

Mark 18:

Part 16

Part 16 Personal Plot for /u/Leris1

Plot: fucking han dynasty

RP:

Journal entry of a Han Dynasty merchant by the name of Liao Ping, dated February of 100 B.C.

fuck the han dynasty. fucking asshole han dynasty made me have to go all the way to this white people country just to sell my fucking silk. bullshit new han dynasty taxes. things were much better under qin shi huang. i went to persia to sell my silks, then found out persia is armenia now. nothing but gay men. a culture i can respect, but most indignified when it comes to trade. then i went to pontus, and fucking greeks won't stop worshipping fake emperor "yali shan da," and they don't even know he never had the mandate of heaven. dumb greeks. then i went to alexandria, just to find out there's no egyptians anymore either. they all got replaced by greek jews, and jews don't even believe in jade dragon, so i can't do good trade there either. at least "ia wei" sounds more like a real emperor than "yali shan da." no one here knows great emperor qin shi huang or great qin dynasty that reunited the middle kingdom after a century of war. all they know is yali shan da, macedon greek boy toucher who's been dead for a hundred years. one king said he knows the han dynasty but not great qin. fucking han dynasty. i hate the han dynasty. i am now on the only greek island where they don't know yali shan da, so i taught them about qin shi huang and the mandate of heaven and the terracotta army and the jade dragon. i studied greek in beijing years ago when the han dynasty took over because i could tell that fucking han dynasty was a shitty bullshit dynasty with no mandate of heaven and no silk. these greeks like my silk and don't tax it. not even a little. greek kings are too busy fighting other greek kings to worry about silk. i'm finally making real money selling silk to the greek warlords. new warships come each week, i sell the fleet commander my silk so he can have great comfort on the high seas. if king ptolemy knew the jade dragon, he would certainly have the mandate of heaven. i now bring great wealth to island of sai pulus, as the native greeks call it, but greek names are hard to pronounce, so i call the island greater qin. now, greater qin belongs to me, the great liao ping. that means i have the mandate of heaven! see you tomorrow, beloved journal.

Invested: /u/Leris1

Results: /u/Leris1 gains control of Neapaphus.

Success as stated. [Represented by a city-state.]

Ok Armenia plot doc:

Actions: I use the remaining one third of my PPG, all of my AP, and 1/4 of my existing total troops, predominantly those closest to Pontussy, to give tons of reinforcements to Pontussy.

Probably not actually going to give a fourth of your units to Pontussy, sorry dude, but I'll flip enough to make a difference

Plot 1: whale goats are coming

RP: you tried to stop the whale goats but they couldn't be stopped

Invested: all my PPF and PPC, bonuses to being a goat

Result: whale goats come next part

Success as stated.

Plot 2: good governance

RP: I tried to run Armenia well, I just want its people to be happy

Invested: a third of my PPG

Result: Armenia gets boost in stability and happiness

Failure. Armenia is only sad :(

Plot 3: mergers unbanned in final part?

RP: plz daddy? Rose can be called daddy cause they're transmasc

Result: allowed to merge with Pontussy

Failure. I am not your daddy. I am not anyone's daddy. I am Uncle Cabbage.

Plot 4: Armenian military stronk

RP: I do have the strongest military, so yay

Invested: third of my PPG

Results: my military is happy, also goats spawn

Failure. The goats don't have grass, man, you can't keep breeding them like this it's so sad.

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The Republic of Carthage



DIPLOMACY

FRIENDSHIP : Ptolemaic Kingdom, the Illyrians, Kingdom of Epirus, Syracuse, Veneti, Gauls

ALLIANCE : N/A

DEFENSIVE PACT : Ptolemaic Kingdom, Agadir.

GUARANTEEING : Veneti.

VASSALS: Syracuse, Numidia

NON-AGGRESSION PACT: Kingdom of Epirus, Ptolemaic Kingdom, the Iberians, the Illyrians, Veneti

DENOUNCING : N/A

WAR : Iberia

PEACE : Gaul, Massalia

DEALS

- N/A

GOVERNMENT

Carthage is a *Hegemonic Republic*. It is ruled by an elected council of *Shophets*, and worships the *Cult of Tanit* as its primary cult. The current *Shophets* of Carthage are Haspar and Hamilcar.

STRUCTURE

Carthage is divided into four administrative regions, as seen on the map below.

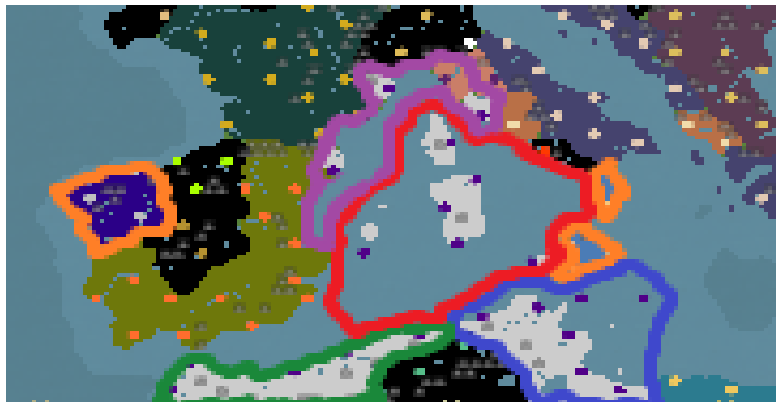
In **Blue** is the capital province of **Carthage**, holding the national capital, **Qart-Hadasht**.

In **Green** is the province of **Iy Sapan** governed from the regional capital of **Ruspina**.

In **Red** is the province of **Mediterranea**, governed from the regional capital of **Sulci**.

In **Purple** is the province of **West Syria**, governed from the regional capital of **Tarchna**.

In **Orange** are the **Republic of Agadir**, **Numidian Kingdom** and **Despotate of Syracuse**, which are under Carthaginian protection and Vassals of Carthage, respectively.



CHARACTERS

/u/Pineapple3769 - Hanno II Ithobaalid - Age 64

/u/Hath-a-way - *Shophet* Haspar Barca - Age 60

/u/Leris1 - Liao Ping - Age 40

/u/Don-Chan - Diomedes of Lixus - Age 52

/u/GreysCopy - Marcus? - Age 40

CITY CONTROL

/u/Pineapple3769 - **Qart-Hadasht**, Hippo Regius, Ruspina, Cartennae
/u/Hath-a-way - **Lixus**, Tingis, Rusadir, Siga, Saldae
/u/Leris1 - **Sulci**, Tarro, Olbia, Motye, Ebusos, Indiketes, Alalia
/u/Don-Chan - **Melita**, Cossyra, Thacape, Sabrata, Agathe
/u/GreysCopy - **Felathri**, Tarchna, Abdera

FAMILIES AND DYNASTIES

As a maritime republic, **Carthage** does not practice hereditary rule.

