1 Survival Limit

Settlement Name

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

Lost Settlements

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Timeline

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

Quarries

The monster your settlement can select to hunt.

☐ White Lion	Node 1
☐ Screaming Antelope	Node 2
☐ Phoenix	Node 3
☐	Node 4
☐	
☐	

Nemesis

The nemesis monster your settlement can encounter.

☐ Butcher	☐ **Lvl 1**	☐ **Lvl 2**	☐ **Lvl 3**
☐ King's Man	☐ **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**

Campaign Milestones

Trigger these effects when the milestone condition is met.

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

Departing Survivor Bonuses

Departing survivors gain these bonuses

Population

Update the population number as survivors are added and lost.

Death Count

Survivors

Name	Sex	Hunt XP	Philosophy	Rank	Notes	Retired	Dead
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐
						☐	☐

Principles

The settlement's established principles.

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**	☐

Patterns & Seed Patterns

Gear recipes gained during gameplay.

Innovations

The settlement's innovations (including weapon masteries).

Settlement Locations

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

Resource Storage

Basic & Strange	Node 1	Node 2	Node 3	Node 4

Gear Storage

Notes

Collective Cognition

The settlement's total CC is based on its victories.

Settlement Victories

Write the name of each monster in your campaign. After a victorious showdown, fill a box for the defeated monster's level and update your total collective cognition.

Quarry	Prologue 1 CC	Lvl 1 1 CC	Lvl 2 2 CC	Lvl 3+ 3 CC
	☐	☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐
		☐	☐☐	☐☐☐

Nemesis	Lvl 1 3 CC	Lvl 2 3 CC	Lvl 3+ 3 CC
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐

Collective Cognition Rewards

- ☐ **1 - Facets of Existence**
- ☐ **2 - Pleasing Plating**
- ☐ **5 - Comprehensive Construction**
- ☐ **6 - White Lion Cuisine**
- ☐ **8 - Communal Larder**
- ☐ **13 - Sated Enlightenment**
- ☐ **16 - Screaming Antelope Cuisine**
- ☐ **21 - Metabolic Improvements**
- ☐ **26 - Phoenix Cuisine**
- ☐ **30 - Shared Illumination**
- ☐ **46 - Culinary Ingenuity**
- ☐

Philosophies

Knowledge