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Survival Limit

Settlement Name

When the settlement is named for the first time, returning survivors gain +1 survival.

Death Count

Grid of 20 empty boxes for tracking death count.

Timeline - People of the Sun

Timeline table with columns for Year, Story & Special Events, and Nemesis Encounters. Includes events like 'The Pool and the Sun', 'Endless Screams', 'Sun Dipping', 'The Great Sky Gift', 'Phoenix Feather', 'Birth of Color', 'Principle: Conviction', and 'Final Gift'.

Milestone Story Events

Trigger these story events when the milestone condition is met.

- First time death count is updated
Principle: Death
Population reaches 15
Principle: Society
Settlement has 8 innovations
Edged Tonometry
Population reaches 0
Game Over
Not Victorious against Nemesis
Game Over

Nemesis Monsters

The available nemesis encounter monsters.

- Butcher (Lvl 2, Lvl 3)
King's Man (Lvl 1, Lvl 2, Lvl 3)
The Hand (Lvl 1, Lvl 2, Lvl 3)

Innovations

The settlement's innovations (including weapon masteries).

Form for recording innovations, starting with 'Sun Language'.

Settlement Locations

Locations in your settlement.

- The Sun, Sacred Pool, Bone Smith, Skinnery, Organ Grinder, Catarium, Weapon Crafter, Leather Worker, Stone Circle, Barber Surgeon, Plumery, Blacksmith, Mask Maker

Principles

The settlement's established principles.

- New Life, Survival of the Fittest
Death: Cannibalize, Graves
Society: Collective Toil, Accept Darkness
Conviction: Barbaric, Romantic

Quarries

The monsters your settlement can select to hunt.

- White Lion, Screaming Antelope, Phoenix

