

Personal Plots and Non-Factional Entities

Personal Plot: “Now I am become death, the destroyer of worlds.”

RP: Queen Arwa Mariam



The conclusion of the funeral brought a great silence to the preceding jubilation, a silence which left Queen Arwa Mariam time to ponder, to plot. The death of her son was shrouded in questions whose answers led to even more: how was it that a strapping lad, whose birthright was maritime trading, could die in such a temperate storm? How many vicious torrents had the young king braved only to have his boat sunk by a comparatively light sprinkle? These questions kept her up night and day. Inconsolable, the Queen scrutinized her late son's papers, seeing the plans of a future that would no longer be.

A future designated to oblivion... oblivion... oblivion? Curious word, how it tugged at her ears now. To consign her son to Sheol - did not such a royal king deserve servants in the realm of the

dead? Brooding, her gaze fell on some worker beneath her window. The man, once so lively and strong, had sickened after the excavation of the ancient reactor beneath the city; his hair remained in clumps and his skin seemed burned as if by fire. This man not quite living, not yet dead, still served his duty as some half-shade of a man. Gently laying aside her son's work, the Queen went down to meet him.

"Your highness," He nodded, voice croaking horribly.

"I remember you served my son well."

"I hope that I did. My heart was pained when I heard the news of his boat, for I was meant to be part of the crew. Yet, I was too sick with this disease." The servant glared at some guards passing by. Leaning in, he whispered to the Queen, "I wish it were these Carthaginian dogs that had gone down instead." The queen nodded. A cold smile. "Follow me."

Elmer myopically swung his rope around, chasing off the mosquitos. The sun was rising overhead - his shift was ending. Strolling along the pier, in the distance, the first rays seemed so warm and inviting; today would most certainly be the perfect day for fly fishing. He was snapped from his daydreams by the sudden fading of the light. A humming rose in the sun's place, and he strained to see through the clouds. A hand grasped him, so startling that he almost fell into the water. Turning him around, Elmer saw not his replacement but his commander, and gathering behind him the squadron. He had a sly feeling that fly fishing would have to wait.

As the guards were streaming out of the town to defend the shores, Queen Arwa slapped a mosquito from her arm. She and the servant ventured down into the excavation site, avoiding questioning through the turmoil. At the entrance to the reactor stood five men who used to serve in her son's royal guard. Nodding slightly, she and the servant entered into the reactor structure. It was cool and quiet, free from the tempest above. The servant bowed, and he took stock of the room. Noting the pipes along the walls, he followed them to a great furnace, or so it seemed. The ominous box to which the pipes led radiated heat, and though he did not understand it, the servant knew it to be the center. Just as a man dives into a whale to cut out its

heart, the servant nestled the dynamite under the sweltering core. The queen placed her hand against the cavern walls, cool as her son now was; She felt weak, forced to sit down. In the reactor, the loyal servant lay still, and the heat became sweltering. Oblivion, she considered. The servant returned to her offering his hand as a great boom resounded through the cavern. She watched as the divine force ripped him away, ripped her hand away.

Above, the capital rocked like a boat on apocalyptic tides.



Invested: /u/John_the_forerunner, 5 ppg from Zulu, Bugs from the Big Bug Breeders **Pangani**
did not explicitly send bugs.

Results: Sabotage the nuclear reactor in the bunker under Dar El Salaam **Note: Zanzibar**,
wiping the city off the map and killing the conspirators against the Sultan (Tef and Simon)

Success. The blast erupts from beneath the ancient stones of the city. At last, the terrible energy, from a world that you could not possibly know, had been unleashed... in all of its full and terrible glory. The ancient stones that made up the city of Zanzibar, and with it millions upon millions of souls, are rent apart. With it perish all of her citizens, her rulers, her merchants, her soldiers, her craftsmen, from the greatest of sultans to the lowest of peasants.

Zanzibar is removed from the map, replaced by a radioactive atoll.

Vizier Saymun vanishes in the explosion, as a massive blast rocks the city.

Queen Arwa Miriam dies as well.

If you are Sultan Baalshillek, please ask for further details.

/u/MetalmindStats' Actions for Part Sixteen

POSSESSIONS

/u/MetalmindStats - Nkuru Ikimaze Boseja.

Igitija: A greatstaff /u/MetalmindStats inherited from the previous Nkuru Ikimaze, with a life bonus, a PPG booster, and a PPF booster.

PLOTS

Plot 1 : A Fresh Start for Boseja and for the PAU

RP : The once-reputed Pilgrimage Association of Uganda (or PAU in short) has long since fallen into leaderless disrepair, with its itineraries inching into irrelevance over the years. Similarly, the position of Nkuru Ikimaze has become less and less important as Burundian society has steadily modernized, secularized, and syncretized with other states. Previous bearers of the title had never paid much attention to the PAU's affairs, a tradition which Boseja intends to break from. Similarly, the PAU never had many ties to the wide web of Nike^(™) Tourism, even though it nominally served devotees. Boseja's calling is to foster unity in methods and purpose alike so that they can restore both sides' relevance, which already sounds vaguely spiritual and touristic alike. However, Boseja knows that even well-chosen words won't be enough for their goals, so they must undertake action to wed the two wilting entities together in a rebound. Boseja will bolster the organizational advantages of the PAU and orchestrate an official affiliation with Nike^(™) Tourism in order to show pilgrims and sightseers why they should associate under its

auspices. The leaderless PAU shall then be ready to embrace Boseja to steer the ship, after they've further leveraged their capabilities as Nkuru Ikimaze to turn tourists its way while simultaneously bolstering the position's prestige.

Invested : /u/MetalmindStats; the Igitija.

Results : /u/MetalmindStats joins the Pilgrimage Association of Uganda (PAU) as its leader, granting them the ability to submit actions for it. This also allows their Igitija to be invested in PAU plots.

/u/MetalmindStats additionally gains skills in leading pilgrimages.

Success. You assume control of the Pilgrimage Association of Uganda, gaining the ability to submit for it. You may invest your Igitija in PAU (P. Assoc. Uganda) plots.

CULT OF THE COMPUTER ACTIONS

DEALS:

whatever people give us

Plot 1: Women's Revolution

Through the repote of women increasing as from last part, they are more accepted in society. Now is the time for a grand transformation to bring positive change.

INVESTMENTS:

-/u/ryzeIOC, whatever we're given, all bonuses, etc.

RESULT:

-GOAL 1 as from the set-up plot attained

-add +2 PPG to Carthage as income from the additional utilisation of human resources.

Autofail. NFE plots may not be used to explicitly benefit individual factions.

Partial Failure. Although your movement makes strides, you do not bring about societal changes yet. However, there are some interested in your message. Gain an NPC researcher worth 1 plot point.

The Scientific Technocracy of Pagani

Diplomacy

Friend with everyone I can

Accepting all pledges to protect and gifts **None are sent.**

Zanzibar has declared war on you!

Deals

Let Zanzibar take any undomesticated bugs they want

If Zulu pledge to protect send them 2 ppg **The Zulu do not pledge to protect you.**

Accept bug shipments from any nation that sends them

Events

Weight of the World

Option 1: Oh yes they can. >:3

Of all the times for a brutal, fratricidal struggle between court and country, the invasion of the small realm by her far larger neighbour really isn't an opportune time. Of course, that's precisely why it happens now of all times. Two barbarian frigates and one barbarian privateer spawn around the city.

City Control

u/WereRob0t - Pagani

Characters, Assets, and Modifiers

u/WereRob0t - Mohamed Ismael the 2nd **This individual has been burned to death by a dragon! Pangani goes into resistance for two turns!**

Per Part Income of 4 PPG

4 bug researcher NPCs worth 1 plot point each

2 Mercenaries

+1 to containing Bugs

Action Points

7 AP Base

+2 AP eat plot slot 2

9 AP Total

-4 AP on Plot 1

-4 AP on 2 Frigates in Pangani **The tribute is not sent.**

-1 AP give the Frigates to Zanzibar as Tribute **Zanzibar has declared war on you!**

Treasury

4 PPG (Per Part income)

-2 PPG sent to Zanzibar as Tribute

-2 PPG sent to Zulu if they pledge to protect **You retain this gold.**

Plots

Plot 1 : Saddle up

Roleplay : "These bugs seem tame enough to be used" remarks Mohamed Ismael "what's the hold up?"

"Well you see my King, they still eat people!"

"Well we need them to eat people Bob! They're war bugs!" yells Mohamed

"But people..."

“Bob we need bugs to win the coming fight! I do not care if they are not tame enough for your standards!”

...Later...

A lightweight chariot is constructed, to which is attached the 6 tamest bugs to pull it. Slowly using food and pets we train the bugs to pull the chariot in a straight line. Over multiple months we are able to train many of the bugs to pull the chariot along the ground. We will get the bugs used to being led.

If this is successful we will begin to guide the chariot through rough obstacle courses where they must turn and weave through gates.

Invested: 9 AP, 4 bug researchers, 2 mercenaries, Mohamed Ismael, gifts from Zulu

Result: Train bugs to pull payloads.

Partial Success. Although the war, devastation, and starvation has taken a great toll upon your supply of insects, you have successfully trained the majority of your surviving stock (about 70% of what you had before this part) to pull heavy loads. You can conceivably attach a cart to the back of a bug, and it will be capable of pulling the cart aloft, for a few minutes at a time.

On the other hand, things aren't looking great for your survival. 10% of your bugs starve to death, and 20% are killed by dragonfire.

Tíu Anas Plot

Roleplay: [REDACTED]

Invested: Death's Hand [REDACTED]

Result:

Invite the Nameless Actor of Burundi to join the cause of death and fate.

Success.

Sevenfold Assembly: Tick-Tock

[REDACTED]

Plot 1: Darkest of Fates

RP: Apocalyptic visions...dreams of death and destruction...the end of the world as we know it.

