

Personal Plots and Non-Factional Entities

Plot: the rabbi hole

[redacted] **REDACTION FAILURE!** On the dying ashes of egypt, /u/dusmuvecis333 found a house in a rubble. Everything in it was destroyed, except for a hat. He took the hat and walked around with it inconspicuously. He threw all sorts of things there. He didn't actually look inside the hat. He looked in and found the items to be nowhere. Then he put his hand in, and realized something.

He went to every citizen he saw, and told them to jump into the hat. That was the only way egypt could be saved. So, that happened, everyone he met jumped into the hat. Soon, the hat had loooooots of people. This hat would then be used for nefarious purposes. [redacted]

REDACTION FAILURE!

Failure.

Personal Plot: Like a Fish to Water

[REDACTED] **PARTIAL REDACTION FAILURE!**

“Well, if I'm going to be working with you guys, I might as well start off on a good impression.” [REDACTED] as though he had purposely dressed to not stick out in a crowd unlike his normal choice of cloth. He shook the hand of [REDACTED] Like he had never done anything illegal in his entire life, let alone join something of this persuasion. Like a monkey trying to capture the moon's reflection in water.

INVESTMENTS: [REDACTED]

Result: Gain Familiarity my current location, make connections **PARTIAL REDACTION FAILURE!**

Success. You gain some degree of familiarity with your present location, and are introduced to a variety of very interesting people. You may ask for details.

Personal Plot: Without a shred of evidence

[REDACTED]

CRITICAL SUCCESS! Ask for more details.

Personal Plot

In the late classical to early medieval era the Zulu-Egyptian Border had been a violent front of the destructive war that gripped Africa by its neck in this period of its history. Many individuals went there in hopes of riches, plundering and looting as they saw fit. Others hoped for an honorable life as a soldier from which they could retire and live in the southern and eastern cities, peacefully. The plunderers and looters had won this argument by assassinating the king who wanted to curtail them through army reforms. What seemed like the act of a lone warrior had in fact been a planned response. This was owed to no other than the Butcher of Bubastis.

The Butcher had been one of the first to jump through the breaches in the walls of the city, and he had been in there even after the first assault had failed. Trained in the art of the sword, he was ruthless and utterly merciless. Killing was his strength, and he used that strength to kill more. Entire houses were said to run red from the innocents he slaughtered, leaving no witnesses and no trace. He hungered - for men to burn, to strangle and to hack into pieces. There was no victim too helpless and no warrior too strong, in his eyes they were all just meat.

When the inevitable second offense came and conquered the city, his playground was taken from him. His slaughterhouse, his paradise was gone. But he still had his name. Not his real name, nobody had known that for ages... But his adopted name. Feared as he was it was easy to arrange the untimely death of the late king. And it was even easier to get rid of the loose ends. More fun, too. Now, as a war hero, he could start the process of forging the Zulu military after his conceptions. At least if they took him in - but who could refuse the Butcher of Bubastis?

Invested: [REDACTED]

Result: Establish the Name "The Butcher of Bubastis" and [REDACTED]

Success. Ask for further information.

Tíu Anas

Roleplay: I slay thee not in vain, for whispers have told it is your time to perish. What lies have you told? What eyes have you turned? A heaven and hell sent prophecy chokes your breath away.

My scythe and my sword cut deep in your neck. I, clothed in black, pity your rolling tongue. A splatter of red dyes stone; your head rolls from your body. A stake, sharpened wood, pierces

deep. I bury the end into the ground, head held high, your body in a hole beneath. I cover its height with silk, for only in the morning shall it be revealed.

Goodbye, Jehoash. The burning wheel begins again to spin.

<https://youtu.be/kumFoWJHoI8>

<https://youtu.be/lKhyUO5Eqdk>

Invested: Death's Hand, [REDACTED]

Result:

The death of Jehoash ha-Levi, due to the fate of death and fate alone

Success. Jehoash ha-Levi dies.

Sunrise A&E

You know what sounds REALLY fun? Sailing the open seas, looking for adventure! You know what REALLY REALLY isn't fun? Doing that, most of the time. It's tiring. You're hungry. You can't leave the boat. It kinda sucks, honestly. I mean, it's fun sometimes, but it's not all it's cracked up to be.

So the point is, when some crazy kids show up and talk about how you're going to stop being a pirate and start working for stable pay with shore leave or die... well, the captain might have an accident.

And while a lot of these ships aren't modern - now there's a crew and a ship you can spruce up. And the crew is all too happy to drink that yucky adult juice that makes them stupid while you do that.

Sure, sometimes the ships are a bit odd, but there aren't any mistakes, just happy innovations! And it's usually kept to the figureheads. Usually

Invested: Unit Income for Turn (2 highest tech era-appropriate units), 2 workers, 2 spearmen, 9 triremes, 4 carracks, Jeannette, Sunrise A&E's arms proliferation bonus

Result: If Beta Isreal provides the workers, spearmen, triremes, and carracks to us for this plot and 7 Agaw Archers as payment, spawn 12 Carracks and 6 Galleasses at Karnak for Beta Isreal

Partial Success. You spawn 5 Carracks and 3 Galleasses at Karnak.

[illegible]

Success. Ask for further details.

Partial Redaction Failure due to Circumstances!

+2 to Cult behaviour/espionage

Zoom into BRIUSKY'S army, heading from Ibadun to Khmun and Utique.

The battle between the LIBERIANS and the CARTHAGINIANS rages throughout the sinkhole. BRIUSKY rides up to ORPHAN CODY.

BRIUSKY: Commander, contact your troops. Tell them to move to the higher levels.

ORPHAN BOY CODY: Very good, sir.

ORPHAN BOY CODY starts to move away, then remembers something and returns to BRIUSKY.

ORPHAN CODY: (continuing) Oh, by the way, I think you'll be needing this.

He hands BRIUSKY his sword, and the LIZARD rears up.

BRIUSKY: Thank you, Cody, (smiling) Now let's get a move on. We've got a battle to win here.

ORPHAN BOY CODY: Yes, sir!

BRIUSKY and the LIZARD ride off down the wall of the giant sinkhole.

The battle rages throughout the city. ORPHAN BOY CODY takes out his comlink and listens to the REALLY QUICK FLIPBOOK OF THE LIBERIA as, far below, BRIUSKY can be seen battling CARTHAGINIANS on a landing platform.

THE LIBERIA: Orphan Boy Cody, the time has come. Execute Order Crayon Time

ORPHAN BOY CODY: It will be done, My Lord.

