

Forest Gate

A settlement location for The Bloom People game variant



Forest Gate

The Bloom People have settled close to the Forest Gate and worship the Flower Knight as deity.

BLOOM PEOPLE
 - During the development step of the settlement phase you may trigger
 ■ **Sense Memory**
 - You cannot hunt the Flower Knight
 - You cannot gain the Flower Addiction disorder
 - All survivors are born with +1 permanent luck, +1 permanent green affinity and -2 permanent red affinities.

ON LANTERN YEARS 5, 10, 15 AND 20
 - Gain the Sleeping Virus Flower rare gear
 - Suffer -1 population

| | | |
|--|--|--|
|  | Flower Knight Helm 2x bone or 1x skull 1x lantern bloom | Any Faith innovation Required |
|  | Replica Flower Sword 1x osseous bloom 1x flower, 1x iron | Any Faith innovation, Sculpture Required |

★ **Forest Run**
 You may exchange any number of monster resources for that number of random Flower resources

Variant 1:
location with Bloom People variant rules



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| Endeavor | Bone | Organ | Hide | INNOVATE |

Once per settlement phase, you may spend the listed resources to draw 2 innovation cards. Keep 1 and return the other to the deck.

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★ **Build One** Bone Smith, Organ Grinder, Skinnery Settlement Locations

Variant 2:
variant replacement for Lantern Hoard



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Requires Symposium

★ **Shared Experience**
 Nominate a survivor that has 2 or more Hunt XP than yourself. They describe illuminating details of their desired death. If you are not dead, gain +1 Hunt XP from their story. If the nominated survivor has a broken jaw, instead gain +1 Insanity.

★ **Build One** Bone Smith, Organ Grinder, Skinnery Settlement Locations

Variant 3:
variant replacement for Lantern Hoard 1.4

Skull Totem

A settlement location for The People of the Skull game variant



Skull Totem

The People of the Skull worship skulls above all else

PEOPLE OF THE SKULL
- When you name a survivor, if they have the word bone or skull in their name, in addition to +1 survival, players choose to gain +1 permanent accuracy, evasion, strength, luck or speed

GEAR
- Survivors can only place weapons and armor with the **bone** keyword in their gear grid
- Ignore the Frail rule
- If a weapon or armor is made with the **Black Skull** resource, a survivor may place it into their gear grid despite being iron.

Skull Ritual 1x skull
The settlement performs an exotic, violent dance with plenty of chanting.
Nominate up to 4 survivors to consume the skull. They gain a permanent +1 to all their attributes.



Variant 1:
location with People of the Skull variant rules



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Build One Bone Smith, Organ Grinder, Skinnery Settlement Locations

Variant 2:
variant replacement for Lantern Hoard



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Variant 3:
variant replacement for Lantern Hoard 1.4

The Song of Green Knight

A settlement location for The Green Knight campaign

The Song of Green Knight



At the edge of the settlement a choir of stone faces begins to sing a ballad about the bravest of knights.

Nominate a non-deaf survivor. They gain +1 insanity and become the Listener. If the Listener dies, nominate a new one.

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|--|--------------|---|--|
| | Green Helm | Old Master on the Settlement's Quarry List Required | 1x Scell 1x Beetle Horn 1x DBK Errant Badge |
| | Green Gloves | Scrap Smelting, Albedo innovations Required | 1x Hunter's Heart 1x Iron 1x Jiggling Lard |
| | Green Plate | Citrinitas innovation Required | 1x Lion Knight's Left claw, 2x Iron 3x Leather 1x Scarab Shell |
| | Green Faulds | Chorea innovation Required | 1x Elytra, 1x Gormite 1x Scell 1x Lantern Bloom |
| | Green Boots | Forbidden Dance innovation Required | 1x Iron 1x Flower Knight Badge 1x Calcified Greaves 3x Bone |
| | Fetorsaurus | Blacksmith settlement location Required | 1x Beacon Shield 1x Underplate Fungus X Sleeping Virus Flower, 1x Elixir of Life |
| | Griswaldo | Rubedo innovation, survivor with True Blade Required | 1x Gormite, 1x Iron 1x Stomach Lining 1x Calcified Juggernaut Blade |