Qart-Khadesht must be protected from the calamity-to-come at all costs.

[REDACTED]

Result: Turn the water tiles bordering Q-K into land tiles (with marsh?), cutting the city off from sea connections.

With a greater success, spawn hills or even mountains near the city.

Success. The city's great harbours are filled, and sea-trade dies. The first ring of tiles around the city should all be land tiles - former water tiles are turned to marsh.

Plot 2: Isolation

RP: By land or by sea, trouble will arrive all the same.

Like a wildfire, consuming all that lives!

[REDACTED]

Result: Spawn mountains on the outskirts of Q-K (on the third ring or so), making it harder to approach the city by land.

Partial Success. Three tiles of the landward approach to the city are replaced with hilly terrain.

Factions

SULTANATE OF ZANZIBAR

DIPLOMACY

ALLIANCE : [REDACTED]

DEFENSIVE PACT : [REDACTED]

NON-AGGRESSION PACT : [REDACTED]

FRIENDSHIP : Beta Israel, Egypt, Punic-American Union, Zulu.

DENOUNCING : Pangani, Big Bug Breeders, WereRobot, Bandy. **No U**

WAR : Pangani.

PEACE : [N/A].

SUBJECTS : Kakonga, Bosaso.

Notes :

Remember to set the in-game relationship status of our subject city-states, Kakonga and Bosaso, to Allied with us.

When investing units, invest naval units in the north before investing those in the south, and invest land units on Madagascar before investing those on the mainland.

DEALS

If we take the city of Pangani during the part, we systematically exterminate every single bug on the island. **There are a lot of bugs. You may wish to plot for this.**

Establish embassies in all factions that accept one (Currently: Beta Israel, Pan-American **Punic-American** Union, Zulu)

Gain Favorable trade rights to Carthaginian ports in exchange for services rendered.

Receive a Divine Pride of Lions, a Tome of Recreation, and permission to steal the Sovereignty technology from the Punic-American Union in exchange for running Plot 5 for them.

EVENTS

Global Event : Pandemic Pandemonium

- Option 2 : #LockThemUp

The people are greatly displeased. Two cities at random go into resistance, and two nearby units around both city flip to the barbarians.

However, you do slow the progress of the Plague through your lands. 10% decreased risk of spread this part.

Global Event : The Weight of the World

- Option 2 : The people are like the sleepy Song, powerful but inactive

With the aid of the Sultan, the populace are emboldened to strengthen your rule. However, they may not support courses of action that do not support their goals.

Gain the “Popular Will” All AP expenditures become 25% more expensive. Resistance in cities lasts for 1 turn longer than they would otherwise. Gain a moderate bonus to plots involving societal change or reform.

National Event : A Foreign Ruler

- Option 1 : I am the Sultanate

The people are most displeased at a foreign ruler, and view such as a most ill omen. Anti-Carthaginian riots occur in several cities.

Three cities at random go into resistance for two turns. (3 turns with the Popular Will modifier). Gain 1 social policy of your choice in the next part.

Plague Impact:

Mombasa loses 20% of its population. 4 tiles are worsened in quality.

Dar es Salaam loses 20% of its population. 4 tiles are worsened in quality.

Malindi loses 20% of its population.

SCIENCE AND SOCIAL POLICIES

Swap Scholasticism (Patronage) and Philanthropy (Patronage) for Humanism (Rationalism) and Free Thought (Rationalism).

Purchase Merchant Navy (Exploration) with AP.

Gain Sovereignty (Rationalism) and Scientific Revolution (Rationalism) if Plot 3 is successful.

Gain Sovereignty if Plot 4 is successful.

Gain Economics as our free technology if we successfully complete the Rationalism tree and Plot 4 is successful. If we successfully complete the Rationalism tree but Plot 4 is unsuccessful, gain Sovereignty as our free technology instead.

CITY CONTROL

/u/Tefmon : Zanzibar, Dar es Salaam, Malindi. **The city of Zanzibar has ceased to exist! You may wish to ask about the impact of the Berberbatian Plague on the city of Dar es Salaam.**

/u/john_the_forerunner: Tanga, Mikindani. **These cities have gone into resistance for three turns!**

/u/simon133000 : Mombasa, Lindi. **These cities have gone into resistance for three turns!**

/u/apple_dough : Soxhexe, Bujumbura

/u/Frodo0201 : [None].

CHARACTERS, ASSETS, AND MODIFIERS

Characters

/u/Tefmon : Baalshillek II, Sultan of Zanzibar [Skills: Centralization, Neoclassicist Painting].

/u/simon133000 : Saymun ibn Said, Grand Vizier [Skills: Diplomacy, Foreign Diplomacy, Sabotage, Fraud, Crocodile Handling] **This individual has died!**

/u/john_the_forerunner : Arwa Mariam, Dowager Queen [Skills: Trade, Long-Distance Trade, Animal Handling, Extortion]. **This individual has died!**

/u/apple_dough : [Ded].

/u/Frodo0201 : [Ded].

Yingjie, Magician specialized in Unredacting Things.

Richard, Zombie Emperor.

[REDACTED]

Assets

Animal Tracker:

- Alligators
 - 10 total (Snap, Crackle, Pop [Skills in Scaring Farmers], Tony, Chester, Platty, Scary, Posh, Sporty, Ginger)
 - Worth double when used in field operations
- Dragons
 - 3 total, all younglings.

[REDACTED]

Modifiers

+2 PPG from every successful Wetworks plot ran.

+2 PPG a part from Carthaginian Trade.

3 PPG in tribute from Kakonga.

3 PPG in tribute from Bosaso.

+2 bonus to trade route plots in East Africa.

+2 bonus to [REDACTED]

Romanian Contacts

- +4 PPG a part, plus ability to contact the “Romanian” peoples.

Racketeering Expertise

- Gain a +4 to all plots to extract tribute from city-states.
- Gain one additional PPG from each city-state that pays you at least 1 PPG in tribute. If a city-state pays you tribute in a form other than PPG, gain one extra “portion” of whatever that tribute type is.
- Gain a +2 to plots relating to extortion, racketeering, and providing “protection” in general.
- Gain a -4 to plots to non-coercively cooperate or conduct diplomacy with city-states for truly mutual benefit.

Gain a small bonus to all PPG invested in plots for the next 3 parts, as your currency becomes one of the strongest on the continent. In addition, the cost of buying units is 25% cheaper for the next 2 parts.

[REDACTED]

ACTION POINTS

10 AP total [10 base]

4 AP on the Merchant Navy (Exploration) policy.

6 AP on Plot 5.

TREASURY

PPG ratio is 500

3014 initial Gold

+1500 Gold from Kakonga tribute.

+1500 Gold from Bosaso Tribute.

+1000 Gold from Carthaginian Trade.

+2000 Gold from Romanian Contacts.

+2500 Gold from [REDACTED]

11514 total Gold

-4500 Gold on Plot 3.

-5000 Gold on Plot 4.

[REDACTED]

14 remaining Gold

RELIGION

933 initial Faith

933 total Faith

-500 Faith on Plot 5.

433 remaining Faith

PLOTS

Plot 1 : This blockade is perfectly legal

RP : The greedy and perfidious Mohamed Ismael II and his illegitimate sham company called the Big Bug Breeders have fraudulently stolen assets rightfully belonging to the Sultanate of Zanzibar. They will be dealt with most harshly, as if only just. However, the treacherous scum are in possession of a force of giant man-eating insects, which could prove most inconvenient if unleashed upon the innocent people of Zanzibar. Such an act of terrorism would perfectly suite Mohamed Ismael II's current *modus operandi*.

To prevent our noble people from being brutalized by bugs that could be released by the Pangani-based terrorists, Sultan Baalshillek II has organized a naval blockade of the island. Baalshillek II will scour the central archives for trade maps and military treatises from the ancient precursor nations of Africa, and consult with a central board of several prominent smugglers, privateers, and other such scoundrels in the employ of the Zanzibari state, to devise a

plan to deploy his forces to intercept any and all traffic coming in and out of Pangani, immune to common tricks used by smugglers and blockade runners. This fleet will be commanded by an experienced privateer hand picked by Baalshillek II, for experienced and competent leadership.

To fund this operation, Baalshillek II will auction off several of his best pieces of Neoclassical artwork. Furthermore, the blockade fleet will be authorized to extort money from any traders or merchants wishing to travel to or from Pangani, after a thorough search of their ships and cargo for bugs, bug eggs, weapons, or other contraband. To protect the blockade from a coordinated assault, either by conventional naval assets or flying bugs, the ships in the blockade will be frigates armed with heavy cannon and will carry marine forces armed with muskets, and they will be authorized to use those armaments freely.

Invested : Sultan Baalshillek II (/u/Tefmon) [Skills: Centralization, Neoclassicist Painting], [REDACTED], 6 Frigates (or whatever our ships are), 6 Musketmen, +2 bonus to trade route plots in East Africa, +2 to plots relating to extortion, racketeering, and providing “protection”, +2 bonus to [REDACTED].

Results : Blockade Pangani, preventing any bugs from leaving the island and preventing any other unauthorized travel, transport, or communications to or from the island.

gib skills.

CRITICAL SUCCESS! The island is blockaded, and travel totally halts. A skilled swimmer could not leave the island without drowning in the attempt, and the stereotypical late-night rowboat would be sunk without warning. No bugs escape the island.

Plot 2 : Burn, baby burn

RP : Yingjie, our magician skilled in uncovering secrets, [REDACTED] , will conduct an arcane ritual involving staring through spyglasses, interrogating travelling merchants, and the deployment of spies to uncover detailed tactical data on Pangani’s dockyards, fortifications, bug breeding facilities, and other infrastructure, hitherto unknown to anyone in Zanzibar. Yingjie

[REDACTED] will then analyze this data and divine a plan of attack, to cause maximum casualties and destruction.

