

Survival Limit	Settlement Name	30	Death Count	
Sui vivai Liitiit	When the settlement is named for the first time, ret	turning survivors gain +1 survival.		
▼ Timeline - People of th	e Sun		Milestone Story Events Trigger these story events when the r	nilestone condition is met.
Year Story & Special Events 1 The Pool and the Sun	☐ 21 ※ Nemesis Fr	ncounter - Kings Man Level 2	First time death count is updated	☐ Principle: Death
2 Endless Screams		ncounter - Butcher Level 3	Population reaches 15	Principle: Society
			· ·	
3		ncounter - Kings Man Level 3	Settlement has 8 innovations	Edged Tonometry
4 Sun Dipping		ncounter - The Hand Level 3	Population reaches 0	☐ Game Over
5 The Great Sky Gift		ncounter - The Great Devourer	Not Victorious against Nemesis	☐ Game Over
<u> </u>	□ 26			
7 Phoenix Feather	□ 27			
□ 8	□ 28		- <u>-</u>	
9	□ 29			
☐ 10 ☐ Birth of Color	□ 30			
11 Principle: Conviction	□ 31			
☐ 12 ☐ Sun Dipping	□ 32			
☐ 13 ☐ The Great Sky Gift	□ 33		× Nemesis Monsters	
	□ 34		The available nemesis encounter mo	onsters.
	35		Butcher	Lvl 2 Lvl 3
	□ 36		. King's Man	Lvl1 Lvl2 Lvl3
			. -	Lvl1 Lvl2 Lvl3
☐ 18			.	
	38			
19 Sun Dipping	39			
20 Final Gift	□ 40			
Innovations		Settlement Loca	tions	
The settlement's innovations (including v	weapon masteries).	Locations in your settleme		
Sun Language		■ The Sun	□ Barber Surgeo	n
		■ Sacred Pool	☐ Plumery☐ Blacksmith	
		☐ Bone Smith☐ Skinnery	□ Mask Maker	
		□ Organ Grinder		
		□ Catarium		
		□ Weapon Crafter		
		Leather Worker Stone Circle		
		Storie Circle		
		Quarries		
Principles		· ·	lement can select to hunt.	
The settlement's established principles.				
New Life	■ Survival of the Fit	ttest White Lion		
Death	☐ Cannibalize or ☐ Graves	Screaming Antelo	 pe	
Society	☐ Collective Toil or ☐ Accept Darkness	Phoenix		
Conviction	□ Barbaric or □ Romantic			

SOURCE Storage & Resources may be stored without limit	t. 		ear Storage ir & Resources may be stored without	t limit.
				(If you run out of room, use scrap paper)
Nemesis Monsters	s.	Lantern Research Lev	1 1 1	5
	□ Lvl 2 □ Lvl 3	the secrets of the Final Lantern.		
] King's Man □ Lvl 1	Lvl 2	Monster Volumes		
The Hand Lvl 1	Lvl 2Lvl 3			
Donulation			Loct	Sottlements
Population update the population number a	ns			Settlements
	as			Settlements
Update the population number a		lotes		
Update the population number a survivors are added and lost.		lotes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		lotes		
Update the population number a survivors are added and lost.		lotes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		lotes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		lotes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		
Update the population number a survivors are added and lost.		Notes		