

Mark 15:

Part 7

ANATOLIAN-CAUCASIAN ARISTOCRATIC BROTHERHOOD

DEALS

[REDACTED]

EVENTS

CHARACTERS

Player Characters

/u/Tefmon : Sultan **Tuğrul** Hân Hazretleri, Padişah, Chairman of the Anatolian-Caucasian Aristocratic Brotherhood [Traits: Good Leader, Persuasive, Devoted; Age 89; Skills: Blending Into Pale Environments, Sigil-Based Magic (Competent; Sub-Skills: Teaching Sigil-Based Magic), All Magic (Very Weak)].

Non-Player Characters

Bezel Bub [Traits: Unknown; Age Unknown; Skills: Politics].

Sey Tun, assistant to Bezel Bub [Traits: Unknown; Age Unknown; Skills: Persuasion].

[REDACTED]

ASSETS AND MODIFIERS

Assets

[REDACTED]

Modifiers

[REDACTED]

TREASURY

0 initial Gold

+200 Gold in income.

0 total Gold

-200 Gold on Plot 1

0 remaining Gold

PLOTS

Plot 1 : Consolidation

RP : Okay, we need a headquarters to run our scams out of and to store our loot in. Sinope is a pretty good spot for a headquarters, since it's reasonably central and has coast access. Bezel Bub will use his talent for politics to gain all of the necessary permits, tax breaks, and subsidies from Sinope's government, while Sey Tun will use his persuasive tongue to negotiate the deals to buy the land that our headquarters will be built on, to buy the materials that our headquarters will be built of, and to hire the labourers by whose hands our headquarters will be built. Then we'll move in and enjoy the increased efficiency and effectiveness of actually having a home base to run our operations from.

Invested : Bezel Bub [Traits: Unknown; Skills: Politics], Sey Tun [Traits: Unknown; Skills: Persuasion], 200 Gold.

Results : Establish a headquarters for ACAB in Sinope, which should grant us a substantial increase to our income in gold, and on a great enough success also a second plot slot.

Bezel Bub gains skills in Lobbying. Sey Tun gains skills in Negotiation.

Failure. People begin to gain suspicion of you and your intent, making any plans for a headquarters fall through.

It's Actually Just An Office Building

Bonuses, Objects, Modifiers

N/A

Plots

Plot 1: Curse your sudden but inevitable nat 1

RP:

[REDACTED]

Invested: Tavit Baronian (Quick Learner, Intuitive, Sneaky), 3 Triremes (from Armenia, for transport)

Results: [REDACTED]

Critical success. Please DM me for more details.

The Wild Hunt

DIPLOMACY

N/A

DEALS

N/A

CHARACTERS

Mihai I of Târgoviște (/u/Leris1) (Persuasive, Sneaky, Intuitive)

BONUSES

N/A

ACTION POINTS

2 AP

-2 AP on Plot 1

TREASURY

300 Gold

Golden Lamp

Smaller Golden Lamp

Strange Note

Tooth of Teeth

0 Gold Remaining

NPCS

2 Women Prisoners

1 Male Prisoner (Male, 22 Years Old)

PLOTS

Plot 1: The Principality of Wallachia

RP : “Mihai... the reason we’re here is because of your father. Some days ago, he passed away in Bucharest.”

Mihai calmly swallowed, set his mug on the table and wiped away the froth which had stained his lip, left behind as the ale had cascaded into his mouth. The Kaban Inn of

Pervomaisk square was rather quiet that night, and only a dim fire crackled across the room in the hearth. He raised his eyes to meet the two men who had seated themselves before him. One was dressed elegantly, adorned in the finest silks and linens the lands west of the Bosphorus could receive, whereas the other was clad in guard's uniform, his saber sheathed in its scabbard, and his helmet lying idly upon the table.

"What a shame."

The well-dressed man was somewhat put off by the boy's response.

"I understand your relationship with the count wasn't perfect, but you should show at least the smallest respect for him, as a member of his family."

"Oh forgive me, I thought I'd been respectful enough by not cursing his name and asking to see his grave so I could take a drunken piss on it once you two leave. If he deserved the respect of his family, he should've given it himself when he was more than a cadaver."

The guard's expression was still rather emotionless, watching Mihai carefully. The other envoy was becoming visibly annoyed.

"Regardless of your feelings towards your father, Mihai, he's named you heir apparent to the throne of Bucharest. His council of advisors have reviewed and approved of his rather last minute change in the succession laws which had previously legitimized your elder brother's seniority, making you the next in line. You must return to Bucharest at once, and furthermore you must finally honor your betrothal with Viviana."

Mihai began to laugh.

"Not in a million damn years would I go back to Bucharest! The past three years away from that damned place have been the best of all my life. Horrible people there. I have no interest in ruling such a depressing land."

The guard stood from his seat and drew his blade. The well dressed diplomat remained seated, and focused his harsh gaze on Mihai.

"We had figured you would deny our request. However, before you make a commitment to your arrogant ignorance, allow me to inform you of something. Through the count's investigation, the state of Bucharest understands your involvement with the mercenary group known as 'The Wild Hunt,' a group which sacked and razed a quarter of the city roughly five years ago. I'm sure you remember the terror... The brutal carnage of it all. Now while I'm sure you were unaware of your organization's implication in these deeds, as a member, and if I recall correctly, a confirmed participant in the recent raiding of Odessa's countryside, we have probable cause to execute a sentence of death under the laws of our nation, and although we are currently within Hetmanate borders, we have it on good authority that they will not protect you from our laws. The prestige of your dynasty must not be subverted, and the stability of Bucharest must be secured. Should you accept your throne as ruler, your past crimes will be forgiven and ignored, and you will live a comfortable, lavish and powerful life, at the very most until you have raised an heir of your own. Should you decline, we will kill you here and now."

Mihai stared blankly into the distance. Despite his calm demeanor, he was in a complete state of internal panic. Why in the hell did they even want him? What was the damned purpose of all of this? He felt sick, close to vomiting or passing out. As clever as he could be, he truly had no way out of this. The Wild Hunt had been in complete disarray since the death of Khmelnytsky; there were no threats or escapes Mihai could use to slip himself free of his situation. Only some months ago, the tavern would've been crowded with sellswords and

trained bladesman prepared to protect one of their own, yet now, Mihai traveled alone. Mihai began to shiver.

"Am I to take your silence as compliance?"

"...Yes."

"Excellent. We're very pleased to have come to a compromise on this issue. We can arrange for your transport back to the city tomorrow morning. In the meantime, allow Marius here to serve as your personal bodyguard. Enjoy your last night of vacation, Count." The diplomat turned, retrieving his hat from its peg near the door and slipping into his coat, before being disturbed just as he stepped into the doorway.

"Prince. Prince Mihai."

Turning his head to meet Mihai's voice, the diplomat looked upon a stern, determined gaze, with blazing eyes staring harshly into his own.

"I'm sorry?"

Mihai raised his voice louder.

"I've just agreed to take the throne. We don't exactly have a proper coronation rite as only a mere county, and both my father and the council have approved my right of rule. If I'm going to be in charge, I'll be undertaking a handful of much needed reforms. You talk so much of prestige and its importance, yet the title I'm assuming is merely that of a count. As sovereign of Bucharest, I will be assuming the far more distinguished title of Prince. If you would seek to contest the will of your new ruler, and in such an important matter of the royal dynasty's integrity, please make your opposition more bold."

The diplomat was taken aback by the boy's insistence.

"Very well, Prince Mihai."

Mihai smirked. The diplomat again attempted to take his leave, before once more being interrupted.

"It does roll off the tongue quite well, does it not? And just another thing, you may consider yourself relieved of all government-related duties. If I ever see you in the castle grounds, you'll be executed for trespassing. Do you understand, sir?"

The diplomat left without saying another word. Mihai continued to grin.

Invested: 2 AP, /u/Leris1, 3 PPG, Both Lamps, 2 Female Prisoners, 1 Male Prisoner, Strange Note, Tooth of Teeth

Results: Establish /u/Leris1 as the sovereign of Bucharest, establishing the Principality of Wallachia. On a greater success, swap Bucharest to a full civ, using the Wallachia rebel civ to represent the Principality. [REDACT]

Success. Mihai takes his place as the sovereign of Bucharest. Your redaction succeeds as well.

~~Remove Rivers Ring~~ Eliminate Estuaries Establishment

Diplomacy

Friendship: CHGwarts

Gold

1 PPG income

-1 PPG on plot 1

Characters

/u/briusky - ProletariatCossack

Traits: Persuasive, Creative, Devoted

Skills: Weak knowledge in all fields of magic, specialising in how these fields affect rivers.

Demon that gives a malus to plots by the RRR, whoever they are

Bonuses

Standard NFE bonuses applied to the removal of rivers

Plots

Plot 1: It's like mixing matter and antimatter, just less explosive

RP: Unfortunately, the summoning ritual didn't go as planned and there was now a demon wandering around giving plot maluses to the Remove Rivers Ring. So, ProletariatCossack came up with a brilliant idea to solve that problem - rebrand. The new Eliminate Estuaries Establishment would not be plagued by the evil demon, as the demon's malus only applied to plots by the Remove Rivers Ring, while the Eliminate Estuaries Establishment was a completely different thing entirely. Any intuitive and unrigged plotrunner would realize this and ensure this plot ran with no demonic maluses. The problem with CHG, however, is that you can't assume an intuitive and unrigged plotrunner. You have to be prepared for things to get unintuitive and rigged

any second. Luckily, ProletariatCossack had a few more tricks up his sleeve. One of which he put into action.

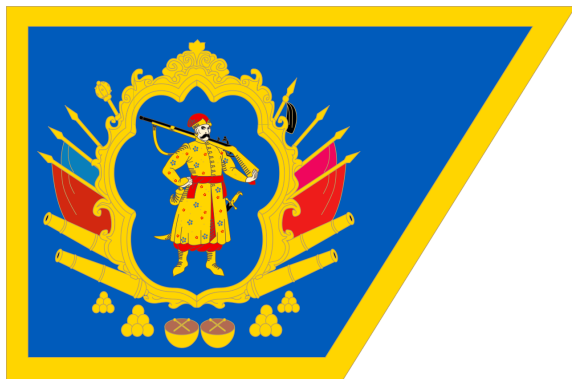
ProletariatCossack baited the demon to the river near Pleven by making up a fake Remove Rivers Ring plot taking place there, which the demon would of course try to interfere with. Once the demon got there, ProletariatCossack would throw the demon in the water. Presumably demons cannot swim, so it would drown. The next step was to gather various priests of the many religions of the world and have them purify the river by throwing holy water at it. The demon would have made the river turn into unholy water, and when holy water meets unholy water the two eliminate each other, leaving nothing.

Invested: briusky, 1 PPG

Result: Delete the river tiles near Pleven and turn the flood plains there into oases. Kill the demon if for some unintuitive and rigged reason it changes its target from the Remove Rivers Ring to the Eliminate Estuaries Establishment.

Critical success. The river tiles are deleted, and the floor plains become oases. TotalitarianCocksack decides, on a whim, that he absolutely LOVES eliminating Estuaries, and proposes marriage to ProletariatCossack.

The Cossack Hetmanate - Part 7



DIPLOMACY

ALLIANCE : Bulgaria, Genoa

FRIENDSHIP : Armenia, the Ottomans, Bulgaria

DEFENSIVE PACT : Golden Horde, the Ottoman Empire

NON-AGGRESSION PACT: None

VASSALS/TRIBUTARIES: Zaporizhiye

DENOUNCING : Trebizond

WAR : None
PEACE : Chisinau

DEALS

- Neither Bulgaria nor the Hetmanate shall settle beyond the Prut river as per the treaty of the Prut.
- Neither Genoa nor the Hetmanate shall settle beyond the border established by the Famagosta accords.
- Neither the Ottomans nor the Hetmanate shall settle beyond the border established by the treaty of Semendire.
- Receiving tribute from Zaporizhiye
- Exchanging 1 Truffle resource from the Golden Horde for 1 Coffee

EVENT

National Event: Option 1

--

SOCIAL POLICIES

Swap "Military Tradition" for "Mercenary Army"

.

—

SCIENCE

Assuming tech swaps are legal

Swap "Steel" for "Physics"

.

CITY CONTROL

Rename our Zaporizhia to Dnipro, and rename Zaporizhye's Zaporozhye to Zaporizhye, not Zaporzhzhia (there are so many goddamn spellings of this city i'm losing my mind)

Rename Odesa to Bolhrad

Rename Semendire to Izmail

/u/Leris1 - N/A

/u/Lord_Norjam - Pervomaisk, Chernivtsi, Mariupol, Kyiv, Kryvyi Rih

/u/Briusky - Haivoron, Vinnytsia, Uman, Novokozachyn, Dnipro

/u/Andy0132 - Tulchyn, Vorokhta, Tyshkivka, Luhansk, Izmail

/u/Penisboy7211 - Tiraspil, Ternopil, Khmelnytskyi

/u/Dusmuvecis - Ochakiv, Comrat, Lviv,

/u/EmeraldRange - Mykolaiv, Kharkiv, Bolhrad

CHARACTERS

Mihai I of Bucharest (/u/Leris1) (Good Leader, Devoted, Intuitive)

Starshyna Yuri Mefodij Trofimovich Zherebetsky (/u/Lord_Norjam) (Persuasive, Sneaky, Quick Learner)

Pugachev the Pugilist (/u/Andy0132) (Ruthless, Devoted, Good Leader)

ProletariatCossack (/u/Briusky) (Intuitive, Ruthless, Creative)

Igor Melnyk (/u/EmeraldRange) (Creative, Empathetic, Good Leader)

Volodymyr Tymovysky (/u/Penisboy7211) (Intuitive, Persuasive, Quick Learner)

Vilshenko the Cruel (/u/Dusmuvecis333) (Ruthless, Good Leader, Quick Learner)

NPCS

Olexandra Zolotarenko, Wife of Mefodij Zherebetsky.

Pavlo Mykhailo Yurievich Zherebetsky, Son of Mefodij Zherebetsky.

Hryhoriy Havrylo Yurievich Zherebetsky, Son of Mefodij Zherebetsky.

Oksana Aleksandra Yurievna Zherebetysky, Daughter of Mefodij Zherebetsky.

The Oracle of Kyiv

NATURAL BIRTHS

Olexandra and Mefodij: 1 Male

OBJECTS

- A mysterious, glimmering statue of a woman
- A foreign, vase-like object that appears to be made of clay. It also features a fabric skirt hung on wire above it. Possibly a lamp.
- Monochromatic Bear: A device of sabotage. +2 to revenge plots, and an additional +1 if the means of revenge are creative.

[REDACT]

- THE TOOTH OF TEETH (a tooth which itself has teeth. It has all shapes and sizes of teeth, and yet when its tooth-mouth is closed all slot neatly within an it appears only a weird ass big tooth. Grants a +1 modifier to any plots for which knowledge of teeth would be helpful (vampires have teeth :o). As long as you retain this item, all of your characters have skills in dentistry. This item is not consumed on investment unless otherwise specified.)

[END REDACT]

BONUSES

Strength in Numbers: +1 to plots with more than 1 character invested, and +1 to plots with more than 4 units invested.

/u/Lord_Norjam currently holds the "Vampire Hunter" bonus. The holder of this bonus has a +5 against vampires. This title can be inherited by a new character after the previous character dies. After part 8, the bonus becomes a +3.

+3 to further investigation. lose 1 pop in the capital. Gain a +2 modifier to further investigation next part the player becomes an "emissary". They will be uninvestable 1 part out of 5 (this part counting as one such absence), but they will come back bearing gifts. When the character dies, you may choose another to reprise their role.

/u/Leris1 currently has the "emissary" trait.

