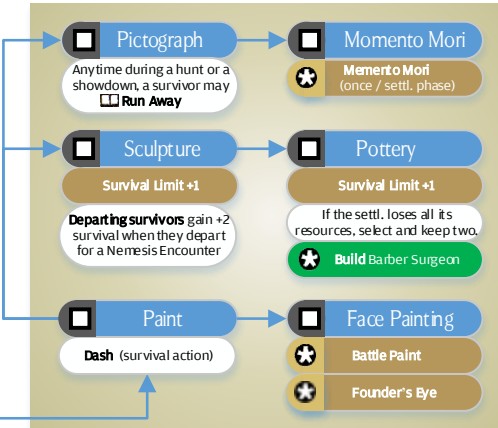
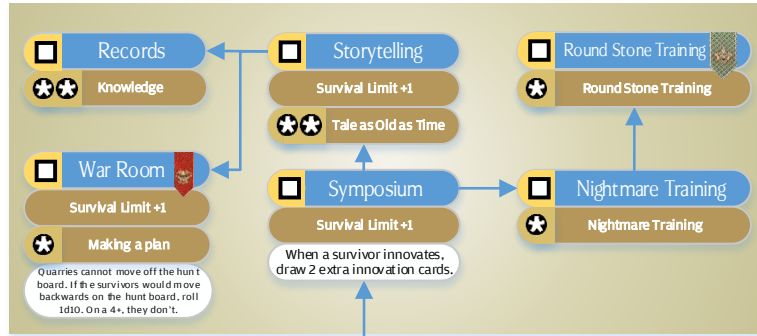
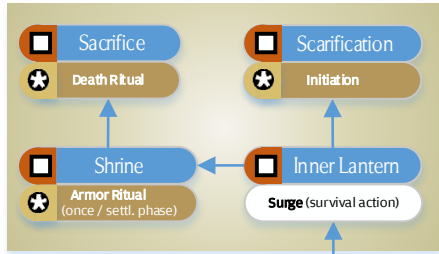
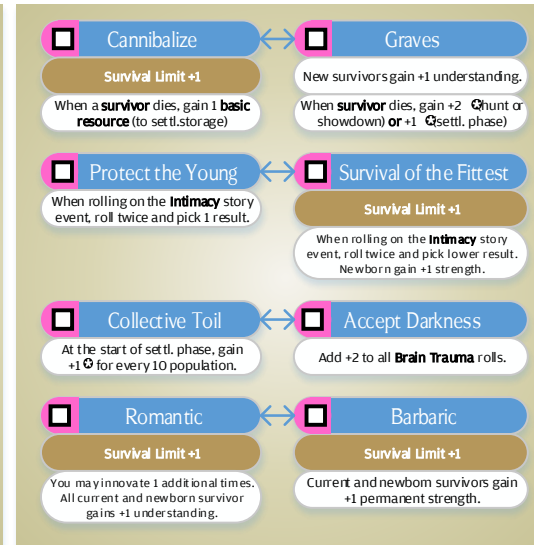