A force of fire-breathing dragons, heavy warships, fireships, artillery, and shock troops will then be deployed to Pangani to carry out this plan, heading along regular trade routes and extorting anyone who sees them into silence to prevent them from being detected by Pangani's patrols and watchstanders until too late. A calculated cacophony of fiery breath, cannon fire, fireship rammings, and commando raids will then see to it that the island's defences are destroyed and its bugs and bug breeders killed.

Invested : Yingjie (Magician NPC), [REDACTED], 3 Dragons, 4 Frigates (or whatever our ships are), 4 Ships of the Line (ditto), 2 Cannons, +2 bonus to trade route plots in East Africa, +2 to plots relating to extortion, racketeering, and providing "protection", +2 bonus to [REDACTED]

Results : Blow up Pangani, dunking its combat health to zero, killing units and players in and near the city, and killing bugs and destroying bug breeding infrastructure on the island.

Partial Success. Pangani loses 60% of its HP, and much of the bug-breeding infrastructure is destroyed. In concert with the blockade, many of the island's bugs begin to starve to death.

Mohamed Ismael II burns to death by dragonfire.

gib skills.

Plot 3 : Sovereignty

RP : Richard the Zombie Emperor was upset that people weren't recognizing his sovereign rule over all matters both temporal and spiritual throughout all of Africa and beyond. To fix that, he would order the newly promoted Grand Vizier of Zanzibar, Saymun ibn Said, to make his almighty sovereign status more widely known. To accomplish this, Saymun commissioned a series of fraudulent diplomatic treatises, communiqués, and other texts, both forged wholesale

and sabotaged from existing documents, both those of recent origin and those uncovered by research into ancient precursor civilizations.

However, merely possessing a bunch of fraudulent texts proclaiming and documenting Richard's very legitimate array of sovereign powers over the whole world wasn't enough. Saymun had to convince people of their authenticity and legitimacy. To do this the criminal-minded Saymun had a cunning plan. It is in the nature of people to value things that took them great effort or money to acquire, and to dismiss as worthless things that they got easily or for free. Fraudsters use this knowledge all the time, to sell worthless trinkets for obscene amounts of money. Saymun would here employ a similar trick. Copies of these fraudulent texts would be sent out to public libraries and research universities throughout Zanzibar, as part of an exclusive special collection, accompanied by great pomp and fanfare. Access to the texts of this special collection would require a fee, ostensibly to pay for the meticulous maintenance required to keep the ancient documents in pristine condition. This fee would both greatly increase the perceived value, and thus the perceived authenticity and legitimacy, of the texts, as well as make a tidy sum from the academic institutes for the Zanzibari state.

However, there were bound to be naysayers, critics, skeptics, and edgelords railing about how all of this is fake news. Saymun, ever the pragmatist, would simply have such malcontents arrested for sedition and fed to his crocodiles. In practice, the mere threat of being fed to crocodiles would likely scare most would-be malcontents into keeping their mouths shut in the first place, making Saymun's job here much easier.

While this would work, for the most part, for establishing the legitimacy of Richard's sovereign rule within Zanzibar, it would do little to establish such legitimacy throughout the rest of Africa. To remedy this, Saymun would conduct a series of diplomatic visits to foreign countries promoting the texts, and inviting foreign scholars to come to Zanzibar to study them and foreign merchants to come and buy copies of their own to resell in their homelands. This would incidentally result in an influx of foreign scholars and merchants in Zanzibar, causing foreign innovations and ideas to more readily permeate Zanzibari academia and society.

Invested : Saymun ibn Said (/u/simon133000) [Skills: Diplomacy, Foreign Diplomacy, Sabotage, Fraud, Crocodile Handling], Richard (Zombie Emperor NPC), 4500 Gold, 5 Crocodiles (Snap,

Crackle, Pop [Skills in Scaring Farmers], Tony, Chester), +2 bonus to trade route plots in East Africa, +2 to plots relating to extortion, racketeering, and providing “protection”, +2 bonus to [REDACTED]

Results : Gain the Sovereignty (Rationalism) and Scientific Revolution (Rationalism) policies.

gib skills.

Success. You gain both policies.

Saymun would have gained skills, if he hadn't perished in a massive explosion.

Plot 4 : Sovereignty 2 Electric Boogaloo

RP : Dowager Queen Arwa Mariam, the mother of the current reigning Queen of Zanzibar, was somewhat worried that the rumours of assassinations and other irregularities in the ascension of her daughter and son-in-law to the Zanzibari throne could result in instability. However, the common people were dumb and foolish, and the aristocracy greedy and corrupt, so it wouldn't be too hard to firmly establish the legitimacy of the succession and the current sovereign rule of the Sultan and Queen in the consciousnesses of their subjects.

While paydays from the royal treasury and proceeds from trade, both along traditional East African routes and through new routes with the Romanians and other foreign peoples forged and maintained by Arwa, would do much to maintain the short term contentment of the people, constantly throwing money at them was hardly a sustainable solution. So instead Arwa would look for new methods. Imposing architecture was a time honoured method for rulers to assert their sovereign authority in the eyes of their subjects, and it also was a long lasting method. Arwa thus decided to pursue that angle.

Architects, civil engineers, urban planners, and other such specialists from the Punic-American Union would be invited to Zanzibar through contacts along the trade routes between the two nations, incentivized by great paycheques and the occasional use of subtle coercion. These specialists would be granted access to the great archives of Zanzibar, containing architectural

designs, drafts, and schematics lost to the ages, and would synthesize that knowledge with their advanced and modern methods, techniques, and technologies to create a set of large, sturdy, imposing, and impressive manor house and palace designs.

Royal estates following these designs would rapidly spring up all around Zanzibar, built by well-paid labourers and tradesmen trained in modern Punic-American construction techniques and technologies by skilled educators acquired in the same manner as the specialists who created the designs. The workers would be motivated not just by coin, but also by the threat of being eaten by Arwa's menagerie of crocodiles should their work be slow or sloppy.

Invested : Arwa Mariam (/u/john_the_forerunner) [Skills: Trade, Long-Distance Trade, Animal Handling, Extortion], 5 Crocodiles (Platty, Scary, Posh, Sporty, Ginger), 5000 Gold, +2 bonus to trade route plots in East Africa, +2 to plots relating to extortion, racketeering, and providing "protection", +2 bonus to [REDACTED]

Results : Steal the secrets of the Sovereignty technology from the Punic-American Union.

gib skills.

Failure. The dowager queen was more interested in committing acts of terrorism.

She might have gained skills, had she survived.

Plot 5 : Liquid Labour (Wetworks Plot)

RP : We have been hired by the glorious and mighty Punic-American Union to knock down some walls. Fortunately for our most magnanimous clients, knocking down walls is our speciality. Firstly, to knock down walls we must transport our wall knocking down equipment and personnel to the target site, the Beta Israelite city of Awbari. We will charter several independent, neutral merchant vessels, which have good relations with the Zanzibari state due to the profits they make from our trade routes. Those that for whatever reason are hesitant to transport our equipment and personnel for free will be extorted into doing so nonetheless. The

convoy will be commanded by a hand-picked captain, loyal to the Zanzibari state and experienced in seamanship, to transport our equipment and personnel to the coastal city of Oyat. Our workers will then drag their equipment to the Punic-American siegeworks outside the nearby city of Awbari.

Once in position, safely protected by Punic-American forces in the area, our workers will deploy an arcane device that supposedly detects oddities in the mineral composition of physical things, such as the ground and walls. They will cross-reference the readouts from this device with detailed old maps and schematics of the region and the city dug up from the Zanzibari archives to determine the weakpoints of the city's fortifications and the optimal paths through which to breach them. Then, after praying to the sacred ancient bones of mining for good fortune, the excavation drills will be spooled up and used to undermine the walls of Awbari, bringing them toppling down and allowing Punic-American troops to just walk into the city.

Invested : [REDACTED] , 5 AP, 500 Faith, 6 Workers, 2 Large Excavation Drills, Metal Detector, Ancient Bones (minor bonus to mining-related plots), +2 bonus to trade route plots in East Africa, +2 to plots relating to extortion, racketeering, and providing "protection", +2 bonus to [REDACTED]

Results : Dunk Awbari's combat health to zero.

gib skills.

CRITICAL SUCCESS! Awbari's health falls to zero. The walls of the city are utterly annihilated, and the rubble falls on top of fleeing Semien soldiers, killing them instantly. On top of that, you face no logistical issues retrieving your gigantic excavation drills.

Empire of Greater Semien: Part 16

DIPLOMACY

ALLIANCE : Zulu

FRIENDSHIP : Zulu, Zanzibar, Ibadan

DEFENSIVE PACT : Zulu

WAR : Three way merger

DENOUNCING : Three way merger

PEACE : Zulu, Zanzibar, Ibadan

DEALS

[REDACT]

EVENT

Weight of the World: Do you hear the people sing?

With the aid of the Empress, the populace are emboldened to strengthen your rule. However, they may not support courses of action that do not support their goals.

Gain the “Popular Will” All AP expenditures become 25% more expensive. Resistance in cities lasts for 1 turn longer than they would otherwise. Gain a moderate bonus to plots involving societal change or reform. Gain 1 population in every city.

Radical Judaism: Recognize the movement

The movement is a powerful one, and your recognition of it bolsters its numbers. Although it maintains that all of its actions are in support of the Empress, and done in the name of God, many of the aristocracy respond with fear and hostility, demanding their suppression.

3 barbarian units spawn around three cities, chosen at random. Gain a lump sum of 8 PPF next part.