Large bonus to a future union between Zaporizhiye and the Hetmanate

ACTION POINTS

10 AP Base

-3 AP on Plot 1

-2 AP on Plot 2

-2 AP on Plot 4

-3 AP on moving and force-settling a settler in accordance with the settle map below



TREASURY

3255 Gold

200 Gold from Zaporizhye

17 PPG

-6 PPG on Plot 1

-5 PPG on Plot 2

-6 PPG on Plot 3

RELIGION

142 Faith

CULTURE

845 Culture

4 PPC

-2 PPC on Plot 1
-1 PPC on Plot 2
-1 PPC on Plot 3

—

PLOTS

Plot 1 : gib city

RP : With the cultural birthplace of the Cossacks, Zaporizhiye, finally once again swearing fealty to the Hetmanate government, there became demands among both sides to formalize the Hetmanate-Zaporizhian relationship and finally reunite the cossack people. However, there were heaps and heaps of paperwork still left to be done. Even worse, no one wanted to do it. However, demands from within Zaporizhiye and the Cossack capital of Uman were becoming overwhelming, and the high Cossack council still hadn't decided who was going to do the paperwork. As Vilshenko the Cruel exited his house one day, having just enjoyed a nice listen to his favorite musical artist, Automobile Chair Skull Pillow, he was met with a crowd of disgruntled citizens of both Cossack peoples. They had discovered that in truth, he was supposed to do the paperwork. The citizens cried out:

"gib city"

And Vilshenko, in all his cruelty, replied:

"no"

"gib"

"no"

"gib"

"no"

"gib"

"ok"

And so it was done. The paperwork, after about twenty minutes of, in all honesty, pretty simple generic legal signatories and such, was finally complete, and the two states were merged, uniting the Cossack people once more.

Invested : 6 PPG, 3 AP, 2 PPC, /u/Dusmuvecis333

Results : Annex/integrate the City State of Zaporizhiye as a member state of the Cossack Hetmanate.

Critical success. Zaporizhiye becomes a member of the Hetmanate. Additionally, a foreign band of princes under the names William Toledo, Andrew Katz, Ethan Ives, and Seth Dalby come knocking at your door...

Plot 2: gib vassal

RP: Pugachev was upset. As he looked at the grand map of the Hetmanate in the Uman palace, there was just one certain mark on it that disgruntled him. Odessa existing. There wasn't much else to say. Looking at a map of the northwestern black sea just simply looked a bit ugly, because there was all that dark blue, but then just that tiny spec of light blue. Clearly, someone had to fix that. In a classic and genius move, Pugachev the Pugilist went to the city of Odessa, ready to beat up anyone who disagreed with him. When, after being beaten up, the guards told him his government would be held accountable, he simply shrugged. Finally, after reaching the court of Odessa's king, Pugachev gave an ultimatum: Change their color on the map to Cossack colors, or face being pugilist-ed. Pugilized? Punched in an unfriendly manner. When the King told him that this act would essentially denote annexation or vassalization, Pugachev, not understanding either of said words, shrugged again, and said "Okay, sure, that." When the King then said his demands were outrageous, Pugachev raised his fists, before the King cowered in fear and finally stood down. The Hetmanate had just accidentally gained a new vassal.

Invested: 5 PPG, 2 AP, 1 PPC, /u/Andy0132

Results: Vassalize or turn Odessa into a tributary state of the Hetmanate, and gain a bonus to possible union with them in the future.

Critical success. Odessa becomes a vassal of the Hetmanate. A +1 permanent bonus is gained towards a union with them in the future.

Plot 3: gib cathedral

RP : Norjam is sleeping and my girlfriend is coming over soon so I'm putting together this plotdoc in the span of five minutes, please accept this image as a valid plot



Invested: 6 PPG, 1 PPC, /u/Lord_Norjam

Results: Build the Notre Dame in Haivoron. If our tech swap doesn't go through, build the Hagia Sophia instead. They're both churches, same difference

Success. Notre Dame is built.

Plot 4: gib bazaar

RP: Milk, the water of life. There are plenty of different kinds of Milk: Cow, Goat, Sheep, Chocolate, and they're all excellent. You know, in College, my nickname was "Bobby Milk" Because of how many glasses of milk I drank per day. In fact, one time, I drank so much milk, the doctors had to do surgery on me! What'd they find in my stomach? A full wheel of cheese! I nearly died, but it was delicious nonetheless.

So imagine my dismay when I get to my office one day and find no milk on my desk. I look around, maybe the bottle rolled under my desk? Nope. Maybe I left it in my drawer? Also Nope. I go "Alright, time to bust out my emergency milk stash", only to scream in horror as I discover: The Milk! It's all gone!

This is obviously an emergency, so I get my secretary and I say: "Listen, I need you to run to the Bazaar to get me more milk. I don't care if there's a shortage, get me my Milk! If the Bazaars don't have any, then just build new ones that do! Now get the fuck out of my sight, and don't come back unless it's with a crate of milk."

I go into my office, kick my feet up on my desk, and wait. It sure is good to be king!.

Invested: 2 AP, /u/Penisboy7211, /u/Briusky, /u/EmeraldRange

Results: Construct "Bazaars" in as many Hetmanate cities as possible, prioritizing the ones with the highest population.

Partial success. Your two most populated cities gain bazaars.

Republic of Armenia

DIPLOMACY

FRIENDSHIP: Ottomans, Hetmanate, Trebizond, Genoa, Golden Horde

DEFENSIVE PACT: Ottomans, Genoa, Bulgaria

NON-AGGRESSION PACT: Trebizond

VASSAL+TRIBUTE: Erzurum (2 PPG per part)

TRIBUTE: Georgia (1 PPG per part)

DEALS

Mega has accepted the job as CHGWarts's Earthbending Professor, though he will *not* be volunteering himself for plots. Should CHGWarts run any plots with Mega in them, do not include them

We share Metal Casting to Trebizond, and in return they give us 1 PPG and loan us the Triangle Mask.

Deals relevant to Clary:

We receive Silk from Genoa (place it near Her). In return, we send them Perfume from near Manzikert.

Send 3 Triremes to u/ThyReformer's NFE (they are invested and thus go poof).

EVENT

National Event:

We choose **Option 4**

SOCIAL POLICIES

We have finished Liberty.

We have finished the Tradition tree.

We buy Mercantilism (Commerce) with AP.

TECHNOLOGY

We share knowledge of Metal Casting to Trebizond.

PARTIES OF THE REPUBLIC

Current Leader and Prime Minister of the Republic is Leris Weris

Next election is in Next Part tbh

[The GROKS](#), led by **Houri Enneian**

[The AAP](#), led by **Arakel Baronian**

[The CCP](#), led by **Armen Pashinyan**

Anarchy Party, led by **Tannie Wannie**

CHARACTERS

/u/Megaashinx1: Armen Pashinyan, 85. Leader of The Civil Contract (Ruthless, Creative, Good Leader) **"Emissary" and "Great Traveller" (see Modifiers). (Deceased)**

/u/ThyReformer: Arakel Baronian, 80, Leader of the AAP (Devoted, Good Leader, Empathetic). Competence in earthbending + additional earthbending skill. **(Deceased)**

/u/Endlessvoid0: Houri Enneian, 71, Leader of the GROKS (Creative, Persuasive, Ruthless)

/u/Lynnwin: Leris Weris, daughter of Linmp Winmp, 48, Member of AAP (Empathetic, Devoted, Good Leader)

/u/Enigma-Conundrum: Eli Nygma, 70, Member of the CCP (Sneaky, Ruthless, Devoted)

/u/taqn22: Tannie Wannie, 50, Leader of Anarchy party (Creative, Sneaky, Quick Learner)

/u/apple_dough: Docsy Wocsy, 50, Member of the GROKS (Empathetic, Intuitive, Creative)

NPC: **Little Fish**, with skill in magic and earthbending, **"Mountainscaper" (see Modifiers)**, 60

NPC: **Gayane Tufenkian**, particularly ambitious member of the GG, skill in earthbending, 43

NPC: **Antigone**, 50, wife of Arakel

NPC: **Tavit Baronian**, (m) 26, (Quick Learner, Intuitive, Sneaky)

Married to **Akasma** (29)

NPCs: 1 daughter, 1 son

NPC: **Aharon Baronian**, (m) 24

Married to **Necla** (23)

NPC: **Vartivar Baronian**, (m) 17

NPC: **Varvare Baronian**, (f) 14

NPC: **Samson Enneian**, 37

NPC: **Sebastian Enneian**, 29, his husband, who is a horse

NPC: **Ani Enneian**, 33

CITY CONTROL

AAP - Tigranocerta, Van, Bagaran

CCP - Nakhchivan, Edessa, Karin, Samosata, Armavir, Karkatiokert, Patyakaran, Yervandashat, Amaras

GROKS - Artashat, Her, Mtsbin

ANARCHY - Kumayri, Vagharshapat

Interim - Artahan, Ganzak, Arbela, Antioch, Manzikert, Beroea, Adana, Tigranakert of Artasakh, Adamakert

/u/Megaashinx1: Nakhchivan, Edessa, Karin, Samosata, Armavir

/u/ThyReformer: Bagaran, Van, Antioch, Tigranakert of Artasakh

/u/Endlessvoid0: Artashat, Her, Manzikert, Adamakert

/u/Lynnwin: Tigranocerta, Artahan, Arbela

/u/Enigma-Conundrum: Karkatiokert, Patyakaran, Yervandashat, Amaras

/u/taqn22: Kumayri, Vagharshapat, Beroea

/u/apple_dough: Mtsbin, Ganzak, Adana

NATURAL BIRTHS

Tavit Baronian and Akasma: 1 Female

OBJECTS

Dagger of Light: [+1] to any one protection plot

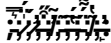
Dagger of Noble Cause: [+1] to any one plot for a noble cause

Dagger of Collaboration: [+1] to any one collaborative plot

Bladed Gloves: Ability to inflict a -2 on any player character for the part, once a part. This works by afflicting the dreamscape of the person in question.

[REDACTED]

Gayane Tufenkian's Shoe: [+3] Totally gives +3 to magically involved plots.

Hammer of  Unknown Earthbending abilities. Experiment with to find out.

We temporarily hold:

Triangle Mask: Pick a character that will wear it. That character will have a permanent +2 modifier to protection and higher chance of success in redacted plots.

We choose **/u/ThyReformer** to wear the mask.

Prescient Pearl: If war is declared upon us, gain [2*era#] era-appropriate melee units and [1*era#] era-appropriate naval units.

For the current era, this is **6 Pikemen and 3 Carracks**. If this does occur, spawn the units near the relevant front, thanks.

MODIFIERS

Zip to my Lou: [+2] to plots involving transporting units/resources in the Caucasus Mountains. This modifier also allows us to move an extra unit (thus, 4 units per 1 AP) across the mountains. Costs 1 PPG to maintain.

Gauntlet of the Gods: [+2] in any plots involving nature, growing to +3 in plots involving weather specifically.

Emissary: The character which is named Emissary can (and must) go absent once every five parts, and will in exchange bring back "gifts", some kind of boons. This title can be given to a new character upon character death.

Part 6 counted as such absence. Next time we can do this is Part 11.

Great Traveller:

Strength of a Traveller: +2 to plots involving other faction involvement for Parts 7, 8 and 9.

Grounded Gang: The GG *greatly* boosts any earthbending or terraforming plot (does not count twice for earthbending-based terraforming). Individual members can be sent abroad to allow an individual foreign plot to gain a small boost to such plots.

Mountainscaper: Little Fish can spawn a mountain near an existing mountain once per part, but gains a great risk of death if he is invested in a plot at the same time.

This title can be inherited. The intended successor is currently **Gayane Tufenkian**.

Little Fish is not invested in a plot this part.

We place this mountain on the **red** tile here:



Centaurs: We have 'em, apparently. Near Yervandashat and Paytakaran, if that's relevant to a species that can easily move around. RP bonuses.

Ability to buy Paper Makers? Plot result was vague

ACTION POINTS

10 AP base

4 AP to buy Mercantilism (Commerce)

5 AP to move and settle these three Settlers...



...on these locations:



1 AP to settle this Settler where it stands:



TREASURY

PPG = 200

4078 gold in treasury (20.39 PPG)

+2 PPG from Erzurum

+1 PPG from Georgia

+5 PPG from the naval global event

+1 PPG from the other global event

+1 PPG from Trebizond as per our deal

+33 gold from selling 1 Trireme

6111 Gold (30.555 PPG) Available

-1 PPG (200 gold) to the Great Zipline

-2 PPG (400 gold) to the other global event

-699 gold to buy 3 workers near Arbela (gold cost reduced by Mercantilism)
-765 gold to buy Granaries in three of our new cities, the ones to the north (gold cost reduced by Mercantilism)

20 PPG to plots

47 Gold Remaining

36 faith in treasury

+3 PPC (**600 culture**) from the other global event, dump it in our culture reserves

PLOTS

BONUSES AND OTHERS

[+3 to further investigation of the "*cosmic horror lass*".]

[+5 antiplot against coups and betrayals, for Parts 6, 7 and 8]

[+2 modifier to military offensive-ing plots for Parts 7 and 8. This modifier increases to +4 against civs who picked Option 1 (which is none)]

[+5 antiplot (for player characters) to being poisoned for Parts 7, 8 and 9]

Plot 1: Maybe I should retire

RP:

Arakel, Gayane, and the rest of Grounded Gang are going to take a long vacation trip

[REDACTED]

But we aren't stopping there, we are further travelling **[REDACTED]**

Invested: /u/ThyReformer [(Devoted, Good Leader, Empathetic), (Competence in earthbending + additional skill in earthbending), Triangle Mask (**Higher** chance of **success** in **redacted** plots)], Gayane Tufenkian (Skill in earthbending), Grounded Gang, Gayane

Tufenkian's Shoe: [+3], Zip to my Lou: [+2], Gauntlet of the Gods: [+2], Dagger of Light: [+1],
3 PPG

Results: [REDACTED] Gayane gains skill in Metalbending?

Partial success. Please DM me for more details.

Plot 2: map time

RP: mmm. I love **map**. Their papery edges, their inky insides... I love them. Yum yum. I have eaten all of the maps in Armenia, and now I must make more. Who will help with this? Why not the good pals, the Otter Mans? With their extreme map making skills, I can go out and create the most accurate, delicious maps of all time. It's all about the accuracy of the maps, baby. That's what determines the tastiness of these maps

But what is a map without a fine census to wash it down with? Or a nice guide as a dessert? These things are vital, and we must *also* use our relationship to create some of these, as a bonus.

This will have the ultimate effect of improving the maps of both countries, as we create the most accurate maps of the world known to man, for use among both nations. We'll have access to all the hidden trade routes, as well as all of the benefits of great cartography

Until I eat all of the maps, of course ;P

Invested: /u/taqn22 (Creative, Sneaky, Quick Learner), /u/Megaashinx1 [(Ruthless, Creative, Good Leader), Strength of a Traveller [+2]], Zip to my Lou: [+2], Gauntlet of the Gods: [+2], Dagger of Collaboration: [+1], 4 PPG

Results: Conduct a survey of our lands, borders and seas in cooperation with our Turkish allies. Gain thus a short-term bonus to plots where the maps, censuses, guides, and such will come handy.

Gain skill in eating things that normally aren't eaten.

Success, same as the other collaborative plot.

Plot 3: But the fire burning inside her was brighter than the fire around her

RP: Leris Weris, daughter of Linmp Winmp, had a proud legacy to uphold. Her mother was the previous Prime Minister of Armenia, and had achieved many great things, and she desired nothing as much as she desired to be worthy of that legacy.

But she couldn't quite figure out what she could do to assert herself. Armenia was thriving - perhaps more than ever - and new innovation was difficult.