NPCS

Magistrate Astartus (No Skills)
High Priestess Tanitha (No Skills)
Priestess of Tanit Adesta (No Skills)
Perenne (No Skills)
Anaid (No Skills)
Faustina (No Skills)

EVENT

N/A

BONUSES

Ithobaalid Dynasty: Carthage gains a significant boost to stability and national unity so long as a member of the House of Ithobaal rules as *Shophet*.

Carthaginian Mercenaries: Carthaginian characters can gain the “Mercenary Connections” trait which makes them more valuable in plots with mercenaries involved.

‘Sphere of Influence’ modifier:

A boost to non-war plots in our neighbours’ lands.

Punic Brotherhood: Carthage and Agadir gain 2 PPG for every part in which they maintain pleasant and cooperative relations.

The Syracusan Plot: You gain an additional, fifth plot slot that must be used for Syracuse plots. While you may invest additional resources of your own, the default investment will be a general “Syracusan Resources”, the value of which is determined by the plotrunner.

Numidian Tribute: Each part, Carthage can choose to receive either 3 ppg OR a +2 to a chosen land military plot. (PPG this part)

Syracusan Ties: Carthage gains 5 PPG for maintaining good relations, 3 for mediocre, and 0 for hostile ties to Syracuse. The Syracusan Resources investment has also increased in value.

OBJECTS

N/A

ACTION POINTS

10 AP Base

-10 AP on Plots

0 AP Remaining

GOLD

PPG is 750.

5426 Gold in treasury.

= 7.2 PPG

26.6 PPG from Trade.

2 PPG from Punic Brotherhood

3 PPG from Numidian Tribute

5 PPG from Syracusan Ties

43.8 PPG Total

-43 PPG on Plots

600 Gold Remaining.

FAITH

PPF is 100

1581 Faith in treasury.

= 15.8 PPF

-15 PPF on plots.

81 Faith Remaining.

CULTURE

1 PPC per city with at least 6 pop.

2 PPC per city with at least 12 pop.

3 PPC per city with at least 24 pop.

= 46 PPC

-46 PPC on plots.

0 Culture Remaining.

PLOTS

Plot 1: A Simpler Front

RP:

The Gallic theater of the second great Punic war had come to an end. Finally then, the mass of the Carthaginian fleet could set its sights upon the vulnerable coasts of Carthago Novo, unburdened by the precautionary maneuvers once required in the northern Mediterranean. With this unfortunate betrayal by their Gallic allies, the Iberians would surely be caught entirely off-guard by the incoming masses of superior Carthaginian quinqueremes, laying devastating siege to the unprepared cities of the Iberian coast. Ideally, this would additionally alleviate the siege of Abdera and allow for Carthaginian reinforcements to

flood across the Strait of Melqart and flood into a now-undefended Southern Iberia. With Carthago Novo liberated, the remainder of Southern Iberia would fall swiftly and certainly back into Carthaginian hands.

Invested: /u/GreysCopy, 2 AP, 10 PPG, 11 PPC, 3 PPF

Bonuses:

Results: Flip Carthago Novo

Success. The city is flipped.

Plot 2: The Name's Baal

RP:

VOICEOVER

JAMES BAAL: The name's Baal. James Baal. I'm an elite agent of the Carthaginian Intelligence Agency (CIA), formerly the Melqart Initiative at 6 Hanno St. in Carthage (MI6). I'm an international man of mystery. I've infiltrated hundreds of Gallic tribal councils, Greek courts, and Italic chiefdoms, all without my delicately-crafted cover slipping once. In my missions, I collect top-secret information for the Carthaginian government to prevent its dastardly enemies from getting a leg up on them. Now, they've sent me in for my biggest mission yet: Assassinating the Iberian generalissimo.

INTERIOR. CIA HEADQUARTERS. NIGHT.

MELQWORTH: Thank you for seeing me on such short notice, James. Please, have a seat.

JAMES BAAL: What is it now, Melqworth? Need me to clean up another one of your messes? I told you, I quit that life.

MELQWORTH: My messes? No, Baal, this time, you're cleaning up one of your own.

> *JAMES BAAL GETS OUT OF HIS CHAIR, SMIRKING AND LETTING OUT A BRIEF CHUCKLE.*

JAMES BAAL: Whatever, Melqworth. I'm leaving. Next time you call, make it about something important.

MELQWORTH: Sit down, James. You're the only man for this job. Besides... This one's personal.

> *JAMES BAAL GLANCES BACK AT MELQWORTH, SLOWLY RETURNING TO HIS SEAT.*

MELQWORTH HANDS HIM A MANILA FOLDER CONTAINING A DOSSIER. THE DOCUMENTS WITHIN ARE A PROFILE ON GENERALISSIMO LOPEZ, HIGH COMMANDER OF THE IBERIAN ARMY.

MELQWORTH: We're having a lot of trouble with the Iberians, James. I don't like to admit this, but there's a real chance we could lose Abdera, and with it, the war.

JAMES BAAL: So what, Melqworth? You know I don't care about any of that stuff. I'm not your little government lapdog anymore.

MELQWORTH: Like I said, this job is personal. You know just as well as I do that the Generalissimo is the one who killed Dido. If you won't do this for Carthage, do it for your damn wife, Baal.

> JAMES BAAL SIGHS. A SINGLE TEAR FALLS DOWN HIS FACE AS HE THINKS ABOUT HIS WIFE, KILLED ON A MISSION GONE WRONG IN EDETA YEARS AGO. HE HASN'T KNOWN LOVE SINCE. HE FEARS HE NEVER WILL AGAIN.

JAMES BAAL: Fine. What do you need me to do?

INTERIOR. IBERIAN TAVERN. NIGHT.

BARTENDER: What'll it be?

JAMES BAAL: What?

BARTENDER: To drink. What kind of cocktail do you want?

JAMES BAAL: What are you talking about? Mixology won't be invented for another 1900 years. I'll have a wine, shaken, not stirred.

BARTENDER: Whatever you say, boss.

JAMES BAAL: Seriously, please make sure it's thoroughly shaken, we're in the ancient times and if you don't I'll get some kind of parasite.

BARTENDER: Ok. Wine, shaken, not stirred. Coming right up, boss.

> SUDDENLY, A BEAUTIFUL WOMAN APPROACHES JAMES BAAL AT THE BAR.

STRANGE WOMAN: What's a guy like you doing in a tavern like this?

JAMES BAAL: I could ask you the same. Y'know, if you were a guy, and also if I didn't know you were an agent of the Iberian government sent to sexually entrap and then kill me.

STRANGE WOMAN: My, you're perceptive... How about we head back to my place, you seem like you've had a long day...

JAMES BAAL: I suddenly have no suspicions of this situation anymore and am completely on board with this. Let's go.

INTERIOR. EVIL IBERIAN GOVERNMENT LAIR.

> JAMES BAAL AWAKENS IN AN EVIL, LAIR-ESQUE ROOM, STRUGGLING TO MOVE AND UNABLE TO DECIPHER HIS SURROUNDINGS. HE REALIZES HE'S BEEN DRUGGED.