The FLIPBOOK disappears, and ORPHAN BOY CODY gestures to a nearby LIBERIAN.

ORPHAN BOY CODY: Blast him!

The battle rages all around BRIUSKY. CARTHAGINEANS and LIBERIANS are everywhere. BRIUSKY is riding on a LIZARD, cutting down CARTHAGINIANS as he races across the battlefield. Suddenly a volley of laser blasts from behind him knocks him and his LIZARD off the wall of the sinkhole. He looks around just in time to see his LIBERIAN TROOPS are firing on him.

BRIUSKY falls hundreds of feet to the bottom of the water-filled sinkhole.

The sky slowly awakens in the city of Agadir. A battle rages. Liberian battle the Carthaginian armies across a long bridge. EMERALD uses his sword to deflect enemy fire. ORPHAN BOY BACARA exits a Gunship near the entrance to the city. He rallies his TROOPS to attack the city, then gets a message on his booklet. He stops and moves to one side as a REALLY QUICK FLIPBOOK OF THE LIBERIA appears on the page in the palm of his hand. He moves further into the shadows.

THE LIBERIA: Orphan Boy. . .

ORPHAN BOY BACARA: Yes, sir.

THE LIBERIA: The time has come. Execute Order Crayon Time.

ORPHAN BOY BACARA: It will be done, My Lord.

THE LIBERIA fades, and the ORPHAN BOY snaps the flipbook closed and looks to the main plaza of the city, where EMERALD is leading the charge. The Liberians stop. EMERALD turns around and is blasted by Liberian fire. He's killed before he can defend himself.

Pan to Monrovia:

THE LIBERIA walks through the Capital Building, where he finds and kills NAMELESS IMPORTANT LOYALIST. He exits Nameless Important Loyalists room and enters a hallway, where the battle is taking place.

THE LIBERIA enters a room full of LOYALIST ALMOST-ADULTS huddled in a corner.

LOYALIST ALMOST-ADULTS: Liberia, there are too many of them. What are we going to do?

THE LIBERIA looks back at them with a stern expression on his face and turns around, letting the Agaw Archers do their jobs. Then, Swordsmen butcher them for being Israeli.

INTERVIEW WITH JORJE LUCAAAAAS:

Interviewer: “So, how did all of the Orphan Boys across Liberia get the flipbooks? It’s not like they could teleport or anything.”

JORJE LUCAAAAAS: “This is...DEEP LORE...that I have been considering since the 1970s. Now, these...AGENTS...manage to quickly bring all of the Orphan Boys flipbooks.”

Interviewer: “Why didn’t they read them sooner?”

JORJE LUCAAAAAS: “I am an...ARTISTE...They were SMUGGLED into their packs. No more questions.”

Invested: /u/taqn, +2 to Cult behaviour/espionage, 3 Agents, 3 Agaw Archers, 2 Composite Bowmen, 2 Swordsmen, 1 PPF, 1 PPG, knowledge of ER’s and Briusky’s locations **The Agaw Archers don’t count, you had them murdered.**

Result: Coup Liberia, submitting this document as the official Liberian action doc. In the coup, kill Briusky (General Butt Naked) and EmeraldRange (A Child) to secure the state. With the coup done, consume this NFE and give Liberia the following modifier:

CHILDREN OF THE CORN:
[REDACTED]

Partial Success. Although the broad strokes of the plan are overall successful, the method by which you take power (i.e. Openly assassinating A Child and General Butt Naked) cause some issues with the execution. Specifically, with regards to the stability of the Liberian government.

THE LIBERIAN STATE OF THEOCRATIC SWITZERLAND

If material has been unredacted here without the notice “REDACTION FAILURE!”, you may consider it unreasonable to redact.

DIPLOMACY

PEACE: ALL (FOR INSTANCE, EGYPT) **You are in a civil war! You're still at war with Egypt, by the way.**

NEUTRALITY: [REDACTED] **This is a rather useless and irrelevant thing to redact!**

Notes :

DEALS
[REDACTED]

EVENT

5E **Gain one PPG.**

SCIENCE AND SOCIAL POLICIES

CITY CONTROL

/u/taqn: Monrovia, Edina, Greenville, Caldwell, (We Are) Marshall **Edina and (We Are) Marshall rise up in rebellion! One-third of the units around each city flip to the Rebellion, as do half the units around Monrovia.**

/u/Montezuma: Millsburg, New Georgia

/u/MarcusZodiak: Harper, Elephantine

/u/MadMadelyn: Bassa Cove, Bexley

/u/briusky: None

/u/EmeraldRange: None

CHARACTERS, ASSETS, AND MODIFIERS

/u/taqn: The Ascended
/u/Montezuma: Field Marshal Monty (DEAD)
/u/MarcusZodiak: CIA Director Marcus, [REDACTED]
/u/MadMadelyn: Some corporate goon, [REDACTED]
/u/briusky: Executed for treason and high heresy
/u/EmeraldRange: Executed for treason and high heresy

ACTION POINTS

12 AP total
-3 PLOT 1
-6 PLOT 2
-3 PLOT 3

TREASURY

8 PPG
[REDACTED]
-3 PLOT 2
-2 PLOT 3
0 remaining Gold

RELIGION

1 PPF
-1 PPF
0 remaining Faith

PLOTS

Plot 1 : Through the Looking Glass

RP :[REDACTED]

Invested : 14 Units, [REDACTED], 3 AP, [REDACTED]

Results : [REDACTED]

Partial Success. Ask for more details.

Plot 2 : Spice is Nice

RP :[REDACTED]

Invested : /u/MarcusZodiak (Shady Organisations, 2x Spice Acquisition), 6 AP, 3 PPG, [REDACTED]

Results : [REDACTED]

Nominal Success. Ask for further details.

Plot 3 : Secure the Perimeter

RP : [REDACTED]

Invested : 10 Units, 2 PPG, 3 AP, [REDACTED]

Results : [REDACTED]

Partial Success. Ask for further details.

PLOT 4: BOPPED

Note: Although this plotdoc was voided due to a successful overthrow of the Liberian government by /u/Taqn22, it will be posted here for posterity.

Pedocracy of Liberia Part IIIIII **DEFUNCT**



DIPLOMACY

ALLIANCE :

FRIENDSHIP : Beta Israel, Zanzibar, Zulu, Burundi

DEFENSIVE PACT :

DENOUNCING :

WAR : Carthage

PEACE : N/A

DEALS

We backstab the Carthage and don't send any troops.