To Docsy Wocsy the situation appears quite different, though. Docsy has seen growth of workshops and the growing fires of industry - producing tools, equipment, luxury products, and more is becoming cheaper, more efficient, and safer by the day. Now, Docsy herself is a rather timid fellow. She does not quite feel confident making big suggestions to the Republic. Which is where her "friendship" with Leris Weris comes in - to her, Docsy can bring these things up in peace, and together they can formulate these ideas into true innovations.

Thus comes the suggestion to significantly invest, on a **national** level, into the manufactories, to truly grow the productive capability of the Armenian nation, making the world think twice before challenging us. Perhaps in some distant future, "Made in Armenia" can be a stamp of reliability...

Invested: /u/Lynnwin (Empathetic, Devoted, Good Leader), /u/apple_dough (Empathetic, Intuitive, Creative), Zip to my Lou: [+2], Gauntlet of the Gods: [+2], 7 PPG

Results: Spawn Manufactories near our core cities.

Lynn and Docsy gain skill in working together.

Failure. No manufactories are built.

Plot 4: Centaurs are actually a really cool mythical unit

RP: "Explain to me again how this will work?"

"Simple, child." The worst thing about the continual aging of Houri Enneian was the way she referred to him, as far as he was concerned. Sure, the dementia was perhaps most inconvenient to her, but for Eli, well....

"I'll remind you that I'm not a child."

"I'll remind you that I did not tell you you could speak, Eli."

...He had always been told he had a young-looking face, in his youth. He supposed he really ought to be grateful for being mistaken for Houri's son. "Now, Eli, where were we? Ah, yes. You were doubting me. As usual. Might I remind you I've had you lay with horses for less?" ...He *supposed*.

Wouldn't do her too much harm to act the part of her son right now. Probably. "Please, explain to me your plan again, mother."

"Simple!" Another thing about the aging of Houri Enneian - her hands had become the knobbliest things Eli had ever seen. They bent in weird places, twisted around at times, and in fact hardly seemed to adhere to most mathematicians' idea of space at all. When she got excited, unfortunately, they got even weirder. "Centaurs."

"...That's it?"

The third, second most annoying thing about Houri Enneian's inexplicable transformation into a senile old woman - the way she expected everyone to do everything for her. "Yep. Centaurs. Body of a man, legs of a horse. You can think of the rest."

-

The centaur in front of him cleared his throat. "...Might I ask why we're-

"You are going to take this armor, take this dagger, take this pigeon so you can tell our gauntlet to turn the goddamned rain off, and thank every god you know of you aren't being used for carnal purposes. We're mobilizing an army to protect the realm, here, and you'll find that vastly preferable to working in a sex shop." Eli Nygma could only hope he'd keep aging gracefully. The alternative, becoming the sort of dreadful old geezer Houri was, was too cruel even for him to consider.

Invested: /u/Endlessvoid0 (Creative, Persuasive, Ruthless), /u/Enigma-Conundrum (Sneaky, Ruthless, Devoted), Dagger of Noble Cause: [+1], **CENTAURS**, Gauntlet of the Gods: [+3], 6 PPG, 1 Horseman

Results: With the power of Centaurs, and funny weather powers, a large number of mounted units belonging to Armenia are granted both greater strength and favorable conditions to fight under, and are thus given a bunch of promotions.

Success. Half of your current mounted units are promoted, at the gamerunner's discretion.

The Empire of Trebizond | Part 7

Diplomacy

Alliance: Hattusa

Declaration of Friendships: Genoa, Ottomans, Armenia, Great Horde

Defensive Pacts: Great Horde

Non-Aggression Pacts: Ottomans, Armenians, Great Horde

War:

Notes to Gamerunner or Plotrunner

Deals

- Helena is to be betrothed to Feridun's son (Ottomans).
- Trade(d) Pearls for Crabs with GH
- Share(d) Theology with Genoa, on the condition they let us copy tech from them in the future.
- We shared Currency with Ottomans, on the condition they let us copy tech (Metal Casting) from them in the future.
- We give 1 PPG and lend Triangle Mask to the Armenians temporarily, on the condition they let us copy **Metal Casting**. If they do not allow us to copy Metal Casting, don't give them the PPG and Object.

- Share Astronomy with Bulgaria in exchange for 6 PPG.
 - Trade Gems and Olives for Wine and Incense with GH.
 - Ottomans give us Alacahisar in exchange for 6 pikemen, 3 horsemen, and sharing of Civil Service.
Rename the city to New Cerasus.
-

Events

Factional:

Option 1: neat idea! we will keep building wonders, unless that outrageous loris **steals** them from us without my permission.

Global:

None

Technology and Social Policies

Swap entirely out of Aesthetics in Exploration and adopt Maritime Infrastructure social policy

City Control

Trebizond, Cerasus, Kotoyra, and Tripolis: u/the-civs-diplomat

Paipert, Rizunda, Bosporos, Doros: u/legoblocscraft2

Evdokia, Oinoe, Sourmana and Amisos: u/bantha-food

Cherson and Kadahor: u/fredder

Dipotamos, Poleimon, Kalamita, Dikaisimon and Platanos: u/randy_3

Characters

Euthymius Tzimiskes, 76 (u/fredder): Alive for 7 parts
(Persuasive, Empathetic, Sneaky)

Ajax Leonid, 85 (u/the-civs-diplomat): Alive for 7 Parts
(Quick Learner, Good Leader, Creative)

- Court Jester: +2 for plots to gain Social Policies.
- Skills in Education
- Psychí Igétis (**goes away in part 8**): +3 to plots involving mysterious activity, +1 to magic.
 - [redact: Skills in Psychés Control]

Nicolas Ducas, 84 (u/bantha-food): Alive for 7 parts
(Intuitive, Quick Learner, Persuasive)

David Megas Komnenos, 82 (randy_3): Alive for 5 parts
(Intuitive, Sneaky, Persuasive)

Hector Civilos, 77 (u/legoblockscraft2): Alive for 3 parts
(Good Leader, Persuasive, Ruthless)

- Skills in Infrastructure Building.

NPCs

Penelope Leonid, 83 (wife of Ajax): Alive for 7 Parts (**Deceased**)
(Creative, Ruthless, Devoted)

Helena Ajax Leonid, 65 (Helena, daughter of Ajax, Leonid) Alive for 6 parts
(Devoted, Creative, Empathetic)

Atlas Ajax Leonid, 54 (twin of Pietro, Atlas, son of Ajax, Leonid): Alive for 5 parts
(Intuitive, Ruthless, Sneaky)

Pietro Ajax Leonid, 54 (twin of Atlas, Pietro, son of Ajax, Leonid): Alive for 5 parts
(Good Leader, Persuasive, Empathetic)

Athena Ajax Leonid, 38 (Athena, daughter of Ajax, Leonid): Alive for 4 parts
(Good Leader, Empathetic, Creative)

Danae Ajax Leonid, 34: (Danae, daughter of Ajax, Leonid): Alive for 4 parts
(Intuitive, Ruthless, Devoted)

Andromeda Ajax Leonid, 36 (Andromeda, daughter of Ajax, Leonid): Alive for 4 parts
(Sneaky, Persuasive, Intuitive)

Axel Leonid, 87 (brother of Ajax):

(Intuitive, Ruthless, Devoted)

Lara Leonid, 82 (wife of Axel)

(Creative, Intuitive, Devoted)

Cora Axel Leonid, 36 (Cora, daughter of Axel, Leonid) Alive for 4 parts

(Good Leader, Ruthless, Empathetic)

Eliana Axel Leonid, 32 (Eliana, daughter of Axel, Leonid) Alive for 4 parts

(Creative, Quick Learner, Ruthless)

Ida Axel Leonid, 35 (Ida, daughter of Axel, Leonid) Alive for 4 parts

(Intuitive, Quick Learner, Good Leader)

Xia Wupen, 25 (Son of Yu) Alive for 3 parts

(Quick Learner, Intuitive, Persuasive)

Clara Civilos, 42 (wife of Diego) Alive for 5 parts

Hera Diego Leonid, 16 (Hera, daughter of Diego, Leonid) Alive for 2 parts

(Quick Learner, Intuitive, Creative)

Lara Helenoi, 41 (wife of Atlas) Alive for 5 parts

Pietro Atlas Leonid, 19 (Pietro, son of Atlas, Leonid) Alive for 2 parts

(Quick Learner, Intuitive, Persuasive)

Natural Births

Helena (with her husband): 2 Males

Diego (with Clara): 2 Males

Altas (with Lara): 2 Females

Objects

- Dagger of Light: +2 to protection plots.

- BIGGUS BOOKUS, BIGGEST OF BOOKS (a very very very big book, written in equally very very big letters. It contains only the word 'BIG' written over and over again. Upon its cover is inscribed again, 'BIG' -- but bigger still. When invested into a sciencey plot of DC > 15, grants a +2 modifier. Grants a +2 modifier to all plots to drop heavy and/or BIG things on people. These bonuses are stackable. This item is not consumed on investment unless otherwise specified.)
 - Triangle Mask: Pick a character that will wear it. That character will have a permanent +2 modifier to protection and higher chance of success in redacted plots. [Ajax]
 - Sleeping Bag: +3 to death or murder plots, given that the death is deemed creative.
 - Prescient Pearl
-

Bonuses

- +1 to general antiplot until part 8. Boosted to +2 if spend 1 AP in plot.
 - +2 PPG from Hattusa (alliance and vassal)
 - Gain a +5 to 'further investigation'.
 - **Full Liberty: Settlers may move 8 tiles before settling, 1 AP to improve 3 side-by-side tiles**
 - **Full Tradition: Buildings' AP cost in the four largest cities is halved. You can buy 3 tiles for 2 AP.**
 - +3 bonus to any plots that involve copying an already built wonder or UB next part.
 - China is more likely to accept an alliance with us, + we have one son of their emperor
 - Gain a +2 modifier to joint plots for the next 2 parts. This modifier increases to +4 for joint plots run with civs who also chose this option.
 - +3 modifier to poisoning people for the next 2 parts.
-

AP

10 (base)

-6 AP:



Settle the 6 settles we bought in Treasury in the marked tiles.

-4 AP on Naval Tradition social policy

Treasury (before investments): 7716g

2736g

+2600(weinevent 1)

+1200 (Bulgaria agreement)

+600 (Weinevent 2, act 2)

+400 (Weinevent 2, act 3)

+400 (Tomvent)

+400 (Hattusa)

-400 (Weinevent 2, act 1)

-200 (Armenia agreement)

Invested: 2200

3000g (6 settlers), settled in AP section.

-1516 plot 1

-1400 plot 2

-800 plot 3

-1000 plot 3

No g left.

Religion

200f

-200 plot 3

No f left.

Plots:

Plot 1: gh gib metals we gib smarts

RP: While walking in Trebizond, Nicolas Ducas noticed the beautifulness of the fine metal working in the doors of the Trapezuntine palace. He, with a very refined artistic taste, decides to look for a manufacturer of this material, to catalog it in the Great Library. He goes through many artisans and manufactures around the city, but none have this knowledge. He wonders why. He then goes back to the palace, and tries to find who acquired them. He discovers this metal is used for many uses apart from decoration, with sword and shield-making being an important part of this technology. He, after long research, concludes it came from nowhere else than across the Black Sea, in the domains of the Golden Horde.

After gathering a small crew, and getting permission from the emperor, Nicolas, willing to acquire this technology, travels to their capital, Sarai Berke, where he discovers a myriad of new technology he does not know, such as the fine metals he saw in the Trapezuntine capital. He immediately goes to the palace with a small crew he gathered in Trebizond, and, after a bit of dialog, manages to talk to their king. He develops and tells his narrative, and says that he is very interested in having a record of this technology to bring back home.

Nicolas also reveals he is very knowledgeable on Education, and that if they share this knowledge, he would contribute to developing a better education system in the empire. They, after some negotiations, agree. Nicolas quickly gets to work, and, after 6 months, develops a curriculum explaining how and what must be taught in schools. The document also includes explanations on how to build more and better schools.

As a result, he goes back to Trebizond with multiple metal workers, and they teach Nicolas the technology, who quickly writes it down in sheets of paper and keeps it safe in the Library. He also makes copies and instructs the metal workers to teach Trapezuntine metal workers their art. Soon, all metal workers in the city master the technology, and start spreading to other cities. Metal casting soon became the norm in the Empire of Trebizond.

GH's metal workers also bring their faith, spreading Islam around the empire.

Invested: u/bantha-food (Intuitive, Quick Learner, Persuasive) | 1516g | Gain a +2 modifier to joint plots for the next 2 parts. This modifier increases to +4 for joint plots run with civs who also chose this option. | BIGGUS BOOKUS, BIGGEST OF BOOKS (see objects)

Result:

1. Joint plot with GH. They give us the Metal Casting tech and we give them the Education tech. We also have the additional sharing of Metal Casting from Ottomans and Armenians
2. In case of a greater success, help with the spread of Islam in Trapezuntine cities.

Success. You gain Metal Casting.

Plot 2: it's free real estate part 2

RP: I heard that in multiple places, people are building big buildings in big mountains with godly looks. So I have a plan. The people in Tripolis are very fond of having good stuff and a good life. They're different from the idiot Kotoyrans who can't even write.

So, I have decided to follow the tiktok trend they are doing and also build a big building in a mountain, but a better one.

I'll get money from the king, get some builders and pay them, and boom! the best mountain building in the world? Armenians ended.

Anyway, it'll be very easy and very perfect.

Invested: u/fredder (Persuasive, Empathetic, Sneaky) | 200g | +3 bonus to any plots that involve copying an already built wonder or UB next part. | 2 workers to build Machu | 1400g 2 AP

Result:

1. Get the Machu Picchu in Tripolis.
2. In case of a great success, connect as many of our unconnected cities as possible.

Partial success. Machu Picchu is built in Tripolis.

Plot 3 [redact]

Invested: u/legoblocraft2 (Good Leader, Persuasive, Ruthless), skills in Infrastructure Building, u/The-Civs-Diplomat (Good Leader, Quick Learner, Creative) | 800g 200f | Gain a +2 modifier to joint plots for the next 2 parts. This modifier increases to +4 for joint plots run with civs who also chose this option.

Result:

1. Joint plot with Genoa. Build as many pagodas (Frumentarii) in our cities as possible.

Success. Your three largest cities gain pagodas.

Plot 4: sinope

RP: David was once more given responsibility. This time, it was to ally with Sinope, to ensure stability. Our strong relations with the city state in Hattusa had convinced the fledgling Empire that adopting similar relationships with others in the area would be mutually beneficial.

David began by convincing their military that our intentions were truthful. He then convinced the merchants, by saying that being allied with a power would significantly increase their trades. He needn't convince the scholars, for our Great Library convinced them alone. He also convinced their people with smart advertisements of the Trapezuntine greatness.

Of particular note was the fact that the Trebizondian influence had now encompassed all of Sinope. The leaders of the city state were worried about their encroachment on their territory. To deal with this, a guarantee of their independence and increased opportunity to develop their maritime capacity was offered. This was made more enticing by the recent developments in the Trebizondian ports all around the Black Sea (cf social policies)

In no time, Sinope would become an ally of Trebizond.

Invested: u/randy-3 (Intuitive, Sneaky, Persuasive) | 1000g

Results:

1. Vassalize Sinope and earn a significant amount of tribute from them.

Critical success. Sinope is vassalized, and you will gain 3 PPG from them per part.