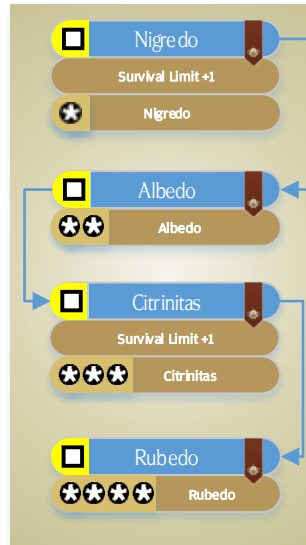
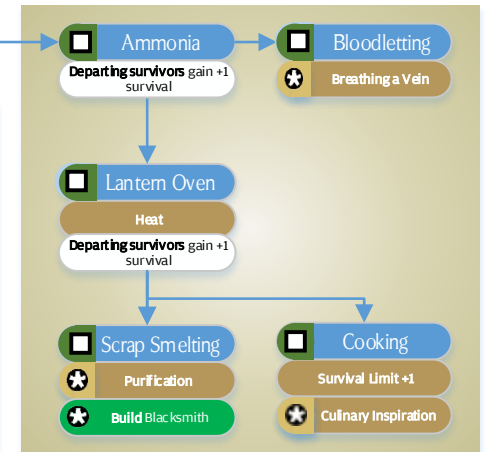
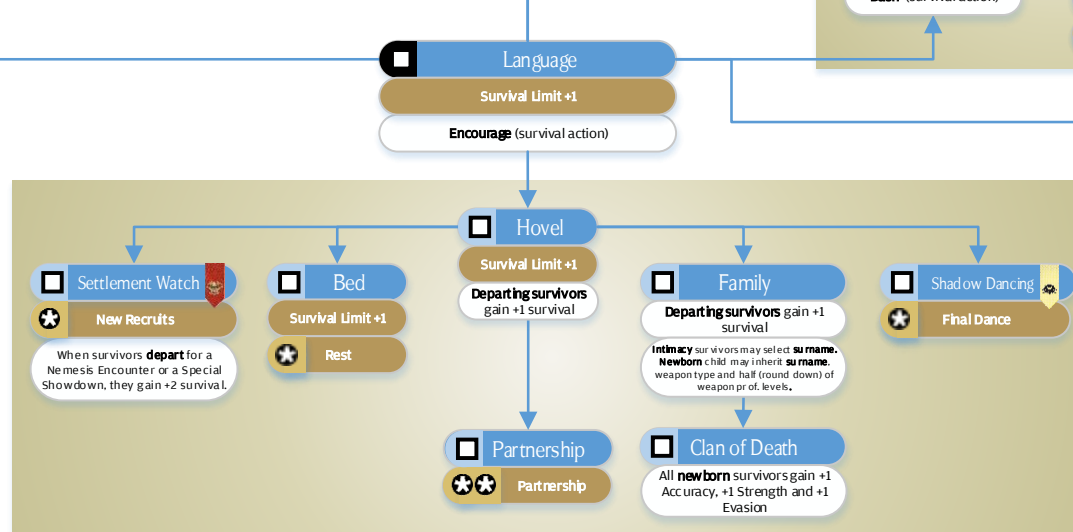
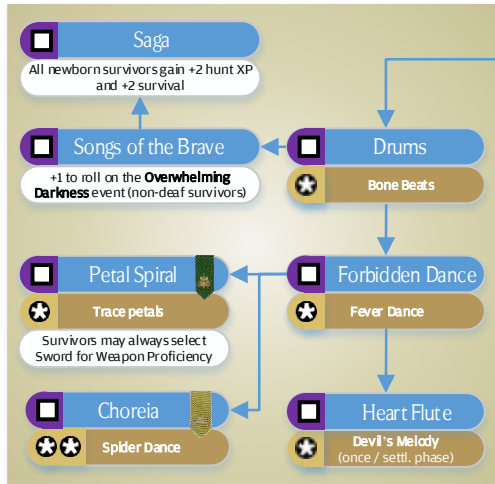