JAMES BAAL: Man oh man, I have no idea how I fell for that old trick again.

> GENERALISSIMO LOPEZ ENTERS WITH THE STRANGE WOMAN FROM BEFORE.

GENERALISSIMO: Well well well, if it isn't the legendary James Baal, caught right between my fingertips. You were so very easy to fool, Baal. And to think people call you a spy. With only a little help from my assistant, I had you right where I wanted you.

JAMES BAAL: Let's cut to the chase, Generalissimo. What do you want with me?

GENERALISSIMO: What do I want? To see you suffer, Baal. And I know just the way to do it.

> THE GENERALISSIMO UNVEILS A BIG RED BUTTON, LABELED "PRESS TO BLOW UP CARTHAGE." IT IS POSITIONED ON A PEDESTAL RIGHT IN FRONT OF THE CHAIR JAMES BAAL IS TIED TO.

GENERALISSIMO: I'm going to make you destroy the city you love so much with your own hands. Oh and also, my lovely assistant from before... is your WIFE!

> THE STRANGE WOMAN PEELS OFF A SKIN MASK, REVEALING HERSELF AS DIDO, JAMES' WIFE, PRESUMED DEAD.

DIDO: Sorry you had to find out this way, James.

JAMES BAAL: Dammit, I knew the sex was too good to be some random floozy! Why did you leave, Dido?! Where have you been all this time?!

GENERALISSIMO: No time for questions, Baal, it is time to watch your city burn!

> *JAMES BAAL THEN REMEMBERS THAT HE HAS A MODERN HANDGUN STRAPPED TO HIS BACK WITH DUCT TAPE, AND ALSO THAT HE HAS A HIDDEN, RETRACTABLE BLADE ON HIS FOREARM PERFECT FOR SLICING OFF ROPE BINDINGS IN THE EXACT SPOT THAT THE ROPE IS TIED.*

JAMES BAAL: No, Generalissimo. It's time for you to pay.

GENERALISSIMO: Wha-

> *JAMES BAAL SHOOTS THE GENERALISSIMO IN THE HEAD, AND HE DIES. HE WALKS OVER TO DIDO, WHO FALLS INTO HIS ARMS AND SWOONS.*

DIDO: Oh James, I should've never left you! He threatened to kill me... and... he also threatened...

JAMES BAAL: What Dido, spit it out!

DIDO: He threatened... your son!

> *JAMES BAAL LOOKS TO THE CAMERA WITH A STUNNED LOOK, THEN FAINTS. ROLL CREDITS.*

Invested: /u/Hath-a-Way, 3 AP, 11 PPG, 12 PPC, 4 PPF,

Bonuses:

Results: Destroy all Iberian units in southern Iberia, prioritizing those around Abdera.

Partial success. A small percentage of the units are destroyed, at the gamerunner's discretion.

Plot 3: A House Divided

RP:

Iberia has not long stood as a veritable kingdom, and with youth comes weakness. Noting the present instability in the Iberian realm, Carthaginian spies and agents will be sent into the deep reaches of the Iberian domain and incite feuds between the autonomous tribal chiefs, between not only themselves but also the central government of the kingdom itself. These uncivilized brutes will naturally prioritize the newest and pettiest of conflicts, forgetting all about their conflict with our Republic to bludgeon one another to death. Importantly, we'll be more than willing to finance their fratricide so long as it keeps their people distracted and weakened.

Invested: /u/Don-Chan, 2 AP, 11 PPG, 11 PPC, 4 PPF,

Bonuses:

Results: Exploit Iberian instability and cause regional revolts across the kingdom.

Success. Revolts occur in Iberian lands with less Iberian troops. One city flips to the rebels: Oppidani.

Plot 4: The Barcid Empire

RP:



Invested: /u/Pineapple3789, 3 AP, 11 PPG, 12 PPC, 4 PPF

Bonuses: **Sphere of Influence**

Results: Spawn a large Carthaginian land army of swordsmen and war elephants in southern Iberia around Abdera, displacing or destroying any Iberian units in the way.

Critical success. 16 Iberian units are killed, and 20 Carthaginian units are spawned.

Syracusan Plot: daylight come and me wan go home

RP:

work all night on a drink a ale
daylight come and me wan go home
stack da bricks until de morning come
daylight come and me wan go home
come mister carthage man tally me cement bricks
daylight come and me wan go home
come mister carthage man tally me cement bricks
daylight come and me wan go home
lift six foot seven foot eight foot brick
daylight come and me wan go home
six foot seven foot eight foot brick
daylight come and me wan go home

Invested: Syracusan Resources

Bonuses: **Sphere of Influence**

Results: Use Syracusan engineers to construct citadels around Abdera, claiming the land adjacent to the citadels.

Success. Three citadels will be built.

DANUBIA
AND VISIBURGI AND ALSO SARMIZEGETUSA REGIA

Part 16

DIPLOMACY

ALLIANCE: Rhineland

FRIENDSHIP:

DEFENSIVE PACT:

NON-AGGRESSION PACT:

DENOUNCING:

WAR: Illyria

PEACE:

—

DEALS

—

TECHNOLOGY

Horseback Riding, Maths, Optics

—

SOCIAL POLICIES

Honour: Warrior Code, Military Caste

Tradition: Oligarchy

Patronage: Cultural Diplomacy

—

CITY CONTROL

/u/Pay08: Pannoni, Sarmizegetusa Regia

/u/Prince-Partee: Visiburgi

—

PLAYER CHARACTERS

/u/Pay08: Acco (36 years old)

/u/Prince-Partee: Lucius Cornelius Scipio (28 years old)

—

EVENTS

—

NPCS

Aelius, alchemist (50 years old)

—

OBJECTS

—

BONUSES

+2 TO MILITARY PLOTS (CONFEDERATION)

+3 TO MILITARY PLOTS (REST HOUSE)

+2 TO UNIT SPAWNING PLOTS (Plot 4 in part 15)

—

TREASURY

4357

—

RELIGION

240

—

ACTION POINTS

8 AP Base

+6 from plots 1,2 and 3

-14 on Plot 1

—

PLOTS

PLOT 1: Release the rope (like on a catapult)

RP: Today, the generations of plotting by the dictators of Danubia (and various assorted city states) shall conclude. The Council of Generals muster their men, Aelius readies his experimental weapons, supplies and troops are purchased from Veneti and the spy network in Illyria detonates the bombs, leaving their cities in ruin. Alea iacta est.

INVESTED: /u/Pay08, /u/Prince-Partee, Aelius, 14 AP, 240 faith, 4357 gold, everything else we own that I might've forgotten.

RESULT: Detonate the bombs planted in part 12. Destroy Illyria. Replace all non-siege units with swordsmen and spawn additional swordsmen (do not research the technology, this is piggybacking off of plot 3 in the last part). Spawn Great Generals.

