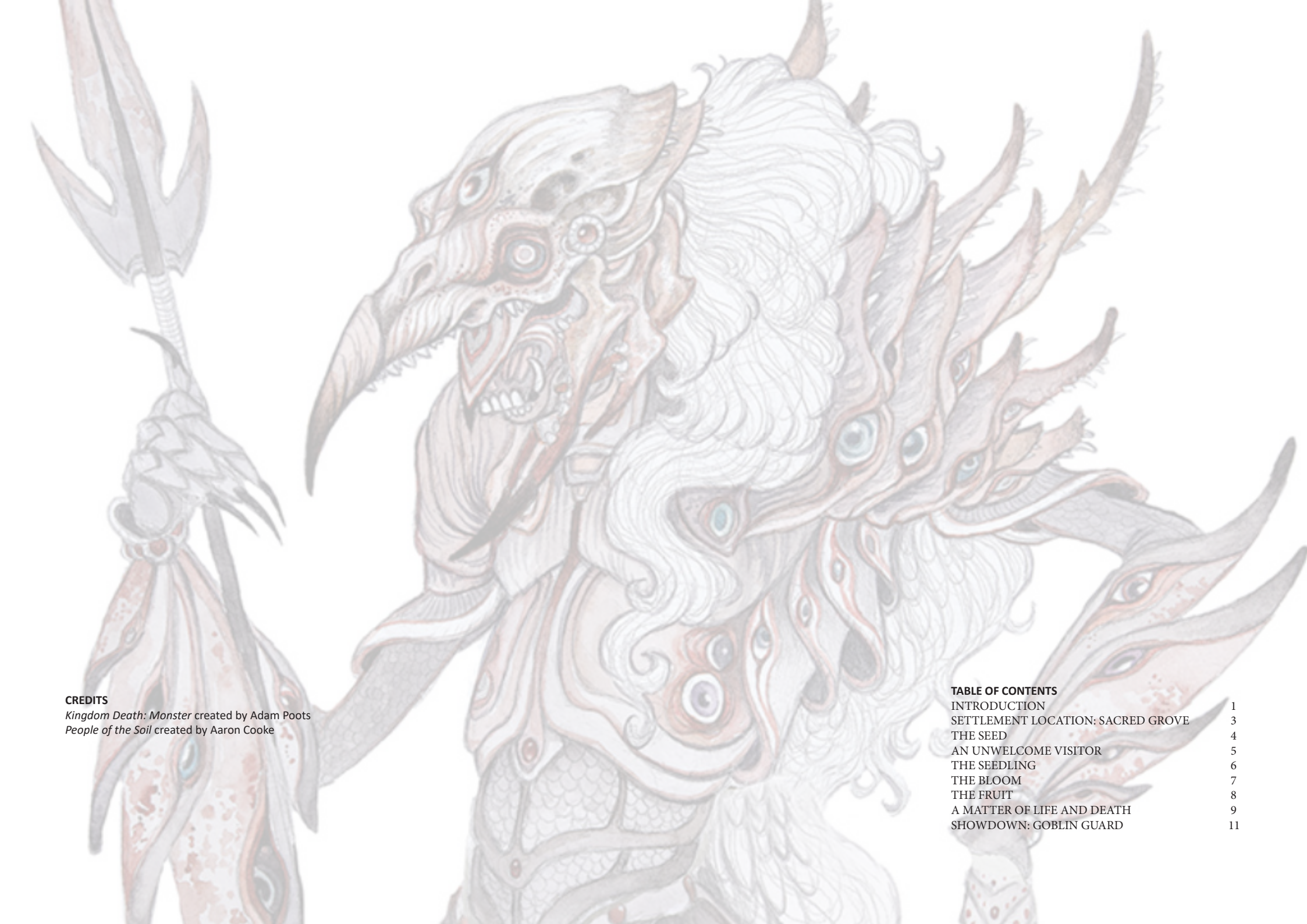




People of the Soil



CREDITS

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People of the Soil Campaign

The People of the Soil is a new campaign about the starting survivors finding an oasis of life in a dead forest instead of the Lantern Horde.