Core Campaign



- Art
- Education
- Faith
- Gormchymist
- Home
- Music
- Other
- Principles
- Science



Survival Limit

Departing effects

Birth effects

People of the Stars Campaign

Sacrifice

Death Ritual

Scarification

Initiation

Shrine

Armor Ritual (once / settl. phase)

Inner Lantern

Surge (survival action)

Records

Knowledge

Storytelling

Survival Limit +1

Tale as Old as Time

War Room

Survival Limit +1

Making a plan

Quarries cannot move off the hunt board. If the survivors would move backwards on the hunt board, roll 1d10. On a 4+, they don't.

Round Stone Training

Round Stone Training

Symposium

Survival Limit +1

When a survivor innovates, draw 2 extra innovation cards.

Nightmare Training

Nightmare Training

Arena

Spar

Pictograph

Anytime during a hunt or a showdown, a survivor may Run Away

Memento Mori

Memento Mori (once / settl. phase)

Sculpture

Survival Limit +1

Departing survivors gain +2 survival when they depart for a Nemesis Encounter

Pottery

Survival Limit +1

If the settl. loses all its resources, select and keep two.

Build Barber Surgeon

Paint

Dash (survival action)

Face Painting

Battle Paint

Founder's Eye

Art

Education

Faith

Gormchymist

Home

Music

Other

Principles

Science

Saga

All newborn survivors gain +2 hunt XP and +2 survival

Songs of the Brave

+1 to roll on the Overwhelming Darkness event (non-deaf survivors)

Drums

Bone Beats

Petal Spiral

Trace petals

Survivors may always select Sword for Weapon Proficiency

Forbidden Dance

Fever Dance

Choreia

Spider Dance

Heart Flute

Devil's Melody (once / settl. phase)

Dragon Speech

Survival Limit +1

Encourage (survival action)

Hovel

Survival Limit +1

Departing survivors gain +1 survival

Settlement Watch

New Recruits

When survivors depart for a Nemesis Encounter or a Special Showdown, they gain +2 survival.

Bed

Survival Limit +1

Rest

Bloodline

Newborn survivors inherit from parents: - Oracle's Eye, Irresistible Hide or Pristine

-1 Surname

Half of one parent's weapon prof. levels (round up)

Shadow Dancing

Final Dance

Partnership

Partnership

Empire

Newborn survivors are born with +1 permanent strength and the Pristine ability

Ammonia

Departing survivors gain +1 survival

Bloodletting

Breathing a Vain

Radiating Orb

Heat

Departing and newborn survivors gain +1 survival

Departing survivors with a constellation gain +1 survival!

Scrap Smelting

Purification

Build Blacksmith

Cooking

Survival Limit +1

Culinary Inspiration

Crimson Candy

At the start of each showdown, survivors gain ★ survival.

Crimson Cannibalism

Guidepost

When survivors depart, they gain +1 survival.

Free Haberd

Subterranean Agriculture

Survival Limit +1

If Black Harvest is not on timeline, Underground Sow

Advance Black Harvest

Build Wet Resin Crafter

Ultimate Weapon

Survival Limit +1

When you defeat a monster, gain 1 monster resource of your choice from its resource deck

Filleting Table

Once per settl. Phase, if returning survivors are victorious, gain 1 random basic resource

Advanced Cutting

Legless Ball

When survivors depart, they gain +1 in sanity. Spend 1 ☹ only here per settl. phase

Web Silk Harvest

Killing Spidicules

Dark Water Research

Light Forging

Advance Dark Water Research

Departing survivors gain +2 in sanity

Umbilical Bank

When a new survivor is born, you may add 1 Life String strange resource to storage.

Umbilical Symbols

Special Innovate Pottery

Stoic Statue

Worship the Monster

Silk-Refining

Survival Limit +1

Silk Surgery

Transform Silk

Build Silk Mill

Knowledge Worm

At the start of each settl. Phase, add 1 scrap to settlement storage.

When survivors depart, they gain +3 survival and +3 in sanity. When any have 10+ in sanity, A Gracious Host

White/Black Mask

Visit the rethine. Strange Caravan

White mask: Leave the monster an offering

Black mask: Face the monster

Nigredo

Survival Limit +1

Nigredo

Albedo

Albedo

Citrinitas

Survival Limit +1

Citrinitas

Rubedo

Rubedo

Cannibalize

Survival Limit +1

When a survivor dies, gain 1 basic resource (to settl. storage)

Graves

New survivors gain +1 understanding.

When survivor dies, gain +2 ☹ hunt or showdown) or +1 ☹ settl. phase)

Protect the Young

When rolling on the Intimacy story event, roll twice and pick 1 result.

Survival of the Fittest

Survival Limit +1

When rolling on the Intimacy story event, roll twice and pick lower result. Newborn gain +1 strength.

Collective Toil

At the start of settl. phase, gain +1 ☹ for every 10 population.

Accept Darkness

Add +2 to all Brain Trauma rolls.

Romantic

Survival Limit +1

You may innovate 1 additional times. All current and newborn survivor gains +1 understanding.

Barbaric

Survival Limit +1

Current and newborn survivors gain +1 permanent strength.

Survival Limit

Departing effects

Birth effects

People of the Sun Campaign

Aquarobics
Survival Limit +1
Underwater Train

Sauna Shrine
Tribute
When survivors **depart** for a Nemesis Encounter or a Special Showdown, they gain +10 survival.