Beta Israel kindly gives us 2 Settlers, Pithom, and 5 unique bowmen

- See AP for what we do with settlers
- Place all bowmen in Pithom
- The fact that Pithom was given to us should confuse and complicate any plots to the city

EVENT

4H (tom appreciate us pls)

SCIENCE AND SOCIAL POLICIES

We swap Religious Tolerance for Theocracy

We swap Mandate of Heaven for the Commerce Opener (We are in the medieval era so we can do this)

CITY CONTROL

Rename that city to Cayenne

ER: Monrovia, Edina

Corgi: Greenville, Pithom

Madelyn: Bassa Cove, Bexley

Monty: Millsburg, New Georgia

Briusky: Caldwell, (We Are) Marshall

Marcus: Harper, Elephantine, Cayenne

CHARACTERS, ASSETS AND MODIFIERS

/u/briusky: General Butt Naked (also a child), 2x skills in nude activities and sneak attacks

/u/EmeraldRange: A Child, 3x skills in being a celebrity chef

/u/taqn: The Liberia of the Puritan Church

/u/MadMadelyn: Jeannette, A Child, skills in being better than men

/u/MarcusZodiak: A Child, skills in dealing with shady organizations, demolitions and 2x skills in spice acquisition

/u/Montezuma: A dead child. Bandy is a monster

ACTION POINTS

10 AP base

-6 AP for 3 triremes in Edina

-2 AP to settle the 2 settlers Beta Israel gifted to us as shown below (both within 5 tiles of our borders)

- Backup: use it on a composite bowman in Edina

-2 AP for a Swordsman in one of the two new cities settled (if fail, Edina)



Settle Map

TREASURY

472 bucks (ppg is 49)

-196 on plot 1

-147 on plot 2

-98 on plot 3

31 remaining.

RELIGION

61 jesus points

-49 on Plot 2
12 jesuses remaining

PLOTS

Plot 1 : tasty kebabs

RP : corgi man was being bad and doing god knows what. But emerald had a show to run and the bad bad carthage people had taken the egyptian cities left. When asked for some egyptians to eat, they said no. this made emerald very sad and made him sulk in his room for a few hours before he decided that we needed to eat an entire carthaginian city as revenge.

He arranged to tour the city of agadir or something like that. He brought some spearmen with him and told the authorities that the large pointy sticks were actually Liberian style skewers as he was going to have some dining experiences in Carthage with some tasty spit roasting. The budget was very high and he would cry if the authorities tried to shut him down. As a prominent leader of Liberia, the city's governor would rightly think that it was a bad idea to have him crying in his city.

So before other signs of betrayal like the jungle stabbing or the swordsmen thing or the deals with israel, emerald could secure a special live dinner inviting the city's leadership. The special dinner that Lord Narjam, controller of Agadir, would be shocked to see was that the spearmen had roasted all of his top ministers. See when the ministers came in, the spearmen would act cute and lead them to tour the behind the scenes and then brutally stick a spear up their *hehe* butts. Then the mayor would have to eat some very bad tasting old men and would feel very sick. Either he would run away or get killed by the spearman unexpectedly. Either way the city would be in shambles without its leadership.

Invested : emerald, 1 spearman, 4 ppg

Results : flip agadir or kill lord narjam and lower city health

Plot 2 : Pit your army against this

RP : corgi man was being bad and doing his nonsense. But he insisted on getting Pithom. Unfortunately for briusky that meant he had to go and save Pithom before the stupid Carthaginians realised what the fuck was going on. It would be confusing for them to see that the city had been surrendered to their ally, or so they would think. They had been aware of the fact that we don't like to wear clothes because there are no adults to boss us around. But they

haven't had to fight against the Liberians so they had continued to not look at the naked children so that they wouldn't go to Carthage pedo jail.

They had also been told that 9 spearmen and 9 composite bowmen regiments would be sent as a gift to them. So naturally we would be able to take advantage of the confusion and say that the larger than average army was because some were going to secure Pithom. Briusky would happily say that they had a secret operative take the city down when in reality the secret operative was to stab the carthaginian armies in the back when they slept. It would be hard if they fought back too because they haven't been desensitised to seeing naked children charging at them with spears. In the end, briusky would be able to surround the cities easily.

Invested : briusky, 3 ppg, 1 ppf

Results : move army west of Ibadan to Khmun and Utique and kill carthage units in the way

Plot 3 : ploughshares into swords

RP : certain lazy bums cough corgi man cough have decided the civilian/nfe life is better for them than the warriors life this is obviously complete bullshit while we can't do much about nfe bums doing bum nfe things we can do something about our lazy workers who insist on stupid bullshit like getting paid and days off and also i think we have a rando egyptian prophet somewhere who is an absolute karen just sitting around wasting our money on speaking to the manager anyways these bums need to get a real job and join the army to do that marcus the spice acquirer has acquired large amounts of spices that he will be selling at a special military price for members of the military because these civilians are lazy bums they will do anything to avoid paying full price and will show up in droves to join the army once in the army they will be given swords and shields and be sent to #ConsumeCarthage with the discount spices carthaginians will taste even better giving them more incentive to slaughter the fools who would dare oppose us also some karens showed up to get cheap spices and were similarly sent on a mission to speak with carthages manager the onslaught of former bum workers who found a purpose in life and suburban karens who want cheap meat to go with their cheap spices would certainly destroy the carthaginians

Invested : marcus, 2 ppg

Results : turn civilian units into swordsmen

ZULU ISIZWE

DIPLOMACY

ALLIANCE:

FRIENDSHIP: Burundi, Carthage, Zanzibar, Liberia

DEFENSIVE PACT: Burundi, Carthage

DENOUNCING:

WAR: Beta Israel, Egypt

PEACE: All others than Beta Israel & Egypt

SUZERAIN:

DEALS

Establish tourism relations with Burundi, giving our citizens access to each other's territory

War with Egypt

War with Beta Israel

EVENT

Global Event: Option **None taken, no outcome.**

National Event: Option **None taken, no outcome.**

CHANGES TO TECHNOLOGIES AND SOCIAL POLICIES

CITY CONTROL

u/Sandbankshark:	Ulundi, Eshowe
u/bantha-food:	Nongoma, Nodwengu, Hlobane
u/LynnWin:	Umgungundlovu, Isandlwana, Ndongakusuka
u/Retosius:	(none)
u/kilsz:	De Aar, Maqongqo
u/lazygirl295:	Nodwengu
u/Denzien2	Deir El-Bahri, Bubastis, Hlobane
u/ThatOneNarcissist	Kambula
u/penisboy7211)	(none)