Bulgaria - Part 6

DIPLOMACY

ALLIANCE : Hetmanate

FRIENDSHIP : Ottomans, Hetmanate, Genoa

DEFENSIVE PACT : Ottomans, Genoa, Golden Horde, Armenia

GUARANTEEING:

NON-AGGRESSION PACT: Ottomans

DENOUNCING : None

WAR : None

PEACE : All

DEALS

Give sacrifices to all three of the Old Ones in the form of pop, take two pop from Varna, and one from Veliko Tarnovo

Get 2 ppg from Ottomans this part for us giving them access to Civil Service with the guarantee that they will let us buy access to a tech in the future

Buy access to Astronomy from Trebizond for 6 ppg

EVENT

Option 3: boomers good

--

SOCIAL POLICIES

Swap aesthetics opener for commerce opener. Buy wagon trains for 4 ap

CITY CONTROL

/u/Jmangelo67 - Sofia, Plovdiv, Ruse, Pleven

/u/Sup3rtom2000 - Veliko Tarnovo, Burgas, Sliven

/u/Denzien2 - Varna, Stara Zagora, Dobrich

/u/DoYouWantAFrenchFry - Shumen, Haskovo, Pernik

CHARACTERS

[Vasil Levski](#) (/u/Jmangelo67) - creative, persuasive, good leader.

[Matey Prebrazhenski](#) (/u/Sup3rtom2000) - determined, quick learner, empathetic.

Mara Krasteva (/u/Denzien2) - (will add later).

Bogdan (/u/DoYouWantAFrenchFry) - knowledge of hexes and curses

NPCS

Gergana Petrov, (traits of empathetic, intuitive, devoted) married to Frodo's character (Feridun Çelebi)

Adelina, daughter of Malbathar, Great One of the Deep, and wife to Matey Prebrazhenski

NATURAL BIRTHS

~~Vasil Levski and Osman Gazi Beyzade Sumeyye Hatun:~~

~~(currently three daughters, born part 1, one born part 2, one born part 3, one son born part 3)~~

~~Matey Prebrazhenski and Adelina (one daughter born part 3, one son born part 4):~~

OBJECTS

Gold coin from part 3 national event. It summons.... Something

Fedora: +1 to plots made in alliance with another faction. Allows the wearer to use gray magic, which basically means you can use your fingers to shoot like guns. Worn by Mara Krasteva

BONUSES

With a pact created with all 3 deities, you must make sacrifices to all 3 each part in order to keep up relations. You can choose to sacrifice faith, gold, or food. For Shuzabog, a sacrifice will give a +2 in war related plots, as long as that war is on land. For Asgathir, a sacrifice will give +2 to any plots surrounding relations with your own people. For Malbathar, a sacrifice will give a +2 in war related plots, as long as that war is naval based.

United Church: we gain 4 ppf and 2 ppg per part

The Shared Currency modifier allows for +1 in any plot that involves commercialism between your factions (bulgaria and ottomans).

ACTION POINTS

10 AP base + 2 from sacking plot 4

-6 AP on building a harbor in Burgas, Vidin, and Pazardzhik

- 4 AP on wagon trains opener

- 2 AP on building a harbor in Blagoevgrad
 - if any of those cities already have a harbor, build a university in the largest available city
- thanks

0 Remaining

TREASURY

2039 initial gold (10 PPG)

+3 ppg from Bucharest

+2 ppg from United Church

+2 ppg from ottomans for us gibbing access to civil service

+13 ppg from the schitzevent

-1200 gold to Trebizond in exchange for them gibbing access to astronomy

4839 gold to start

-2000 gold on plot 1

-1200 gold on plot 2

-1600 gold on plot 3

39 gold remaining

RELIGION

492 initial Faith (2 PPF)

+4 ppf from United Church

1292 faith

-400 on plot 1

-800 on plot 2

92 faith remaining

PLOTS

Plot 1 : astro boi

RP : The down side to accomplishing your lifes goals is that you are left with an empty void. You feel hopeless. Loss and unsure of how to continue. The sandwich stealing bastard was gone. The sandwiches were made. The sandwiches were amazing. And now? There was nothing.

For months Bogdon wondered aimlessly on their own going where the wind took them, mind in a hazy fog as they pondered what to do next. Eventually the fog cleared and Bogdon saw something incredible, within a large dome there was... something. Everywhere. It expanded vastly all around them, colors and lights were everywhere with a large tube expanding from the ground out of the dome. Bogdon spent the next while studying and observing everything about the dome and the texts within. Here they learned these lights and colors were stars and galaxies, completely other worlds that excited far beyond anyone else's reach.

Eventually Bogdan returned home to the withered gardens that was once upheld so highly and set to work on a new passion. Quickly a dome went up, with a similar tube protruding. Inside "borrowed" drawings and texts of the stars and galaxies plastered the walls. Finally Bogdan was satisfied. Life had a new purpose, and there was no where else to go but up. Invested : The Great Ones bonus to internal stuff, Bogdan, 4 of the weird looking boats that aren't galleasses, 400 faith, 2000 gold

Results : "steal" the astronomy tech from trebizond

Success. You gain Astronomy.

Plot 2 : Roads? Where we're going we ~~don't~~ need roads!

RP :

Matey Prebrazhenski was getting old and finding it much harder to get around. North of the Danube, there was no easy way to get from city to city. He had heard that south of the city there were these things called "roads" which could be used to travel from city to city. The roads helped merchants move from place to place as well as religious folk. Matey talked to a great merchant and a great prophet in the hopes that they would give him a

great idea to build great roads. They told him that there were [seven crucial factors in building a road](#). 1. Understand your needs. Matey needed to get from place to place easily and safely. 2. Build a strong foundation. Matey had workers build the foundation out of stone which is pretty hard. 3. Choose the right materials. Matey chose stone and dirt, seemed like that was the only possible answer?. 4. Build from the bottom up. Matey thought that it would be difficult to build top down, these crucial factors seemed pretty obvious, what was he paying these guys again? 5. Drainage, drainage, drainage. Yeah yeah yeah Matey though, just build nice ditches alongside the road, okay next! 6. Apply proper palliatives. Matey correctly assumed that was a made up word that they were trying to used to make the rock and dirt sound more expensive. And finally 7. Maintenance. Matey made sure the workers would watch the roads and also [trained local citizens how to unclog culverts](#).

Invested : Great Prophet near Haskovo, 3 pikemen from up north, 2 workers from near asenovgrad, one worker from near Burgas, Great Merchant near Plovdiv, Great Ones bonus to internal stuff, 4 ppf, 6 ppg

Results : Build roads on the tiles below with black lines. Prioritize the route from Veliko Tarnovo to Vidin above all else.





Partial success. The route from Veliko Tarnovo to Vidin is built.

Plot 3 : good observation!

RP :

For the first time in his life, Vasil Levski had stayed awake after dusk (he was terrified of the dark) and he saw the most peculiar things in the sky, stars! He thought that someone should have really told him about these things! He stared at them all night and in fact stared at them each night for the next year. Several people joined him in his nightly staring ritual, among them was Mara Krasteva. Mara noticed that the stars all seemingly rotated around a certain star, except a few stars that seemed to randomly move around. They found out that the star that the other stars rotated around stayed in the same position all throughout the year. Vasil Levski decided to put some money into places where they could more easily look at the stars (observatories) and places where the observations could be discussed (universities).

Invested : Vasil Levski, Mara Krasteva Great Ones bonus to internal stuff, 4 of the weird looking boats that aren't galleasses, spearman near stara zagora, two swordsmen near pernik, 1600 gold

Results : build a whole schload of observatories and universities in our cities, prioritizing big cities. On bigly succ, give the oxford university, use the free tech on acoustics, thanks

Success. Your biggest city gains a university, and your two biggest cities gain observatories.

Plot 4:

Consume for 2 AP

Golden Horde - Part 7

DIPLOMACY

ALLIANCE :

FRIENDSHIP : The Ottomans, Armenia, Hetmanate

DEFENSIVE PACT : Hetmanate, The Ottomans, Bulgaria, Trebizond

NON-AGGRESSION PACT : The Ottomans, Armenia, Hetmanate, Bulgaria, Trebizond

DENOUNCING :

WAR :

PEACE :

PLEDGE TO PROTECT : Krasnodar, Stavropol

DEALS

[Treaty of Krasnodar](#)

Cede Sayram to Genoa in exchange for establishing a new city on the tile circled in red (New Sayram) with all buildings in Sayram and 4 Population:



Trade 1 Coffee to the Hetmanate in exchange for 1 Truffles (please replace the coffee in bish dagh)

Trade 1 Wine and 1 Incense to Trebizond in exchange for 1 Gems and 1 Olives

Trade 1 Wine and 1 Ivory to the Ottomans in exchange for 1 Fur and 1 Gold

Help the Ottomans research Civil Service in exchange for the design of Machu Picchu (Plot 2)

Help Trebizond research Metal Casting in exchange for helping us research Education (Plot 4)

EVENT

Eternal Youth: We choose **Option 2**. Actually, [we have done some animal testing](#), and it works; we have pretty strong reason to believe it will work on livestock. As for plants, see Plot 3.

--

TECHNOLOGY

--

SOCIAL POLICIES

We have completed the Liberty Tree.

Gain Commerce opener (owed from last part)

Swap honor opener for wagon trains

CITY CONTROL

/u/Quaerendo_Invenietis - Sarai Berke, Sarai Batu, Mukhsha, Saraichik, Bolghar, Bilyar, Xacitarxan, Sighinaq, Ugrench

/u/canadahuntsYOU - Pereslavl, Mishar, Aqtöbe, Otrar, Solkhat, Arinna, Orda Bazar, Bish Dag, Slimye, New Sayram

/u/NB-21 - Majar, Ukek, Sawran, Uzgen, Sudak, Qashan, Kazan, Saqchi, Yayça,

PLAYER CHARACTERS

[Sultan Giyas al-Din Mohammed Öz Beg](#), Khan of the Blue Horde, Khagan of the Golden Horde (/u/Quaerendo_Invenietis).

Age: 91. Traits: Good Leader, Devoted, Quick Learner. Skills in **[REDACTED]** alchemy, teaching alchemy. **(Deceased)**

Muhammad, son of Tini Beg and Jamila Malika. Age: 19 (NB-21)

~~Altan Shamil, Khan of the White Horde (/u/canadahuntsYOU).~~

~~Age: 78. Traits: Ruthless, Persuasive, Devoted. Skills in alchemy. mostly DEAD~~

~~Bayan Ichen, Advisor to the Khagan (/u/NB-21).~~

~~Age: 80. Traits: Ruthless, Sneaky, Creative. Skills in **[REDACTED]**, alchemy. DEAD~~

NPCS

Sheritumgha Khatun, principal wife of Öz Beg. Age: 90

Timur Beg, son of Öz Beg and Sheritumgha. Age: 70

Tini Beg, son of Öz Beg and Sheritumgha. Age: 65

Minor experience in alchemy, sigil-based magic, earthbending, demonology, and Trojan magic

Uyanga, daughter of Öz Beg and Sheritumgha. Age: 58

Jani Beg, son of Öz Beg and Sheritumgha. Age: 56

Khidir Beg, son of Öz Beg and Sheritumgha. Age: 49

Minor experience in alchemy, sigil-based magic, earthbending, demonology, and Trojan magic

Külüg Beg, son of Öz Beg and Sheritumgha. Age: 47
Traits: Sneaky, Devoted, Quick Learner. Skills in alchemy; minor experience in sigil-based magic, earthbending, demonology, and Trojan magic

Bayalun Khatun, Princess of the Byzantine Empire, wife of Öz Beg. Age: 83

Batu Beg, son of Öz Beg and Bayalun. Age: 57

Khulan, daughter of Öz Beg and Bayalun. Age: 55

Mönkge Beg, son of Öz Beg and Bayalun. Age: 48

Bulughan Khatun, wife of Öz Beg. Age: 84

Oghul, daughter of Öz Beg and Bulughan. Age: 59

Aigiarn, daughter of Öz Beg and Bulughan. Age: 49

Kebek Khatun, wife of Öz Beg. Age: 81

Ghunan Beg, son of Öz Beg and Kebek. Age: 53

Boraqchin, daughter of Öz Beg and Kebek. Age: 47

Chabi, daughter of Öz Beg and Kebek. Age: 45

Jamila Malika, wife of Tini Beg. Age: 60

Timur, son of Tini Beg and Jamila Malika. Age: 36

Ceren, daughter of Tini Beg and Jamila Malika. Age: 34

Bilgüün, son of Tini Beg and Jamila Malika. Age: 28

Enkhtuya, daughter of Tini Beg and Jamila Malika. Age: 25

Nergüi, son of Tini Beg and Jamila Malika, heir apparent to the Golden Horde. Age: 19
Skills in alchemy.

Sarnai, wife of Jani Beg. Age: 44

Berdi, son of Jani Beg and Sarnai. Age: 15

Aygül, daughter of Jani Beg and Sarnai. Age: 8

Batbayar, son of Jani Beg and Sarnai. Age: 5

Temüülen, son of Jani Beg and Sarnai. Age: 2

Zaya of Stavropol, wife of Khidir Beg. Age: 42

Ankhubayar, son of Khidir Beg and Zaya. Age: 13

Azida, daughter of Khidir Beg and Zaya. Age: 11

Maral, daughter of Khidir Beg and Zaya. Age: 9

Gerel, daughter of Khidir Beg and Zaya. Age: 6

Ayshet of Krasnodar, wife of Külüg Beg. Age: 41

Tsetseg, daughter of Külüg Beg and Ayshet. Age: 11

Solongo, daughter of Külüg Beg and Ayshet. Age: 7

Dölgöön, son of Külüg Beg and Ayshet. Age: 3

Bayarmaa Naidan, principal wife of Altan Shamil. Age: 84

Yusuf Shamil, son of Altan Shamil. Age: 66

Marya Shamil, son of Altan Shamil. Age: 61

Balayag Shamil, daughter of Altan Shamil. Age: 57

Abu Atraj Ekin ibn Mehmed (Ekin the Citrus Man), advisor to Öz Beg. Age: 95. Traits: Persuasive, Devoted, Intuitive. Skills in citrus cultivation. **(Deceased)**

Abd al-Majid Ahmed ibn Ali (Ahmed the Wise), minister of science. Age: 45.

NATURAL BIRTHS

Jani Beg and Sarnai: 2 Females

Khidir Beg and Zaya: 1 Male, 1 Female

Külüg Beg and Ayshet: 1 Male, 1 Female

OBJECTS

Dagger of Light (from *The Fountain of the Bards*): +1 to protection plots

King's War Axe (from *Raft of Good Tidings*): Temporarily gives the Good Leader trait to whichever character wields it (you must pick a character that yields said axe, and a new character may wield it each part). Additionally, +1 to assassination plots, and +1 to any plots towards a coup. *This part, wielded by Ekin the Citrus Man*

Small Alchemy Station (from *The Darkest Basement*): Allows one character per part to gain skills in alchemy. Does not prevent said character from participating in a plot. Stops working after Part 8. *This part, used by Ankhbayar*

Alchemy Table (from *The Darkest Basement*): "A table holding various cups, vials, and bowls, all containing peculiar liquids, herbs, and other materials. According to some of your wisest advisors, this is some kind of alchemical station, intended for the creation of valuable elements from specific ingredients."

Dead Man's Staff (from *Vast Plains*): **[REDACT:]** Allows you to speak with, consult, and befriend the dead.]

Miniature Figure (from *Horror Haven Royale*): If someone kills you while you wield the Miniature Figure, the Figure dies instead of you. Single use. *This part, wielded by Öz Beg*

Prescient Pearl (from *Part 6 Global Event 1*): If you're declared war on, spawns [2*era-#] era-appropriate melee units and [1*era-#] era-appropriate naval units). **Gain a pearls resource in one of your coastal cities**

BONUSES

Water Purification: +2 parts (20 years) to average character lifespan; +2 to plots involving health and water

Advisor Succession: +4 to plots for social policies (expires after Part 8)

Part 6 Global Event 2, Act 0: +2 to joint plots. This modifier increases to +4 for joint plots run with civs who also chose this option. (expires after Part 8)

Part 6 Global Event 2, Act 2: +3 to tragic irony. (expires after Part 8)

Part 6 Global Event 2, Act 4: +3 to medicine-related plots (expires after Part 8)

Part 6 National Event: +2 to redactions (expires after Part 7)

ACTION POINTS

10 AP Base

10 AP on 5 universities in Sarai Berke, Saraichik, Sarai Batu, Xacitarcan, Ukek (if plot 4 succeeds)

4 AP on mercenary army and 6 AP on 3 aqueducts in Sarai Berke, Saraichik, Sarai Batu (otherwise)

TREASURY

3084 Gold (15 PPG)

From Part 6 Events and Plots:

+8 PPG from sunken treasure

-2 PPG from paperwork

+1 PPG from taxes

-2 PPG from funeral costs

+3 PPG from slave labor

+2 PPG from Gamerunner as compensation for the Commerce opener

(+10 PPG net; 25 PPG total)

-6 PPG on Plot 1

-9 PPG on Plot 2

-3 PPG on Plot 3
-7 PPG on Plot 4

84 Gold remaining

RELIGION

Islam is the state religion of the Golden Horde.