SCIENCE AND SOCIAL POLICIES

Gain Collective Rule with event social policy

Swap Exploration opener to Meritocracy

Gain Representation with 4 AP

Acquire Great Scientist for completing Liberty tree

Swap Fertilizer for Manufacturing

Use Great Scientist with 1 AP to gain Industrialization tech

Adopt Freedom ideology

Adopt Civil Society and Avant Garde tenets as Early Adopters

Gain Great Scientist for 6 AP

Use purchased Great Scientist with ½ AP to gain Romanticism tech

Use stolen Great Scientist with ½ AP to gain Electricity tech

CITY CONTROL

Lucky: Wolleka, Gitega, Ngozi

Canadian_Christian: Gondar, Kechene, Ambober

Endless: Thebes, Liben, Karnak

Quaerendo_Invenietis: Balankab, Gades, Azazo

Legobloxcraft2: Heliopolis, Emfraz, Sulci

Vanadius_: Balnagab, Alexandria, Cyrene

spicyTofu: Maksenit, Abydos, Oyat

Quijas00: Qart-Khadasht, Hippo Regius

ImperialWitchRobot: Teda, Sokota

CHARACTERS, ASSETS AND MODIFIERS

Gudit (ጉዲት), **Empress of Semien** (/u/EndlessVoid0): religious construction, exploration

Hayimi (ሃይም), (/u/Quaerendo_Invenietis)

Benjamin (/u/Canadian_Christian)

Hosea (/u/Legobloxcraft2), military logistics, plagiarism, translation

Tadesse (ታደሠ) (/u/lucky52903)

Gebiri'eli (ገበርኤል) (/u/Vanadius_)

“Tefmon’s Mistress” (/u/Don-Chan): maritime development

Aaron (/u/Quijas00): Popular Religious Upriser, theology

Inquisitor Ibid (/u/ImperialWitchRobot) Popular Religious Upriser

Ancient bones: bonus to mining plots

Holy War: +1 plot bonus against the uncircumcised heathens

Renaissance Society: +3 to plots acquiring policies, +1 to plots acquiring technology

Sobek antiplot: significant chance to kill players in Egypt each part

Toymaker’s Stone: +2 to plots researching technologies 2 or more other civs already have.

Roman Imperial Palace in Gondar

Heavenly Tablets of Enoch: Boost plots copying technologies or social policies

[REDACT]

[REDACT]

[REDACT]

ACTION POINTS

12 AP total Please note sources of AP gain, such as from dissolving a plot slot, in the AP section.

Gain Representation with 4 AP

Use Great Scientist with 1 AP to gain Industrialization tech

Gain Great Scientist for 6 AP

Use purchased Great Scientist with ½ AP to gain Romanticism tech

Use stolen Great Scientist with ½ AP to gain gain Electricity tech **You do not successfully steal the scientist.**

TREASURY

13463 Gold (26 PPG; ratio 500)

-7875 Gold on 10 Factories in Gondar, Balankab, Thebes, Alexandria, Karnak, Wolleka, Sulci, Teda, Gades, Balnagab, Kechene

-2000 Gold Plot 1

-2000 Gold Plot 2

-1500 Gold Plot 3

88 Gold remaining

RELIGION

824 Faith (1 PPF)

+ 1000 Faith (2 PPF) from [REDACT]

-500 Faith Plot 1

-500 Faith Plot 2

-500 Faith Plot 3

324 Faith remaining

CULTURE

N/A Culture (N/A PPC)

PLOTS

1. It's not a place we can afford to lose

RP:

“Imperial Majesty, the lake that gives so much life to us all is likely going to fall to the autocrats in the days to come.”

“Such terrible news! It is not a lake we can afford to lose. The people of Kechene have been loyal to the cause for a long time.”

“Indeed, what would you have us do?”

“I would have you man the Great Wall to a greater extent. Shift troops to the south and ensure that any incursions by the PAU does not breach our defenses. It’s certain they’ll try to damage our defenses and mount an offensive against one of our more valuable cities.”

“It’s a good thing we already have 3 powerful Citadels defending the approaches to the city.”

“Yes, it is. Even if they are somehow to breach our Great Wall defenses, even with the help of Zanzibar, we have a second and third line of defense. We’ll make them bleed every step of the way.”

“It’ll be suicide for them to attempt to attack us again. Between the Great Wall, the mighty Citadels, and the castles and armaments of the city itself, they’ll be slaughtered.”

“Just so long as we direct the troops to fight at the appropriate time, and to fall back at the appropriate time.”

“Not to worry, everything is in order, your Majesty!”

Invested: [REDACTED] 4 PPG, 1 PPF, 2 Workers, 4 Line Infantry, 1 Skirmisher

Result: [REDACT]

Partial Success. The Great Wall isn't so tough now, when artillery fire thunders on the horizons. Although your modernization was effective, it does not entirely blunt assaults.

That being said, your preparation and recent modernization does pay off. Even if you couldn't fully prevent an assault on Kechene, you did successfully blunt its impact.

You successfully kill Baaldik (/u/penisboy7211).

2. Knowledge is Power

RP: There was word on the street that there was a brilliant scientist who was uncovering great things wandering in the wilderness between gondar and Ngozi. Apparently he was disillusioned by the leaders of the Burundi after they up and sailed away to west Africa.

But if they weren't going to put him to use, then we will certainly offer him a place in our land! Our specialists were dispatched to slip under cover in the midst of the shadow of war to meet up with him and to talk to him about all sorts of progress that was being made. Rather than serving an autocratic nation, he'd be free to work alongside other Great Scientists here in Semien. Rather than working for pagans, he could serve the true God by bringing enlightenment (literally in this case, he's researching Electricity) to the good people.

In doing so, he'd improve tens of thousands of lives, and be a namesake for our great people. If that wasn't reason enough, fat sacks of gold could help persuade even the most most disuasive. To ensure that the money would be delivered, and our specialists not killed, some elite sharpshooters were dispatched along with them.

Invested: 4 PPG, 1 PPF, /u/Vanadius_, /u/Don-Chan, 3 Line Infantry, Holy War

Result: Steal Great Scientist from between G0ndar and Ngozi. Gain skills in smooth talking.

Partial Failure. Although your operatives successfully made contact with the scientist, he was ultimately disinterested in working for your cause - especially since he was one of the pagans you so denounced.

Unfortunately for him, a passing Burundian operative noticed his presence, and before your agents could intervene, he was shot on the spot for violating some obscure law or other. Your agents, however, escape unharmed.

3. Didn't we already do this?

RP: Dirt. Mud. Excrement. Apparently the boys in the labs had discovered that this sort of stuff needed to be looked at in order to make the land grow more stuff. It was something that paid off in dividends, but now the folks up top wanted that attention diverted elsewhere, toward industrialization or something like that.

But that doesn't change the fact that dirt and mud and fertilizer are still important to the well-being of society. The best scientists around were dispatched to our allies the Zulu to be reminded of how things worked in the earth. To take careful note on how they were feeding their great and glorious cities. To bring that knowledge back home and ensure that what was lost in the great knowledge transfer wouldn't remain lost, but that using fertilizer remained in our capable hands.

Invested: /u/Legobloxcraft2 (skills in plagiarism), /u/Canadian_Christian, 3 PPG, 1 PPF, Toymaker's stone, Renaissance Society, Heavenly Tablets of Enoch

Result: Steal Fertilizer from the Zulu.

Success.

4.

RP: The united nations were together under an autocratic rule that was only ever bent on war continually. It was no secret that they would certainly break through the ranks of the Zulu in due time, but they would definitely want to unite their lands together. Therefore our top warriors were given the mandate to increase security around the western marches in order to prevent incursions by the warmongering plebs of the PAU. Security was tightened around such cities like Degoma and Carthage. Certainly the Egyptians might allow passage through their lands, but the fascist scum would want sovereignty over their own passage between former

Burundi lands and their western territories. That was only possible through our western marches.

Invested: /u/Quijas00 (skills in theology), /u/ImperialWitchRobot, /u/lucky52903, Thundering Greataxe of Gondar, 1 Great Prophet, 3 Musketmen

Result: Defend border towns from incursions by the PAU

Failure. Despite a broad effort to strengthen security across the western border, it proves to be too difficult to effectively maintain and patrol all the defenses there.

Scrap Plot 5 for AP

PUNIC-AMERICAN UNION

DIPLOMACY

ALLIANCE	: [REDACTED]
DEFENSIVE PACT	: [REDACTED]
NON-AGGRESSION PACT	: [REDACTED]
FRIENDSHIP	: Egypt, Zanzibar.
DENOUNCING	: Beta Israel, Zulu, Bandy. No U
WAR	: Beta Israel, Zulu.
PEACE	: Egypt.
SUBJECTS	: [N/A].

Notes :

DEALS

We allow Zanzibar to steal the Sovereignty technology from us and give them our Divine Pride of Lions and our Tome of Recreation in exchange for them running a wetworks plot for us.

[REDACTED]

EVENTS

Global Event : The Weight of the World

- Option 1 : Slave labour is the way, the only way

Every autocrat has their opponents, and your state is no exception. Popular demonstrations demanding direct democracy, the abolition of the monarchy, and the formal disestablishment of various state churches, spurred on by failed crackdowns from local officials have turned violent, and become quite powerful. Lose 1 population in every city. 1 barbarian unit rises up around each city. AP expenditure is 25% cheaper.

National Event : Administration

- Option 3 : We are a Punic-American *Union*, after all

By delegating power to the provinces, you avoid some substantial headache with regards to the sustainability of your administration. However, this is not something that comes for free. As local administrations are strengthened, the ability of the central government to control them wanes. Plots to move troops through regions far from the capital are made with increased difficulty this part, as your military tries to work through the red tape.

Gain 5 units next part.