Success. Nearby Illyrian cities are damaged, and some Illyrian units near them are destroyed. Some non-siege military units are replaced with swordsmen. A few additional swordsmen spawn.

PLOT 2: Sacked for AP

PLOT 3: Sacked for AP

PLOT 4: Sacked for AP

Gauls

But uh peace Carthage and invest all our money and AP in a plot to invade the CS north of us -Frodo

Success. There is peas in our thyme and Armorii will be invaded.



DIPLOMACY

ALLIANCE :

FRIENDSHIP : Illyria, Epirus, Pontus, Armenia

DEFENSIVE PACT : Illyria

NON-AGGRESSION PACT:

DENOUNCING :

WAR : none

PEACE : all :)

DEALS

EVENTS

None I think?

CITY CONTROL

/u/Megashinx1: Herakleia Lynkestis, Pella, Thessaloncia

/u/sup3rtom2000: Larissa, Cynocephitale

Ptolomy Epigonos: Paenoia

Antognos Gonatas: Serdica

PLAYER CHARACTERS

/u/Megaashinx1: Antipater IIII, 66 years old

/u/sup3rtom2000: Bucephalus, 28 years old, also 16 hands tall, skills in balance

NPCS

Alxenared ii

Josip Broz Tito

FAMILIES

ANTIPATRID LINE

ded

PTOLOMY LINE:

Ded

Character	Age	Spouse	Spouse Age	Roll for Children?
				No

OBJECTS

[REDACTED]

CORPSE OF ALEXANDER

GREAT LIGHTHOUSE STATUE

BONUSES

Macedonian Milita: Troops will be spawned upon a Defensive War

During a defensive or offensive war 4 spearmen will be spawned in

Stable: WHILE YOU ARE STABLE OR SOLID IN STABILITY, HORSE UNITS ARE MORE VALUABLE IN PLOTS

Once per part, you can use the Pizza Pizza modifier, which will give a +1 to plots mentioning pizza. However, this comes with the Pizza Time Pizza modifier, in which violent plots involving pizza will give you +2 (also usable once per part), but give -1 to a random other plot.

You will gain a mean, positive modifier to your trade income. For every trade income plot in which you wish to use the modifier, you must invest a player character or an NPC. For every additional plot said character is invested in, they will become progressively more hostile and less likely to cooperate. However, trade income plots will then have a +2. Thy said I can use mind control spiders for justification on why your player characters aren't cooperating. (He'll say he didn't but yes he did it's Valentine's Day and he loves me so)

[REDACT]

ACTION POINTS

10 Action Points +2 from sacking plot 4

- 10 AP on plot 1
- 0 AP on plot 2
- 0 AP on plot 3
- 0 AP on plot 4

TREASURY

4524 gold (6 PPG)

- + 16 PPG from Trade (12000 gold)
- + 3 ppg from trade post (2250 gold)

17054 gold total (22.7 PPG)

- 10 ppg gold on plot 1
- 9 ppg gold on plot 2
- 6 ppg gold on plot 3
- 0 PPG on plot 4

24 gold left

RELIGION

788 Faith (7.8 PPF)

-400 on plot 1

-200 on plot 2

-100 on plot 3

-0 on plot 4

-

88 faith remaining

CULTURE

14 cities with at least 6 pop

12 cities with at least 12 pop

3 cities with at least 24 pop

29 ppc (2900 culture)

-12 ppc on plot 1

-10 ppc on plot 2

-7 ppc on plot 3

-0 ppc on plot 4

—

PLOTS

Plot 1 : FYROM time!

Antipater IIII was content with his life. Dacia had been beaten, he was surrounded by friends. Life was good! He decided to pass the torch to someone else. He had a son he could anoint his successor, but he figured the name “Antipater IIII” was already fairly unwieldy, so “Antipater IIIII” would be even worse. His other option was to give control to Bucephalus but although Bucephalus was quite charismatic, he was still unfortunately just a horse. So Antipater IIIII decided to choose Josip Broz Tito as his successor. Tito declared the country would be renamed to the Socialist Federal Republic of Yugoslavia which would be a federal republic of equal nations and nationalities, freely united on the principle of brotherhood and unity in achieving specific and common interest.

Invested: 10 PPG, 12 ppc, 400 faith, 10 AP, Antipater IIIII

Result : Convert Macedonia into the Socialist Federal Republic of Yugoslavia smoothly without any negative stability effects or rebels or anything of that sort. Also allow other civs to join Yugoslavia

Success.



Plot 2 : boost stable

Bucephalus was a horse and thus knew nothing about Makedonia's name change or government change. But, Bucephalus, being a horse, liked stables. So Bucephalus trotted around and helped build some absolutely fabulous stables. Now that the war had ended, people could spend more time enjoying these new stables and it helped take their minds off of the fact that Makedonia had made a drastic governmental change and was now the Socialist Federal Republic of Yugoslavia.

Invested: 9 ppg gold, 2 ppf, Bucephalus, 10 ppc

Result : boost stability

Failure. You lose your balance and fall. Unstable twat.

Plot 3 : Proto-XCOMs

Alxenared ii knew that Yugoslavia was surrounded by friends but he still wanted the option to attack potential enemies of the Socialist Federal Republic. So he worked on setting up teleportation logistics between Yugoslavia and various far-flung regions that the Socialist Federal Republic might decide to attack in the future. He discovered that through a incorporeal currency called "AP", 3 units per "AP" could be teleported any distance through space! He endeavored to study the mechanics behind this phenomenon so he could replicate it without the need for "AP".

Invested: Alxenared ii, 6 ppg, 1 ppf, 7 ppc

Result : I'll let you choose whichever result you like the best. I have ordered potential results in the order that I prefer them:

1. Buff Makedonian teleportation plots
2. Allow for Makedonian units to be teleported for less AP than they normally would cost (like 4 units per AP or 5 units per AP or something like that)

Success. Yugoslavia (until 1992) can teleport, with a +2 to plots including the technology.

—

Plot 4: yeet for AP

Pontussy - Part 16

DIPLOMACY

ALLIANCE: Lydia, [REDACTED]

DEFENSE PACT: [REDACTED]

FRIENDSHIP: Armenia, Illyria, Macedon [REDACTED]

PEACE: Egypt (see deals section)

VASSALS: [REDACTED]

DEALS

DEALS

Peace w/Pontussy|

briusky Today at 5:21 PM

i'll give you my cities in the middle east for your cities in anatolia

Hijakkr Today at 5:23 PM

Perge, Side, and Tracheotis for Apmea, Aradus, and Damaskos?

briusky Today at 5:23 PM

yes

Hijakkr Today at 5:23 PM

What recompense would we get for the fact that ours were already ravaged by war

briusky Today at 5:24 PM

we can do pop swaps to ensure fair distribution of pops i guess

Hijakkr Today at 5:28 PM

Perge, Side, Tracheotis have 41 total pop, Apamea, Aradus, Damaskos have 31 total pop, so evening them up at 36?

briusky Today at 5:29 PM

yeah, i'd even pay the ap for the pop transfer

Hijakkr Today at 5:29 PM



[REDACTED]

The neutral mods (THIS MEANS YOU REFORMER PLEASE ACTUALLY REMEMBER YOUR MISDEEDS) have forcibly renamed our faction to “Pontussy”. Please refrain from deadnaming our faction in your docs, as that will cause the neutral mods to rig things against you even harder than they already do.

