1 Survival Limit

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

Settlement Name

☠ Death Count

☑ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

⏳ Timeline

Year	Story & Special Events		
☐ 1	Foundlings	☐ 21	
☐ 2	Endless Screams	☐ 22	
☐ 3		☐ 23	✖ Nemesis Encounter - Lvl 3
☐ 4	✖ Nemesis Encounter - Dragon King Tyrant Lvl 1	☐ 24	
☐ 5	Midnight's Children	☐ 25	✖ Nemesis Encounter - Death of the Dragon King
☐ 6		☐ 26	
☐ 7	Phoenix Feather	☐ 27	
☐ 8		☐ 28	
☐ 9	✖ Nemesis Encounter - Dragon King Tyrant Lvl 2	☐ 29	
☐ 10	Unveil the Sky	☐ 30	
☐ 11		☐ 31	
☐ 12	Principle: Conviction	☐ 32	
☐ 13	✖ Nemesis Encounter - Butcher Lvl 2	☐ 33	
☐ 14		☐ 34	
☐ 15		☐ 35	
☐ 16	✖ Nemesis Encounter - Lvl 2	☐ 36	
☐ 17		☐ 37	
☐ 18		☐ 38	
☐ 19	✖ Nemesis Encounter - Dragon King Tyrant Lvl 3	☐ 39	
☐ 20	The Dragon's Tomb	☐ 40	

Milestone Story Events

Trigger these story events when the milestone condition is met.

☐ First child is born	📖	**Principle: New Life**
☐ First time death count is updated	📖	**Principle: Death**
☐ Population reaches 15	📖	**Principle: Society**
☐ Population reaches 0	📖	**Game Over**

✖ Nemesis Monsters

The available nemesis encounter monsters.

■ Butcher	☐ Lvl 1	☐ 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).

Dragon Speech

Settlement Locations

Locations in your settlement.

- ■ Throne
- ☐ Bone Smith
- ☐ Skinnery
- ☐ Organ Grinder
- ☐ Catarium
- ☐ Weapon Crafter
- ☐ Leather Worker
- ☐ Stone Circle
- ☐ Barber Surgeon

- ☐ Plumery
- ☐ Blacksmith
- ☐ Mask Maker

Quarries

The monsters your settlement can select to hunt.

- ■ White Lion
- ☐ Screaming Antelope
- ☐ Phoenix

Principles

The settlement's established principles.

New Life	☐ Protect the Young	or	☐ Survival of the Fittest
Death	☐ Cannibalize	or	☐ Graves
Society	☐ Collective Toil	or	☐ Accept Darkness
Conviction	☐ Barbaric*	or	☐ Romantic

Storage

Gear & Resources may be stored without limit.

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ (If you run out of room, use scrap paper)

Defeated Monsters

A list of defeated monsters and their level.

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ (If you run out of room, use scrap paper)

Population

Update the population number as survivors are added and lost.

Lost Settlements

☐☐☐☐◼☐☐☐☐◼☐☐☐☐◼☐☐☐◼

Name	Gender	Notes