Plague Impact:

Elephantine loses 10% population. Elephantine remains under lockdown; the plague will not spread. (4 parts remaining)

Millsbur loses 10% population. Millsburg remains under lockdown; the plague will not spread. (4 parts remaining)

SCIENCE AND SOCIAL POLICIES

Swap Third Alternative (level 2 Autocracy) for Total War (level 2 Autocracy).

Purchase the Piety opener with AP.

Gain Organized Religion (Piety) from our event last part.

CITY CONTROL

/u/Aimerais	: Qart-ḥadašt, Oyat.
/u/Sup3rtom2000	: G0ndar, Kayanza.
/u/Briusky	: Chadtown, Chadland.
/u/Tefmon	: [None in the PAU].
/u/ThyReformer	: Hippo Regius, Sockenhexe.
/u/OfBleedingRoses	: Monrovia, Elephantine.
/u/MetalmindStats	: Ruyigi, Ngozi.
/u/leris1	: New Georgia.
/u/Lord_Norjam	: Agadir.
/u/adamaxi	: Utique.
/u/penisboy7211	: Caldwell. This city has gone into resistance for two turns!
/u/thalisebn	: Marshall.
/u/dusmuvecis333	: Careysburg.
/u/VileBasilisk	: Clay-Ashland.
/u/AQTheFanAttic	: Syene.
/u/ryzeIOC	: Bexley.
/u/sstefanovv	: Bassa Cove.

/u/Serenatycompany : Muyinga.
/u/canadahuntsYOU : Gitega.
/u/invertthatveer : Kayanza.
/u/sajsterptl : Memphis.
/u/EmeraldRange : Edina.
/u/Randy_3 : Greenville.
/u/Marcuszodiak1 : Harper.

CHARACTERS, ASSETS, AND MODIFIERS

Characters

/u/Aimerais : Her Imperial Majesty Dido, Queen of Carthage, Pharaoh of Egypt, and Empress and Autocrat of All Africa [Skills: Ordering around minions, Speechmaking, Utilizing slaves, Coordinating musicians, Producing many heirs].

/u/Sup3rtom2000 : His Imperial Majesty Mwezi III, Ndagushimiye, King of Burundi, and Emperor and Autocrat of All Africa [Skills: Blundering].

/u/Tefmon : His Majesty Baalshillek II, Sultan of Zanzibar [Skills: Centralization, Neoclassicist Painting].

/u/Briusky : **CHAD THUNDERCOCK.**

/u/OfBleedingRoses : Tanitha of Carthage, High Priestess of Eshmunism [Skills: Ink wash painting, Procuring ointments and balms].

/u/thalisebn : Arishet, Priestess of Eshmunism [Traits: Retractable ears, Prehensile tail, Boneless legs].

/u/MetalmindStats : Boseja, Superior Shaman (Nkuru Ikimaze) of Nike^(™) Tourism.

/u/Marcuszodiak1 : Pope Marcus I, Supreme Pontiff of the Universal Church.

/u/EmeraldRange : Cardinal Emmie, Inquisitor-General.

/u/Randy_3 : Sir Randy, Grand Master of the Holy Order.

/u/adammaxi : Field Marshal Balthazar II, Chief of the General Staff.

/u/Lord_Norjam : Fleet Admiral Hasmilcar Barca, Flag Officer Commanding Northern Command [Skills: Sailing more rowboats, Extortion, Desert warfare, Moving overturned boats, Audacious assaults].

/u/canadahuntsYOU : Field Marshal Cyirima Mutamo, General Officer Commanding Southern Command [Skills: Commanding, MLMs].

/u/penisboy7211 : General Baaldik the Reborn, General Officer Commanding Special Operations Command. **This individual has died!**

/u/VileBasilisk : Admiral Nous, Flag Officer Commanding Logistics Command.

/u/AQTheFanAttic : Azmelqart, Commissioner of the Police of the Union.

/u/dusmuvecis333 : Hyrum, Director of Public Works [Skills: Building big statues, Bridge building].

/u/ryzeIOC : Gwafa, Berber warlord.

/u/sstefanovv : Kigahane Nzomukunda V.

/u/Serenatycompany : “Do Nothing” Greg [Skills: Reading, Note-taking].

/u/invertthatveer : Gahigi [Skills: Operational synergy along with Gate].

/u/sajsterptl : Gate [Skills: Operational synergy along with Gahigi].

~~/u/leris1 : [Ded].~~

~~/u/ThyReformer : [Ded].~~

Zephon, Advisor to the Queen [Skills: Directing engineers].

Jezebella, Advisor to the Queen [Skills: Diplomacy, Rallying troops].

Yutpan, Advisor to the Queen.

Tammuz, Advisor to the late Shophet Astartus.

Iago, independent merchant “admiral” [Skills: Diplomacy, Rallying troops, Mercenary recruitment].

M, the Nameless Actor [Skills: Acting (doubled), Stealth (doubled), Speech, [REDACTED] Disguise, [REDACTED] **This individual has left your court!**

Babbeo and Adesta, the late Itthobaal’s goons.

Honghui has gladly accepted the offer to join your court. His skills can be put to work generating wealth (Creating 3 PPG per part), or towards bribing officials (2 PP + skills in bribery).

Guoliang has gladly accepted the offer to join your court. He is skilled in strategy and self defense. He can be invested once a part, in order to provide a 33% chance of surviving a single assassination attempt to a player character, or otherwise invested for 2 PP. **This NPC has been captured!**

Assets

We have a spooky shiny crystal, which is still rightfully ours despite some goon stealing it.

[REDACTED]

Tome of Recreation, which can be used twice to provide an outcome bonus to a terraforming plot.

Holy Sling, which produces 2 PPF per part. Alternatively, it can be invested to provide a +2 investment bonus to plots that involve throwing rocks.

Jewel, which produces 1 PPC per part.

Weapon (Scimitar of Death) with the PPG Booster modifier and the Death modifier. Produces 3 PPG per part, or can be invested into a plot where gold would be useful. Can be invested into a death-related plot to provide a +2 bonus.

Weapon (Dagger of Life) with the PPF Booster modifier and the Life modifier. Produces 3 PPF per part, or can be invested into a plot where faith would be useful. Can be invested into a life-related plot to provide a +2 bonus.

Weapon (Phallic Blade) with the Population Booster modifier. Increases the population in our capital and in our lowest pop city by one each, or can be invested into a pop- or fertility-related plot.

Weapon (Ganwaizosi), a symbolic pike /u/Sup3rtom2000 has not-so-competently stashed, with the Population Booster, PPG Booster, and PPF Booster modifiers. Produces 3 PPG and 3 PPF

per part, or can be invested into a plot where gold or faith would be useful. Increases the population in our capital and in our lowest pop city by one each, or can be invested into a pop- or fertility-related plot.

Weapon (Igitija), a greatstaff /u/MetalmindStats inherited from the previous Nkuru Ikimaze and uses for various purposes, with the PPG Booster, PPF Booster, and Life modifiers. Produces 3 PPG and PPF per part, or can be invested into a plot where gold or faith would be useful. Can be invested into a life-related plot to provide a +2 bonus.

Weapon (Atespos), a rapier M, the Nameless Actor wields, with the PPG Booster and Death modifiers. Produces 3 PPG per part, or can be invested into a plot where gold would be useful. Can be invested into a death-related plot to provide a +2 bonus.

Arrow of Unerring Accuracy. When shot from a bow, or similarly designed weapon (no guns), it will strike true. It may be invested in a plot to boost one portion of a plot that involves shooting an arrow, and will ensure the success of that specific portion.

Spear of Destiny. A spear that's very deadly. It can be used to better stab people in close combat, and generally will be quite useful in close-combat plots.

Wine. A small bottle of several-thousand-years-old wine. It looks magnificent, and is priceless. How it came to be is a mystery. One time use.

"Oil", which can be invested in plots involving setting things on fire to provide a minor bonus and may not be banked.

Booze Supply

- You may have up to two characters each part drink some booze. These characters may be in your faction or may agree to drink the booze in a deal, or you may plot to trick, convince, or force a character to imbibe. Drunk characters are, well, drunk, with lowered inhibitions, lowered intellectual capabilities, and a nasty hangover the next morning.

- Instead of drinking booze, you may sell some booze each part, pulling from the same pool that you can drink from. Each portion of sold booze grants you randomly between zero and two PPG, depending on local market conditions.
- You may attempt to pull more than just two portions of booze from the stock in a part, either to drink or to sell. However, doing so risks the entire supply running dry, losing you this modifier. But if you really need a lot of people drunk or a lot of PPG on short notice, the risk may be worth it.

Man, a statue which can be invested to boost an assassination plot, traditionally through giving the target a heart attack via a deadly toxin hidden within the statue. One-time use.

Liberian Weapon, gives PPF and PPG bonuses

Modifiers

We gain 3 PPG in tribute from Alexandria, for 3 parts. Paused due to Alexandria's occupation.

Modifier : **Societal Suffering**

- Workers cost double to buy, in both AP and Gold;
- -4 to plots to gain techs;
- Player characters are worth double in plots;
- After one part has passed, we can choose to remove this modifier at the cost of 6 Workers.
- Expires after this part.

Modifier : **Dutch Profiteering**

- You may invest **up to 3 naval units** each part into aiding the monopoly, gaining a random amount of **PPG between 1 and 5** for each unit invested.
- You gain a **bonus to plots** where your foreign trade connections and imports come in handy. The strength of this bonus in any given plot depends on how plausible and clever the use is.

Modifier : **Diarchy Invicta**

- This modifier requires that your government be a **Diarchy** to function. Note that the definition of a diarchy here is broad and flexible, meaning any arrangement where two individuals jointly hold effective executive power. Thus, arrangements like the Spartan Kings, Roman Consuls, and Andorra's Co-Princes would all qualify.
 - **THIS REQUIREMENT IS CURRENTLY FULFILLED.**
- If this modifier is active, this modifier reduces the duration of **city resistance** for cities controlled by dead players by one turn, as long as at least one diarch is alive.
- If this modifier is active, this modifier also grants a modest **antiplot** against coups, revolts, and similar shenanigans, as long as at least one diarch is alive.
- if this modifier is inactive, all coups, revolts, and similar shenanigans to install or support a diarchy gain a **significant bonus**.