Hands of the Sun
Overcharge (survival action)

Records
Knowledge

Storytelling
Survival Limit +1
Tale as Old as Time

War Room
Survival Limit +1
Making a plan
Quarries cannot move off the hunt board. If the survivors would move backwards on the hunt board, roll 1d10. On a 4+, they don't.

Symposium
Survival Limit +1
When a survivor innovates, draw 2 extra innovation cards.

Round Stone Training
Round Stone Training

Nightmare Training
Nightmare Training

Pictograph
Anytime during a hunt or a showdown, a survivor may **Run Away**

Memento Mori
Memento Mori (once / settl. phase)

Sculpture
Survival Limit +1
Departing survivors gain +2 survival when they depart for a Nemesis Encounter

Pottery
Survival Limit +1
If the settl. loses all its resources, select and keep two.
Build Barber Surgeon

Paint
Dash (survival action)

Face Painting
Battle Paint
Founder's Eye

- Art
- Education
- Faith
- Gormdymist
- Home
- Music
- Other
- Principles
- Science

Saga
All newborn survivors gain +2 hunt XP and +2 survival

Songs of the Brave
+1 to roll on the **Overwhelming Darkness** event (non-deaf survivors)

Drums
Bone Beats

Petal Spiral
Trace petals
Survivors may always select Sword for Weapon Proficiency

Forbidden Dance
Fever Dance

Chorea
Spider Dance

Heart Flute
Devil's Melody (once / settl. phase)

Sun Language
Survival Limit +1
Embolden (survival action)

Hovel
Survival Limit +1
Departing survivors gain +1 survival

Settlement Watch
New Recruits
When survivors **depart** for a Nemesis Encounter or a Special Showdown, they gain +2 survival.

Bed
Survival Limit +1
Rest

Family
Departing survivors gain +1 survival
Intimacy survivors may select **surname**. Newborn child may inherit **surname**, weapon type and half (round down) of weapon prof. levels.

Shadow Dancing
Final Dance

Partnership
Partnership

Clan of Death
All newborn survivors gain +1 Accuracy, +1 Strength and +1 Evasion

Ammonia
Departing survivors gain +1 survival

Bloodletting
Breathing a Vein

Lantern Oven
Heat
Departing survivors gain +1 survival

Scrap Smelting
Purification
Build Blacksmith

Cooking
Survival Limit +1
Culinary Inspiration

Crimson Candy
At the start of each showdown, survivors gain ★ survival.
Crimes on Cannibalism

Guidepost
When survivors **depart**, they gain +1 survival.
Free Haberd

Filleting Table
Once per settl. phase, if **returning survivors** are victorious, gain 1 random basic resource.
Advanced Cutting

Legless Ball
When survivors **depart**, they gain +1 in sanity. Spend 1 ☹ only here per settl. phase.
Web Silk Harvest
Killing Spidicules

Stoic Statue
Worship the Monster

Silk-Refining
Survival Limit +1
Silk Surgery
Transform Silk
Build Silk Mill

Subterranean Agriculture
Survival Limit +1
If **Black Harvest** is not on timeline, **Underground Sow**
Advance Black Harvest
Build Wet Resin Crafter

Dark Water Research
Light Forging
Advance Dark Water Research
Departing survivors gain +2 in sanity

Knowledge Worm
At the start of each settl. phase, add 1 scrap to settlement storage.
When survivors **depart**, they gain +3 survival and +3 in sanity. When any have 10+ in sanity, **A Gracious Host**

Ultimate Weapon
Survival Limit +1
When you defeat a monster, gain 1 monster resource of your choice from its resource deck

Umbilical Bank
When a new survivor is born, you may add 1 **Life String** strange resource to storage.
Umbilical Symbols
Special Innovate Pottery

White/Black Mask
Visit the retinue. Strange Caravan
White mask: Leave the monster an offering
Black mask: Face the monster

Nigredo
Survival Limit +1
Nigredo

Albedo
Albedo

Citrinitas
Survival Limit +1
Citrinitas

Rubedo
Rubedo

Cannibalize
Survival Limit +1
When a survivor dies, gain 1 basic resource (to settl. storage)

Graves
New survivors gain +1 understanding.
When survivor dies, gain +2 ☹ (hunt or showdown) or +1 ☹ (settl. phase)

Survival of the Fittest
Survival Limit +1
When rolling on the **Intimacy** story event, roll twice and pick lower result. Newborn gain +1 strength.