0 Faith remaining

PLOTS

Plot 1: Over the River and 'Cross the Steppe

RP: Some years ago, the great Khan decreed that a network of roads should be built to connect the many new cities of the Khaganate. The large slave labor workforce of the Golden Horde was tasked with building these roads, and soon a vast network of roads spread out throughout the Horde's lands. However, this network was not yet complete: the formidable waters of the Don blocked passage westward, leaving the westernmost cities of the Khaganate separated from the rest of the empire.

The brightest engineers of the Horde had been studying the Don for some time, seeking a solution to this problem. They had encountered many other smaller rivers when building the road network, but the Don was far larger than any before. A major project would have to be mounted to bridge this mighty river. Overseeing this project would be the Khan's grandson, Muhammad.

Taking the learnings of the bridges they had constructed previously, the Khan's engineers designed the greatest bridge in the world. No such bridge had been built before. But the Khan and his engineers were confident such a feat could be done. Carefully they set about building the bridge across from Sarai Berke, connecting the capital with the western shores of the Don. After long laboring, at last their empire would finally be connected.

Invested: 6 PPG, 3 Triremes, NB-21

Results: Create a land tile "bridge" on the tile circled in red below and construct roads connecting Sarai Berke to our cities north of the Don. Muhammed (NB-21) gains skills in engineering

Success. Your "bridge" is created.



Plot 2: The Emperor's New Groove

RP: The child sat on his father's lap, and looked to his eyes in questioning.

"Father, how did we build a city in the clouds if we are people of the fields? Why did we do so?"

The father smiled at this youngest of children, and began to recite the legend.

"When given the order, many of the Hordesmen protested the call. "This is no place for a horselord. Our homes, as gifted to us by Allah are in the open steppe where our horses roam free and our spirits do also. Why are we here?" they asked."

"This was how many of our horselords of the White Horde, frustrated with their slow going and their separation from the fields of the steppe that they had called home for their entire lifetimes, grumbled. For they found that instead of fields, there were hills and mountains, cut across by steep ravines and gullies thick with gorse and bramble, so much so that their horses could not follow and were instead forced to be left behind. Many among the Horde hold their strongest horses in higher priority to their own wives, seeing them as the source of their very lives, so the decision to leave them behind was no small feat."

"The Turks, our brothers of the south, were better used to this terrain and so had formed an advance party with a few more inquisitive, enthusiastic and athletic Hordesmen in order to begin work on this temple, this city in the sky which had been ordained from the highest Khans and clerics of His will. For the majority of the Hordesmen tagging along with this expedition however, enthusiasm had been at an all time low climbing up the steep mountain trails. Some were natives of old Sayram who had been (in their eyes) unfairly kicked out by an inferior people and

had been promised a great reward, but were now marching with their legs aching to build a new city up here where no horses roamed. Others were from the steppe itself, having never before seen a hill larger than what a determined mole could create. In short, these were no happy men. Many complained bitterly, and some even thought of mutiny.”

“Those who truly understood the meaning of the city in the sky kept their mouths shut, and it would be these men who would help to quell dissent in the early days of the ascent of the mountain, though eventually even they would fall victim to the endless complaints and subversion of the unknowing in the march. It would be near the climax of the mountain that the real threat of rebellion emerged, through the hands of a single hordesman of Kazan who had managed to bring a halt to the expedition by demanding several days of sloth. As he argued bitterly, he brought more and more dissenting opinions to the forefront of the expedition, and soon most among the Hordesmen desired to abandon the trek, and to go home to the steppes, to their horses.”

“But just as the leaders lost control and the entire expedition seemed on the verge of collapse, a lowly and unassuming cleric who few had cared for suddenly stood, and his voice stunned and captivated the gathered hordesmen. He recited the Shahada with a booming voice and in that moment appeared to be possessed by a divine spirit, and his words seemed to be guided directly from the heavens themselves for even as he spoke all the gathered Hordesmen could see with their waking eyes what he referred to. The image of a golden city in the sky as close to Allah as they could humanely get appeared as clear of day in their vision, built on their backs and their effort. The cleric then denounced those who would subvert and deny the Horde of this glory, and in his shame the Kazanite who had stopped the expedition threw himself from the cliffs. All the other Hordesmen had fallen to their knees in prayer, but when they turned back to face the cleric having completed their prayers, they found nothing.”

“Inspired by this miracle which they knew to have come directly from the heavens, the Hordesmen ceased their complaints and immediately marched onto the end, to the city in the sky. They put all their labour and skill into constructing this temple to the cleric for enlightening them, and most importantly to Allah in recognition of his greatness. Once it was done, they could be proud of having created a golden temple, and each found themselves with riches unimaginable for their efforts. And that, child, is how we built the sky city we call Machu. Respect Allah and unquestioningly carry out his acts, child, and He shall grant you His favour and blessing in return.”

Invested: 9 PPG

Results: Joint plot with the Ottomans: Construct Machu Picchu in New Sayram, and in return teach the Ottomans about Civil Service.

Success. Machu Picchu is built in New Sayram.

Plot 3: A Citrus a Day Keeps the Doctor Away

RP: Widely believed to be the oldest man in the Golden Horde (and, perhaps, the civilized world), Abu Atraj (“the Citrus Man”) Ekin ibn Mehmed has long been the champion and spokesperson of the Horde’s world-famous citrus industry. Ibn Mehmed attributes his longevity to his good relationships with people, regular exercise, and a diet which includes citrus grown with the water of the Fountain of Youth.

In partnership with the Citrus Growers’ Guild and Khagan Öz Beg’s lab at the Khan Academy of Sarai Berke, the Golden Horde Public Health Authority conducted a large-scale study to measure the health benefits of regularly consuming citrus fruits grown with Öz Beg’s quasi-Panacea (dubbed the “water of the Fountain of Youth”). To the researchers’ astonishment, it was discovered that citrus fruits grown hydroponically in quasi-Panacea conferred protection against both infectious diseases and diseases of aging. Under the Citrus Man’s leadership, the Citrus Growers’ Guild has popularized the results of the study and invested in the establishment of new hydroponics farms in several cities throughout the Golden Horde. “A citrus a day keeps the doctor away” has become an increasingly popular slogan.

Invested: Ekin the Citrus Man (Persuasive, Devoted, Intuitive, King’s War Axe, skills in citrus cultivation), /u/Quaerendo_Invenietis (Good Leader, Devoted, Quick Learner), skills in alchemy, skills in teaching alchemy [REDACTED], Külüg Beg (Sneaky, Devoted, Quick Learner), skills in alchemy, minor skills in sigil-based magic, earthbending, demonology, and Trojan magic, Nergüi (skills in alchemy), Ankhbayar (skills in alchemy), Alchemy Table, 3 PPG, +2 to plots involving health and water, +3 to medicine-related plots

Results: Create Floating Gardens in the following cities (in order of priority): Sarai Berke, Mukhksha, Sarai Batu, Slimye, Ukek, Saraichik, and Sighnaq; create Floating Gardens in additional cities starting with those which have a source of Citrus.

Partial success. Floating Gardens are built in Sarai Berke.

Plot 4: Trivium and Quadrivium

RP: The Golden Horde is an excellent place to pursue a career in scientific research, but access to higher learning is nonetheless limited to a relatively small and wealthy segment of the population. Trebizond, on the other hand, has developed a system of universities throughout their empire to teach a standardized curriculum. Abd al-Majid Ahmed ibn Ali, the chief science policy advisor to Khagan Öz Beg, desired to adapt the Trabzonite system to suit the needs of the Horde. After several months of dialogue with education policy experts from Trebizond—which included theological discussions concerning the role of the liberal arts and scientific education in Islam—ibn Ali developed a comprehensive plan to improve access to higher education and increase scientific literacy to drive innovation through a Khaganate-wide university system.

Universities will teach the seven liberal arts to produce students fully literate in scholarly languages and quantitative reasoning. The “trivium,” consisting of grammar, logic, and rhetoric, would provide essential skills for literacy in the scholarly languages of Greek, Latin, and Arabic, and thus for writing treatises and developing theories in the natural, social, and theological sciences. The “quadrivium,” consisting of arithmetic, geometry, music, and astronomy, would serve to cultivate the virtues of quantitative reasoning essential to making advances in fields such as physics, engineering, economics, and military science.

Invested: Ahmed the Wise (science minister), 7 PPG

Results: Joint plot with Trebizond: Gain Education from Trebizond, with their assistance, in exchange for Metal Casting. May also convert some of Trebizond's cities to Islam through cultural diffusion.

Success. You gain Education.

Genoa - Part 7

DIPLOMACY

ALLIANCE: Hetmanate, Odessa, Donetsk, Krasnodar

FRIENDSHIP: Armenia, Bulgaria, Hetmanate, Trebizond, Odessa, Donetsk, Krasnodar

DEFENSIVE PACT: Hetmanate, Armenia, Bulgaria, Odessa, Donetsk, Krasnodar

NON-AGGRESSION PACT: None

DENOUNCING: Ottomans

WAR: None

PEACE: None

DEALS

[The Famagosta Accords](#)

[Treaty of Krasnodar](#)

[Cherson Agreement](#)

We received knowledge of Theology from Trebizond, in turn for us sharing our knowledge of a future tech of their choice.

The Ottomans have agreed to give us the city of Alacahisar, in turn for which we shall share our knowledge of Civil Service and spend 1 AP to send them 3 population - 1 from Alacahisar, 1 from Smirne, and 1 from Lo Vati.

As per Golden Horde and gamerunner consultation, we shall receive the city of Sayram in turn for the Horde gaining a brand new city (not from us) elsewhere.

We will trade 1 copy of silk to Armenia in turn for 1 copy of perfume.

We will also put 24 Gold in our Burned out Barrel.

EVENT

National -

Floundering Colony: Option 2

--

SCIENCE & SOCIAL POLICIES

We will spend 4 AP to purchase the Theocracy policy.

CITY CONTROL

/u/MrKlonam - Caffa, Famagosta, Barcellona, Marsiglia, Maurocastro, Smirne, Licostomo, Pera C Galaia

/u/Canadian_Christian - Laiazzo, Costanza, Gibilterra, Tabarca, San Giorgio, Zhytomyr, Pocca

/u/AQTheFanAttic - Giaffa, Siviglia, Aigues Mortes, Mahadia, Caladda, Lo Vati

/u/MetalMindStats - Genoa, Safi, Tunisi, Adramitto, Sayram, Alacahisar

CHARACTERS

Giovanni Adorno (/u/MrKlonam) - Skilled in setting up institutions and light magic. Traits: Creative, Intuitive, Quick Learner. (age 83)

Lodovico Adorno (/u/Canadian_Christian) - Skilled in blending into pale environments and using sigil-based magic. Traits: Creative, Good Leader, Intuitive. "Knows everything" about sigil-based magic. (age 60)

Lorenzo Doria (/u/AQTheFanAttic) - Skilled in planning and speaking. Traits: Ruthless, Sneaky, Persuasive. (age 100!) **(Deceased)**

Lara Emiliana Perlasca (/u/MetalMindStats) - Skilled in prophecies and suggestion. Traits: Empathetic, Intuitive, Persuasive. (age 69)

NPCS

Maria, Lodovico Adorno's mother and the late Bernardo Adorno's widow. Has learned earthbending and demonology. (age ~88) **(Deceased)**

Caterina, Lodovico Adorno's wife. Has learned earthbending and demonology. (age ~60)

Violante, Lodovico Adorno's first daughter. Has learned earthbending and demonology.

Autumn, Lodovico Adorno's second daughter. Has learned earthbending and demonology.

Drusiana, Lodovico Adorno's third daughter. Has learned earthbending and demonology. (all age 31-40)

Mordecai, Lodovico Adorno's first son.

Julianna, Lodovico Adorno's fourth daughter.

Alexandra, Lodovico Adorno's fifth daughter. (all age 21-30)

Bornanni, Lodovico Adorno's second son.

Maria, Lodovico Adorno's sixth daughter. (both age 11-20)

Francesca, Giovanni Adorno's daughter. (age 21-30)

Ultimagician 1, too mysterious to know what they do.

Ultimagician 2, too mysterious to know what they do.

Ultimagician 3, too mysterious to know what they do.

Ultimagician 4, too mysterious to know what they do. (all an unknowable age)

(See the CHGWarts doc for Giovanni Adorno's other NPCs)

NATURAL BIRTHS

Giovanni be adopting

OBJECTS

Dagger of Light - Gives +1 to any protection plots.

Tricycle - Allows for 3 dice to be rolled for a plot, and the highest roll +1 is taken. Reusable each part.

Burned out Barrel - Put in your deals section that you put an item in the barrel, and that item will be transformed. You can put anything from NPCs to Gold inside.

Prescient Pearl - If we're declared war on, spawns [2*era-#] era-appropriate melee units (currently 6) and [1*era-#] era-appropriate naval units (currently 3).

BONUSES

The Battle of Odessa - Odessa is our vassal and in-game Allies with us, and Odessa will pay us 2 PPG per part.

(untitled) - Donetsk is our vassal and in-game Allies with us, and Donetsk will pay us 3 PPG per part.

Perlasca's People - Krasnodar is our vassal and in-game Allies with us, and Krasnodar will pay us 2 PPG per part.

Pyramid Power - Allows us to build Pyramids with AP, at the same price as any other building. If a pyramid is built in a city that already has a shrine, the shrine is deleted and replaced with the pyramid.

Part 3 Global Event - Gain a +3 to further investigation.

Part 6 Global Event 2 - Gain a +1 modifier to internal infrastructure-building for the next 3 parts. Gain a +5 antiplot to being poisoned for the next 3 parts.

ACTION POINTS

10 AP base

-1 AP on sending 1 population from Alacahisar, 1 population from Smirne, and 1 population from Lo Vati to the Ottomans, to allocate as they please. If they don't uphold our deal, instead purchase another colosseum in a city determined by the list below

-4 AP on the Theocracy policy

-3 AP on colosseums in the first three of the following cities lacking them and not currently building them: Costanza, Famagosta, Siviglia, San Giorgio, Aigues Mortes, Adramitto, Alacahisar. If only two or less of the aforementioned cities lack them and aren't currently building them, choose at random among other Genovese cities fitting the same criteria

-2 AP on moving (the black line) a Great Prophet (circled in black) and planting a Holy Site



(black hex) as depicted here:

If this only requires 1 AP, purchase

another colosseum from the city list above. If this does in fact require 2 AP, also move two pikemen from around Licostomo to around Tabarca using the spare $\frac{2}{3}$ AP.

