1 Survival Limit	Settlement Name		Death Count		
Sui vivai Liiriic	When the settlement is named for the first time, returning survivors gain +1 survival.				
Timeline Year Events					
1 SE First Day, TReturning	Survivors	│ □ 19 📴 💥 Nemesis I	Encounter - King's Man Lvl 2		
2 SE, M Endless Screams		20 SE, Watched	□ 20 E , □ Watched		
□ 3 55		☐ 21 SE	☐ 21 SE		
☐ 4 📴, 💥 Nemesis Encounter	- Butcher Lvl 1	☐ 22 SE			
☐ 5 📴, 💢 Hands of Heat		23 SE, X Nemesis I	☐ 23 📴, 💥 Nemesis Encounter - Butcher Lvl 3		
☐ 6 SE, ☐ Armored Strangers		☐ 24 SE	□ 24 E E		
7 SE, M Phoenix Feather		□ 25 📴, 💢 Nemesis Encounter - Watcher			
□ 8 SE		☐ 26 SE			
☐ 9 SE, ※ Nemesis Encounter	r - King's Man Lvl 1	☐ 27 SE,			
☐ 10 SE			Encounter - King's Man Lvl 3		
11 SE, TRegal Visit			-		
12 F, Principle: Conviction	n		□ 30 se, × Nemesis Encounter - Gold Smoke Knight		
☐ 13 [1], X Nemesis Encounter					
☐ 14 [[[[[[[[[[
			32 5		
☐ 15 SE	- Publicated				
☐ 16 [5], ※ Nemesis Encounter	Butcher Lvi 2				
☐ 17 SE		☐ 35 SE			
☐ 18 SE		□ 36 SE			
Milestone Story Events	Trigger these story events when the milestone condition is Principle: New Life	□ 36 5€	y		
Milestone Story Events ☐ First child is born	1 —	met. Principle: Societ	y		
Milestone Story Events First child is born First time death count is updated	Principle: New Life Population reaches 15	met. Principle: Societ vations Hooded Knight			
Milestone Story Events First child is born First time death count is updated Innovations	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ	tions		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations	tions nt.		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith	tions nt. □ Plumery □ Blacksmith		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations	tions nt.		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery	tions nt. □ Plumery □ Blacksmith		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ rations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder	tions nt. □ Plumery □ Blacksmith		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations	tions nt. □ Plumery □ Blacksmith		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement)	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ Vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter	tions nt.		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon	tions nt.		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the language) Principles	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innov	met. Principle: Societ rations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon Quarries	tions nt.		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including than the settlement's innovations) Principles The settlement's established principles.	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innoverselves between the settleme	met. Principle: Societ Vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon Quarries The monsters your sett	tions nt. □ Plumery □ Blacksmith □ Mask Maker		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the language) Principles The settlement's established principles. New Life	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innoverselves between the settleme	met. Principle: Societ Actions Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon Quarries The monsters your sett	tions nt. Plumery Blacksmith Mask Maker		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including than the settlement's innovations) Principles The settlement's established principles.	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innoverselves between the settleme	met. Principle: Societ Vations Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon Quarries The monsters your sett	tions nt. Plumery Blacksmith Mask Maker Mask Mak		
Milestone Story Events First child is born First time death count is updated Innovations The settlement's innovations (including the settlement's innovations) Principles The settlement's established principles. New Life Death	Principle: New Life Population reaches 15 Principle: Death Settlement has 5 innoverselves between the settleme	met. Principle: Societ Actions Hooded Knight Settlement Loca Locations in your settleme Lantern Hoard Bone Smith Skinnery Organ Grinder Catarium Weapon Crafter Leather Worker Stone Circle Barber Surgeon Quarries The monsters your sett	tions nt. Plumery Blacksmith Mask Maker		

source Storage - & Resources may be stored without limit.		Gear & Resources may be	e stored without limit.
			(If you run out of room, use scrap paper)
Nemesis Monsters he available nemesis encounter monsters.		Lantern Research Level Your settlements progress researching the secrets of the Final Lantern.	Notes
	□ Lvl 2 □ Lvl 3	Monster Volumes	
King's Man Lvl 1 The Hand Lvl 1	Lvl 2 Lvl 3	Wiorister volunies	
	Etwiz Etwis		
		-	
Population Update the population number as			Lost Settlements
Population Update the population number as survivors are added and lost.			Lost Settlements
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