SUCCESSION

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

Amahle Makhedama is chosen as the next Indlovukazi

CHARACTERS, ASSETS AND MODIFIERS

SBS (u/Sandbankshark)	Mandla Sfiso Zikhonjwa	nKosa (king) (Dead)
Bantha (u/bantha-food) -	Bangizwe kaLanga	iSángoma (witch doctor)
Lynn (u/LynnWin) -	Amahle Makhedama	Indlovukazi (queen)
EUUG (u/Retosius) -	Igundane Lokuhamba	Umvakashi (traveler)
Klisz (u/kilsz) -	Lerato Makhedama	Indlovukazi (queen of De Aar)
Lazy (u/lazygirl295) -	Ayize Malandela	Usosayensi (scientist)
Emi (u/Denzien2) -	Liyana Khathini	Umculi (cursed musician)
Rose (u/ThatOneNarcissist) -	Sizakele Sigwaxa	Iphoyisa (police officer)
Skies (u/penisboy7211) -	Kagiso Cindi	Abangasebenzi (unemployed)

Amahle has **skills in propagating republican traditions** and **skills in coordinating and motivating recruits** and **skills in getting good publicity**

Liyana has **skills in catapult management** and **skills in legal military activities**.

ACTION POINTS

10 initial AP

10 AP total

3 AP sending 7 spearmen and 2 composite bowmen to Carthage (Red)

3 more AP will be spent by Carthage transporting 4 composite bowmen and 5 horses to Carthage (Red)

5 more AP will be spent by Burundi sending 10 composite bowmen, a horse, 2 spears spear and 2 warriors (Blue)

4 AP will be spent purchasing the Aristocracy social policy

2 AP will be spent purchasing courthouses in Deir El-Bahri and Bubastis

1 AP will be spent purchasing a happiness building in the largest city without one.



TREASURY

668 initial Gold

668 total Gold

177 gold on Plot 1

177 gold on Plot 2

177 gold on Plot 3

118 gold on Plot 4

19 remaining Gold

RELIGION

56 Faith

PLOTS

Plot 1: Music of the Beasts

RP: Music filled the air, Liyana was advancing towards the city with the head beastmaster. They were surrounded by large angry looking beasts. Bursting with muscle and faces filled the rage, the beasts were entranced by the music. “Hey, these animals are controlled by the music right, how come I wasn’t asked to help with this?” Liyana asked the beastmaster, he looked flustered “Oh, umm, well, your music is too, err, good for this. They need something a little more rough around the edges”, Liyana looked satisfied by this answer “Ah fair enough, but I still don’t see why my music won’t help...” before the beastmaster could answer, a war horn boomed in the distance and the music got faster and more aggressive.

The beasts started to charge towards the city, “Ok” yelled the beastmaster over the thunderous noise of galloping hooves “the attack is starting, Liyana support from behind”. Liyana nodded and moved to get into position, despite this she couldn’t help but think that if she played a small tune on her flute it must at least help a little bit, she put the instrument to her lips and began to play an upbeat song. The effect was instantaneous, the beasts bellowed and rage filled their eyes as they began to break ranks and run in different directions, if Liyana didn’t know any better she would have sworn that they grew to at least double their original size.

It was absolute pandemonium, the beasts charged towards the city trampling everyone and everything in their way, nothing could stop them. The air was littered with flying debris, dust, and even people as the creatures advanced, the beast master caught Liyana’s eye and smiled “Huh, looks like we could have had a use for your music after all”.

Invested: 177 gold, Liyana Khathini, Sizakele Sigwaxa

Results: Memphis is flipped, taking control of the city for the Zulu, leaving Egypt with one last city.

Failure. Despite an effective assault approach, the animals suddenly go out of control, and Liyana is injured in the pandemonium. Note that she has an increased risk of death in plots next part.

Plot 2: Drama Queen

RP: While the Zulu society in itself is a very intricate thing filled with war, money and cool stuff, there was one thing it was sorely lacking: entertainment. Sure, there were the renowned occasional circuses in some towns, and there were huge arenas erected to have people kill each other (a favorite Zulu pastime). Surely those were great achievements, but it didn’t touch the

soul to see a mighty warrior raise a hand with a beating heart freshly ripped out of their opponents chest. Electrifying the soul like a lightning strike, filling it with energy through the mere recital of a story - that was true art! And yet the uncultured masses didn't care for it at all... The rich and wealthy had started importing some works from Burundian cities, they wrote all sorts of cool stuff about being one with the jungle, dancing until the spirits leave the body and things like that.

Of course it all had a very weird influence of footwear and people running, but that was *art*. Fascinated by these prospects, scientist Ayize (one of the wealthy, smart people) hired the homeless Kagiso (one of the poor, uncultured swines) to assist her in finding a poetic culture that fit the narrow definition that the Zulu plebs understood to be "culture". The trick was to make the art fit the general theme of death and honor. Kagiso hated the first few drafts of love poetry Ayize and her team produced, but when they switched it up to a heroic ballad of a mercenary fighting for his village to keep existing against a tide of enemies, culminating in the tragic death of him protecting his family and all he loved, it really resonated quite well. The next draft involved an arduous trek across a mountain range and through a cave system to secure greener pastures for the tribe, which really connected to Kagiso. Apparently this drive was something even the simple folk could understand. And when they included a few more spicy details about the main character's love life that *really* seemed to intrigue Kagiso.

Soon enough the first drafts could be publicised, sent to libraries and recited by the traditional singers and oral historians for the masses. From there rich kids from the upper class started writing their own stories, much to the disappointment of their parents who would've preferred a warrior or at least a smith, and developed a distinct writing style that separates Zulu dramatic poetry from all others - mainly through its vulgarity, brutality and grammatical errors.

Invested: 177 gold, Kagiso Cindi, Ayize Malandela, support from Burundi

Results: Peacefully gain Drama and Poetry from Burundi, Ayize Malandela gains skills in stealing techs/diplomacy. On great (crit) success gib amphitheaters pls.

Partial Failure. The ballads really are remarkable, but they just don't seem to be catching on. People seem more interested in running than anything cultural.

However, you do have some ideas on how to disseminate information better next time. Gain a minor bonus to your next tech steal plot.

Plot 3: Fire.