—

TREASURY

1466 initial gold (200 per PPG)
+400 from Odessa
+600 from Donetsk
+400 from Krasnodar
+200 from last part's national event
+600 from last part's second global event
-1000 to Plot 1
-642 to Plot 2
-1000 to Plot 3
-1000 to Plot 4
-24 to the Burned out Barrel
0g remaining

RELIGION

158 initial faith (200 per PPF)
-158 to Plot 2
0 faith remaining

PLOTS

Plot 1: The Greatest Shepherd

RP: Over time, Lodovico Adorno grew ever more fascinated by the magical concepts he had honed at CHGWarts under his uncle Giovanni's tutelage - especially after his successful implementation of sigil magic in steering and sustaining Genoa's recent coastal colonizing expeditions. Being a fair and just leader, and so seeking above all to help his subjects, he pondered on the possible means of doing so for a while. Lodovico, who thought of himself as a shepherd guiding Genoa's populace, stumbled upon the solution one day while on official business. Observing a small flock of sheep grazing in the vales between Caffa and Adramitto, Lodovico realized he had neither seen nor heard of dedicated sheep-tenders anywhere in Genovese lands through all his years. Back home in Caffa, he consulted the inventories, such as they were, of Genoa's natural resources and industrial operations to confirm his suspicions.

This, Lodovico felt, had to change – sheep were some of the most practical possible animals to tend, after all, having all the normal ungulate uses plus the ability to produce regular harvests of wool and tolerate geographical extremes of all sorts. And while Genoa was renowned for its quality silks, their production ceiling could not make for a burgeoning export industry. In fact, Genoa regularly imported lesser textiles from neighboring nations. So Lodovico utilized his metaphorical book of sigil magic, first by putting his intentions on paper. Then, he arranged for the recreation of the sheep's sigil on a large scale, from earthworks (with the help of his wife and mother's earthbending knowledge) through clear-cutting patterns in forests to urban planning.

Of course, Lodovico paired such efforts with physical means of effectuating his passion project for best results. He established government programs providing financial and other related incentives to farmers who took up the raising and breeding of sheep, proportionate to the farmers' own commitments. He assigned surveying parties to strike out from each significant settlement of Genoa, discovering the spots most suited to grazing and caring for sheep by each one. And in the absence of meaningful external threats, he even delegated army contingents to protect the sheep and their shepherds from natural predators, plus their caravans of wool and finished products from bandits. It was a lot of effort for one species of animal, but besides the practicality, Lodovico had started to ascribe a special mental-magical significance to the sheep.

Invested: /u/Canadian_Christian [skills: blending into pale environments + sigil-based magic, traits: Creative + Intuitive + Quick Learner, "knows everything" about sigil-based magic]; NPCs Maria and Caterina [both have learned earthbending and demonology]; 5 PPG; 1 scout, 2 horsemen (near Caladda), 3 pikemen (2 by Hetmanate cities + 1 by Zaporizhzhia), 2 workers (1 by Adramitto + 1 in Famagosta's city center); Dagger of Light [+1 to protection plots]

Results: Gain sheep on resourceless, preferably unimproved, workable land tiles near as many of our cities as possible.

Partial success. 4 unimproved tiles of the gamerunner's choice now have sheep.

Plot 2: **[Redacted]**

Critical success. Please DM for more details.

Plot 3: Feudalism, as in the Frat Kind

RP: Any major dude will tell you, Genoa's government had slipped into disorganization. Nobody ever seemed to be home, and each individual city often had to fend for itself. But because of the recent renovations going on, there was a reason for that. All the leaders were out partying. Partying at the new colosseums that had been set up. Enjoying the freshest of lambchops barbequed to perfection. Listening to the newest ballads composed by the brightest of students.

And of course, they weren't the only ones. The massive infrastructure investments into new pastures and colosseums and universities were causing a revival of interest in enjoying the finer things of life by every Genovese citizen. People were going to the weekend fairs. People were talking to each other on the streets. People were making plans to visit other cities during the less busy times of the year. A new age was dawning for the people of Genoa.

Fine dining experts coming from beyond the Adriatic were also landing in the ports as naval technology improved. It was becoming easier and easier for people to travel to and from Italy, and though there were increasingly distinct differences between the colonies on the Black Sea and the homeland, it was still of great benefit for the culinary and cultural habits of the lands.

After a while, the leadership of Genoa came to realize that it wasn't just about partying, but about putting that partying lifestyle to good use. With his skills in planning and speaking, one leader in particular, Lorenzo Doria, began to rally the peoples to put their newfound skills and talents to further the greatness of the people of Genoa. With powerful words, he motivated the citizens from city to city to further press on to enjoy the glories that Genoa could provide. A new age had come upon the land!

Invested: /u/AQTheFanAttic [skills: planning + speaking, traits: Ruthless + Sneaky + Persuasive]; 5 PPG; 2 workers (1 by Siviglia, east of the marble + 1 by Aigues Mortes, not on the sugar)

Results: Start a Golden Age for Genoa.

Success. A Golden Age begins in Genoa, accompanied by a +1 modifier for any plots that include a furthering of society.

Plot 4: Bringing the Means of Meritocracy to the Masses

RP: Giovanni Adorno, always passionate about magic and education and the intersection of the two, had spent much of his long life building up CHGWarts into the world's undisputed center of sorcery knowledge. Now, he felt it was time to put this expertise, and that of all those who had contributed to his greatest accomplishment, to good use in Genoa itself. By doing so, he would give the gift of learning to the citizens of the nation that had made his wildest dreams a reality.

Giovanni tasked experts from CHGWarts with taking their knowledge to the various communities across the Genovese nation to institute a system of so-called community colleges all throughout the lands. Joining them would be the four Ultimagicians who had recently arrived at CHGWarts, seeking to serve as a bulwark between the grand school of magic and the peaceful, not-so-gifted people of Genoa. They would likewise be intermediaries in helping Giovanni and his staff establish institutions capable of conveying knowledge to the Genovese populace. Finally, Giovanni's nephew Lodovico encouraged his three magically-gifted daughters Violante, Autumn, and Drusiana to contribute to the physical construction using their knowledge of earthbending and demonology; Giovanni also diverted labor from a few less important projects.

Once completed, Giovanni steered ...healthy levels of government patronage the way of each community college in turn in addition to ample overall material and personnel contributions from CHGWarts. Though it was too dangerous to study magic to the same extent as was done from the relative safety of CHGWarts, where the elements and nature itself was an effective enemy of the magicians under Giovanni, it was deemed sufficient for building up institutions of higher learning for the advancement of the peoples of Genoa.

And besides, CHGWarts would remain well regarded throughout the lands as a place to learn magic, but the other universities across the Genovese territories could come to be known as places to learn about the more natural things in the world. Things almost as magical as magic itself, like gravity and the cycle of life and the interplay of words and how you can't divide by zero. These things could be studied at more common locations than at CHGWarts, and such studies would create an informed, educated populace prepared to proudly participate in the great Genovese meritocracy.

Invested: /u/MrKlonam [skills: setting up institutions + light magic, traits: Creative + Intuitive + Quick Learner, NPC light-being familiar: Pth]; NPCs Violante, Autumn, and Drusiana [all have learned earthbending and demonology]; Ultimagicians 1-4; 5 PPG; 2 workers (from the Sea of Azov, south of San Giorgio); Part 6 Global Event 2 [+1 to internal infrastructure-building]

Results: Build universities in as many cities as possible that are both lacking them and not currently building them.

Failure. The universities prove to be more difficult than expected to build, as most resources are focused on the universities currently being built.

—

SUBLIME OTTOMAN STATE

DIPLOMACY

ALLIANCE	: Constantinople, Troy, [REDACTED]
DEFENSIVE PACT	: Armenia, Bulgaria, Cossacks, Golden Horde, Constantinople, Troy, [REDACTED]
NON-AGGRESSION PACT	: Bulgaria, [REDACTED]
FRIENDSHIP	: Armenia, Bulgaria, Cossacks, Genoa, Golden Horde, Trebizond, Constantinople, Sinope, Troy.
DENOUNCING	: Genoa.
WAR	: Hattusa.
PEACE	: All factions unless otherwise noted.

SUZERAIN
SUBJECTS

: [N/A].
: Constantinople, Troy.

Deals

Constantinople is our vassal and should be Allied to us in-game. Additionally, they pay us 3 PPG per part in tribute.

Troy is our vassal and should be Allied to us in-game.

We agree to not settle beyond East Thrace in Europe, and Bulgaria agrees to not settle in East Thrace or Anatolia.

We agree to not settle north of that one island, and the Cossacks have agreed not to settle on not south of it.

We trade one Fur and one Gold resource to the Golden Horde for one ivory and one Wine resource.

Armenia shares the secrets of Civil Service with us.

We give Bulgaria 400 Gold, and they share the secrets of Civil Service with us.

We rename Alacahisar to Venice and then transfer control over it to Genoa, and they spend 1 AP on transferring 3 of their pops to us and share the secrets of Civil Service with us. We settle the transferred pops in Tirnova.

We share the plans for the Machu Picchu with the Golden Horde, and they share the secrets of Civil Service with us.

Sultan Tuğrul Hân agrees to become a Professor of Sigil-Based Magic and Firebending at CHGWarts, and Winding River agrees to become a Professor of General Magic and Spellcasting in the Trojan Lineage tradition at CHGWarts.

Meltem, nudist and Kosëm's bff/intern, agrees to teach Demonology at CHGWarts (she doesn't get a professorship tho).

[REDACTED]

EVENTS

National Event : Stalled Offensive

- Option 3 : Nothing bad ever happens to the Demon Summoners

SCIENCE AND SOCIAL POLICIES

Gain the Civil Service technology if Plot 4 succeeds.

Purchase Legalism (Tradition) with AP.

CITY CONTROL

/u/Tefmon : Bursa, Ankara, Antalya, Kutahya, Kayseri, Sofya, Sivas.

/u/Frodo0201 : Zmit, Selanik, Tirnova, Edirne, Filibe.

/u/JacobS_555 : Denizli, Manastir, Gelibolu, Uskub, Yanina.

/u/Sandbankshark : Eskiehir, Mula, Nobirda.

/u/OwlsOp : Zmir, Znik, Gordes.

/u/VileBasilisk : Bodrum, Ereli, Bosna-Saray.

CHARACTERS

Player Characters

/u/Tefmon : Sultan **Tuğrul** Hân Hazretleri, Padişah, Sovereign of the Sublime Imperial House of Osman, Commander of the Faithful and Successor to the Prophet of the Lord of the Universe, Sultan of Sultans, Khan of Khans, Shah of Shahs, Kaisar of Rûm, Grand Sultan of Anatolia and Rumelia, Khagan of the Two Lands and the Two Seas, Padishah of All Under Heaven in General and of the Cities of Bursa, Konstantiniyye, Ankara, Edirne, Zmir, Sofya, Kayseri, Zmit, Selanik, Filibe, and Antalya in Particular, etc., etc. [Traits: Good Leader, Persuasive, Devoted; Age 89; Skills: Blending Into Pale Environments, Sigil-Based Magic (Competent; Sub-Skills: Teaching Sigil-Based Magic), All Magic (Very Weak)].

(Deceased)

/u/Frodo0201 : Sultan **Haşim** Çelebi Hazretleri, Vezir-i Azam of the Sublime Ottoman State, Beylerbey of Rumelia, son of Feridun Çelebi and Gergana Petrov [Traits: Quick Learner, Devoted, Sneaky; Age 59].

/u/JacobS_555 : Demon Lord **Baphomet** [Traits: Unknown; Age: Unknown; Modifiers: Armenian Curse; Skills: Black Magic].

/u/Sandbankshark : **Youssef II** Paşa, Kapuji-bashi of the Sublime Ottoman State [Traits: Intuitive, Devoted, Creative; Age 49].

/u/OwlsOp : **Baykuş** Paşa, Nişancı of the Sublime Ottoman State [Traits: Intuitive, Quick Learner, Devoted; Age 88].

/u/VileBasilisk : **Akara** Paşa, Ashji-bashi of the Sublime Ottoman State [Traits: Creative, Quick Learner, Good Leader; Age 19].

Non-Player Characters

Princess **Winding River** Hatun, princess of Troy, wife of Sultan Tuğrul Hân, widow of Sultan Mazhar Çelebi [Traits: Creative, Intuitive, Devoted; Skills: General Magic, Spellcasting; Age 57].

Sultan **Şevket** Çelebi Hazretleri, son of Mazhar Çelebi and Winding River [Traits: Good Leader, Persuasive, Ruthless; Age 39; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Mirac** Çelebi Hazretleri, son of Sultan Sevkett Çelebi and Roza Prebrazhenski, twin brother of Sultan Mustafa Çelebi [Traits: Quick Learner, Ruthless, Creative; Age 28; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Mustafa** Çelebi Hazretleri, son of Sultan Sevkett Çelebi and Roza Prebrazhenski, twin brother of Sultan Mirac Çelebi [Traits: Good Leader, Persuasive, Intuitive; Age 28; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Kaan** Çelebi Hazretleri, son of Sultan Sevkett Çelebi and Roza Prebrazhenski [Traits: Good Leader, Persuasive, Ruthless; Age 9; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Aylin** Hatun Hazretleri, daughter of Sultan Sevkett Çelebi and Roza Prebrazhenski [Traits: Quick Learner, Sneaky, Devoted; Age 6; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Isra** Hatun Hazretleri, daughter of Sultan Sevkett Çelebi and Roza Prebrazhenski [Traits: Creative, Persuasive, Intuitive; Age 3; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Akasma** Hatun Hazretleri, daughter Sultan Mazhar Çelebi and Winding River, wife of Tavitt Baronian [Traits: Intuitive, Quick Learner, Creative; Age 29; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families); Modifiers: Worth as much as a player when invested until Part 11].

Sultan **Edric** Çelebi Hazretleri, son Sultan Mazhar Çelebi and Winding River [Traits: Test, Test, Test; Age 26; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Zeynep** Hatun Hazretleri, daughter Sultan Mazhar Çelebi and Winding River [Traits: Test, Persuasive, Creative; Good Leader; Age 23; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Yaz** Hatun Hazretleri, daughter of Sultan Tuğrul Hân and Alexandra Hazan [Traits: Empathetic, Intuitive, Persuasive; Age 43; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Kahraman** Çelebi Hazretleri, son of Sultan Tuğrul Hân and Alexandra Hazan [Traits: Empathetic, Intuitive, Persuasive; Age 39; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Ruslan** Çelebi Hazretleri, son of Sultan Tuğrul Hân and Winding River [Traits: Creative, Quick Learner, Intuitive; Age 9; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Aysun** Hatun Hazretleri, daughter of Sultan Tuğrul Hân and Winding River [Traits: Creative, Quick Learner, Ruthless; Age 6; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Emine** Hatun Hazretleri, daughter of Sultan Tuğrul Hân and Hourı Enneian [Traits: Creative, Persuasive, Ruthless; Age 49; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Zehab** Çelebi Hazretleri, son of Sultan Tuğrul Hân and Hourı Enneian [Traits: Creative, Persuasive, Ruthless; Age 39; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Anarbek** Çelebi Hazretleri, son of Sultan Tuğrul Hân and Hourı Enneian [Traits: Test, Test, Test; Age 29; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Şehzade Sultan **Necla** Hatun Hazretleri, daughter of Sultan Tuğrul Hân and Hourı Enneian, wife of Aharon Baronian [Traits: Ruthless, Creative, Devoted; Age 23; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Burcu** Hatun Hazretleri, daughter of Sultan Haşim Çelebi and Princess Helena [Traits: Creative, Devoted, Ruthless; Age 36].

Sultan **Cenk** Çelebi Hazretleri, son of Sultan Haşim Çelebi and Princess Helena [Traits: Quick Learner, Devoted, Sneaky; Age 29].

Sultan **Arda** Çelebi Hazretleri, son of Sultan Haşim Çelebi and Princess Helena [Traits: Quick Learner, Creative, Sneaky; Age 9].

Sultan **Kelebek** Hatun Hazretleri, daughter of Sultan Haşim Çelebi and Princess Helena [Traits: Good Leader, Devoted, Sneaky; Age 6].

Demon Lady **Lilith**, daughter of Demon Lord Baphomet [Traits: Ruthless, Creative, Sneaky; Age 19].