Collective Toil
At the start of settl. phase, gain +1 ☹ for every 10 population.

Accept Darkness
Add +2 to all **Brain Trauma** rolls.

Romantic
Survival Limit +1
You may innovate 1 additional times. All current and newborn survivor gains +1 understanding.

Barbaric
Survival Limit +1
Current and newborn survivors gain +1 permanent strength.

Survival Limit

Departing effects

Birth effects

<i>Endeavor name</i>	<i>Cost</i>	<i>Description</i>
<i>Advance Black Harvest</i>	☠, 1 Preserved Caustic Dung, Black Harvest on timeline	Increase rank of Black Harvest by 1 to a maximum rank of 3. Limit, once per settlement phase.
<i>Advance Dark Water Research</i>	☠, 2 resource, 2 dark water	Increase the level of Dark Water Research by 1, to a maximum of 3 (Update your settlement record sheet)
<i>Advanced Cutting</i>	☠, Roll 1d10.	1-5 You mess up big time! Suffer the dismembered arm sever injury. 6+ Gain the Trick Attack fighting art.
<i>Albedo</i>	☠☠ (once per settl. phase), Roll 1d10.	1-2 Elixir of forgetfulness. Returning survivors lose 1 level of weapon proficiency. 3-9 Elixir of concentration. Spend 4 organ to gain 1 Gorm brain Gorm resource. 10+ Elixir of restoration. Returning survivors change 1 negative attribute modifier of their choice to 0.
<i>Armor Ritual</i>	☠ (once per settl. phase), Roll 1d10.	1-3 Departing survivors gain +1 insanity. 4+ Final adjustments. Departing survivors add ☠ to all hit locations.
<i>Battle Paint</i>	☠, Roll 1d10.	1-3 Laughing stock. Lose 1 survival. 4+ Death Ceremony. Gain +3 insanity.
<i>Bone Beats</i>	☠, Roll 1d10.	1-4 Lone Drummer. Gain +1 insanity. 5-8 Rhythmic trance. Gain +1 survival. 9+ Remove one disorder from any survivor. Departing survivors gain +1 survival.
<i>Breathing a Vein</i>	☠, 1 resource, Roll 1d10.	1-3 Gain +1 understanding. Lose all survival. You cannot gain survival this settlement phase for any reason. 4-7 Syncope. Gain +3 insanity. 8+ Cured! Gain +6 insanity. You may remove one of the following: - 1 disorder of your choice. - Warped Pelvis severe waist injury. - Intestinal Prolapse severe waist injury.
<i>Build Barber Surgeon</i>	☠, 3 organ, 1 scrap	Build the Barber Surgeon location.
<i>Build Blacksmith</i>	☠, 6 bone, 3 scrap	Build the Blacksmith location.
<i>Build Silk Mill</i>	☠, 2 silk, 1 bone, 1 organ.	Build the Silk Mill location.
<i>Build Wet Resin Crafter</i>	☠, 2 organ, 2 bone	Build the Wet Resin Crafter location.
<i>Citrinitas</i>	☠☠☠ (once per settl. phase), Roll 1d10.	1-2 Elixir of heavy metals. Returning survivors suffers -1 permanent evasion. 3-10 Elixir of wholeness. Returning survivors may remove 1 broken severe injury.
<i>Crimson Cannibalism</i>	☠, Roll 1d10.	1 The Shakes! -1 permanent accuracy. 2-6 Sugar Crash. Skip the next hunt. 7+ The crimson treat burns your ribs and your sinuses, healing Intracranial Hemorrhage and Gaping Chest Wound.
<i>Culinary Inspiration</i>	☠, Roll 1d10.	1-2 Uninspired. 3+ ☐Cooking.