Local Modifier : **Great Picture Book Library**

- **We choose to place this asset in Qart-Khadesht.**
- Gain a +2 to every plot that has a **picture** in it. This includes pictures as part of the RP, plots with videos ("moving pictures") as part of the RP, or plots with explanatory maps or diagrams in their results section.
- The library has sufficient space for **one character per part** to study in it. This does **not** prevent the character from being invested into plots or otherwise doing stuff. Characters who spend a part studying at the library gain a **random picture related skill**, such as painting, cartography, art appreciation, or similar.
 - **Tanitha** is studying at the library this part. **Tanitha gains skills in woodblock printing.**
- The library counts as a wonder for the purposes of most plots and other actions. This means that it can be destroyed or stolen with difficulty, and that conquering the city it is in also changes ownership of the library.

Modifier : **Endless Army**

- Whenever you sack a **plot slot** you gain a **free military unit** of a type you're able to produce, to place anywhere in your borders, as if you had purchased that unit with ap.
- Whenever you sack **multiple plot slots** in one part, you gain **2 ap** in the following part.
- You may, as a **one-time affair**, choose to ignore all standard restrictions around sacking policies. This means that for one part, you can sack as many policies as you want, sack

policies from completed trees, sack policies that grant a one-time boost, and so on.

Activating this ability removes this modifier.

Local Modifier : **Nuclear Garden**

- **We choose to place this asset in Qart-Khadesht.**
- The garden has space for up to **four players** to tend to it [each part]. For each player that tends to the garden, gain one **nuclear plant product** of your choice, such as nuclear fruit, nuclear lumber, nuclear flowers, nuclear nectar, or whatever. In case it comes up, technically the player who was tending the garden gains the product and gets to choose what it is.
 - If no players tend to the garden in a part, there's a chance it might **wither and die**.
 - **Arishet** is tending to the Garden this part. **Arishet's tongue turns silver. One plot Arishet is involved in can be rolled at advantage, provided it involves her speaking ability. You must specify this in the plot's investment section.**
- Nuclear plant products don't last. They **must be invested into a plot in the part they're picked**, providing a variable bonus based on how usefully they contribute to the plot, and rot away if left unused. Specifically plotting to store products past their expiry date is possible, and can overcome this limitation.
- Exposure to nuclear radiation, such as by tending the garden, ingesting a nuclear plant product, regular or repeat exposure to nuclear plant products, or similar has a chance to cause a **nuclear mutation**. These mutations may be beneficial, harmful, a mixed bag, or just weird. They may also just instantly kill you.
 - [Note for Bandy: Just find a random mutation generator on google or in some rpg sourcebook or something for this.]
- The garden counts as a wonder for the purposes of most plots and other actions. This means that it can be destroyed or stolen with difficulty, and that conquering the city it is in also changes ownership of the garden.

Modifier : **Foreign Affairs**

- Minor bonus to next tech steal plot.

Modifier : **Flancida Immigrants**

- You gain 4 pop worth of Flancida immigrants. You may settle each pop in one of your own cities or send it towards another faction's cities. Regardless, each city with a settled Flancida pop gains the "Settled Flancida Pop" modifier, with the following effects:
- Plots to incite violence, hatred, zealotry, and similar emotions and acts are boosted in that city. Note that this can be used to both benefit and hinder the aims of the city's owners.
- Plots that involve recruiting, hiring, or training soldiers and other men of arms or evangelists and other men of faith from that city receive a bonus. Recruiting, hiring, or training holy warriors from that city receive [sic] a greater bonus.
- You may plot to suppress such tendencies in a city with a Flancida pop, removing this modifier from it on a success. Conversely, you may plot to encourage the spread of Flancida pops to other cities, spreading this modifier to them.

Modifier : **The Enlightenment**

- Our next two AP-purchased social policies may be purchased at a 25% discount.

We gain two bonuses to our next policy gain or tech steal plot plus one social policy of our choice from last part's events. Additionally, any attempts to damage our troops with the Berberbati Plague will have a moderately more difficult time succeeding. However, the transition to creating masks damaged our economy, lessening the impact of gold invested in our plots for the next three parts. In former Liberian lands, the Plague's speed and severity will be halved, however, the unpopular nature of our lockdowns causes widespread civil unrest. Each part that lockdown measures are under effect, **2 cities will go into 1 part unrest, and 3 rebel units will spawn around each city.** This will end whenever we choose to lift the lockdown, or the plague has run its course. At present, all formerly Liberian cities are under lockdown.

ACTION POINTS

10 AP total [10 base]

3 AP on the Piety opener policy.

7 AP on 7 Riflemen near Ruyigi.

TREASURY

PPG ratio is 500

7959 initial Gold

+1500 Gold from Honghui.

+500 Gold from our Jewel.

+1500 Gold from the Scimitar of Death.

+1500 Gold from the Ganwaizosi.

+1500 Gold from the Atespos.

+1500 Gold from the Liberian Weapon.

15959 total Gold

-1500 Gold from events last part.

-14210 Gold on 49 Riflemen near Kayanza, Ngozi, and Gitega. If space runs out, place the remaining Riflemen first within the Burundian core more generally and then near Utique and along the old Carthaginian-Beta Israelite border.

249 remaining Gold

RELIGION

2615 initial Faith

+1000 Faith from Holy Sling

+1500 Faith from the Ganwaizosi.

+1500 Faith from the Liberian Weapon.

6615 total Faith

-6500 Faith on Plot 5.

115 remaining Faith

PLOTS

Plot 1 : #KaboomKechene

RP : Mwezi III had been pretty busy with Dido for the past few parts so he hadn't really kept up with how the way was going, making babies was a higher priority, naturally. So when he found out that Glorious Burundian AI hadn't taken Keneche, much less the rest of the betaland, he was upsetti. He was drunk so he was seeing double so he pointed to what looked like a group of quadruplets that was really a set of twins, since he figured four people should be four times as effective as one. Anyway, he told them to go destroy Keneche.

Gate and Gahigi (who Mwezi thought were quadruplets) had an idea of how to break Keneche's defenses. Mwezi blew up on them and that made them think that they could blow up Keneche. They rounded up a bunch of useless units (16 workers) some random plotfodder (Baaldik) and expendable NPCs (Guoliang, Babbeo, and Adesta). They showed these Expendables a picture of Keneche with dynamite around it along with a picture of Keneche exploded, and sent them on their merry way.



They had an absolute bomb!

Invested : King Mwezi III (/u/Sup3rtom2000), Baaldik (/u/penisboy7211), Gahigi (/u/invertthatveer) [Skills: Operational synergy along with Gate], Gate (/u/sajsterptl) [Skills: Operational synergy along with Gahigi], Guoliang (NPC worth 2 PP), Babbeo (NPC), Adesta (NPC), 16 Workers, +2 to every plot that has a picture in it; note that we make our merger rolls with advantage, note that player characters are worth double due to the Societal Suffering modifier

Results : Blow up Kechene, dunking its combat health to zero and killing Beta units in and near the city.

gib skills.

Partial Success. Although Israelite resistance was fierce, your troops, aided by superior technology, as well as waves upon waves of conscripts, successfully made their way to the city, where weathering heavy fire, they set off the majority of their charges.

Five Semien units around Kechene are slain.

Kechene loses 40% health.

Baaldik is slain.

Plot 2 : #BeatBetas

RP : After a quick crash course in like two eras of tech, the former Liberian leaders were given their first mission as members of the PAU - surround Kechene with their new super high tech soldiers. The three of them met up to discuss idea. Emmie was the first to speak up.

“What if we tried to distract the Beta troops? I’ve just become a small business owner selling some excellent beauty products thanks to the assistance of Cyirima, and I could go and sell some to the Betas.”

“There are at least 5 issues with that idea” replied **CHAD THUNDERCOCK**. “First of all, they aren’t the technological backwater we once were, they probably know about the war and will just kill you.”

“And there’s also the part where soldiers really aren’t the target market for your beauty products” said Randy.

“No, we’ll just pretend to be Liberians who haven’t heard of the merger. We sell to the Betas, and while they are distracted checking out our wide array of beauty products, you guys come in and kill them. Except for the ones that are interested in buying of course, no honest small business owner wants to pass up a sale.”

“So we’ll just kill everyone, since no one’s going to be buying. Nice and easy”

“I don’t know Randy, these are Betas we’re talking about. They’ll probably buy expensive stuff for their wives to try to make them stop cheating with Alphas like me.” **CHAD** made some crude sexual gestures as he said this.

“So we’re agreed, I distract some of the Betas and **CHAD** comes in and kills the rest.”

“Yeah, let’s get ready, we leave after Leg Day.”

Emmie and Cyirima managed to use the old trade protocols from when Liberia and the Betas were friends to sneak into the country. When they got to the Beta camp, they showed off all their wares and got many interested buyers.



The buyers only increased when the **ALPHA CHAD LEGION** attacked. Their shiny codpieces reflected the sunlight into the eyes of the Betas, blinding them while the **ALPHA CHAD LEGION** shot them, or speared them with the Spear of Destiny, wielded by **CHAD THUNDERCOCK**. Emmie offered anyone who became a partner protection from the attacks of the **ALPHA CHAD LEGION**. Emmie and the new members of Cyirima's MLM were eventually forced into Kechene when the **ALPHA CHAD LEGION** surrounded the city. All the MLM sales would surely weaken the morale of Kechene's defenders.

