

Settlement Name _____



Bone

Hide

Organ

Scrap

Iron

Herb

Misc

Basic Resources

- **Broken Lantern** Scrap
- **Love Juice** Organ, Consumable
During settlement phase, you may archive this to Intimacy (event). Nominated survivors must be able to consume.
- **Monster Bone** Bone
- **Monster Hide** Hide
- **Monster Organ** Organ, Consumable
If you consume this, archive this card. Roll 1d10. On a result of 6+ you contract a parasite. Archive all consumable gear in your gear grid now.
- **Skull** Bone
When you gain this, a survivor of your choice gains +1 insanity.
- **???** Bone, Hide, Organ, Consumable
You have no idea what monster bit this is. Can be used as bone, organ, or hide!
- **Scrap** Scrap

White Lion Resources

- **Curious Hand** Hide
When you gain this, a random survivor gains +1 insanity.
- **Eye of the Cat** Organ, Consumable
- **Golden Whiskers** Organ
- **Great Cat Bones** Bone
- **Lion Claw** Bone
- **Lion Tail** Hide
- **Lion Testes** Organ, Consumable
- **Shimmering Mane** Hide
Archive this to gain 2 basic hide resources.
- **Sinew** Organ
- **White Fur** Hide

Vermin

- **Crab Spider** Herb
Consume: Archive this and gain +3 survival.
- **Cyclops Fly**
Consume: See card for directions.
- **Hissing Cockroach**
If you are insane, you must consume this. Consume: Archive this to lose all survival and gain 2d10 insanity.
- **Lonely Ant**
Consume: Archive this to swap your insanity and survival values.
- **Nightmare Tick**
Consume: See card for directions.
- **Sword Beetle**
Consume: See card for directions.

Strange Resources

- **Elder Cat Teeth** Bone
- **Fresh Acanthus** Herb
Archive this to fully heal 1 hit location, including injury levels and armor points.
- **Iron** Scrap
- **Leather** Hide
- **Legendary Horns** Bone, Scrap
- **Perfect Crucible** Iron
When you craft with Perfect Crucible, an ancient bacteria is released into the air. Suffer -1d10 population and archive this card.
- **Phoenix Crest** Organ
- **Second Heart** Bone, Organ

Screaming Antelope Resources

- **Beast Steak** Organ, Consumable
- **Bladder** Organ, Consumable
- **Large Flat Tooth** Bone, Consumable
When you gain this, a survivor of your choice gains +1 insanity.
- **Muscly Gums** Organ, Consumable
- **Pelt** Hide
- **Screaming Brain** Organ, Consumable
Consume: Archive this and gain survival up to the current limit.
- **Shank Bone** Bone
- **Spiral Bone** Bone

Phoenix Resources

- **Bird Beak** Bone
- **Black Skull** Bone, Iron, Skull
- **Hollow Wing Bones** Bone
- **Muculent Droppings** Organ
- **Phoenix Eyes** Organ, Scrap
- **Phoenix Finger** Bone
When you gain this, a survivor of your choice gains +3 insanity.
- **Phoenix Whisker** Hide
- **Pustules** Organ
- **Rainbow Droppings** Organ, Consumable
Consume: Archive this and roll 1d10. On 7+, gain +1 permanent speed. Otherwise, your heart explodes, killing you instantly.
- **Shimmering Halo** Organ
- **Small Feathers** Hide
- **Small Hand Parasites** Organ
- **Tall Feathers** Hide
- **Wishbone** Hide

Starting Gear

- **Cloth**
- **Founding Stone**

Bone Smith

- **Bone Axe**
- **Bone Blade**
- **Bone Dagger**
- **Bone Darts**
- **Bone Pickaxe**
- **Bone Sickle**
- **Skull Helm**

Skinners

- **Bandages**
- **Rawhide Boots**
- **Rawhide Drum**
- **Rawhide Gloves**
- **Rawhide Headband**
- **Rawhide Pants**
- **Rawhide Vest**
- **Rawhide Whip**

Organ Grinder

- **Dried Acanthus**
- **Fecal Salve**
- **Lucky Charm**
- **Monster Grease**
- **Monster Tooth Necklace**

Catarium

- **Cat Eye Circlet**
- **Cat Fang Knife**
- **Cat Gut Bow**
- **Claw Head Arrow**
- **Frenzy Drink**
- **King Spear**
- **Lion Beast Katar**
- **Lion Headdress**
- **Lion Skin Cloak**
- **Whisker Harp**
- **White Lion Boots**
- **White Lion Coat**
- **White Lion Gauntlet**
- **White Lion Helm**
- **White Lion Skirt**

