

1

Survival Limit

Settlement Name

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

☠ Death Count

[illegible]

⌚ Timeline

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

Milestone Story Events

Trigger these story events when the milestone condition is met.

<input type="checkbox"/> First child is born	Principle: New Life	<input type="checkbox"/> Population reaches 15	Principle: Society	<input type="checkbox"/> Population reaches 0	Game Over
<input type="checkbox"/> First time death count is updated	Principle: Death	<input type="checkbox"/> Settlement has 5 innovations	Hooded Knight		

Innovations

The settlement's innovations (including weapon masteries).

[illegible]

Principles

The settlement's established principles.

New Life	<input type="checkbox"/> Protect the Young	or	<input type="checkbox"/> Survival of the Fittest
Death	<input type="checkbox"/> Cannibalize	or	<input type="checkbox"/> Graves
Society	<input type="checkbox"/> Collective Toil	or	<input type="checkbox"/> Accept Darkness
Conviction	<input type="checkbox"/> Barbaric	or	<input type="checkbox"/> Romantic

Settlement Locations

Locations in your settlement.

<input checked="" type="checkbox"/> Lantern Hoard	<input type="checkbox"/> Plumery
<input type="checkbox"/> Bone Smith	<input type="checkbox"/> Blacksmith
<input type="checkbox"/> Skinnery	<input type="checkbox"/> Mask Maker
<input type="checkbox"/> Organ Grinder	
<input type="checkbox"/> Catarium	
<input type="checkbox"/> Weapon Crafter	
<input type="checkbox"/> Leather Worker	
<input type="checkbox"/> Stone Circle	
<input type="checkbox"/> Barber Surgeon	

Quarries

The monsters your settlement can select to hunt.

<input checked="" type="checkbox"/> White Lion	
<input type="checkbox"/> Screaming Antelope	
<input type="checkbox"/> Phoenix	

Gear & Resources may be stored without limit.


[illegible]

Gear & Resources may be stored without limit.

[illegible]

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

The available nemesis encounter monsters.

 Butcher	<input type="checkbox"/> Lvl 1	<input type="checkbox"/> Lvl 2	<input type="checkbox"/> Lvl 3
<input type="checkbox"/> King's Man	<input type="checkbox"/> Lvl 1	<input type="checkbox"/> Lvl 2	<input type="checkbox"/> Lvl 3
<input type="checkbox"/> The Hand	<input type="checkbox"/> Lvl 1	<input type="checkbox"/> Lvl 2	<input type="checkbox"/> Lvl 3

Your settlements progress researching the secrets of the Final Lantern.

7

[illegible]

7

Update the population number as survivors are added and lost.

[illegible][illegible]