1 Survival Limit

Settlement Name

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

☠ Death Count

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⏳ Timeline

Year	Events		Year	Events
☐ 1	SE First Day, 📖 Returning Survivors		☐ 19	SE ⚔ Nemesis Encounter - King's Man Lvl 2
☐ 2	SE, 📖 Endless Screams		☐ 20	SE, 📖 Watched
☐ 3	SE		☐ 21	SE
☐ 4	SE, ⚔ Nemesis Encounter - Butcher Lvl 1		☐ 22	SE
☐ 5	SE, 📖 Hands of Heat		☐ 23	SE, ⚔ Nemesis Encounter - Butcher Lvl 3
☐ 6	SE, 📖 Armored Strangers		☐ 24	SE
☐ 7	SE, 📖 Phoenix Feather		☐ 25	SE, ⚔ Nemesis Encounter - Watcher
☐ 8	SE		☐ 26	SE
☐ 9	SE, ⚔ Nemesis Encounter - King's Man Lvl 1		☐ 27	SE,
☐ 10	SE		☐ 28	SE, ⚔ Nemesis Encounter - King's Man Lvl 3
☐ 11	SE, 📖 Regal Visit		☐ 29	SE
☐ 12	SE, 📖 Principle: Conviction		☐ 30	SE, ⚔ Nemesis Encounter - Gold Smoke Knight
☐ 13	SE, ⚔ Nemesis Encounter - The Hand Lvl 1		☐ 31	SE
☐ 14	SE		☐ 32	SE
☐ 15	SE		☐ 33	SE
☐ 16	SE, ⚔ Nemesis Encounter - Butcher Lvl 2		☐ 34	SE
☐ 17	SE		☐ 35	SE
☐ 18	SE		☐ 36	SE

Milestone Story Events

Trigger these story events when the milestone condition is met.

☐ First child is born	📖 **Principle: New Life**	☐ Population reaches 15	📖 **Principle: Society**	☐ Population reaches 0	📖 **Game Over**
☐ First time death count is updated	📖 **Principle: Death**	☐ Settlement has 5 innovations	📖 **Hooded Knight**

Innovations

The settlement's innovations (including weapon masteries).

Language
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Settlement Locations

Locations in your settlement.

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

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

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Quarries

The monsters your settlement can select to hunt.

■ White Lion
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☐ Screaming Antelope
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☐ Phoenix
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Resource Storage

Gear & Resources may be stored without limit.

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Gear Storage

Gear & Resources may be stored without limit.

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

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

Lantern Research Level

Your settlements progress researching the secrets of the Final Lantern.

Monster Volumes

Notes

Population

Update the population number as survivors are added and lost.

Lost Settlements

☐ ☐ ☐ ☐ ◼ ☐ ☐ ☐ ☐ ◼ ☐ ☐ ☐ ☐ ◼ ☐ ☐ ☐ ◼

Name	Gender	Notes