RIGGED EVENT

#ArbitraryAJ and #RiggedReformer have finally granted Pontussy a part with no rigged mod events **I like that nickname, actually you should keep that one.**

--

SOCIAL POLICIES

We are a Unified State and thus have Monarchy, Aristocracy, Military Tradition, Wagon Trains

CITY CONTROL

All belong to briusky

CHARACTERS

Mithridates V (/u/briusky) - age 47

NPCS

Mithridates the Heir - age 16

Mithridates the Pedantic - age 66

Mithridates the Scientist - age 72

Mithridates the Pharmacist - age 74

Mithridates the Marketer - age 68

Mithridates the Other Mason - age 65

Mithridates the Engineer - age 64

Mithridates the Admiral - age 60

Mithridates the Spy - age 59

Mithridates the Whale Breeder - age 59

Mithridates the Murderhobo - age 58

Mithridates the Artist - age 57

Mithridates the Boat Racer - age 56

Mithridates the Stupid - age 56

Mithridates the Virgin Ass Math Nerd - age 54

Mithridates the Chef - age 51

Mithridates the Conveniently Ordained Minister - age 49

Mithridates the Lawyer - age 49

Mithridates the Harpist - age 46

Mithridates the General - age 47

Mithridates the Jail Guard - age 34

Mithridates the Pollster - age 39

Mithridates the Astrologer -age 35

Mithridates the Linguist - age 42

Mithridates the HR Manager - age 44

Mithridates the Poisoner - age 36

Mithridates the Farmer - age 37

Mithridates the Peasant - age 47

7 assorted older daughters: ages 36-47

5 assorted daughters: ages 24-35

8 assorted younger daughters: ages 12-23

3 assorted child daughters: ages 0-11

2 assorted older sons: ages 36-47

5 assorted sons: ages 24-35

6 assorted younger sons: ages 12-23

4 assorted child sons: ages 0-11

NATURAL BIRTHS

Gib gib

Man	Year of Birth	Woman/Twink	Year of Birth	Babies
Mithridates the Scientist	196	Mithridatesella the Lab Assistant	193	Gib gib No Children
Mithridates the Pedantic	190	Mithridates the Grammar Nazi	191	Gib gib No Children
Mithridates the Engineer	188	Woman from Metropolis	187	Gib gib No Children
Mithridates the Admiral	184	Mithridates the Cabin Boy	179	Gib gib No Children
Mithridates the Artist	181	Mithridatesa the Model	183	Gib gib No Children
Mithridates the Whale	180	Mithridatesette the Goat	175	Gib gib No Children
Mithridates the Murderhobo	182	The loot	anytime	Gib gib No Children
Mithridates the Stupid	180	Mithridatesella the Blonde	178	Gib gib No Children
Mithridates the Virgin Ass Math Nerd	178	Idk a calc textbook?	The future	Gib gib No Children
Mithridates the Chef	175	Mithridates the Sous Chef	176	Gib gib No Children
Mithridates the Harpist	170	Fangirl	174	Gib gib No Children
Mithridates V	171	Princess of	173	Gib gib

		Galatia		No Children
Mithridates the Heir	140	Armenian noblewoman	142	Gib gib Male Child Female Child
Mithridates the Lawyer	173	Mithridatesette the Clerk	156	Gib gib Female Child
Mithridates the General	171	Female prisoner turned lover	155	Gib gib Male Child
Mithridates the Jail Guard	158	Prison bitch	152	Gib gib Female Child
Mithridates the Pollster	163	Mithridates the Voter	161	Gib gib Male Child
Mithridates the Astrologer	159	Mithridateselle the Libra	154	Gib gib Male Child
Mithridates the Linguist	166	Mithridatesa the Cunning	164	Gib gib Male Child
Mithridates the Farmer	161	Assorted livestock	130s	Gib gib No Children, but Mithridates the Farmer does get some kind of weird disease
Mithridates the HR Manager	168	Mithridatesella the HR Secretary	158	Gib gib Female Child

OBJECTS

1 whalegoat

BONUSES

~~Please note that I have complied with the neutral mods renaming my faction much faster than the neutral mods complied with renaming my city (and they continue to fail to comply with this smh my head) so I deserve a very large bonus for this. Update I got this in the form a 2 PPG hate crime tax on #RiggedReformer~~

[REDACT unless triggered]

Assimilation: Gain ++ stability and 4 PPG/part if you've owned your current cities for 2 or more parts.

Fired Lego: +1 to naval plots

Fired? Lesgo!: +1 to plots involving alcohol

ISTANBUL (NOT BYZANTION) BECOMES A NEW CENTER OF TRADE IN THE EASTERN MEDITERRANEAN. THIS GRANTS YOU +3 PPG PER PART FOR AN UNDEFINED AMOUNT OF TIME. also +2 to trade plots yay

You gain +++local stability in Istanbul, +local stability in your European cities, and, should you gain direct control of the land between Istanbul and Metropolis, +local stability in your Western and Central Anatolian cities.

You gain the "Imperial Destiny" asset, which may be invested into one plot per part which relates to expanding your realm, asserting or increasing your authority, expanding your power and influence, enhancing your prestige and grandeur, and other imperial things. This modifier provides a +2 bonus when invested.

Gain the modifier 'Fledgling Hegemony':

- +1 to plots against Ptolemies.

- Successful wars against Ptolemies have a greater positive stability impact.

- Failing wars against Ptolemies have a greater negative stability impact.

- Becoming a Hegemony is easier.

- This modifier is lost upon becoming a hegemony.