<i>Death Ritual</i>	☠, Roll 1d10.	1 Pointless deaths. -2 population. 2-3 Screamer. -1 population. Departing survivors gain +3 insanity. 4-5 Inhuman. -1 population. Departing survivors lose all insanity. 6+ Move Nemesis Encounter – Watcher one year back on the timeline. -1 population. May be gained once per settlement phase.
<i>Devil's Melody</i>	☠ (once per settl. phase), Roll 1d10.	1 Sharp note. The survivor drops dead. 2-5 Flat note. Add a Nemesis Encounter to the next timeline year. 6+ Select any Nemesis monster. Special encounter them now. You may choose their monster level. After the showdown, resume the settlement phase. Do not gain ☠, draw a settlement event card, or advance lantern year.
<i>Face the Monster</i>	☠, Roll 1d10.	1-5 It senses your hostile intent and skins you instantly. Gain 1 Skull basic resource. 6-9 Your head explodes in gore. You are dead. Gain 1 ??? basic resource . 10+ Its unfeeling gaze leaves you breathless. You awake hours later and gain the Legendary Lungs secret fighting art.
<i>Fever Dance</i>	☠, Roll 1d10.	1 Clumsy. Suffer -1 permanent movement. 2-9 Give up. Gain +1 insanity. 10+ Forbidden step. Spend 7 resources and gain +1 permanent evasion.
<i>Final Dance</i>	☠ (once per settl. phase), Roll 1d10.	<i>Use only if a survivor died during last hunt or showdown.</i> 1-5 – You dance with your shadow. Gain +3 insanity and a random fighting art. 6+ The shadows are in your mind! You realize how easy it is to dupe someone and gain the Sneak Attack fighting art.
<i>Founder's Eye</i>	☠, Roll 1d10.	1-3 An accidental mess. Nothing happens. 4+ Gain +1 to any rolls on the Intimacy story event this settlement phase.
<i>Free Halberd</i>	☠	Roll 1d10 and add each survivor's strength. If result is 12+, gain the Lantern Halberd rare gear and archive this innovation.
<i>Initiation</i>	☠, once per lifetime	Gain +1 courage and roll the hit location die ☠Suffer the blinded severe head injury. ☠Gain the Tough fighting art. ☠Suffer the destroyed genitals severe injury. ☠Gambler's scar. Gain +1 permanent luck.
<i>Killing Spidicules</i>	☠	☠ Roll 1d10, on a result of 6+ you lose some toes, -1 permanent movement. A survivor with 10+ insanity may put the Spidicules out of its misery. Gain the Grinning Visage rare gear and archive this innovation.
<i>Knowledge</i>	☠☠, Roll 1d10.	1 Move Nemesis Encounter – Watcher one year forward on the timeline. If the event is moved to this year, trigger it now. 2 Record-keeping duty. Skip the next hunt. 3-5 You learn nothing. NOTHING! 6-9 Gain any fighting art a survivor currently has (does not include secret fighting art). 10+ Set your hunt XP to 0. You may gain the benefits of the Age story event again.
<i>Leave the monster an offering</i>	☠, 1 resource, Roll 1d10.	1-6 You feel satisfied. Gain +2 survival. 7-9 You stand strongly beside it. Departing survivors gain +1 strength token.

