1	Survivai Liinit	ent Name	iviors gain +1 survival		Death Count
Time L	•	, ,		Milestone Sto	ory Events
Year	Story & Special Events			Trigger these story events	when the milestone condition is met
<u> </u>	Returning Surivors	21		First child is l	oorn Principle: New Life
<u> </u>	Endless Screams	22		First time a Surivor	Dies Principle: Death
□ 3       _		23 Nemesis Encou	ınter - Level 3	Population re	eaches 15 Principle: Society
<b>4</b>	Nemesis Encounter - Butcher	<u> </u>		Settlement ha	s 5 innovations Hooded Knight
<u>5</u>	Hands of Heat	25 Nemesis Encoun	ter - Watcher	Population re	aches 0 Game Over
<u> </u>	Armored Strangers	<u> </u>			
□ 7 _	Phoenix Feather	<u> </u>			
8		28			
<b>9</b> _	Nemesis Encounter - King's Man	_			
<u> </u>		30			
<u>11</u>	Regal Visit	31			
<u>12</u>	Principle: Conviction	32			
<u> </u>		33		Nemesis N	Monsters
<u> </u>		34			nemesis encounter monsters.
<u>15</u>		35		Butcher	Lvl 1 Lvl 2 Lvl 3
<u> </u>	Nemesis Encounter	36		☐King's M	Ian Lvl 1 Lvl 2 Lvl 3
<u> </u>		37		☐The Har	nd Lvl 1 Lvl 2 Lvl 3
<u> </u>		38			Lvl 1 Lvl 2 Lvl 3
<u></u> 19	Nemesis Encounter	39			Lvl 1 Lvl 2 Lvl 3
<u></u>	Watched	40			
Innovati		Veapon Masteries Specializations previously mastered.	Settlement Locations in y	t <b>Locations</b> rour settlement.	
	Paint Pictography Memento Mori Sculpture Pottery	Katar Dagger	Lantern	Hord	Barber Surgeon
Final Fighting Art	Storytelling Records	Spear Bow	Bone Sm	nith	Plumery
Guide Post	Symposium Nightmare Trainging	Axe Sword	Skinnery	7	Blacksmith
Ultimate Weapon	Inner Lantern Shrine Sacrifice	Whip Sheild	Organ G	Frinder	Mask Maker
Language =	Forbidden Dance Heart Flute	Club	Catariun	n	Stone Circle
	Song of the Brave Saga	Fist and Tooth	Weapon	Crafter	Leather Worker
	Bed Partnership	Grand Weapon			
	Family Clan of Death	Twilight Sword / Katana			
	Ammonia Bloodletting Cooking				
	Lantern Oven Scrap Smelting		O '		
Principle			Quarries		
	ment's established principles.	Survival of the firm	The monsters your settlement can select to hunt		
New Life Protect the Young or Survival of the fittest  Death Cannibalize or Graves			White Lion		
				ning Antelope	
			Phoen	<u>IX</u>	
Convict	ion Barbaric or	Romantic			

Storage			
Gear and Resources may be stored with	hout limit.		
,			
			(if warm many and a factor of the control of the co
			(if your run out of room, use scrap paper)
Defeated Monsters			
A list of defeted monsters and t	heir level.		
			(if your run out of room, use scrap paper)
			(if your run out of room, use scrap paper)
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		Lost Settlements	
<b>Population</b> Update the population numb	per	Lost Settlements	
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