When the continement is named for the float drive, returning survivious pain visuaviant	1 Survival Limit	Settlement Name		🕰 Death Count				
The control is control in control	Sui vivai Limit	Sur VIVal Liffill When the settlement is named for the first time, returning survivors gain +1 survival.						
1	▼ Timeline				Milestone Stor	ry Events		
2	Year Story & Special Events				Trigger these story ev	vents when the milestone condition is met.		
3	1 Poundlings		☐ 21		First child is born	☐ Principle: New Life		
	2 Endless Screams		□ 22		First time death co	ount is updated Principle: Death		
S   Well wildingstro Children   25   25   Well where is Discounter - Death of the Diragon King   Principles   27   28   28   28   28   28   28   28	□ 3		23 X Nemesis Encounter	- Lvi 3	Population reache	es 15 Principle: Society		
	☐ 4 Nemesis Encounter -	Dragon King Tyrant Lvl 1	□ 24		Population reache	es 0		
7	5 Midnight's Children		25 🌦 💥 Nemesis Encount	er - Death of the Dragon King				
0	<u> </u>		□ 26					
p	7 Phoenix Feather		□ 27					
10	□ 8		□ 28					
11	9 Nemesis Encounter -	Dragon King Tyrant Lvl 2	<u> </u>					
12	☐ 10 🏔 🛄 Unveil the Sky							
13			□ 31					
14	☐ 12 ☐ Principle: Conviction		□ 32					
14	☐ 13 ※ Nemesis Encounter - Bu	utcher Lvl 2			* Nemesis	Monsters		
16	☐ 14		□ 34					
17			□ 35		■ Butcher	Lvl1 Lvl2 Lvl3		
17	☐ 16 ※ Nemesis Encounter - Lv	/12	□ 36		King's Man			
18			□ 37		The Hand			
19								
Innovations The settlement's innovations (including weapon masteries).  Dragon Speech  Throne Bone Smith Bone		·						
Innovations The settlement's innovations (including weapon masteries).    Dragon Speech								
The settlement's innovations (including weapon masteries).    Dragon Speech					L			
Dragon Speech Bone Smith Blacksmith Blacksmi	Innovations			Settlement Locati	ons			
Bone Smith Blacksmith Mask Maker  Gorgan Grinder  Catarium  Weapon Crafter  Leather Worker  Stone Circle  Barber Surgeon   Cuarries  The settlement's established principles.  New Life Protect the Young or Survival of the Fittest Death Canibalize or Graves  Society Collective Toil or Accept Darkness  Bone Smith Blacksmith Mask Maker  Gorgan Grinder  Catarium  Catar	_	veapon masteries).						
Skinnery	Dragon Speech				<del></del>	· · · · · · · · · · · · · · · · · · ·		
Catarium   Weapon Crafter   Leather Worker   Stone Circle   Barber Surgeon								
Weapon Crafter   Leather Worker   Stone Circle   Barber Surgeon				□ Organ Grinder				
Leather Worker   Stone Circle   Barber Surgeon				□ Catarium				
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      Stone Circle     Barber Surgeon     Quarries     The monsters your settlement can select to hunt.    White Lion     Screaming Antelope     Phoenix     Phoenix								
Principles The settlement's established principles.  New Life   Protect the Young   Or   Survival of the Fittest   Society   Cannibalize   Or   Graves   Streaming Antelope   Streaming Antelope   Phoenix								
Principles The settlement's established principles.  New Life								
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Principles The settlement's established principles.  New Life				Ouarries				
New Life	Principles The settlement's established principles.				ment can select to hunt.			
Death Cannibalize or Graves Screaming Antelope  Society Collective Toil or Accept Darkness Phoenix		☐ Protect the Young	or	■ White Lion				
Society	Death			☐ Screaming Antelope				
	Society	☐ Collective Toil	or	<del></del>				
	Conviction	☐ Barbaric*	or   Romantic					

Storage					
Gear & Resources may be stored without limit.					
			-		
			-		( If you run out of room, use scrap paper )
Defeated Monsters					
A list of defeated monsters and their level.					
			·		
					( If you run out of room, use scrap paper )
Population					
Update the population number as survivors are added and lost.				Lost Settleme	ents
Update the population number as survivors are added and lost.	Gender	Notes			
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