Collective Cognitic	on					Collectiv	ve Cognition Rew	vards					Settlement Name
The settlement's total CC is ba	ased on its victories.											Survival Limit	When the settlement is named for the first time, <b>returning survivors</b> gain +1 survival.
						☐ 1 - Facets of Power ☐ 2 - Pleasing Plating			■ Time	olino			
Settlement Victories							prehensive Construction			ı	Time Year E		
Write the name of each monster in your monster's level and update your total co	r campaign. After a victo ollective cognition.	orious sho	wdown, fil	l a box for the	defeated		nson Crocodile Cuisine				Prologue	: Crimson Crocodile	
	Prolo		Lvl 1	Lvl 2	Lvl 3+		nmunal Larder				1	SE First Crimson Day,	□ Dreamless Respite, □ First Meal, □ Extinguished Guidepost
Quarry	10	.c	1 CC	2 CC	3 CC		ed Enlightenment					SE Death of Song	
		]				-	og Singer Cuisine					SE	
							tabolic Improvements					SE X Nemesis Encount	er - Butcher Lvl 1
							oenix Cuisine				5	SE 🖽 Stained	
							ared Illumination				□ 6	SE 🖽 Unwanted Gifts	
		1	Lvl 2	Lvl 3+		☐ 36 - Kin						SE	
Nemesis	3 C		3 CC	3 CC		=	linary Ingenuity					SE	
						46 - Cui	ilinary ingenuity					SE X Nemesis Encount	er - Atnas Lvl 1
											□ 10	SE	
											☐ 12		ion
											□ 13	SE X Nemesis Encount	er - The Hand Lvl 1
hilosophies											□ 14	SE	
											15		
											□ 16		er - Butcher Lvl 2
											□ 17		
												SE X Nemesis Encount	er - Atnas Lvl 2
nowledge										-		_	
										-		<b>E</b>	lemesis Encounter - The Gambler
											□ 21	SE 🖽 Lantern Festival	
											22	SE The Awaited	
												_	Nemesis Encounter - Butcher Lvl 3
											□ 24	SE	
											25		
										-	□ 26	=	
											27		
										-		SE X Nemesis Encount	er - Atnas Lvl 3
											29	SE	
											□ 30		er - Godhand
											□ 31		
											□ 32		
											□ 33		
										-	□ 34	=	
											□ 35		
											□ 36		
											□ 37		
											□ 38		

## Lost Settlements

<b>_</b>	3 <b>0</b> 0000

Quarries	
The monster your settlement can select to hu	nt. Node 1
☐ Smog Singers	Node 2
Phoenix	Node 3

☐ The King

Nemesis			
The nemesis monster your settlement ca	n encounte	er.	
Butcher	□ Lvl 1	□ Lvl 2	□ Lvl 3
Atnas	□ Lvl 1	□ Lvl 2	□ Lvl 3
☐ The Hand	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3

Node 4

## Campaign Milestones

Trigger these	effects when	the milestone	condition is	met.

☐ Population	n reaches O	☐ Game Over
Population	n reaches 15	☐ Principle: Society
☐ First child	is born	☐ Principle: New Life
☐ First time of	death count is updated	□ Principle: Death
☐ First surviv	or to reach 3 understanding	☐ Designs & Dandelions

## Departing Survivor Bonuses

Departing survi	vors gain thes	e honuses	
ocpai ting sai vi	vors garri tries	e bondses	

Population
Update the population number as survivors are added and lost.

•	ו ח	_
*8*	Death	$I \cap I$
~	Deani	Count


## 🕯 Survivors

Name	Sex	Hunt XP	Philosophy	Rank	Notes	Retired	

Principles			S	eed Pat	terns		
The settlement's	s established principles.		Pi	atterns gaine	ed when survivors reach 3 und	derstanding.	
New Life	☐ Protect the Young	or 🗆 Survival of the Fittest					
Death	□ Graves	or 🗆 Cannibalize					
Society	☐ Collective Toil	or 🗆 Accept Darkness					
Conviction	☐ Romantic	or 🗆 Barbaric					
		or 🗆					
Innovatio			<u>S</u>	ettleme	ent Locations		
The settlement	s innovations (including weapon)	masteries).	[	Keeper	of Dreams	☐ Crimson C	rockery
				 □ Bone S		Chorusse	
				Skinne		☐ Plumery	
				Organ		☐ Kingsmith	
				Forum			
				Outskii			
				Leathe			
				Weapo			
				Barber			
				Blacksı			
				☐ Mask N			
Resource S		l .	Node 2		Node 3	Node 4	
					_		
		_			_		
Gear Stora	ige					Patterns	
						-	
		· —					