

Timeline

Year Event

- | Year | Event |
|----------------------------|--------------------------------|
| <input type="checkbox"/> 1 | The Feral Guardian |
| <input type="checkbox"/> 2 | Mountain Lion |
| <input type="checkbox"/> 3 | The Quest |
| <input type="checkbox"/> 4 | Glimpse into the Future |
| <input type="checkbox"/> 5 | Secrets, Secrets |

Suspensions

Fill these milestone boxes as the squires observe suspicious behavior.

Cain's Suspicion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elle's Suspicion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Iola's Suspicion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Owen's Suspicion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

On **Arrival**, if the total suspicion is 8+, all survivors gain +3 insanity.

Innovations

- | |
|---|
| <input type="checkbox"/> Black Guard Code |
| <input type="checkbox"/> Forbidden Dance |

Resource Storage

Basic & Strange

Gear Storage


Squire Cain

Gain the following in addition to ☐ Age.

Age 1	-
Age 2	-
Age 3	+3 grand or +3 sword weapon proficiency levels.
Age 4	Cain is older than he lets on. Suffer -2 strength and -1 evasion.
Retired	The quest cannot be abandoned; you still hunt.


Squire Elle

Gain the following in addition to ☐ Age.

Age 1	-
Age 2	 Piercer
Age 3	+3 weapon proficiency levels in any weapon type.
Age 4	<input type="checkbox"/> Black Roots
Retired	The quest cannot be abandoned; you still hunt.


Squire Owen

Gain the following in addition to ☐ Age.

Age 1	-
Age 2	 Escape Artist
Age 3	+1 strength.
Age 4	<input type="checkbox"/> Old Body, Old Mind
Retired	The quest cannot be abandoned; you still hunt.

Squire Iola

Gain the following in addition to ☐ Age.

Age 1	-
Age 2	-
Age 3	 Feral Strength
Age 4	+3 club weapon proficiency levels.
Retired	The quest cannot be abandoned; you still hunt.