ACTION POINTS

12 AP base

+2 from delicious plot slot consumption

-1 on population swaps to bring about the peace treaty with Egypt

-13 to move troops to every available Pontic rebel tile cause apparently they still exist for some reason - prioritize pulling the troops from Egypt, then overflow onto other tiles in Pontussy when the Pontic

Rebels have their lands full. Should be ~30 troops accounting for the additional cost of moving into enemy territory

TREASURY

396 initial gold
+14475 from trade
+2250 from Istanbul being a center of trade
+16500 in fines from #RiggedReformer's hate crimes
-11250 on plot 1
-8250 on plot 2
-13500 on plot 3
621 remaining

RELIGION

1001 initial faith
-1000 on plot 3
1 remaining

—

CULTURE

+1800 from having 18 cities with ≥ 6 pop
+1000 from having 10 cities with ≥ 12 pop
+300 from having 3 cities with ≥ 24 pop
-1000 on plot 1
-1200 on plot 2
-900 on plot 3

—

PLOTS

Plot 1 : Peas in our Thyme

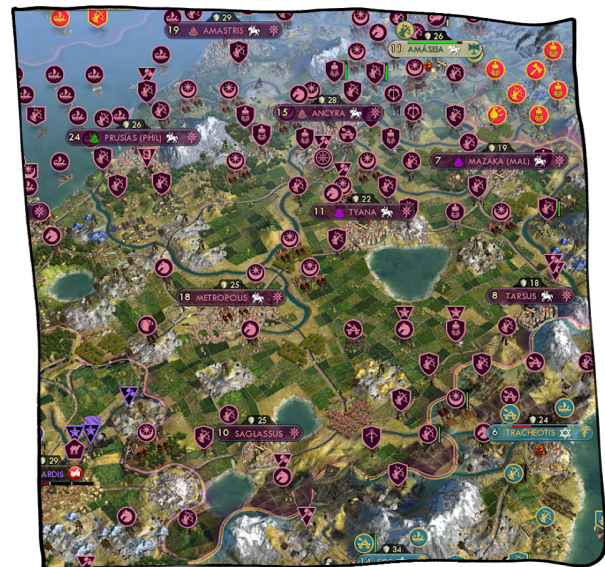
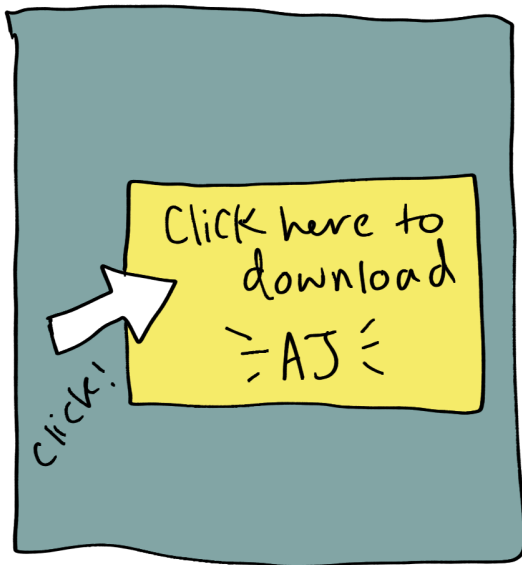
RP : With Egypt finally finding more rational leadership, peace was achieved fairly quickly. Which called for a celebratory feast! Mithridates the Chef, Mithridates the Sous Chef, and a bunch of other suitably named NPCs went to prepare the traditional peace dish of peas in our thyme. Unfortunately, all they found

in the kitchen was like truffles and wine and other expensive shit, because those are the only luxuries in the game. Luckily, Mithridates V knew he was living in a simulation and thus the neutral mods could just download something that adds peas and thyme to the game. Or just mod it themselves, I'm pretty sure #ArbitraryAJ either knows how to code or has friends who know how to code.

Invested : 15 NPCs, Mithridates V, 11250 gold, 1000 culture

Results : Download a mod that adds peas and thyme as luxuries and spawns them all over Pontussy
Also gib skills

Success. I gotchu.



Plot 2 : League of Legends

RP: Mithridates the Heir had been getting massive amounts of brainrot by playing League of Legends all the time. It was so bad he wanted to make League of Legends IRL. Unfortunately, he was so focused on League of Legends that he forgot all the legends he learned about in school. Luckily for him, Mithridates the Merchant knew of a legend that was forming a league of their own. Armenia, a powerhouse in the trading game who absolutely broke the economy, was creating their own trade league. And Pontussy wanted to join in this league. Gets them money, gets Armenia money, everyone's happy.

Invested: 15 NPCs, 8250 gold, 1200 culture, bonus to trade plots, Imperial Destiny

Results: Join Armenia's trade league thingy and start raking in the dough
Also gib skills

Success. You join the trade league. You get 1 PPG.

Plot 3 : I only really need this if #RiggedReformer is plotrunning the finale

RP: So I have this really cool idea for a plot but it'll piss off all the nerds who think things like "realism" and "historicity" belong in their CHG. Unfortunately for me, 50% of the neutral mods are such nerds, and for that reason have continually mod abused me all mark. They hated briusky cause he told the truth. But I have faith that the non-nerd portion of the neutral mods will realize that what I am doing is "cool" and "based" and give me a big plot bonus to counteract the rigging.

Invested: 15 NPCs, 100 faith, 13500 gold, 900 culture

Results: Plot prep for the finale
Also gib skills

Success. You gain an item. It's a dark blue box with 5 coins inside, all from different countries. DM for more details.

Plot 4 : Eaten for AP

100 BC

DIPLOMACY

ALLIANCE : Miletus

FRIENDSHIP : Everyone, Seleucids

DEFENSIVE PACT : Knossos, Carthage

NON-AGGRESSION PACT: Illyria

DENOUNCING : Canada

VASSAL: Petra, Thebes, Seleucids,

WAR :

PEACE : Everyone

DEALS

Peace w/Pontussy

briusky Today at 5:21 PM

i'll give you my cities in the middle east for your cities in anatolia

Hijakkr Today at 5:23 PM

Perge, Side, and Tracheotis for Apmea, Aradus, and Damaskos?

briusky Today at 5:23 PM

yes

Hijakkr Today at 5:23 PM

What recompense would we get for the fact that ours were already ravaged by war

briusky Today at 5:24 PM

we can do pop swaps to ensure fair distribution of pops i guess

Hijakkr Today at 5:28 PM

Perge, Side, Tracheotis have 41 total pop, Apamea, Aradus, Damaskos have 31 total pop, so evening them up at 36?

briusky Today at 5:29 PM

yeah, i'd even pay the ap for the pop transfer

Hijakkr Today at 5:29 PM



REALSTATE EVENTS

National Events-

To rebuild is a pyramid scheme - Option 2, make peace and rebuild the empire (see plot)

Pop loss, by way of death and migration, occurs across much of the Nile (though the Delta is entirely spared). In the same region, some resources are lost, towns are destroyed, some units (civilian and military) are lost. -3 local stability on most of the Nile.

Demilitarization occurs more widely, as the war ends and payments are not made, instead replaced by incidental rebels here and there.

Plots may mitigate these effects, but such plots get a -3 this part.