To play a People of the Soil Campaign, use the new Survivor Record Sheet and Settlement Sheet provided in this packet. Begin the campaign from the prologue found in the core game rulebook and proceed with the new timeline.

This campaign **requires** the core game and copies of the *Flower Knight*, *Manhunter*, *Dung Beetle Knight*, *Spidicules* and *Sunstalker* expansions.

People of the Soil Campaign has the following rules:

- Ignore all rules that interact with *Nemesis Encounter- The Watcher* or *The Gold Smoke Knight*
- There is no Hooded Knight in this Campaign. Instead you will trigger *Edged Tonometry* when you have 8 innovations.
- Survivors may not equip any gear with the metal keyword
- Swordsman's Promise Secret Fighting Art gives Swords in the survivor's gear grid *Devastating 1* in addition to its current effect.
- Replace *Swordsman's Promise* with *Fencing* in the *Warm Virus* Story Event.
- Settlement population is limited by the encroaching forest. If the settlement exceeds the maximum population determined by their level of the Sacred Grove settlement location, the survivor with the highest hunt experience (randomize in case of ties) will walk naked into the darkness to make room for the new life.
- They are dead. Do not gain the benefits of your death principle.
- Add the **Gardener Armor Set Card:**
Flower Knight Helm, Silk Robes, Silk Sash, Silk Wraps, Silk Boots
Add +1 to all hit locations. Instruments in your gear grid are no longer noisy. Gain +1 strength token on arrival for every survivor with an instrument in their gear grid.
- It is recommended but not required that you add the *Lonely Tree*, *Before the Wall* and *Beyond the Wall* Expansion content.
- The Vespertine Foil gains the Katana keyword as well as the sword keyword
- **Improved Katana Specialization**
When a Katana specialist has 6+ levels, they increase the range of their perfect hits by 1. When a Katana Master leaves the Settlement they may train an apprentice. Nominate another survivor and they gain 2 levels of Katana Proficiency.
- You must choose **Collective Toil**. Do not add *Bone Witch* to the Timeline.

Timeline

LY

1	The Seed
2	Endless Screams
3	Young Rivals
4	
5	Hands of Heat
6	An Unwelcome Visitor
7	The Seedling
8	Rumbling in the Dark
9	Promise Under The Sun
10	The Hanged Man
11	
12	Principle: Conviction, Goblin Guard Lv 2
13	
14	The Bloom. The Hand Lv 1.
15	
16	Manhunter Lv 3
17	
18	Goblin Guard Lv 3
19	
20	The Hand Lv 2.
21	The Fruit
22	Manhunter Lv 4
23	
24	Goblin Guard Lv 4
25	A Matter of Death and Life



People of the Soil



SETTLEMENT LOCATION: SACRED GROVE

Level 1

The grove teems with life amidst the dark forest. You may spend one endeavor to exchange any number of monster resources for an equal number of flower resources. You may spend one endeavor to exchange 4 flower resources for one pustules or phoenix eye resource.

MAX POPULATION: 15

Upgrade to Level 2 by spending 4 Organs and 2 Endeavors

Level 2

The Flower Knight teaches its apprentices advanced horticulture techniques. You may reroll results on Underground Sow and Black Harvest Events.

MAX POPULATION: 20

Upgrade to Level 3 by spending 8 Organs, 1 Web Silk and 3 Endeavors

Level 3

A young man unearths something while digging in the dense forest loam. Nominate a male survivor with 0 Hunt Experience. Set his weapon specialization to Katana and add a Rainbow Katana and Blood Sheath to Settlement Storage.

MAX POPULATION: 25

Upgrade to Level 4 by spending 8 Organs, 1 Caustic Preserved Dung, and 3 Endeavors

Level 4

Eating delicacies is easy when you have complete mastery over the processes of life and death. Salt adds +1 Strength and +1 to an attribute of your choice when Cooking, once per lifetime per survivor.