Invested : **CHAD THUNDERCOCK** (/u/Briusky), Cyirima Mutamo (/u/canadahuntsYOU) [Skills: Commanding, MLMs], Emmie (/u/EmeraldRange), Randy (/u/Randy_3), Yutpan (NPC), Spear of Destiny (close-combat weapon), +2 to every plot that has a picture in it, bonus to plots where foreign trade connections and imports are useful; note that player characters are worth double due to the Societal Suffering modifier

Results : Move our units to surround Kechene and kill Beta units along the way.

gib skills.

Partial Success. Eight Semien units are slain, and four of your troops move to fill the gaps as best as they are able.

However, you only partially surround the city, as the defenders are too busy fighting to the death, to stop and buy your products.

Plot 3 : #DetonateDegoma

RP : Degoma, before me, sat basked in moonlight. The silence of night gripped us like a fist, filling us with courage. A slick of oil covered my palm, but the canister was full nonetheless.

It was time to watch the city burn.

We sloshed the streets and buildings alike, till every inch of the city was ready to be set alight. Three steps, two breaths, and a single match lit. I felt my heart race as I watched it fall. Fire spread and roared, the silent night shattered with burning light. We stood on the horizon, listening to the screams from afar. I smiled, a tear falling down my cheek as I looked from Hyrum, to Greg, to Zephon, and to Kigahane. It brought me joy to watch Semien burn.



Invested : Balthazar II (/u/adamaxi), Azmelqart (/u/AQTheFanAttic), Hyrum (/u/dusmuvecis333) [Skills: Building big statues, Building bridges], Kigahane Nzomukunda V (/u/ss Stefanovv), “Do Nothing” Greg (/u/Serenatycompany) [Skills: Reading, Note-taking], Zephon (NPC) [Skills: Directing engineers], [REDACTED], “Oil” (can be invested in plots involving setting things on fire), +2 to every plot that has a picture in it; note that player characters are worth double due to the Societal Suffering modifier

Results : Blow up Degoma, dunking its combat health to zero and killing Beta units in and near the city.

gib skills.

Partial Success. Unfortunately, the local guard wasn't caught sleeping, and as such didn't let you into the city to set everything ablaze. However, the local guard did catch on fire, as did many others in the area.

Six Semien units die in the fires, and the city loses 30% HP.

Plot 4 : #SlaySemien

RP : “Fetch the rowboats!”

“But Hasmilcar, I don't know if Degoma is even on a body of water.”

“I thought packing the map was your responsibility, Nous.”

Nous realized his mistake. Now how would they know if Degoma was on a body of water?

Meanwhile, Hasmilcar was working on a contingency plan. Degoma would be blown up any second now, and his men had to be in position. But they had no map, and Nous had already proven his incompetence. “Gwafa! Take some men and go to that trade caravan in the distance and get their map. Use force only if needed.”

While Gwafa was doing his thing, Hasmilcar yelled at Nous a little more. He was a very experienced rowboat commander, and he needed his main tool in order to take Degoma. Whether it was just sailing rowboats into the city or sneaking up on the city in overturned rowboats painted to look like the mythical giant desert crab, he was going to secure the city.

Gwafa was taking a while to retrieve the map, and some Betas saw a chance for an ambush. Hasmilcar's superior troops would surely win the day, but the Betas prayed to their god for protection from bullets. Hasmilcar knew his men were superstitious and would believe their bullets wouldn't work after that display of piety, so he prepared to charge the enemy and show his men that the Betas could die just as easily. The Betas were fixing their bayonets when Hasmilcar jumped into the fray. But little did they know he had a Scimitar of Death. He killed off hundreds of Beta troops, inspiring his men to kill the rest when he got back to the lines.



After the Beta ambush was destroyed, Gwafa finally returned with the map. Iago rallied the troops, and it was on to Degoma they went, either in or under rowboats.

Invested : Hasmilcar ([/u/Lord_Norjam](#)) [Skills: Sailing more rowboats, Extortion, Desert warfare, Moving overturned boats, Audacious assaults], Nous ([/u/VileBasilisk](#)), Gwafa ([/u/ryzeIOC](#)), Iago (NPC) [Skills: Diplomacy, Rallying troops, Mercenary recruitment], Scimitar of Death (+2 to death-related plots), +2 to every plot that has a picture in it, bonus to plots where foreign trade connections and imports are useful; note that player characters are worth double due to the Societal Suffering modifier

Results : Move our units to surround Degoma and kill Beta units along the way.

gib skills.

Partial Success. Three Semien units are slain, and four of your units are advanced forward into Semien territory, but not surrounding Degoma.

Plot 5 : #PumpPlots

RP : The constituents of the PAU were united in purpose, but far from completely united in spirit. The religious hierarchies in particular still ran in parallel with minimal syncretism, but the leading figures of Eshmunism and Catholicism would do their best to change that. Alongside Nike^(™) Tourism, all three faiths shared an interest in ceremonial pyrotechnics, so their attention in this realm naturally shifted towards the PAU's brand-new breakthrough in dynamite. It started with Tanitha, High Priestess of Eshmunism arranging experiments testing the possibilities for utilizing various ointments and balms to provide color and scent to small explosions, at a safe distance of course. With favorable results, Tanitha and Arishet together started putting on bigger and better special-effects shows than George Lucas, incidentally stumbling upon many as-yet unutilized applications of dynamite in the process. Simultaneously, Pope Marcus had arranged to meet with the two, alongside other key priests of Eshmunism, bishops of Catholicism, and a select few spirit-servants of Nike^(™) Tourism who already lived in the PAU's western two-thirds or had managed to make the trek through hostile Semien land, about the possibilities of integrating the three faiths. Inevitably, their shared interest in pyrotechnics came up as part of the discussion, and soon big booms began to represent repentance and hellfire in Catholic ceremonies, and the life-giving power of flames and unbeing in Nike^(™) Tourism rituals. All those hands on deck were able to weed out unsafe uses of dynamite and preserve the ones ideal for religious practice, commercial use, and most notably to aid the troops in war.

Alongside these explosive developments came further news on the administrative portion of the home front, as the leaders of the PAU opted to delegate most peacetime, intra-union authority

to the provinces in turn for promoting a unified foreign facing and especially war effort to save lives. With morale a potential issue, Dido drafted an advisory flagmaking committee to give all the troops a banner to rally around by balancing all their constituent countries while also pleasing the eye. Queen Dido herself designed the final PAU flag, shown as follows:



The Queen then personally unveiled it at an elaborate event in Monrovia, using her gifts and practice in speechmaking to win over the crowds, in coordinating musicians to provide the intended celebratory and patriotic vibe, and in giving orders to subordinates (free and slave alike) to ensure it went off without a hitch. It wasn't long after before the industrial interests of the PAU had manufactured many duplicates of the glorious flag, to be hung proudly and prominently everywhere, and especially for the troops as they trained and prepared to march against the PAU's enemies. With help from Dido's hand behind the scenes as usual, and Jezebella's talents in diplomacy and rallying troops, they'd find strength in diversity harnessed towards one clear purpose; alongside Tanitha & co's dynamite innovations, this would allow them to dab on the shitty Semien monoculture, with its dogmatic devotion to a single faith.

Invested : Queen Dido ([/u/Aimerais](#)) [Skills: Ordering around minions, Speechmaking, Utilizing slaves, Coordinating musicians, Producing many heirs], Tanitha ([/u/OfBleedingRoses](#)) [Skills: Ink wash painting, Procuring ointments and balms], Arishet ([/u/thalisebn](#)), Pope Marcus ([/u/Marcuszodiak1](#)), Jezebella (NPC) [Skills: Diplomacy, Rallying troops], 6500 Faith, 500 Culture

from the Jewel, Dagger of Life (+2 to life-related plots), +2 to every plot that has a picture in it; note that player characters are worth double due to the Societal Suffering modifier

Results : Gain an outcome bonus and a regular plot bonus to plots to attack Kechene and Degoma, and counteract any antiplots or other modifiers which may hinder such plots, for this part.

gib skills.

Partial Success. Your plots against Kechene are accordingly boosted, and antiplots to oppose you hindered due to your soldiers' high morale.

Aegypt Actions - West Khmun

Diplo: **Peace with anyone who puts peace You are at war with East Khmun!**

City Control

Khmun **West Khmun** - Klo, **I AM THE CAPTAIN NOW** Please note that you now possess cat ears and a tail.

Events:

Option 1

Although the plague has yet to reach your land, the suffering has grown to become too much for the people to bear. Both of your existing units defect to East Khmun. Lose 1 population in your capital.'

You have made no choice with regards to "Weight of the World". As such, nothing happens this part.

Economy:

14 AP from base + 2 plot slots eaten

14 AP on 7 musketmen.

Plots

Plot 1: Friends!

RP: I am the captain now. Since the past leader is dead an old one who had helped found the city would need to step up. With new members joining in to provide support.

Result: Klo leads Egypt since Mega is ded

Invested: SuperCyan202, MrKlonam.

Partial Success. You become the ruler of West Khmun.

Plot 2: lol

RP: Egypt is glorious, the big bads needed to be kept, appeal to the old Egyptian Ethnic base who had been downtrodden and get them to join our cause. This area was Egyptian and always will be, one way or another.

Result: Any nation at war with Egypt close to its borders, troops have a chance to flip to the side of Egypt.

Invested: all gold, FROGENTHUSIAST.

Partial Success. You flip three units belonging to East Khmun.

Egypt Actions 2/7 - East Khmun

At any time, any non-klo member of egypt is allowed to cancel this plotdoc, should Klo actually explain what he's trying to do.

Diplo: **You are at war with West Khmun!**

Peace with the PAU and Ibadan.

No Change with anyone else

Event: Global - Option 2, Viva La Revolucion!

The populace are emboldened to support your war against West Khmun, in the name of their freedom, liberty, and cat-humanoidness!

