1 Survival Limit	Settlement Nam	e		Death Co	ount	
Sur viva: Ziiriic	When the settlement is na	amed for the first time, returning su	rvivors gain +1 survival.			
T imeline						
Year Events			□ 40 læ ×× ××××××××××××××××××××××××××××××××		.i.a	
1 First Day, Peturning Survivors			☐ 19 📴, 💢 Nemesis Encounter - King's Man Lvl 2			
2 [5], [1] Endless Screams			20 E, Watched			
3 SE			☐ 21 SE			
☐ 4 SE, ※ Nemesis Encounter	- Butcher Lvl 1		☐ 22 5 E			
5 SE, Hands of Heat			23 F, X Nemesis End	counter - Butcher Lvl	3	
☐ 6 SE, ☐ Armored Strangers			☐ 24 SE			
7 E, Dhoenix Feather			25 E, X Nemesis End	counter - Watcher		
☐ 8 SE			☐ 26 SE			
☐ 9 SE, ※ Nemesis Encounter	- King's Man Lvl 1	<u></u>	☐ 27 SE,			
10 E				counter - King's Man L		
		I			-	
11 📴 , 🛄 Regal Visit			□ 29			
12 F, Principle: Conviction				counter - Gold Smoke	Knight	
13 SE, X Nemesis Encounter	- The Hand Lvl 1		☐ 31 SE			
☐ 14 SE			☐ 32 SE			
☐ 15 SE			☐ 33 SE			
☐ 16 📴, 💢 Nemesis Encounter	- Butcher Lvl 2		☐ 34 SE			
☐ 17 SE			☐ 35 SE			
☐ 17 EE ☐ 18 EE			☐ 35 SE ☐ 36 SE			
						
☐ 18 E	rigger these story events wh		□ 36 5			
☐ 18 SE Milestone Story Events 1	rigger these story events wh		□ 36 5	Population re	eaches O	
☐ 18 SE Milestone Story Events ☐ First child is born		nen the milestone condition is met	36 SE	Population re	eaches O 🖵 Game Over	
☐ 18 SE Milestone Story Events ☐ First child is born	Principle: New Life	nen the milestone condition is met	36 SE	Population re	eaches O 🖵 Game Over	
☐ 18 SE Milestone Story Events ☐ First child is born ☐ First time death count is updated	Principle: New Life	nen the milestone condition is met	36 SE		eaches O 🖵 Game Over	
☐ 18 SE Milestone Story Events ☐ First child is born ☐ First time death count is updated Innovations	Principle: New Life Principle: Death	nen the milestone condition is met	ans Hooded Knight		eaches O 🖵 Game Over	
☐ 18 SE Milestone Story Events ☐ First child is born First time death count is updated Innovations The settlement's innovations (including w	Principle: New Life Principle: Death	nen the milestone condition is met	Description of the control of the co		□ Plumery	
☐ 18 SS Milestone Story Events ☐ First child is born ☐ First time death count is updated Innovations The settlement's innovations (including w	Principle: New Life Principle: Death	nen the milestone condition is met	Description of the content of the co		□ Plumery □ Blacksmith	
☐ 18 SS Milestone Story Events ☐ First child is born ☐ First time death count is updated Innovations The settlement's innovations (including w	Principle: New Life Principle: Death	nen the milestone condition is met	Description of the state of the		□ Plumery	
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☐ 18 SE Milestone Story Events ☐ First child is born First time death count is updated Innovations The settlement's innovations (including w	Principle: New Life Principle: Death	nen the milestone condition is met	Principle: Society Description: Hooded Knight Settlement Location Locations in your settlement. Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle		□ Plumery □ Blacksmith	
☐ 18 SS Milestone Story Events ☐ First child is born ☐ First time death count is updated Innovations The settlement's innovations (including w	Principle: New Life Principle: Death	nen the milestone condition is met	Principle: Society Description: Hooded Knight Settlement Location Locations in your settlement. Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle		□ Plumery □ Blacksmith	
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☐ 18 E	Principle: New Life Principle: Death reapon masteries).	nen the milestone condition is met	Description of the monsters your settlem Settlement Location	ons	□ Plumery □ Blacksmith □ Mask Maker	
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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			
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