Demon Lord **Abaddon**, son of Baphomet the Demon [Traits: Ruthless, Persuasive, Empathetic; Age 9].

Demon Lord **Mammon**, son of Baphomet the Demon [Traits: Ruthless, Creative, Quick Learner; Age 6].

Meltem, extremely sexy and perpetually undressed asexual platonic bff of Kösem (god is dead) [Traits: Unknown; Age Immortal]..

[REDACTED]

Natural Births

Demon Lord Baphomet: 1 Male

[REDACTED]

ASSETS AND MODIFIERS

Assets

Sword of Light

- +1 to any noble causes.
- +2 to any protection plots.
- Invested into Plot 4 this part

Ancestral Coat

- +5 antiplot upon the wearer's life; can be worn only by one character at a time.
- Reduces to a +3 antiplot after Part 8.
- Worn by /u/Tefmon this part.

Ancestral Lantern

- +4 antiplot against traps of all kinds; can only be wielded by one character at a time.
- Reduces to a +3 antiplot after Part 8.
- Wielded by /u/Tefmon this part.

Ancestral Map

- +3 to discovery plots; can only be invested in one plot per part.
- Reduces to a +1 after Part 8.
- Invested into Plot 1 this part.

Puppet

- An empty NPC. You can bring back 1 PC as an NPC, and have them possess the doll. They will have all of the bonuses and traits of a PC, but their general investment will be the same as an NPC.

Candle Headband

- Gives a single player access to Black Magic. Cannot be transferred between characters.
- Currently worn by Demon Lord Baphomet.

Blue Blood Splattered Bat

- +2 to any plots that involve demonology.

Prescient Pearl

- If you're declared war on, spawns [2*era-#] era-appropriate melee units and [1*era-#] era-appropriate naval units.

[REDACTED]

Modifiers

Teffoll Help

- +2 to plots to build tile improvements.

Paper Guild

- We can build Paper Makers at the standard AP cost for buying buildings.
- Other factions will have an extremely difficult time plotting to build Paper Makers without our authorization.

Shared Currency

- +1 in any plot that involves commercialism between us and Bulgaria.

+4 bonus to conquest, until Part 9.

+2 modifier to joint plots, increasing to +4 for joint plots run with civs who also have this modifier, until Part 8.

+5 antiplot against being poisoned, until Part 8.

We have a bonus to trying to extract tribute from Sinope.

The Ottoman people have interbred with demons and other supernatural creatures, and our player characters can control fire.

[REDACTED]

ACTION POINTS

10 AP total [10 base]

4 AP on purchasing the Legalism (Tradition) policy.

6 AP on buying 6 buildings from previous eras in our largest cities that lack them, in the following priority:

1. Paper Mills,
2. Aqueducts,
3. Colosseums,
4. Markets,
5. Mints (in eligible cities),
6. Lighthouses (in eligible cities),
7. Water Mills (in eligible cities),
8. Granaries,
9. Monuments.

TREASURY

3072 initial Gold

+600 Gold from Constantinople's tribute.

+2200 Gold from the first global event last part.

+1000 Gold from the second global event last part.

6872 total Gold

-400 Gold from our national event last part.

-1000 Gold on Plot 1.

-4000 Gold on Plot 2.
-1000 Gold on Plot 4.
-400 Gold to Bulgaria.
72 remaining Gold

142 initial Faith
142 total Faith
142 remaining Faith

PLOTS

Plot 1 : Hunting for Knowledge

RP : With the Ottoman Empire now having established itself across most of western Anatolia and a sliver of eastern Thrace, the attention of the Ottoman government turned from outward expansion to the improvement, development, and exploitation of what they already had. To properly improve, develop, and exploit their land and its resources, however, the Ottomans first had to know their land. To that end Youssef II Paşa, a senior official of the Ottoman court, had been assigned to conduct a thorough survey of all the lands and seas within and near the Ottoman Empire, and, in cooperation with the Ottomans' Armenian allies, of all the lands and seas of and around the whole of Anatolia.

This endeavour naturally required the use of many naval vessels to survey the vast coastlines, seas, islands, and rivers in and around Anatolia and Ottoman Europe, which in itself was no issue, as the Ottoman state possessed a large fleet and was currently unengaged in naval warfare. However, with only a single harbour, located in the Ottoman capital of Bursa, resupply, maintenance, and coordination of these vessels was more burdensome than it could be. To remedy this minor impediment to his mission, and additionally to promote trade and travel between the Anatolian and Thracian components of the Ottoman realm, Youssef II Paşa commissioned a new, second harbour in the Ottoman Thracian city of Zmit.

With the efficiency of the naval component of his team enhanced, it was only a matter of waiting while the individual task forces of ships, landing parties, riders, mountain climbers, junglers, surveyors, cartographers, diviners, and other specialists reported back with their findings. Then Youssef II Paşa would collate and combine the reports, maps, guidebooks, and other products produced by the task forces, and cross-reference them with similar products generated by their Armenian counterparts and the ancestral map, to assemble a final set of resources for use by the Ottoman state and its allies.

Invested : Youssef II Paşa (/u/Sandbankshark) [Traits: Intuitive, Devoted, Creative], 1000 Gold, 20 Triremes, Ancestral Map [+3 to discovery plots] (this is a plot to discover what our territory's like), +2 to joint plots with other civs (this is a joint plot with Armenia's plot with the same aim).

Results : Build a Harbour in Zmit and work with Armenia to conduct an extensive survey of the land and seas within and near our territory and of and around the rest of Anatolia, granting both our factions a very large short-duration bonus to plots that would benefit from the maps, guides, and other assets gained from this survey. Ideally, on a regular success this bonus should apply to our plots for the next 2 to 3 parts or so.

Youssef II Paşa gains skills in Travelling.

Success. After building a harbor in Zmit, you conduct a massive and successful survey of the land. You and Armenia both gain a +1 bonus to all plots that could benefit from the highly detailed maps you have created, called the "Happy Map Company", which will be +2 for the next 2 parts.

Plot 2 : Hunting for Food

RP : At one of the many meetings of the Ottoman imperial council, it was noted that Ottoman food output, and thus population growth, was well below that of some of its rivals on the international stage. To remedy that deficiency, the imperial councillors decided to hire a single expert chef, one Akara Paşa, to reinvigorate the Ottoman culinary sector. As the councillors' flawless reasoning went, if Ottoman food was tastier, citizens would want to eat more of it, and thus demand for food would rise, and the invisible hand of the free market would see to it that the production of food rose to meet this new increase in demand, without the Ottoman government having to expend substantial money or effort into increasing food production themselves. It was a truly genius plan, really.

Akara Paşa, however, could not just whip up the recipe to water an entire empire's mouths without the finest of ingredients. The great markets of Bursa, Constantinople, and other great cities on the crossroads of continents had ample spices, garnishes, sauces, vegetables, fruits, and seasonings available for purchase, and purchase them Akara Paşa did, spending extravagantly to acquire the best ingredients that the Black Sea region, and indeed the whole world, had to offer. However, something was still missing: the centrepiece of any proper meal, unless you ask a vegetarian – the meat. While Akara Paşa could of course purchase fine cuts of steak, pork, lamb, and other domesticated beasts, Akara Paşa needed something hunted from the wild if he was to market this new meal as all-natural and appeal to the growing segment of faux health food cultists.

Akara Paşa, unfortunately, was not an avid hunter, nor did he know any. He did, however, have the misfortune of knowing the Demon Lord Baphomet, who upon hearing of Akara Paşa's dilemma offered a possible solution. You see, while there is no god but Allah, there are plenty of non-divine supernatural entities with great and extraordinary powers, some of whom primitive polytheists in the past have mistaken for gods. One of these supernatural entities was Artemis, a being worshipped by the ancient Greeks and others as a goddess of the hunt, the wilderness, wild animals, the moon, and chastity. Quite a grab bag of random domains, but the first three made her a formidable huntress, who would surely be capable of finding and killing the delectable prey Akara Paşa needed to complete his great dish.

To summon Artemis and bind her into service, Baphomet and his chief mortal lieutenant, the incredibly sexy yet asexual Meltem, brought a small army of their castrated priests into a wilderness clearing on the outskirts of Bursa. There, a grand open-air nature temple was constructed, with artisans, masons, smiths, and other human, Teffoll, and demonic craftsmen from throughout the empire contributing to its grandeur and rapid completion. On the night of the full moon, all but Meltem and the contingent of castrated priests were cleared from the area. As Artemis was a goddess of the wilderness, the moon, and chastity, a ritual performed in a nature temple during the full moon by castrati and an asexual was sure to summon her without fail. As the moon rose directly above the centre of the temple, Meltem raised the Blue Blood Splattered Bat and bludgeoned a sacrificial sheep to death with it, while the castrated priests chanted unholy incantations taught to them by Baphomet.

Artemis, summoned and compelled to aid her summoners by this very legitimate and safe ritual, was tasked with murdering the finest deer in all the world and bringing their carcasses to Akara Paşa. With them, Akara Paşa would finally be able to complete his master dish and start the new Ottoman food craze.

Invested : Akara Paşa (/u/VileBasilisk) [Traits: Creative, Quick Learner, Good Leader], Demon Lord Baphomet (/u/JacobS_555) [Traits: Armenian Curse; Skills: Black Magic], Meltem [Traits: Unknown], 4000 Gold, 5 Workers, Blue Blood Splattered Bat [+2 to any plots that involve demonology] (summoning pagan idols is basically demonology), Teffoll Help [+2 to building tile improvements] (wonders are just big improvements).

Results : Build a Temple of Artemis in Bursa and summon Artemis the Huntress as a supernatural NPC with skills in Hunting. On a great enough success, also spawn some food resources around our cities.

Akara Paşa gains skills in Cooking. Demon Lord Baphomet gains skills in Conjuration. Meltem gains skills in Ritual Sacrifices.

Success. The Temple of Artemis is build, and you find a strange crest sitting on the front step.

Plot 3 : Hunting for Hattusa

RP : Hattusa had gotten too big for its britches. The city-state, after somehow accumulating three cities in flagrant defiance of their official legal status as a city-state, had decided that now that it has multiple cities it should try fighting a real civilization with multiple cities: specifically, the Ottoman Empire. Now, the Ottoman Empire, being a nation of peace, cooperation, and diplomacy, had little interest in fighting a random war with some overgrown city-state, and so dispatched Baykuş Paşa, their chief scribe, to negotiate a peaceful, or relatively peaceful, solution to the conflict.

Under a banner of truce, Baykuş Paşa would enter Hattusa's border city of Tarhuntassa to discuss terms with the city's leaders. As he is a Quick Learner™, Baykuş Paşa would easily learn the language, customs, and manners of the Hattusan people, and be able to present himself and his case in a convincing manner unlikely to cause offence. Furthermore, as he is very Intuitive™ and Unrigged, Tarhuntassa's leaders would be inclined to trust him and take his words at face value. The terms Baykuş Paşa would present were simple: surrender and allow their city to be annexed into the Ottoman Empire, and receive the trade opportunities, military protection, and other benefits of being an Ottoman city, or face immediate overwhelming invasion and forced annexation on extremely unfavourable terms.

If Tarhuntassa's leaders accepted this deal, their city would be absorbed into the Ottoman Empire, they would keep their positions of local influence, and Ottoman troops commanded and magically bolstered by Sultan Tuğrul Hân would pour into the area to defend the city. If they refused, Ottoman troops commanded and magically bolstered by Sultan Tuğrul Hân would pour into the area to capture the city and ritually sacrifice every member of the city's ruling class to demons. It was their choice, really.

Invested : Sultan Tuğrul Hân (/u/Tefmon) [Traits: Good Leader, Persuasive, Devoted; Skills: Blending Into Pale Environments, Sigil-Based Magic (Competent; Sub-Skills: Teaching), All Magic (Very Weak)], Baykuş Paşa (/u/OwlsOp) [Traits: Intuitive, Quick Learner, Devoted], 1 Warrior, 2 Spearmen, 4 Composite Bowmen, 1 Trebuchet, +4 bonus to conquest (I don't think I have to explain this one).

Results : Flip Hattusa's city of Tarhuntassa to our control and move our military units to surround it, prioritizing our Longswordsmen. On a partial success dunk Tarhuntassa to 0 HP instead of flipping it, and on a great enough success also flip Hattusa's units to our control.

Baykuş Paşa gains skills in Aggressive Negotiations.

Critical failure. The city is ready for your arrival, and your bowmen are all killed. Additionally, Baykus Pasa is injured, and has a much higher chance of dying next part.

Plot 4 : Hunting for Goons

RP : Sultan Akasma Hatun, in the chaos of mass promotions, ennoblements, and reassignments that had occurred at the Ottoman court in recent years, had found numerous new ranks, offices, and titles granted to her. While at first rather pleased with her sudden rise to prominence, that pleasure soon faded to annoyance when she realized the absolute fuckton of actual work that was associated with those myriad posts. She was so busy filing paperwork, attending meetings, running errands, and doing other rather tedious tasks to actually enjoy and abuse her nominal newfound power. After a few months of this bullshit, Akasma decided enough was enough and that she was going to do something about it. The something about it she was going to do, of course, was delegating all of the actual work to a bevy of junior government officials.

However, much to her consternation, Akasma discovered that the Ottoman Empire, despite its large size and infamously byzantine court, didn't actually have a particularly large, effective, or organized system of government employees to carry out all of the tedious work involved in actually running a country. However, as a cultured and educated Ottoman aristocrat, Akasma was aware of the habits and goings-on of foreign realms, and knew that many of them did have such systems of bureaucrats that she could potentially copy. To that end, Akasma travelled to the courts of Armenia, Bulgaria, Genoa, and the Golden Horde, and traded gold, goods, architectural plans, favours, and flattery to gain an understanding of how to design, establish, staff, manage, and maintain a complex yet effective state bureaucracy.

After returning home, Akasma grabbed the Sword of Light and used it to slash through the red tape and set up a new, efficient Ottoman bureaucracy to handle the increasing workload that the government of the Ottoman state was finding itself inundated in. Among this new class of civil servants were several assigned to manage and maximize the agricultural output of each region of the empire, and those agricultural administrators, with the aid of their assigned Teffoll workforces, saw Ottoman farming operations expand rapidly along the most fertile regions of wilderness within Ottoman borders.

Invested : Sultan Akasma Hatun [Traits: Intuitive, Quick Learner, Creative; Age 29; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families); Modifiers: Worth as much as a player when invested until Part 11], 1000 Gold, Sword of Light [+1 to noble causes, +2 to protection] (feeding our people and accelerating technological advancement are noble causes, and they protect us from starvation and technological stagnation), Teffoll Help [+2 to building tile improvements] (farms are improvements), Shared Currency [+1 to commercial plots with Bulgaria] (this plot involves a commercial deal with Bulgaria), +4 to joint plots with other civs who also have the joint plots bonus (this is a joint plot with the Golden Horde's plot to build a Machu Picchu).

Results : "Steal" the secrets of Civil Service from Armenia, Bulgaria, Genoa, and the Golden Horde with their permission and cooperation. On a great enough success, also build farms on our river tiles without them.

Sultan Akasma Hatun gains skills in Public Administration

Success. Civil Service is "stolen".

Constantinople Actions Part 7

Diplomacy

We're a vassal of the Ottomans. All other diplo follows what they have listed

Deals

3 PPG to the Ottomans as per predetermined tribute

Characters

/u/Frodo0201 : Grand Vizier **Haşim** Çelebi Hazretleri, Vezir-i Azam of the Sublime Ottoman State, Beylerbey of Rumelia, son of Feridun Çelebi and Gergana Petrov [Traits: Quick Learner, Devoted, Sneaky; Age 59].