Gain the "Popular Will" All AP expenditures become 25% more expensive. Resistance in cities lasts for 1 turn longer than they would otherwise. Gain a moderate bonus to plots involving societal change or reform. Gain 1 population in every city.

Local - Gib Philosophies and catgirls

Expenditure has long been a popular response to any crises that arise. Of course, it's never so easy to pay for these things. Although you acquire what you seek, it comes at a heavy cost. Lose your entire treasury this part, or 8 PPG, whichever is lower.

Gain a lump sum of 4 PPC next part.

City Control:

Khmun - FrogEnthusiast **East Khmun**

Resources

10 AP

+ 6 from eating 3 plot slots

- 16 used on plots

4 PPG - Banked for Next Part **0 PPG remaining**

Plot 1: Banne Klo Tbh

RP: Klo literally just joined Egypt 3 days ago, and is now trying to take over? Nah. that's lame. We're gonna set up a trap in the presidential palace. We're going to leave a door slightly ajar with a bucket on top of it, so when he opens it, the bucket spills and drenches him. Except, instead of just normal water, this is designed with a special science potion that will turn him into a catboy. As we all know, only catgirls are capable of ruling Egypt, so his claims to the presidency will be invalid. Sad!

Invested: FrogEnthusiast, SuperCyan202, 16 AP

Result: Should Klo try and take over Egypt, turn him into a catboy, making him unable to do so. Should he not attempt to do so, or the ghost of Mega overrules this plot, then this plot has no effect.

Partial Failure. Although you successfully prevent Klo from taking over all of Khmun, catboyization is insufficient to deny Klo his rule over West Khmun.

ZULU ISIZWE

DIPLOMACY

ALLIANCE: Semien Kingdom

FRIENDSHIP: Semien Kingdom, Zanzibar

OPEN BORDERS: Semien Kingdom

DEFENSIVE PACT: Semien Kingdom, Ibadan (We pledge to protect them)

DENOUNCING: None

WAR: PAU

PEACE: Semien Kingdom, Zanzibar

SUZERAIN: None

DEALS

EVENT

Global Event 1: 1

Violence begets violence, and this case is no exception. However, that's not to say violence doesn't have its uses.

Four cities at random go into resistance. Four units around each of these cities flip to the barbarians. Your capital goes into one turn of resistance.

Plague spread is decreased by 25%.

Global Event 2: 1

The troubling thing about fighting long wars as the public loses interest, is that the public will inevitably fight back against its continuation. Of course, you can't have that. Despite mounting protests and anger, with popular speakers claiming that the Zulu people have lost their way, force is the only response. Bloodshed follows. Lose 1 population in every city. 1 barbarian unit rises up around each city. AP expenditure is 25% cheaper.

National Event: 3

Better weaponry, you believe, will be what stops your people from dying in droves. Unfortunately, your people have grown suspicious of your motives in this long and bitter war. Conspiracies abound that you will take away their weapons, not to replace them with better tools of war, but seek only to disarm them before you inevitably throw them back into the meat grinder, this time with finality.

Four of your units on the front mutiny, and flip to the barbarians. Lose 2 population in five random cities.

Gain 8 units in the next part.

Plague Impact:

Ndondakusuka: Loses 20% population, 4 tiles are worsened in quality. (2 parts left)

Hlobane: Loses 20% population. 4 tiles are worsened in quality. (2 parts left)

Nongoma: Loses 20% population. 4 tiles are worsened in quality. (3 parts left)

Nodwengu: Loses 20% population. 4 tiles are worsened in quality. (4 parts left)

CHANGES TO TECHNOLOGIES AND SOCIAL POLICIES

Swap Navigation for Humanism

Swap Manufacturing for Scientific Theory

CITY CONTROL

u/Sandbankshark:	Ulundi, Eshowe
u/bantha-food:	Nongoma, Nodwengu
u/LynnWin:	Umgungundlovu, Isandlwana

u/Retosius:	Sockenhexe, Sokhexe
u/kilsz:	De Aar, Kambula
u/lazygirl295:	Nodwengu, Bubastis
u/Denzien2:	Syene, Deir El-Bahri
u/ThatOneNarcissist:	Maqongqo, Ebo
u/SkiesOvercast:	Berberbati, Degoma
u/Mythrows:	Hlobane
u/hotshot013:	Ndondakusuka

SUCCESSION

The strongest member of the empire will be chosen by the gods to become the next nKosa

CHARACTERS, ASSETS AND MODIFIERS

SBS (u/Sandbankshark) -	Langa Siyanda	Unskilled
Bantha (u/bantha-food) -	Bangizwe kaLanga	iSángoma (witch doctor)
Lynn (u/LynnWin) -	Inyoni Makhedama	Unskilled
EUUG (u/Retosius) -	Igundane Lokuhamba II	Unskilled
Klisz (u/kilsz) -	Lerato Makhedama	Indlovukazi (queen)
Lazy (u/lazygirl295) -	Ayize Malandela	Usosayensi (scientist)
Emi (u/Denzien2) -	Liyana Khathini	Umculi (cursed musician)
Rose (u/ThatOneNarcissist) -	Sizakele Sigwaxa II	Unskilled
Skies (u/SkiesOvercast) -	Kagiso Cindi	Abangasebenzi (unemployed)
Mythrows (u/Mythrows) -	Mthunzi Zingwazi	Unskilled
Michael (u/hotshot013) -	Phila Phungashe	Unskilled

Kagiso has **skills in flirting** and **bargaining** and **copying information**. (Plague Survivor)

Letaro has **skills in self defense**. (Plague Survivor)

Igundane (**Plague Survivor**)

Renaissance Society

+3 To plots to gain policies.

+1 To plots to gain techs.

Workers cost double to buy (both AP and gold).

Romanian Contacts:

+4 PPG each part

Allows you to run offmap plots relating to your business in “Romania”.

The Flancida:

You gain 4 pop worth of Flancida Immigrants. You may settle each pop in one of your own cities or send it towards another faction’s cities. Regardless, each city with a settled Flancida pop gains the “Settled Flancida Pop” modifier, with the following effects:

Plots to incite violence, hatred, zealotry, and similar emotions and acts are boosted in that city. Note that this can be used both to benefit and hinder the aims of the city’s owners.

Plots that involve recruiting, hiring, or training soldiers and other men of arms or evangelists and other men of faith from that city receive a bonus. Recruiting, hiring, or training holy warriors from that city receive a greater bonus.

You may plot to suppress such tendencies in a city with a flancida pop, removing this modifier from it on a success. Conversely, you may plot to encourage the spread of Flancida pops to other cities, spreading this modifier to them.

A Jewel - A passive 1 PPG per part.

A White Elephant Statue - This statue passively provides you 2 PPG per faction that makes peace in a part, and 1 PPG every part you are at peace.

ACTION POINTS

12 AP total

-consumed plot 5

2 AP for each plot

Remaining ap to be spent on unit purchases, the most updated melee units

The rest will be used to buy the most modern science buildings, with a bias towards large cities and jungle cities

TREASURY

(PPG is 500, 17 PPG)

6000 initial Gold (12) + 74

+4 PPG (Romanian Contacts)

+1 PPG from Jewel

8,500 total Gold (17 PPG)

1,500 gold on Plot 1 (3ppg)

2,000 gold on Plot 2 (4ppg)

2,000 gold on Plot 3 (4ppg)

2,000 gold on Plot 4 (4ppg)

1000 gold on [REDACTED]

74 remaining Gold

RELIGION

Faith

4,716 faith

Spend as much as possible on great scientists. If able, use the scientists to get Industrialization.

Smh not marking your own faith expenditures

You spend 2500 Faith on 2 Great Scientists. Your next Great Scientist costs 2500 Faith, then 4000, and increasing from thereon. This is your responsibility to calculate - I will not be doing so next time.

PLOTS

Plot 1: Across the Sea

RP: Basically they decided to look for ways to help scientists gain navigation.

Invested: 1,500 gold (3PPG), , u/lazygirl295, u/SkiesOvercast, +1 tech plot bonus from Renaissance Society, Slight bonus to next tech stealing plot

Results: "Steal" Navigation from the Semien Kingdom, gain skills in stealing technology.

Failure.

Plot 2: International Influence

RP: In Zanzibar, the spirits were high, and were willing to fight for us. We decide to extend our influence into their nation and to support any effort to spread our name.

Invested: 2,000 gold (6PPG), u/kilsz, u/LynnWinn

Results: Help any members of Zanzibar supporting a coup, the next leader of Zanzibar will be a supporter.

Failure, as there were no coup attempts in Zanzibar.

Plot 3: Sacrifices

RP: With internet secret society, we have been planning for years this time. The time has come and we are ready for a new beginning, a new world order. We climbed to the top of the highest

volcano in Africa and started throwing unsupportive members of the council on there in exchange for favor with the gods.

Invested: 2,000 gold (6PPG), 2AP, u/Sandbankshark (Bribery skills), u/hotshot013

Results: gain a modifier that plots involving sacrificing people to the old gods makes plots more likely to succeed.

Failure. Although you are able to gain access to Mount Kilimanjaro thanks to your allies, it is on the other side of a war zone, making transport of council members in an easy manner difficult. It doesn't help that the old gods aren't all that interested in those you sacrifice.

Plot 4: The Secret Society

RP: The council has become unified and agreed to disband all political parties in favor of the queen. The council will become a rubber stamp. She begins to assist others with helping destroy new units.

Invested: 2,000 gold (6PPG), 2AP, u/Retosius, u/bantha-food

Results: Prevent internal coups and revolutions, gain a modifier in helping others kill units more advanced than is

Partial Success. Although you successfully antiplot internal attempts at overthrowing the government, this does not strengthen your ability to fight technologically advanced enemies on the field.
