

Colony Name: Mist Peak

Faction Name: Lepanto

Other Factions and their feelings to us out of 100 [100 being Amazing]:

- 1) Southwest Butler
 - a) 38
- 2) Orion Installation
 - a) 36
- 3) The Milaga of the River
 - a) 32
- 4) Popular Pact of Forder
 - a) 27
- 5) Treaty of Babanler
 - a) 22
- 6) South Thawititia
 - a) 19
- 7) Compact of Athinteror
 - a) 12
- 8) Federation of Ragu
 - a) 11
- 9) The Facebeaters of Torment
 - a) -11
- 10) The Purple Mosquito Nogalou
 - a) -81
- 11) Cannon Band
 - a) -92
- 12) The Ash Criminals
 - a) -96

Major Events of Note Days 1-16

- Arrived in the 6th of Spring
- Tribespeople: Tea the Scientist, Aster the Keeper, Levi the Gatherer, Spudbud the Scientist, and Red the Loner arrived safely with Uriel the warg, Mopsy the Arctic Fox, and Gertrude the arctic Fox
- Map is mountainous, but discovered a valley perfect for our needs.
- Spudbud began mining some Steel we noticed in the mountains.
- We set ourselves to cutting the plants back and smoothing what exposed rock there was and Set a stockpile after squaring off an area in the mountain to use as a cooler for our food.
- We had come with Pemmican, Herbal Medicine, some wood not from this area, and a few silver to trade with other locals. Apparently off worlders love these silver ingots.

- All of the tribe are set to 5 hours of sleep a night, [from Midnight to 5am] and have an hour of joy before and after bed, with two more hours sporadically throughout the day, the rest of the time is work to make our new home liveable.
- We set up a stockpile for the chunks of rock we mine out or find.
- Tea through a party! It was a lot of fun, we set up an archery target to take turns shooting at.. Spudbud won that one.
- We set up one growing zone near the entrance to the camp for haygrass to lure the local Muffalo, We plan to tame at least one breeding pair.. Aster is very good at Animals.
- Spudbud and Red take to mining, the two seem to be good friends as they mine through the stone and ore to make rooms for the tribe.
- We set up two more growing zones, one for Rice the other for cotton. Our pemmican will not last long and we know to start supplementing.
- Red goes hunting bucks and a couple doe. We stay clear of the boomalopes in the area.. They tend to explode when killed.
- A colonist named Teodorescu, begs us for safety from The Facebeaters of Torment.. We accept, and drive away the man chasing him.
- A trade caravan comes through, it's some outlanders from the Orion Installation, we talk and it gets mentioned that the Facebeaters are giving us problems. They warn us about The Cannon Band & The Ash Criminals, who are nearby to us it seems.. They notice then that we have silver and Pemmican, and in exchange for showing us some fancy defense system, we traded 1,000 silver and 50 Pemmican, for 4 Slate gun complexes. They show our shooters how to use them, and our Defensive team becomes, Spudbud, Red, and surprisingly, Aster.
- Another trade caravan passed by, it's a pirate merchant escorting some prisoners or slaves around.. We hail them and end up purchasing Suppy, who turns out to be quite proficient with the Gun complexes! This makes Levi quite a bit grateful, as she doesn't so much like the fumes the complex gives off.. It triggers her asthma..
- The Facebeaters of Torment doesn't like that we offered safety to Teo it turns out.. As they came back a few days later with a lot more men.. Thankfully our new defense system kills a few of them. We can sell what we don't need for other things the next time a trade caravan comes around.
- We set up a stove, a campfire, some passive coolers, and a medical room to treat our wounded.
- We set out plans to mine out more of the mountain, Spudbud takes charge of it as he and Red do so.
- We set up a woodworking area, a table to eat at with chairs, a chess set made of poplar, and we spend a few days cleaning our living spaces, growing crops.. We researched how to plant more crops that we find, and we start growing Turnips and Corn as well as Healroot in a small area.