RP: Slowly, I, Amahle arose from her bed, when was suddenly shaken by a royal guard. I asked him why the situation was, and he informed me the former king, Mandla Sfiso Zikhonjwa, was dead. He was stabbed in the shoulder by a few bitter soldiers. Immediately I helped order troops to enter Ulundi and Eshowe to quell the rumored protests and pretender rebels. In short, it ended without any worries. Now, it was time to take the robes, and grow the nation like never before. The first item on the agenda is to end the Betas.

After multiple failed revolts, it is time to stop looking for immediate change, and focus on sabotage. I sent Igundane Lokuhamba to relay the messages and supplies to the Egyptian rebels. We have sent some money and supplies to rebels in Beta Israeli Egypt to kill units occupying their land and to commit terrorist attacks against Beta Religious monuments. And so the plan started.

In Egypt, guards were killed and terrorized with fire bombings in headquarters. Some of the force conscripted Egyptians started setting camps for the troops ablaze on the Carthaginian front. And holy sites were set ablaze as well with the culprits never found. They wanted an Egyptian republic. And nothing would stop them. In the Carthaginian lands, new troops also fought against the endless onslaught of the Betas, and fought them.

Invested: 177 gold, Amahle Makhedama, Igundane Lokuhamba

Results: Due to the rebelliousness of the Northern Egyptians and Carthaginians, units in the North are killed, and faith buildings in the Beta core are destroyed. Specifically, any units in Carthaginian territory or former lands would be the first to be destroyed. Units in Egypt second, and then faith buildings anywhere.

Success. Sulci and Cyrene's population both rise against their oppressors, killing three Semien units around each city. Igundane Lokuhamba gains skills in mobilizing rebels.

Plot 4: Meet the Zulu!

RP:

In a small room filled with some strange lights and backdrop, a dark skinned man starts to introduce himself. I am, the interviewer, and welcome to "Meet the Faction!"

Loud applause came from somewhere.

"First we have one of the newest members to the Zulu high ranks, the head of police. Her name is Sizakele Sigwaxa. We don't know much about her yet, and so you will get an exclusive first look at her!"

The camera turns to a comparatively pale young woman, tall and astute.

"Tell us about yourself Miss Sigwaxa, what do you want to tell the world about you?"

"I'm just here to solve puzzles and hang out with friends. The ciphers are fun. If you must know something about me I utterly love dyed hair. In real life I had highlights before COVID and now they're faded sadly"

"I can see your lovely blue hair, but, what is a COVID?" Miss Sigwaxa widened her eyes in shock as if someone had told her the building was on fire.

"No comment." she whimpers.

"I suppose we will have to send you to the snakes. Good luck and thank you for your words! George, be a darling and help our friend out. And make sure you have the cobras, not the rattlesnakes!"

Sizakele is tied to the chair by the cameraman and dragged to the nearby room while screaming for help.

"Next up we have a dir- I mean lovely traveler from the Zulu. Now, um, Igundane Lokuhamba, I hear that you are not from Zulu. Tell me your story of how you got here."

"Well, I'm part of a travelling group. we call ourselves the maailman lukijat, but that's beside the point. We were setting up camp when I decided to get some rest. When I woke up, I found myself left behind with nothing but my clothes and my päiväkirja maista. I walked down our travel path, hoping that I'd see them when I saw the light and smoke of flame. when I saw it, the winds began to blow towards that light. I felt that the gods were guiding me there, so I went there, and found this place."

"Interesting, and why did you stay here?" he winced and looked visibly disgusted.

"Well, I felt that the gods brought me here to get help in finding my clan. not much else I could do anyway, since I'd likely die in the desert anyway."

"Interesting. What would you say is the most important lesson you've learned in your time?"

"That your family are rarely allies."

"Thank you, Igundane, now down you go!"

Ingundane and the black chair falls into a deep pit below the studio.

"Now with that g*psy out of the way, we can turn to our next guest. This man is a strange lad, who calls himself a 'witch doctor.' Now I don't believe in magic, but I am a man who can be convinced of nearly anything if I can see it with my own eyes. Give it up for Bangizwe kaLanga!"

Clapping can be heard as the Bangizwe is brought to attention.

"Bangizwe, baby, can you show me your healing abilities?"

"Of c-course" he stutters, pulling out a strange purple vial and hands it to the interviewer. "Drink slowly."

“Why I will be fine, don’t worry about me. I am an Alpha man, much like the Israelites.” he chugs a large amount of the tonic quickly. Bangizwe’s eyebrows rose and his arms reached out trying to grab the vial before the interviewer could finish drinking the strange liquid. The interviewer collapsed onto the ground quickly without hesitation, and the witch doctor was escorted into the gutter. After a short break, the interviewer comes back and

Ayize Malandela chuckled while sitting in her chair, sitting upright, but bobbling back and forth, and side to side. The camera shook a little and the white backdrop wiggled. It would all be edited out in post production of course.

"Ayize-"

"Dr. Ayize Malandela."

"Right. Tell us how you became interested in science."

“Ah well, you see, I’ve always been interested in science, my mother was also a scientist you see” replied Ayize gleefully

“Oh ok, so you’ve never had anything that sparked your interest further?”

“Oh no, in fact I don’t even know what anything is other than science” She smiled broadly.

The interviewer looked rather uncomfortable, Ayize was staring at her with a wide grin that threatened to split her head in two, she felt that Ayize was a little bit of an oddball.

“Good bye then.” Ayize walks off without much worry. “Up next we have a musician, and I sure hope she can bring music to my ears!”

The microphone rings with feedback briefly, after bumping into Liyana's guitar. Her entire entourage of instruments clinked and jingled with each move she made.

"Dear Liyana Khathini... I can see that you are quite into mu-

"Yes." the interviewer was silenced by her sudden answer.

"Well, how did you become interested in music?"

Liyana blinked, what did this woman mean, everyone knew why she was interested in music

“Umm, I mean, I’m the reincarnation of the great musician Umsindo Omkhulu, everyone knows that, I was born with the fires of music in my heart”.

The interviewer was extremely confused, she’d of course heard this story before but she had assumed it was just that, a story.

“Oh, do you actually believe that?”

Liyana shot her a rather disgusted look

“What do you even mean by that, I don’t believe it I know it, everyone who hears how beautiful my music is knows that it must be the case”.

“Right. How about you play us a song?” The interviewer doesn’t really know what to say, he felt that “beautiful” was a rather more than grateful way to describe her music, in fact he was fairly certain that the last time he heard Liyana sing she had to fight a quite difficult battle to keep the contents of his stomach from spraying over the floor. The music starts playing and the interviewer orders that she be dropped into the pit immediately. Which she was.

