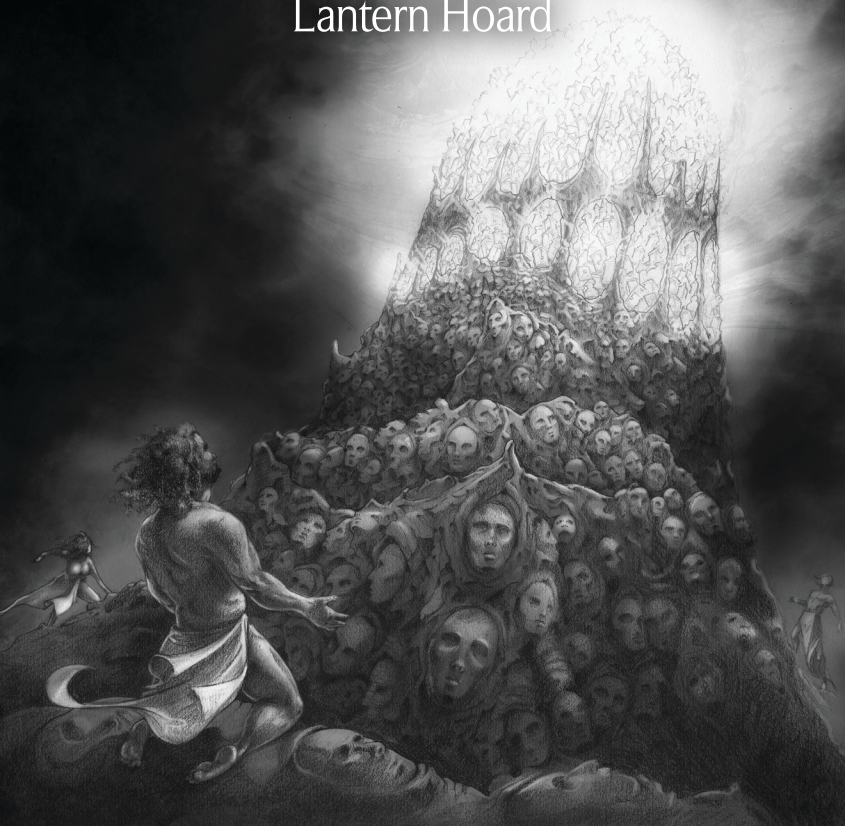


Lantern Hoard



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.

* Build

Bone Smith

Settlement Location



* Build

Skinners

Settlement Location



* Build

Organ Grinder

Settlement Location



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 deaf, gain +1 Hunt XP from their story. If the nominated survivor has a broken jaw, instead gain +1 insanity.