<i>Endeavor name</i>	<i>Cost</i>	<i>Description</i>
<i>Make a Plan</i>	☠	10+ You touch its heartless chest and feel emptiness as the cold surface sears your hand. Gain the Red Fist secret fighting art.
<i>Memento Mori</i>	☠ (once per settl. phase)	The hunt team makes a plan. The group may reroll 1 Hunt Event Table result (d100) this lantern year. They must reroll before performing the event. Nominate a survivor that died in the last showdown and roll 1d10. 1 Nothing happens 2-3 Gain the insanity of the dead survivor. 4-8 Painful memories. Gain the courage and the understanding of the dead survivor. 9-10 Profound memories. Gain the hunt experience of the dead survivor.
<i>New Recruits</i>	☠, Roll 1d10.	1-7 If you have no fighting arts, gain a random fighting art. 8+ If you have 0 or less strength, gain +1 strength (Limit once per lifetime.)
<i>Nigredo</i>	☠ (once per settl. phase), Roll 1d10.	1-2 Elixir of disintegration. Archive 1 bone resource. 3-10 Elixir of reshaping. Spend 3 bone to gain 1 Divine Bone Gorm resource.
<i>Partnership</i>	☠☠	Nominate two survivors. They pair off, and each gains a Partner ability (once per lifetime). Partner “(Partner’s name)” – When you both depart, gain +2 survival. While adjacent to your partner, gain +1 strength. Partners may only nominate each other for ☐ Intimacy. When, a partner dies, the remaining partner gains a random disorder and loses this ability.
<i>Purification</i>	☠, Roll 1d10.	1-2 Nothing happens. 3-9 Spend 3 scrap and add 1 Iron to storage. 10+ Spend 3 scrap and add 1 Iron to storage. You may repeat this any number of times.
<i>Rest</i>	☠, Roll 1d10.	1-3 Nightmares. Gain +1 insanity. 4+ You cannot endeavor again this settlement phase. Skip the next hunt. You may remove one of the following: - All Broken Arm sever injuries. - All Broken Hip severe injuries. - All Broken Rib severe injuries - Ruptured Muscle severe injury.
<i>Rubedo</i>	☠☠☠☠ (once per settl. phase), Roll 1d10.	1-2 Elixir of gore. Returning survivors gain the hemophobia disorder. 3-8 Elixir of fever. Returning survivors gain +1 courage and must skip the next hunt. 9+ Elixir of mirrors. Returning survivors invert their attribute modifier (positive modifiers become negative and vice versa)
<i>Spar</i>	☠, 1 iron, Roll 1d10.	1-2 You are eviscerated. You are dead. 3-4 Painful Knockdown. Gain a Scar , +1 permanent strength, and skip the next hunt. If you already have a Scar , the wound reopens. You bleed out and die. 5-9 Gain +1 permanent accuracy. 10+ Gain the Frozen Star secret fighting art.
<i>Innovate Pottery Spider Dance</i>	☠, 3x organ ☠☠	Innovate Pottery. Nominate a male and a female survivor and roll 1d10. 1-7 Beautiful Dancing! 8-9 If both survivors depart this settlement phase, the male survivor gains the Harvestman fighting art. 10+ The female survivor devours the male. The male survivor is dead. The female survivor gains half of the male's hunt XP (rounded down), one of their fighting arts and the Death Touch secret fighting art.
<i>Tale as Old as Time</i>	☠☠, Roll 1d10.	1-3 Spend 3 resources, gain +1 understanding. 4-7 Gain +2 survival and +2 insanity. 8+ ☐ White Speaker
<i>Trace Petals</i>	☠, Roll 1d10.	1-3 Lose 1 Flower resource. If you do, gain the Flower Addiction disorder and roll again. Otherwise, nothing happens. 4-5 Gain +2 survival and +1 understanding. 6+ Gain +1 sword proficiency level.
<i>Round Stone Training</i>	☠, 1 resorce	1 Gain the Motion Sickness disorder. 2 Gain the Crossarm Block fighting art. 3-8 Gain the tumble fighting art. 9+ You have a serene moment. Gain +3 insanity and either Carapace of Will or Propulsion Drive secret fighting art.
<i>Nightmare Training</i>	☠, 3 survival, Roll 1d10.	1 Accident. Spend 1 survival or die. 2-7 You may spend 1 survival and roll again. 8-9 Gain +1 weapon proficiency level. 10+ Gain +1 permanent accuracy or strength.
<i>Transform Silk Tribute</i>	☠ ☠, 1 organ, Roll 1d10.	Convert 1 silk resource into 1 hide basic resource 1-4 Departing survivors gain +2 insanity. 5+ Departing survivors promise they will return. They gain +2 strength tokens and add ☠ to all hit locations.
<i>Underwater Train</i>	☠, Roll 1d10.	1 You drown. 2-7 Spend 1 survival to hold your breath and roll again. If you can't, your lungs fill with water and you drown. 8+ Gain the Legendary Lungs secret fighting art.
<i>Web Silk Harvest</i>	☠	Add a Web Silk strange resource to the settlement storage.
<i>Worship the Monster</i>	☠	You may not depart or endeavor again this settlement phase. Roll 1d10. 1-6 Empty your mind. Gain +1 understanding. 7+ Your faith is inspiring. Departing survivors gain +1 survival. If this result is gained more than once in a settlement phase, they instead gain +10 survival.