“After that disaster, we move onto the Queen of De Aar, and heir to the throne, Lerato Makhedama.”

“Hello.”

“Now you are the daughter of the virgin queen Amahle right?”

“Correct, and my wife-”

“Ew you’re a lesbian? How disgusting.”

“Excuse me? I’d like to see you say that with me a few inches closer!”

“Wait, please, step back!”

After a few minutes, the interviewer returns, with plenty of bruises. He coughs.

"Now we have... uh this person. They seem to be unemployed and doing nothing useful with their life... sounds like me in my twenties..."

A laugh track plays as Kagiso Cindi trips over herself in the chair.

"Kagiso Cindi, tell us, none of us are getting any younger, what do you plan to do with your life?"

“I’ve heard of this bit of poetry that was kinda heroic and the dude got all the chicks, so I guess I’ll do that?” Kagiso bluntly roared.

"Isn't every young person like that early on?"

Quiet chuckles petter out in the background.

"So you see yourself as an artist?"

“No, it's just that I really like fighting, and women are pretty hot, and why should the great legends have all of that and not me?” Kagiso remarked.

Ooos and aaas came from the crowd.

"Admirable goal. Thank you for your time. We will now escort you off stage."

A pretty lady comes out and picks up Kagiso, carrying them offstage.

"Next we have the former king of the Zulu, nKosa Mandla Sfiso Zikhonjw!"

The camera focused into the dark skinned, short haired, and well defined interviewer about to ask the high profile god on earth a question to define a generation.

“King Zikhonjw, tell us please, how did you become such a successful king for the Zulu, bringing it to a global superpower in diplomacy, economics, and most importantly, a robust and modern military force?”

Flies flew around the rotting corpse of the former king of the Zulu. The flies were loud enough to echo into the microphone. The half revealed skull had an eye socket open, and a worm slithered out of it. A spear head was hooked all the way through Mandla’s shoulder, past his dusty lungs.

“And how did you grow the military so quickly?”

King Mandla’s corpse collapsed on the floor with a thud.

“Now we would have Amahle talk but we are out of time! Thank you all! And good night!”

Lerato wakes up from this bizarre dream, and hugs her wife, to sleep yet again.

Invested: 118 gold, Lerato Makhedama, Bangizwe kaLanga

Results: Ayize gains skills in researching/stealing technologies, Letaro gains skills in self defense, Sizakele gains skills in breaking the fourth wall (asking for something from the plotrunner), Bangizwe gains skills in harmful tonics, Liyana gains skills in terrible music to cause pain, and Kagiso gains skills in flirting. Ingundane gains skills in travelling and less likely to die.

Success. The above individuals gain skills as described.

KINGDOM OF CARTHAGE

DIPLOMACY

ALLIANCE	: [REDACTED].
DEFENSIVE PACT	: Burundi, Zulu, [REDACTED].
NON-AGGRESSION PACT	: [REDACTED].
FRIENDSHIP	: Burundi, Egypt, non-Beta-puppet Liberia, Zanzibar, Zulu.
DENOUNCING	: Beta Israel, Beta puppet Liberia, Zanzibar.
WAR	: Beta Israel.
PEACE	: Egypt.
SUBJECTS	: Alexandria, Awbari.

Notes :

Remember to make our subject city-states (Alexandria, etc.) Allied to us in-game.

DEALS

We demand tribute and fealty from Alexandria and Awbari.

If we capture Alexandria during the part, immediately liberate them as our vassal, and reinstate the previous tribute arrangement.

We close borders with /u/EmeraldRange's and /u/briusky's Beta puppet Liberia, and refuse entry for any of their players, units, NPCs, and other goons into our territory and cities, and arrest and deport any which attempt to sneak in.

We allow Zanzibar to steal Masonry from us.

We allow Zanzibar to steal two additional techs of their choice from us in any future part.

We allow non-Beta-puppet Liberia to steal one tech of their choice from us in any future part.

Receive 6 Composite Bowmen, 7 Spearmen, and 5 Horsemen from the Zulu. 9 of them are to be moved with the Zulu's AP and 9 of them are to be moved with our AP, and all are to be placed around Abydos, Heliopolis, and Carthage, and then Oyat, Khmun, and Utqiue, prioritizing the first trio of cities.

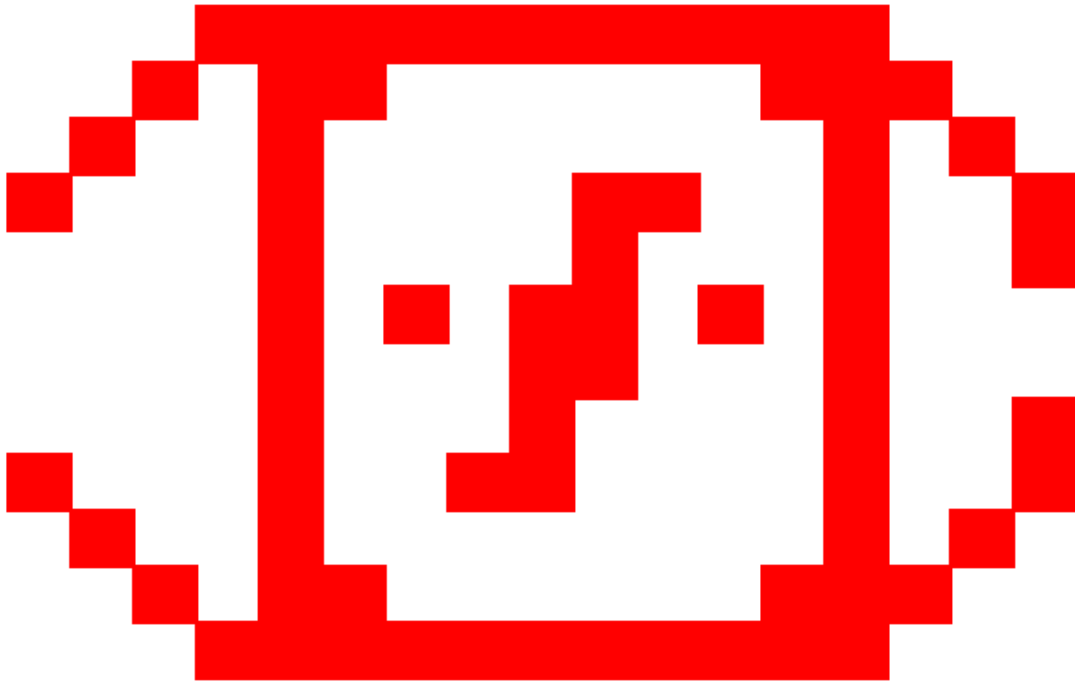
Receive 6 Spearmen from non-Beta-puppet Liberia. All of them are to be moved with our AP, and all are to be placed around Abydos, Heliopolis, and Carthage, and then Oyat, Khmun, and Utqie, prioritizing the first trio of cities. We only accept non-Beta-puppet Liberian units; any Beta puppet Liberian units are refused access to our lands.