MAX POPULATION: 40

CRAFTABLE GEAR:

Flower Knight Helm

Requires any Faith innovation, 1 Skull or 2 bone and 1 Lantern Bloom

Replica Flower Sword

Requires any Faith innovation, Sculpture, 1 Osseous Bloom, 1 Flower, 2 Iron

Vespertine Satchel

Requires 1 Leather, 1 Lantern Bloom

Vespertine Foil

Requires 1 Osseous Bloom, 1 Bone, 1 Scrap

Vespertine Cello

Requires 1 Lantern Bud, 2 Flowers

Vespertine Arrow

Requires 1 Flower

Vespertine Bow

Requires 1 Osseous Bloom, 1 Sighing Bloom, 1 Organ, 1 Hide, 1 Mistletoe Seedling. Add Necrotic Mistletoe to the timeline 4 years from now.



The Seed

Gain the **Sacred Grove Settlement Location Level 1**

Nominate a female survivor with 0 Hunt Exp. If there are none, skip this event. The Flower Knight gifts her a seed glowing with yellow and purple hues. She must choose to Eat The Seed or Plant The Seed:

Eat The Seed:

She feels the knowledge of the Flower Knight flow through her and understands its strange, chirping language. Gain the Language Innovation.

The nominated survivor gains +1 Courage, +1 level in the Reaper ability, The Sleeping Virus Flower, Skips the Next Hunt and rolls on the table below:

1-5: Gain Three Random Fighting Arts and the Ghostly Beauty Disorder

6+: Gain +1 Strength, +1 Accuracy, +1 Evasion and the Narcissistic Disorder

Reaper Ability Level X: You may reroll results when rolling on this table, to a maximum of X times.

Plant The Seed:

The seed immediately springs forth, creating a brightly colored bouquet. Looking carefully the survivor sees that the colors and shapes form patterns, communicating a deep truth. Gain the Language Innovation.

The nominated survivor gains +1 Understanding, gains a level in the Sower ability and Skips the Next Hunt.

Sower Ability Level 1:

While this survivor is alive, gain the benefits of Graves and Cannibalism for your death principle.

Sower Ability Level 2:

While this survivor is alive, Newborn Survivors gain +1 level of weapon proficiency.

Sower Ability Level 3:

While this survivor is alive, cooking recipes need 1 less ingredient to complete.

Sower Ability Level 4:

While this survivor is alive, you may choose your card when you innovate.



An Unwelcome Visitor

A hush falls over the settlement. A hideous creature has exited from the darkness, and is bathed in the glow from the phosphorescent blooms. The Flower Knight goes rigid, unmoving, and the light from its eyes dim from yellow to green. The creature begins to unearth plants, destroying all the survivors' hard work. Enraged, the survivors confront him!

Nemesis Encounter: Goblin Guard Level 1.



The Seedling

Gain the Petal Spiral Innovation. Nominate a female survivor. If there are none, skip this event. The Flower Knight gifts her a seedling, its stem and buds pulsing with life. She must choose to Eat The Seedling or Plant The Seedling:

Eat The Seedling:

She feels power inside every part of her body, begging to be released. Her eyes gleam, and the other survivors are unable to meet her gaze.

The nominated survivor gains +1 Courage, +1 level in the Reaper ability, Skips the Next Hunt and rolls on the table below:

1: You die unless you have the Narcissistic or Ghostly Beauty Disorders.

If you do, reroll. This does not count as a reroll for the purposes of the Reaper Ability

2-6: Gain +1 Movement, +1 Speed, +1 Luck and the Ghostly Beauty and Emotionless Disorders.

7+: Choose 3 Fighting Arts to gain and the Overprotective and Narcissistic Disorders.

Reaper Ability Level X: You may reroll results on this table, to a maximum of X times.

Plant The Seedling:

The seedling grows quickly, forming a large tree in the center of the glen. Unlike the surrounding forest, its limbs are straight and clean.

The nominated survivor gains +1 Understanding, gains a level in the Sower ability and Skips the Next Hunt.

Sower Ability Level 1:

While this survivor is alive, gain the benefits of Graves and Cannibalism for your death principle.

Sower Ability Level 2:

While this survivor is alive, Newborn Survivors gain +1 level of weapon proficiency.

Sower Ability Level 3:

While this survivor is alive, cooking recipes need 1 less ingredient to complete.

Sower Ability Level 4:

While this survivor is alive, you may choose your card when you innovate.