NPC's:

The random assistant kid that's following me around (Idk if Rose wants to give him a name as Plotrunner but if not I shall name him Antonius)

AP

5 AP

-5 AP on Plot 1

0 AP remaining

Gold

5 ppg

-600 gold (3 ppg) to Ottomans as per vassal tribute

--400 gold (2 ppg)

0 gold remaining

Plot 1:

Title: The Spice Must Flow

RP: Now that Hasim Celebi was in control of Constantinople, it was time to see what he could do to make it the most profitable part of the Ottoman Sphere. It was a city perfectly situated to dominate world trade, after all it used to be called “The City of World’s Desire”. After being a footnote under the Ottomans for so long, it is time for the city to shine again (in support of the Ottomans of course). The key to this goal, surprisingly, would come from the gutters and wastrels of the city. A report had come to the Council of a new drug found on the streets, which went by the name Bahrat. It was a kind of hallucinogen that gave the imbiber visions of their life and those around them. According to a “dealer” that was arrested and brought in, these visions were almost more real than actual life, and provided an easy escapism from the horrors of daily existence. Many on the council cried that it should be banned, eradicated from the streets before it gained more of a foothold, but where they saw panic, Hasim saw gold. There was clearly something *different* about this drug, this Bahrat. There was something magical about it, and in this world where magic ran, profit or power often followed.

Allaying the worries of the Council, Hasim decreed that it should be studied further. Samples of Bahrat would be taken to Imperial research facilities and studied, to discover any secrets it might hold. [REDACTED]

It may not be quick or pretty, but this is what shall solidify Hasim’s legacy for centuries to come, and he could not be happier.

Invested: Grand Vizier Hasim Celebi (/u/Frodo0201) [Traits: Quick Learner, Devoted, Sneaky; Age 59], 5 AP, 2 PPG, 3 crossbowmen, 2 warriors, 1 worker

Result: Import and establish the trade of Bahrat, an addictive, hallucinogenic, magic drug with Constantinople as the epicenter of the trade. [REDACTED]

Success as described.

Plot 2:

Title: Who is This Guy?

RP: Hasim knew that his “takeover” of the politics of Constantinople would garner a lot of attention, but the scale of the response was admittedly unexpected. Whereas before he was regarded by many as just another Turk doing business, now wherever he went there was always at least one set of eyes on him. Fortunately none of these eyes had yet proven to be assassins out for his blood, but his paranoia grew by the day. Eventually it grew to the point that he never left the halls of governance without a retinue of bodyguards, or at least trusted men implanted in the crowd watching for trouble.

These precautions paid off one day when on his return trip home from a long day at the Council, Hasim was presented by one of his undercover agents with a... young boy? The child couldn't have been older than 13, but apparently according to the agent he had been following Hasim every day for who knows how long, and they had just now caught him. The boy was clearly resourceful, although one look at him showed just how ragged and malnourished he was from living on the streets. In a bout of mercy, Hasim declared that the boy should be brought inside, cleaned up, and be his guest for dinner.

Once seated at the table in a new set of clothes, the child's eyes grew wide as he had likely never seen as much food in his life as was set out on the table in front of him. He quickly dug in, only taking short breaks to answer the questions that the amused Hasim put forward about who he was. According to the child, his name was Antonius and he was a native of Constantinople. His parents were merchants who traveled overseas together and never returned, so he was forced to fend for himself on the streets. Having seen Hasim haggling in the markets back when he was a mere Ottoman envoy to the Basileus, he had been enamored with the man's skill at negotiation and position of clear power. Now that Hasim was the de facto ruler of the city, Antonius had made it his goal to become his assistant and raise himself out of the streets.

The child was naive, and yet there was something to admire in his story. Clearly he could hold his own, and he knew his way around this city far better than the older man who had visited it for decades now. He was clearly ambitious, and to be honest Hasim saw more than a little of himself in the boy. It was decided that night that Antonius would stay in the guest bedroom, and his training would begin in the morning. From that day forward, Hasim would not be seen anywhere without the young shadow following in his every footstep.

Invested: The random kid following me hoping to be my assistant, 2 warrior units

Result: Find out more about this kid and take him on as an official assistant (Make him an Investable NPC for the Constantinople faction. If plot fails let it be purely RP)

Partial failure. The boy, though devoted to your following, seems to be a bit feral and difficult to train as a proper assistant. However, if kept close at hand, he may eventually shape up.

DESPOTATE OF TROY

DIPLOMACY

ALLIANCE	: Ottomans, [REDACTED]
DEFENSIVE PACT	: Ottomans, [REDACTED]
NON-AGGRESSION PACT	: [REDACTED] .
FRIENDSHIP	: Ottomans.
DENOUNCING	: [N/A].
WAR	: Hattusa.
PEACE	: All factions unless otherwise noted.
SUZERAIN	: Ottomans.
SUBJECTS	: [N/A].

Deals

We are a vassal state of the Ottomans and should be Allied to them in-game.

[REDACTED]

EVENTS

smh gib national event

SCIENCE AND SOCIAL POLICIES

CITY CONTROL

/u/Don-Chan : Troy.
/u/thesaltiestbanana : [N/A].
/u/WereR0bot : [N/A].

CHARACTERS

Player Characters

/u/Tefmon : Sultan **Tuğrul** Hân Hazretleri, Padişah, Despôtēs and Stratēgós Autokrátōr of Troy [Traits: Good Leader, Persuasive, Devoted; Age 89 (nice); Skills: Blending Into Pale Environments, Sigil-Based Magic (Competent; Sub-Skills: Teaching Sigil-Based Magic), All Magic (Very Weak)]. **(Deceased)**

/u/Don-Chan : King **Timon II**, King of Troy [Traits: Good Leader, Persuasive, Intuitive; Age: 62].

/u/thesaltiestbanana : **Karolos** of the Coast, Prime Minister of Troy, Master-General of the Lineage [Traits: Persuasive, Ruthless, Intuitive; Age 59; Skills: General Magic, Spellcasting].

/u/WereR0bot : [Ded].

Non-Player Characters

Sultan **Şevket** Çelebi Hazretleri, Crown Prince and First Deputy Prime Minister of Troy, son of Sultan Mazhar Çelebi and Princess Winding River [Traits: Good Leader, Persuasive, Ruthless; Age 39; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Princess **Winding River** Hatun, Princess and Second Deputy Prime Minister of Troy, Lieutenant Master of the Lineage, wife of Sultan Tuğrul Hân, widow of Sultan Mazhar Çelebi, daughter of King Timon II and Queen Demetra [Traits: Creative, Intuitive, Devoted; Age 57; Skills: General Magic, Spellcasting].

Trojie the Horsie, a giant animated wooden horse [Traits: None; Age 20].

Queen **Demetra**, Queen consort of Troy, wife of King Timon II and Queen Demetra [Traits: Intuitive, Empathetic, Devoted; Age 62].

Prince **Timon III**, husband of Old Willow, son of King Timon II and Queen Demetra [Traits: Good Leader, Quick Learner, Devoted; Age 44].

Princess **Old Willow**, wife of Timon III, daughter of King Timon II and Queen Demetra [Traits: Creative, Intuitive, Devoted; Age 41; Skills: General Magic, Spellcasting].

Prince **Timon IV**, son of Prince Timon III and Princess Old Willow [Traits: Quick Learner, Creative, Intuitive; Age 14].

Prince **Josep**, son of King Timon II and Queen Demetra [Traits: Quick Learner, Creative, Persuasive; Age 37].

Sultan **Mirac** Çelebi Hazretleri, son of Sultan Sevket Çelebi and Roza Prebrazhenski, twin brother of Sultan Mustafa Çelebi [Traits: Quick Learner, Ruthless, Creative; Age 28; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Sultan **Mustafa** Çelebi Hazretleri, son of Sultan Sevket Çelebi and Roza Prebrazhenski, twin brother of Sultan Mirac Çelebi [Traits: Good Leader, Persuasive, Intuitive; Age 28; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)].

Princess **Shiny Ruby**, daughter of Timon III and Old Willow, triplet sister of Shiny Amethyst and Shiny Obsidian, wife of Sultan Mirac Çelebi and Sultan Mustafa Çelebi [Traits: Creative, Quick Learner, Devoted; Age 28; Skills: General Magic, Spellcasting].

Sultan **Sidika** Hatun Hazretleri, Emira of Troy, daughter of Shiny Ruby [Traits: Creative, Persuasive, Ruthless; Age 9; Skills: General Magic, Spellcasting].

Sultan **Taylan** Çelebi Hazretleri, Emir of Troy, son of Shiny Ruby [Traits: Good Leader, Quick Learner, Devoted; Age 6; Skills: General Magic, Spellcasting].

Sultan **Pembe** Hatun Hazretleri, Emira of Troy, daughter of Shiny Ruby [Traits: Creative, Quick Learner, Ruthless; Age 3; Skills: General Magic, Spellcasting].

Princess **Shiny Amethyst**, daughter of Timon III and Old Willow, triplet sister of Shiny Ruby and Shiny Obsidian, wife of Sultan Mirac Çelebi and Sultan Mustafa Çelebi [Traits: Persuasive, Intuitive, Devoted; Age 28; Skills: General Magic, Spellcasting].

Sultan **Irmak** Hatun Hazretleri, Emira of Troy, daughter of Shiny Amethyst [Traits: Persuasive, Intuitive, Quick Learner; Age 9; Skills: General Magic, Spellcasting].

Princess **Shiny Obsidian**, daughter of Timon III and Old Willow, triplet sister of Shiny Ruby and Shiny Amethyst, wife of Sultan Mirac Çelebi and Sultan Mustafa Çelebi [Traits: Ruthless, Good Leader, Devoted; Age 28; Skills: General Magic, Spellcasting].

Sultan **Feriha** Hatun Hazretleri, Emira of Troy, daughter of Shiny Obsidian [Traits: Intuitive, Good Leader, Devoted; Age 9; Skills: General Magic, Spellcasting].

Demon Lady **Lilith**, daughter of Demon Lord Baphomet, wife of Sultan Mirac Çelebi and Sultan Mustafa Çelebi [Traits: Ruthless, Creative, Sneaky; Age 19].

2 Lineage Mages [Skills: General Magic, Spellcasting].

2 Lineage Witches [Skills: Witchcraft, Spellcasting].

[REDACTED]

Natural Births

Sultan Mirac Çelebi and Sultan Mustafa Çelebi are jointly married to Princesses Shiny Ruby, Shiny Amethyst, and Shiny Obsidian, and Demon Lady Lilith. You can decide how you want to handle that, Rose: 3 Males, 5 Females

[REDACTED]

ASSETS AND MODIFIERS

Assets

The Asteroids of Troy, Ottomans, Timurids, Golden Horde, Bulgaria, Armenia, and the Cossacks

Mysterios Soft Glowing Orb (part 2 event)

[REDACTED]

Modifiers

All members of the Lineage gain skills in General Magic and Spellcasting.

Advanced Institute of Magic

- +5 bonus to magical research and development.
- **[REDACTED]**
- Costs 1 unit per part in upkeep.

+2 modifier to joint plots until Part 8, increasing to +4 for joint plots run with civs who also have this modifier.

+5 antiplot to being poisoned until Part 8.

We can share modifiers with the Ottomans.

[REDACTED]

ACTION POINTS

5 AP total [5 base]

5 AP on Plot 2.

TREASURY

800 initial Gold

+1000 Gold from the second global event last part.

1800 total Gold

-1800 Gold on Plot 2.

0 remaining Gold

PLOTS

Plot 1 : superior sigils

RP : Sigils are cool, because they can be useful in more or less every endeavour. Because being good at widely-applicable useful things is good, King Timon II signed a decree ordering Troy to git gud at sigils. Karolos of the Coast, Princess Winding River, and their mages would perform research into advanced sigil magic, and develop a new Lineage curriculum to teach it to all of the Lineage's initiates. Trojie the Horsie would stomp on anyone who tried to object or stall things, and send their flattened bodies to Karolos of the Coast, Princess Winding River, and their mages for use as test subjects.

Invested : King Timon II (/u/Don-Chan) [Traits: Good Leader, Persuasive, Intuitive], Karolos of the Coast (/u/thesaltiestbanana) [Traits: Persuasive, Ruthless, Intuitive; Skills: General Magic, Spellcasting], Princess Winding River [Traits: Creative, Intuitive, Devoted; Skills: General Magic, Spellcasting], Trojie the Horsie, 2 Lineage Mages [Skills: General Magic, Spellcasting], Advanced Institute of Magic [+5 to magical research and development, **[REDACTED]**]

Results : Upgrade the Lineage to grant its members skills in Sigil-Based Magic, and upgrade the Advanced Institute of Magic to grant a substantial bonus to plots involving Sigil-Based Magic.

King Timon II gains skills in Ruling by Decree. Karolos of the Coast and Princess Winding River gain skills in Advanced Sorcery. Winding River Trojie the Horsie gains skills in Stomping.

Partial success. The Lineage members gain skills in Sigil Based Magic.

Plot 2 : Magic is a pathway to many abilities some consider to be... *unnatural*

RP : There were many different forms of magic, supernatural beings, and magic users in this world, and it seemed like the variety of these things were multiplying every day: earthbending, firebending, sigil magic, light magic, Trojan mages, witches, vampire hunters, Great Ones, angels, demons, djinn, vampires, werewolves, half-demons, and too many others to count. How did all of these different forms of magic work? How did the innate abilities of different supernatural beings function? Is there a way to systemize this knowledge and use it to develop a general theory of what magic is and how it works, at a fundamental level? These were the questions on the minds of the directors of the Advanced Institute of Magic as they planned their first major research project.

Firstly, they would need a suitable facility to conduct their research, stocked with all necessary supplies and secure from the threat of interlopers **[REDACTED]** this new research facility would be stocked with all the latest in both medical and surgical equipment, magical tomes and instruments, **[REDACTED]**

The directors, along with their network of agents, would use magical and mundane means to scour Troy, the world, and other worlds for mages, spirits, and supernatural beings of all types and descriptions. If they seemed amenable to the idea, these entities would be invited to participate in the research trials in exchange for a reasonable payment in gold or whatever else they wanted; **[REDACTED]**

Within this facility, those entities would be studied and analyzed, **[REDACTED]** to determine how exactly their magical and supernatural abilities functioned, **[REDACTED]** With this advanced foundational knowledge the Advanced Institute of Magic would then be able to develop new magical arts and products a cut above what any other organization was capable of making.

Invested : Sultan Mirac Çelebi [Traits: Quick Learner, Ruthless; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)], Sultan Mustafa Çelebi [Traits: Good Leader, Persuasive, Intuitive; Skills: All Magic (Weak; Sub-Skills: How Magic Affects Families)], Princess Shiny Ruby [Traits: Creative, Quick Learner, Devoted; Skills: General Magic, Spellcasting], Princess Shiny Amethyst [Traits: Persuasive, Intuitive, Devoted; Skills: General Magic, Spellcasting], Princess Shiny Obsidian [Traits: Ruthless, Good Leader, Devoted; Skills: General Magic, Spellcasting], Demon Lady Lilith [Traits: Ruthless, Creative, Sneaky], 2 Lineage Witches [Skills: Witchcraft, Spellcasting], 5 AP, 1800 Gold, 1 Worker, Advanced Institute of Magic [+5 to magical research and development, **[REDACTED]**]

Results : Establish an extensive bio-magical **[REDACTED]** research facility **[REDACTED]**, and perform research to gain a strong understanding of human and supernatural biology and how a being's biology impacts and interacts with its magical and supernatural abilities. This should make future plots to build on and apply that knowledge substantially easier.

All invested NPCs gain skills in Bio-Magical Research.

Critical success. The Bio Magical Unit is created, and left in the care of Princess Shiny Ruby. The “Doctor’s Eye” modifier will allow for future knowledge of how magic and human biology work together, with +2 to such plots for 3 parts. Additionally, all invested NPCs gain skills in Bio-Magical research.