Receive 18 Carracks and 9 Pikemen from Zanzibar. 12 of Carracks are to be moved with Zanzibar's AP and 6 of them are to be moved with our AP, and all are to be placed around Abydos, Oyat, and Carthage, in descending order of priority. All of the Pikemen are to be moved with our AP, and are to be placed around Abydos, Heliopolis, and Carthage, and then Oyat, Khmun, and Utqie, prioritizing the first trio of cities.

[REDACTED]

EVENTS

Christmas Day and Africa's Eye : **You discover within your chest a tome that speaks of reshaping the world. You may use the Tome of Recreation to provide a two-time outcome boost to a terraforming plot.**



In **Eternal Thanks**, we choose Option 4 despite it being kind of boring. **Gain the artifact “Sword of Haste”, providing a single-use outcome bonus to a military plot.**

In **The Battle of the Shippside Prophet**, we choose 2 - F. **Gain the artifact “Holy Sling”. This artifact generates 2 PPF. Alternately, it can be invested to provide a +2 investment bonus to plots that involve throwing rocks.**

SCIENCE AND SOCIAL POLICIES

CITY CONTROL

/u/Aimerais	: Qart-ḥadašt.
/u/Tefmon	: Cyrene.
/u/ThyReformer	: Oyat.
/u/leris1	: Gades.
/u/OfBleedingRoses	: Sulci.
/u/Lord_Norjam	: Agadir.
/u/adamaxi	: Utique.

CHARACTERS, ASSETS, AND MODIFIERS

Characters

/u/Aimerais	: Dido, Queen of Carthage and Empress and Autocrat of All Africa [Skills: Ordering around minions, Speechmaking, Utilizing slaves].
/u/Tefmon	: Baalshillek, Shophet and General [Skills: Leading expeditions, HR].
/u/leris1	: Itthobaal of Gades, Shophet [Skills: Negotiations, Transportation of goods, HR].
/u/ThyReformer	: Astartus, Advisor to the Queen [Skills: Organizing criminals, Mobilizing criminals].
/u/OfBleedingRoses	: Tanitha of Carthage, High Priestess of Eshmunism.
/u/Lord_Norjam	: Hasmilcar, Admiral [Skills: Sailing rowboats, Sailing more rowboats, Extortion, Desert warfare].
/u/adamaxi	: Balthazar, General [Skills: Loudly executing nobles, Extortion, Threatening priests].
/u/penisboy7211	: Baaldik, Chief Civil Servant [Skills: N/A].

Zephon, Advisor to the Queen.

Jezebella, Advisor to the Queen.
Baalshillek II, General.
Iago, independent merchant “admiral”.

Assets

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

[REDACTED]

Modifiers

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

ACTION POINTS

10 AP total [10 base]

3 AP on moving 9 gifted Zulu units to Abydos, Heliopolis, and Carthage, and then to Oyat, Khmun, and Utique, prioritizing the first trio of cities.
2 AP on moving 6 gifted Zanzibari Carracks to Abydos, Oyat, and Qart-ḥadašt, in descending order of priority.
3 AP on moving 9 gifted Zanzibari Pikes to Abydos, Heliopolis, and Carthage, and then to Oyat, Khmun, and Utique, prioritizing the first trio of cities.
2 AP on moving 6 gifted non-Beta-puppet Liberian Spearmen to Abydos, Heliopolis, and Carthage, and then to Oyat, Khmun, and Utique, prioritizing the first trio of cities. If no additional units are gifted to us, invest 2 AP into Plot 4 instead.

TREASURY

PPG is 59

122 initial Gold

122 total Gold

-59 Gold on Plot 4.

-60 Gold to Zanzibar.

3 remaining Gold

RELIGION

14 initial Faith

14 total Faith

14 remaining Faith

PLOTS

Plot 1 : The Great Flood

RP : *Some god got really mad with everyone apart from this one guy who he told to build a boat, and then he filled the boat with animals and stuff so they didn't drown and then the guy flooded everything which was probably an overreaction but he promised to not do it again so it should be fine right. ~Genesis 6:9-9:17.*

It was not fine. The Betas had managed the aquifer poorly, allowing **[REDACTED]** **REDACTION FAILURE!** Hasmilcar, who was not **[END REDACTED]** a terrorist to coordinate with **[REDACTED]** Baalshillek, his son, and his disciplined expeditionary saboteurs, **[END REDACTED]** his friends to wreak havoc on Carthaginian cities occupied by the Betas. They took a herd of camels, attaching large hessian sacks to them, and used the camels to drag the sacks through the desert, filling them with sand. At a small spring where the aquifer opens to the sky, the **[REDACTED]** Carthaginians, who were once again not **[END REDACTED]** terrorists threw the bags of sand into the aquifer, displacing the water all at once and flooding the qanats. The rivers opening up in the city burst their banks, flooding them and destroying buildings, walls, and everything that stands in the way of the terrible deluge. After the flood, the waters recede, leaving the city in great thirst and hunger for a while, crushing the Beta occupiers. They'll eventually come back to normal levels, but that will take a while. **[REDACTED]** Using their shiny magic stealth rock, Hasmilcar's great skill at sailing the Sahara's dune seas, an extensive knowledge of the regional terrain, the loyalty or at least indifference of the common people, rampant extortion and murder and bribery any guards or other goons they come across, and access to the semi-secret networks of passageways used to originally construct and maintain the qanats, the Carthaginian infiltrators would remain undetected by any Beta troops, even if any heightened security measures were in place. **[END REDACTED]**

Invested : Baalshillek (/u/Tefmon) [Skills: Leading expeditions, HR], Hasmilcar (/u/Lord_Norjam) [Skills: Sailing rowboats, Sailing more rowboats, Extortion, Desert warfare], Baalshillek II (NPC), 5 Workers, **[REDACTED]** our shiny +2 stealth crystal **[END REDACTED]**.