The Bloom

Nominate a female survivor. If there are none, skip this event. The Flower Knight gifts her a flower, its petals shining with hidden light and waving in a warm breeze. She must choose to Eat The Bloom or Plant The Bloom:

Eat The Bloom:

The bloom feels papery on her tongue. As she swallows, strange glowing patterns emerge on her face. The nominated survivor gains +1 Courage, +1 level in the Reaper ability, Skips the Next Hunt and rolls on the table below:

1-5: You die unless you have the Narcissistic or Ghostly Beauty Disorders. If you have one of these disorders you may reroll. This does not count as a reroll for the purposes of the Reaper Ability

6-7: If you have the Ghostly Beauty disorder, gain +1 Speed, +1 Luck, +1 Strength, +1 Accuracy and the Motion Sickness disorder, otherwise, nothing happens.

8-9: If you have the Narcissistic and Ghostly Beauty disorders, gain +1 Speed, +1 Strength, the Otherworldly Luck Fighting Art and Vestiphobia disorder, otherwise, nothing happens.

10+: If you have the Narcissistic disorder, gain the Fencing Secret Fighting Art and Vermin Obsession disorder, otherwise, nothing happens.

Reaper Ability Level X: You may reroll results on this table, to a maximum of X times.

Plant The Bloom:

The flower grows quickly, its petals forming large coverings beneath which the settlement can rest in the sweet smelling air. The settlement gains 1 to its survival limit. The nominated survivor gains +1 Understanding, gains a level in the Sower ability and Skips the Next Hunt.



The Fruit

Nominate a female survivor. If there are none, skip this event. The Flower Knight gifts her a fruit, waxy to the touch and invigorating in its scent. She must choose to Eat The Fruit or Plant The Fruit:

Eat The Fruit:

The fruit is unexpectedly bitter, breaking the promise of its sugary scent. The juice flows down her chin, staining it the color of blood permanently. The nominated survivor gains +3 Courage, +1 level in the Reaper ability, Skips the Next Hunt and rolls on the table below:

You may add or subtract 1 from your dice roll for each of the following: Ghostly Beauty and Narcissistic Disorders.

1-5: You die. Do not gain the benefits of your death principle.

6: Gain the Legendary Lungs Secret Fighting Art.

7: Gain the Red Fist Secret Fighting Art.

8: Gain the King's Step Secret Fighting Art.

9: Gain the Zero Presence Secret Fighting Art.

10+: Gain the True Blade Secret Fighting Art.

Reaper Ability Level X: You may reroll results on this table, to a maximum of X times.

Plant The Fruit:

The Fruit lies in the ground, inert. Devasted that she wasted such a precious gift, the survivor begins to weep. Her tears salt the ground and the fruit begins to wither and rot, leaving behind rich soil. When this soil is sprinkled on other plants, they flourish.

She begins to comprehend.

She gains +3 Understanding, gains a level in the Sower ability and Skips the Next Hunt.



A Matter of Death and Life

The Goblin Guard lies defeated, its body disintegrating into the soil. The settlement crowds around, apprehension turning to excitement that their terrible enemy is finally gone. The Flower Knight's eyes begin to glow, turning from yellow to a deep, pulsing red.

Nominate all survivors with the reaper or sower abilities. If there are none, nominate the survivor with the most Hunt Experience.

The Flower Knight drives his blade into their chests. They are dead.

He begins to move towards the rest of the settlement. The settlement can *Sacrifice* or *Survive*.

Survive:

The settlement departs for a showdown with a Level 3 Flower Knight. Follow the rules for the Level 3 showdown with the following additions:

+3 Luck Tokens. +3 Toughness Tokens. +3 Accuracy Tokens.

Victory: *Revenge*

Defeat: *Magnum Opus*

Sacrifice:

The settlement does not resist, and the Flower Knight fells them one by one. Families march to their doom, parents clutching children, never wavering in their belief in the Flower Knight's intentions. The Flower Knight works methodically, felling them one by one, an expert gardener pruning his garden.

Magnum Opus.