DREAMSTATE HERO PROGRESS

10 Rosenummus and 10 XP

TECHNOLOGY

N/A

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SOCIAL POLICIES

Policies: Meritocracy, Patronage Opener, Merchant Confederacy, Commerce Opener, Organized Religion

CITY CONTROL

/u/Canadian_Christian: Region of Israel (Alexandria, capital)

/u/EmeraldRange: Region of Egypt (Jerusalem, capital)

/u/Hijakkr: Region of Asia (Side, capital)

PLAYER CHARACTERS

/u/Canadian_Christian: Ptolemy Eirenikos (39 years old) - crown prince

/u/EmeraldRange: Ptolemy VI, (70 years)- King/Pharoah

/u/Hijakkr: ded

(important) NPCS

Royalty

Hoi Prínkipes tou Péemptou

- Ptolemy Theocritus (born 170 BC) - Ptolemy VI
- Ptolemy Philostheo (born 168 BC) - son of Ptolemy V
- Ptolemy Damocles (born 160 BC) - son of Ptolemy V
- Cleopatra Isidora (born 160 BC) - daughter of Ptolemy V

Hoi Prínkipes tou Éktos

- Ptolemy Eirenikos (born 139 BC) - son of Ptolemy VI
- Ptolemy Polyphilos (born 135 BC) - son of Ptolemy VI; Lt. Cdr.
- Cleopatra Raia (born 133 BC) - daughter of Ptolemy VI
- Ptolemy Panaretos (born 130 BC) - son of Ptolemy VI; Lt.

Admiralty

Admiral Terminus, merchant fleet admiral (54 years old)

Lieutenant Commander Panaretos, son of Ptolemy VI (36 years old)

Dammit, allegedly a reincarnation of Ptolemy II's pet cat

Horusai, leader of the papyrus makers' guild

Cassian Cleander, General of the Eastern Army

- Lieutenant Polyphilos, son of Ptolemy VI (30 years old)

RELEVANT FAMILIES

Character	Birth Year / Age	Spouse	Birth Year / Age	Roll for Children?
Ptolemy VI	170 / 70			
Ptolemy Eirenikos	139 / 39	Miriam bat Yitzhak	138 / 38	Yes Male Child

OBJECTS

N/A

BONUSES

Purging based on nothing but suspicion: +++Stability, ---Local stability in peripheral cities.

Yo, yo... chill and be stable - +Stability, religious rabble slows down

Predominance: Gain + stability and -15% cheaper unit purchasing (gold) for every vassal or other subservient nation, up to a cap of +++ stability and -45% cheaper unit purchasing (gold). Subservient nations gain + stability. (Petra, Thebes, Seleucids are subservient)

PLOT BONUSES

A Shipment from Ghosts: Gain a scary Galleass; -1 Local stability in Red Sea cities; +1 to plots investigating it.

Dues in Life to Pay: Gain +1 stability and 15 PPG. Gain a -1 to mercantile plots (until Part 16). Gain a +1 against Veneti commercial interests (until part 15).

...

ACTION POINTS

10 AP Base
+ 6 AP sacking plots 2-4
-16 AP on Plot 1

TREASURY

211 of Gold (base)
+ 7125 (9.5 PPG) Trade Income
+ 3750 (5 PPG) from Thebes vassalage
11086 Gold (14.781333... PPG)
- 10500 Gold on Plot 1
586 Gold remaining

RELIGION

2151 Faith (21.51 PPF)
- 2100 Faith on Plot 1
51 Faith Remaining

CULTURE

4700 Culture (22 PPC from 22 6+ pop cities, 19 PPC from 19 12+ pop cities, 6 PPC from 6 24+ pop city)
- 4700 Culture on Plot 1
0 Culture remaining

—

PLOTS

Plot 1 : Time to regroup and rebuild

RP : The once-great Ptolemaic empire, on the verge of collapse. The south had been ravaged by civil war, the north by a continued assault from foreign aggressors who had shown no recent inclination for peace. As the decades dragged on, the populace was becoming more and more agitated by the second, and the council feared further schisms would happen if the war did not come to a swift resolution. Preparations were being made to throw everything they had at Pontussy: allies were being summoned, treasuries were being depleted, and they had even dismantled a pyramid or two to use the stone to help with the war effort. Then, word was received of a peace offer, a trade of cities in Anatolia for the conquered cities in the Levant, with those living in Anatolia offered the chance to relocate should they desire to remain within the empire. The war, and the senseless spending and death that came along with it, would finally be coming to a close. Soldiers would return to their homes, tending farms and starting workshops. Ships were dismantled and turned into trading carts and mills. And the stone extracted from a few of the great pyramids was scattered across the empire and used to build giant stadiums and other facilities for the citizens to enjoy. Things were finally turning around for the better.

Invested : Literally fucking everybody, 16 AP, 14 PPG, 21 PPF, 47 PPC, probably like half of our remaining military units, and any bonuses from our event **-3 from event**

Result : Build shit in our cities to improve the living conditions for our people to massively improve national stability after like a century of war

Success. Gain some buildings and improvements in the affected areas. Reduce the revolts from the event. Gain +3 stability.

Confederation of the Rhine - Part 16

Year: 100 BC.

DIPLOMACY

ALLIANCE : Kingdom of the Gauls

FRIENDSHIP : Gauls, Iberia, Parisii, Armorii

DEFENSIVE PACT : Rhineland Trade Group Members

CLIENT STATE : The Parisii

NON-AGGRESSION PACT

DENOUNCING :

WAR : Carthage apparently

PEACE :

DEALS

-[REDACTED] Alliance : Danubia [REDACTED]

EVENTS

TECHNOLOGY

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SOCIAL POLICIES

N/A

—

CITY CONTROL

Belgae Province: King Romuald & Queen Juddia
Menapii (Capital)

Tungri
Vermandu
Morini

Suebi Province: Prince Sigimar the Holey
Suebi (Regional Capital)
Thoringi
Raetii

Province of the Upper Moesel: Prince Alfher
Remi (regional capital)
Allemani

Upper Rhine: NPC leadership
Marcomanni

PLAYER CHARACTERS

/u/sstefanovv: King Godric Gaufridsunuz, Age 42

NPCS

Rhiannon Arvenus, spouse of Godric, Age 36
Auðr Dagmærdottir

Hrodgar the strong, age 66, 2x military leadership and personal skill

FAMILIES

Character	Birth Year	Spouse	Spouse Birth Year	Roll for Children?
Godric Gaufridsunuz	142BC	Rhiannon Arvenus	136 BC	Yes Male Child Female Child
Auðr Dagmærdottir	140BC	Someone I forgot to name		

OBJECTS

N/A

BONUSES

Stable realm lets gooooo

Golden age:

- +1 stability.
- +1 to all reform plots.
- +1 to diplomatic plots with neighboring weaker civs.
- +1 to plots that amount to indirectly waging war on another civ.

Plot 1 part 15 result: Greatly reduce negative stability from poor cohesion or high overextension, for 3 parts. For that same duration, you will gain +5 PPC each part as more people participate in your culture.