Weapon Crafter

- **Blood Sheath**
- **Counterweighted Axe**
- **Finger of God**
- **Rainbow Katana**
- **Scrap Dagger**
- **Scrap Sword**
- **Skullcap Hammer**
- **Whistling Mace**
- **Zanbato**

Leather Worker

- **Hunter Whip**
- **Leather Boots**
- **Leather Bracers**
- **Leather Cuirass**
- **Leather Mask**
- **Leather Skirt**
- **Rounded Leather Shield**

Stone Circle

- **Beast Knuckle**
- **Blood Paint**
- **Blue Charm**
- **Bone Earrings**
- **Boss Mehndi**
- **Green Charm**
- **Lance of Longinus**
- **Red Charm**
- **Screaming Bracers**
- **Screaming Coat**
- **Screaming Horns**
- **Screaming Leg Warmers**
- **Screaming Skirt**

Blacksmith

- **Sonic Tomahawk**
- **Beacon Shield**
- **Dragon Slayer**
- **Lantern Cuirass**
- **Lantern Dagger**
- **Lantern Gauntlets**
- **Lantern Glaive**
- **Lantern Greaves**
- **Lantern Helm**
- **Lantern Mail**
- **Lantern Sword**
- **Perfect Slayer**
- **Ring Whip**
- **Scrap Shield**

Plumery

- **Arc Bow**
- **Bird Bread**
- **Bloom Sphere**
- **Crest Crown**
- **Feather Mantle**
- **Feather Shield**
- **Hollowpoint Arrow**
- **Hollowpoint Sword**
- **Hours Ring**
- **Phoenix Faults**
- **Phoenix Gauntlet**
- **Phoenix Greaves**
- **Phoenix Helm**
- **Phoenix Plackart**

Barber Surgeon

- **Almanac**
- **Brain Mint**
- **Bug Trap**
- **Elder Earrings**
- **First Aid Kit**
- **Musk Bomb**
- **Scavenger Kit**
- **Speed Powder**

Mask Maker

- **Antelope Mask**
- **Death Mask**
- **God Mask**
- **Man Mask**
- **Phoenix Mask**
- **White Lion Mask**

Rare Gear

- **Adventure Sword**
- **Butcher Cleaver (L)**
- **Butcher Cleaver (R)**
- **Forsaken Mask**
- **Lantern Halberd**
- **Muramasa**
- **Regal Faults**
- **Regal Gauntlets**
- **Regal Greaves**
- **Regal Helm**
- **Regal Plackart**
- **Steel Sword**
- **Thunder Maul**
- **Twilight Sword**

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☐ 1	☐ Returning Survivors [151]	☐ 11	☐ Regal Visit [149]	☐ 21	☐ 31
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The available nemesis encounter monsters

[illegible]

- ☐ Blacksmith
- ☐ Mask Maker
- ☐ Lantern Hoard
- ☐ Bone Smith
- ☐ Skinnery
- ☐ Organ Grinder
- ☐ Catarium
- ☐ Weapon Crafter
- ☐ Leather Worker
- ☐ Stone Circle
- ☐ Barber Surgeon
- ☐ Plumery

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Population
Update the population number
as survivors are added and lost
Population reaches 15 ☐ Principle: Society
Population reaches 0 ☐ Game Over

[illegible][illegible]

Additional Settlement Notes

:: First Story Setup

- Survivor's Return
- Gain Endeavors
- Draw a Settlement Event
- Update Death Count
- Update Timeline
- Develop Settlement
- Choose Departing Survivors
- Record and Archive Resources
- End Settlement Phase

Quick Reference

Knocked Down

- Monster: Knocked down monster stands when drawing an AI card, Trap card, or at the start of the monster phase.
- Survivors: Knocked down survivor's stand at the end of the next monster turn.

Collision

- if a monster moves through a survivor, the survivor is knocked down.
- if a monster ends on a survivor, the survivor is knocked down and knocked back 5.
- if a survivor suffers knockback into another survivor, complete the knockback movement normally. Both survivors suffer collision. If they occupy the same space, place the knocked back survivor in the closest unoccupied space.
- if knockback or monster movement **starts** at a board edge and would go off of it, instead move along the board edge.

When a survivor suffers **knockback X**, they are pushed X amount of spaces in a straight line away from the monster. If the survivor passes over or ends up in a space with another survivor, they are both knocked down. Survivors may not share spaces. If the survivor encounters a board edge, stop and end knockback.

Survival

Limitations

- May use each survival action once per round.
 - Attacking survivors **cannot** perform survival actions.
- ### Opportunities
- Between actions of any survivors' turn.
 - During flows on monster AI cards.
 - During Survivor Attacks (except Attacker)
 - Before a monster reaction.
 - When attack causes critical wound, after effects are applied, but before the card is discarded.
 - When a monster is knocked down.