Magnum Opus

The settlement has been annihilated. Bodies litter the Sacred Grove, and blood pools in the furrowed soil. The Flower Knight stands in the middle of the Grove, its eyes flashing wild colors. Plants erupt from the earth, vines, creepers, saplings, stalks, all moving in time with the gently swaying Flower Knight. As the rampant growth reaches a crescendo, the Flower Knight moves gently to the center of the grove and plucks a seed glowing with yellow and purple hues. As the Flower Knight leaves, never to return, the Grove enters into stasis. The small mounds are covered over by plant life frozen in time.

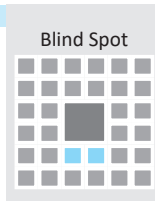
Revenge

The settlement hacks at the fallen flower knight, hewing it where it lies. Its frantic birdlike screams subsist and survivors enter an orgy of destruction, uprooting plants and setting fire to the Sacred Grove. As it burns, they gather what they can and walk into the darkness of the surrounding woods, vowing to live whatever the cost.

SHOWDOWN: GOBLIN GUARD



Instinct: Sow and Reap
 Randomly Target a Survivor inside the Fairy Ring. They gain 2 bleeding tokens. If there are no survivors in the fairy ring, all survivors may remove a single bleeding token.



Greater intelligences may look sidelong on the festooned appearance of the Goblin Guard, but they still keep their heads down and move along without comment. The possibility that the guard carries out the wishes of the unspeakable Goblin is enough to silence even the bravest voice.

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	*	*	*	7	10	-	+1

+1 Luck

HL Deck:
Butcher: Overpower, Armoured Pig Shoulder, Butcher's Mask, Furious Vambraces, Furious Crown, Furious Bellow, Furious Greaves, Furious Gut, Furious Shoulder
Kingsman: Halberd Handle, Regal Back, Regal Faceplate, Regal Helm, Regal Plume, Regal Sabatons, Regal Gauntlet

AI Deck:
Flower Knight: Glissade x2, One Thousand Cuts, Invitation, Majestic Onslaught, Cocoon, Venemous Sting, Pommel Punch, Appel, Bladed Kick, Disarm, Salute, Pollen Strike
Traits:
Butcher: Berserker, Fast Target

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	*	*	*	7	13	+1	+2

+1 Luck

HL Deck: No Change
AI Deck: Add Vain Flourish, Wrathful Vine Strike, Continuation, Entrancing Gaze
Traits: Add Razor Bulbs

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	*	*	*	8	15	+1	+2

+1 Luck, +1 Acc

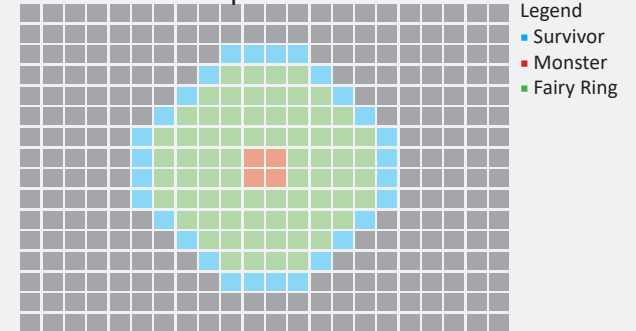
HL Deck: Remove Regal Helm and Regal Gauntlet
AI Deck: Add Hyper Vigilance, Nature Reflection, Exterminate

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	*	*	*	10	18	+2	+3

+2 Luck, +3 Acc

HL Deck: Remove Reagal Sabatons, Furious Gut, Furious Shoulder. Add Blackened Lanterns (Watcher), Hydrostatic Fluid, Inner Robes
AI Deck: Remove Glissade x2, Pommel Punch, Appel
Traits: Frenzied Berserker, Life 20, Audience

Showdown Setup



Legend
 ■ Survivor
 ■ Monster
 ■ Fairy Ring

Terrain & Deployment

- Fairy Ring: Set up in the center of the board
- 1 Flower Patch terrain card, set up normally
- 2 Random Terrain Cards
- Place the monster in the center of the board
- Place the survivors in the blue zone

Rewards:

- Level 1: 2 Monster Organs
- Level 2: 2 Monster Organs, 2 Random Flower Resources
- Level 3: Mistletoe Seedling
- Level 4: 2 Salt