Being Cool: +2 to any roll on any plot

Rhineland trade:

- +3 for plots with the rhineland tribes
- +1ppg for each rhineland trade tribe = 1PPG

Rhineland Trade Group members:

Armorii: +1 PPG

Parisii: +1 PPG

Bears Initiative: Bonus for raiding & offensive +5

Modifier: Confederated

Bonus chosen: +5PPG

ACTION POINTS

8 AP Base

-2 to plot 1

-2 to plot 2

-2 to plot 3

-2 to plot 4

TREASURY

Currency value: 750G = 1PPG

Treasury: Gold 6823 = 9 PPG

Rhineland Trade: +2

Trade: +13,7 PPG

Confederated Bonus: +5 PPG

Total = 27,7 PPG

5- on plot 1

5- on plot 2

10 - on plot 3

7 - on plot 4

Remaining: 0 Gold

RELIGION

707 Faith (7 PPF)

3 PPF on plot 1

4 PPF on plot 2

0 PPF on plot 3

CULTURE

2 cities extremely cultured (24+ pop) = 6 PC

8 cities above 12 pop = 16 PC

Total = 32 PC

10 PC on plot 1

10 PC on plot 2
6 PC on plot 3
6 PC on plot 4

PLOTS

Plot 1 : Codex of the ting

RP : For as far back as the stories told can go, German society was not organised from the top down by an all powerful king. Whilst the tribal societies were ruled by chieftains and powerful clan members, one chieftain rarely could rule unopposed like a dictator. Its proud, individualistic populace would simply not allow it.

Instead, those who had a stake in the matter would often meet when the time arose to come to a decision through a discourse between the participating members. Depending on scale, this could be villagers, chieftains, merchants, nobility or civil workers.

On small scales this system worked very well to create solutions that had broad support.

But as the rhenish society grew, the system of gathering together ad hoc whenever there was a pressing matter started to become cumbersome.

But as this system started to get under stress, a new influx of ideas had merged into rhenish society: that of the roman republic. The roman refugees that settled throughout the rhineland brought with them the experience of the roman senate, a body of powerful citizens who would make decisions together.

Whilst slightly different from the germanic Tings, the idea was similar enough that the system of organisation that the Romans used could be applied to the Ting system.

A system was thought out in which the Tings would become more organised throughout the different levels of rhenish society:

At the lowest levels, the cities & townships would each have their own local Ting build up of local nobles, craftsmen, merchants and civil workers. Here they would decide on local matters, as well as implement the rulings from above.

They would send representatives to the level above:

The middle layer would be that of the administrative provinces. Originally started as tribal controls, time had long since changed their position into that of administrative regions. Here the regional princes would work together with the regional Ting, consisting of representatives of the villages and cities, as well as priests and some other elites.

Then on the top would be the Ting of the King: the most powerful princes, the leaders of the Priesthood as well as a few representatives of the large merchant guilds, generals and others would sit to decide on matters of state.

No longer would there be time wasted on gathering people whenever the time asked for it, but could problems and opportunities be swiftly dealt with in a system that honoured the tings of old.

Invested : +1 to all reform plots. 2AP, 10PC, 3 PPF

Result: The ting meets become an established and organised part of civil life, boosting unity & cohesion in the realm

Success. You gain +2 stability, reduced penalties from cohesion, and 1 PPG.

Plot 2 : Tribal no more

RP : Commerce and industry has taken over the core of rhennic life, opposed to the subsistence farming and raiding of their distant ancestors. Many formerly temporary hovels and settlements of this once semi-migratory tribal society had become permanent settlements that bustled with activity and construction. Some even had become so prosperous and populous, that they were counted amongst the most wonderful cities of the world.

The entirety of Evropa looked to them as the blueprint of those once deemed as barbarians overcoming the shackles of their own infighting and rising higher than those that once tried to satellite them.

For decades, the tribal kings with the help of their Ting council had unified the tribes of the Rhineland, not through war, but through diplomacy.

The Ting, once a rabble of the mightiest warlords and chieftains had become an established, well organised aspect of daily life. With towns and cities forming their own local tings, and the realm having one as well to advice and aid the king in matters of state.

The transfer of power, once a threat to the unity of the realm has become a peaceful transition even when there is no heir apparent.

Truly nobody could now state that Rhennia was backwater. It is time for the world to acknowledge them for what they are: the unified state of Rhennia

Invested : +1 to all reform plots. 2AP, 10PC, 4PPF

Result : The rhenish society no longer is seen as tribal confederation, but as a unified state.

Success. Your uni is ified.

Plot 3 : A beacon of prosperity

RP : Rhennias rise to power had not gone unnoticed. Its wealth and prosperity, despite its relative small size, had outgrown that of larger neighbours vastly.

Not only that, its long standing as a proponent of diplomacy opposed to violent invasions and suppression made it a reliable ally and partner.

The Armorii, being surrounded by expansionist powers such as the Gauls, as well as the resurgence of the Carthaginians in their backyard made them worry for their independence once again. A long time ago the Armorii had a royal marriage between themselves and the belgae dynasty that had come to rule the Rhine. Whilst this line had died out, the bonds of friendship had not.

For centuries the merchants of both realms had travelled through eachothers lands and the chieftains could count on Rhenish support.

But as the chaos around them intensified, mere bonds of friendship weren't enough. The citizens, merchants and generals wanted more substantial protection.

And the already existing Rhenish trade pact was an attractive one to join. Not only would they come with the support of its vast network of merchant centres and protection for the traders, it also came with a guarantee for independence and protection.

The promise of wealth and protection was enough to convince the Armorii, so they petitioned to join the Rhineland Trade Group, who welcomed them with open arms.

Invested : +1 to diplomatic plots with neighboring weaker civs. 2AP, 9PPG and 6PC, 2PPF

Result: Integrate the the Armorii into the rhineland trade system

Critical failure. The Armorii feel you are mocking them with your treasures, and trying to make fun of them by taking them in. Your friendship with the Armorii crumbles.

Plot 4 : Integration of the nation

RP : The Parisii have long been a client state of the rhenish. Whilst not fully integrated into the realm, the longstanding bonds had slowly merged the parisii society with that of the rhenish.

Over time, rhenish art and culture had spread to dominate their cities, and their language had adopted many rhenish words. The merchants, nobility and scholars all had travelled to the Rhennian cities for their education, and started to petition to get similar centres of learning in their own towns.

Its people looked across the ever thinning border between the two realms, and saw that they had formed a powerful, unified state. They looked to the south and saw a realm divided and in constant turmoil. For them the way forward was clear: already they were deeply integrated in Rhenish society, both in matters of state, military and economy.

Why not make it official and join them as a province in full? The added benefit would be that, if accepted, they would be able to send representatives to the king's ting as well.

So it was decided: an offer was sent to king Godric and his council to officially join Rhennia and be recognized as an equal province like the others.

The discussion was short: for a mere cost of giving them more representation, the Rhenish state would receive a powerful province with ample opportunity for growth, an eager population and strengthened border.

The ceremony was planned shortly thereafter, and the first representatives of the Parisii joined the king's ting.

Invested : +1 to diplomatic plots with neighboring weaker civs. 2AP, 7PPG, 6PC

Result: The parisii adopt the rhenish culture & join Rhennia

Failure. They do not enjoy Rhenish culture. However, they do adopt Reese's culture, and can be found from that day out consuming peanut butter and chocolate.