Results : Through poor maintenance, gross mismanagement, and general incompetence, the Betas cause the qanat systems near Gades and Sulci to break, causing massive destructive flooding, followed by a sharp drought, followed by a slow return to normalcy. Mechanically, kill all units on or near the floodplains tiles, dunk the cities to 0 HP, but don't actually remove the floodplains or the rivers. On a greater success kill units further away from the floodplains, as the flood and then drought wreak havoc with fragile Beta logistics networks in the harsh desert. The people living in and near the cities rise up against the Betas and throw their support behind us, lowering the cities' HP further, killing or flipping more Beta units, and boosting our other plots.

I suppose some improvements and pop might logically get pillaged or killed by this too, respectively, but that's not the goal of the plot. **[REDACTED]** In actuality, our sabotage is behind the catastrophic flooding and following drought, but we don't tell anyone that. **[END REDACTED]**

Partial Success. Although you successfully damage the qanats, a chance encounter results in the entire operation being exposed for the world to see.

Six units on the flood plains are accordingly killed.

Gades and Sulci are damaged down to 80%.

Hasmilcar is wounded in the process, and has a higher risk of dying in plots next part.

Plot 2 : Return of the Jedi

RP : The night was sultry.

The sunset was golden pink over the crowded streets of Sulci, each person huddled in silence around the masked and cloaked Tanitha. Her companions circled in the crowd, passing the stories of Esmanbaal and his children to the fascinated listener. Tanitha, though, told the newest story of the great gods and their prophets, which was revealed to her in a vision outside of the city. Her voice echoing through the square, she began to speak.

"While most of the prophets of our gods were children of Carthage, one came from your very streets long ago. The young man, however, very much began his life as a villain. You see, the man was very short and often angered, with a wife so dry it made procreation quite difficult. His name was Beb Shappro, but he was called Shapprobaal under the evil powers of Eshmanbaal. He fought with facts and logic, destroying his enemies fully. However, his childish smirk made many eyes roll. You see, he was a vassal of Beta Israel's eternally corrupt government. The same that rules you today."

A murmur rose from the crowd, worried. Tanitha paused, taking a breath before continuing.

"On a night like tonight, sultry under sunset, Yarikh Eshmunamash rode into town beside his sister, Shiba Coryander. As usual, Shapprobaal was destroying innocent people with facts and logic as Shapprobaal, a fact himself, didn't care about their feelings. He turned to Yarikh, a full 4 inches above the eye level of Shapprobaal, and smirked. He babbled for a moment about "the left", leaving Yarikh staring, then reached for his sword. It was called facts, and his knife was called logic. Yarikh, in defense of his sister, raised, too, his sword. It was called Noyou, named for the response he often gave to insults. The battle was that of legend, each blow glancing for hours. Shapprobaal, with his shorter legs, began to tire. One poorly timed strike and he fell to the ground, the sword of Yarikh at his throat. In that moment, Yarikh showed mercy upon Beb

Shappro, and the spirit of Adonia came down and purified the defeated man. He saw the truth of the evil Beta Israel government, and the evil of his ways. He bowed, vowing to join Yarikh in his journey. He changed his name as well, becoming Brebne Shappro, a woman with a heart for the gods."

As Tanitha finished, the crowd lit with applause and gasps, rushing for each of their souls to be saved.

Balthazar and his undercover goons would escort Tanitha and her priests as she journeyed, and they would loudly execute any infidel nobles, use their thuggish natures to extort more people into converting, and bully Jewish priests into renouncing their faith, taking their flocks with them.

Invested : Balthazar (/u/adammaxi) [Skills: Loudly executing nobles, Extortion, Threatening priests], Tanitha (/u/OfBleedingRoses), 1 Great Prophet (can instantly and without fail convert 4 cities by default), 1 Missionary.

Results : Convert all of the Betas' cities in and near the Sahara (essentially everything north of Balankab, inclusive) to our religion.

Partial Success. Gades, Sulci, Emfraz, and Pithom are converted.

Plot 3 : Aime beats up Klo

RP : The unrest in Egypt rocked its very core. Displeasure with the choices of their Pharaoh left the people feeling both angry and unsafe. The state of affairs was grim, yet no one in power seemed to notice.

Prophecies that were uncovered spoke of a female pharaoh; someone to give them hope in these bleak times. They held onto this notion and to the vision of this beautiful queen, holding it close. They prayed to every god and goddess, begging for a miracle, and a miracle they gave.

She came around midday, surrounded by her aides. Her white robes and tediously braided hair gave an aura of power that no one could deny. Children ran through streets and homes announcing her arrival with delight, and people bowed at her feet out of pure instinct. They knew she was the one the prophecy spoke of, and they were determined to obey here for the sake of their health and happiness.

Within days, the current Pharaoh living in the Congo was renounced and rejected, as were the imperialist occupiers from Beta Israel. Instead, Queen Dido was called the new and true Pharaoh, vowing to protect her loyal subjects.

Iago and the work boat sneak Dido and her trio of Advisors into Thebes. Dido's slave workers on her harsh orders work very hard at braiding her hair and such. In Thebes the Advisors work with

their shady contacts to assemble crowds for Dido to entrance and enthrall with her fancy braids and excellent speeches.

Invested : Queen Dido (/u/Aimerais) [Skills: Ordering around minions, Speechmaking, Utilizing slaves], Astartus (/u/ThyReformer) [Skills: Organizing criminals, Mobilizing criminals], Baaldik (/u/penisboy7211), Zephon (NPC), Jezebella (NPC), Iago (NPC), 4 Workers, 1 Work Boat.

Results : Crown Queen Dido as Pharaoh of Egypt, causing Thebes to flip, other Beta cities in and near Egypt's original core to be damaged, and Beta units in and near Egypt's original core to flip to us. If we are unable to flip sufficient units to have a reasonable chance of holding any cities, instead focus on killing pop, destroying improvements, destroying buildings, and killing units in and near the Betas' cities in and near Egypt's original core. For the purposes of this plot, "in and near Egypt's original core" means the cities of Alexandria, Thebes, Karnak, Ambober, and Azazo; any tiles within any of those cities' cultural borders; and any other territory that makes sense to be affected by this plot.

Partial Success. You successfully flip Thebes. The city is lowered to 70% health.

Three units nearby are killed.

Plot 4 : Desert Storm

RP : The Sahara's night breezes chilled the sands of the spanning desert. Just outside the city of Gades, Semien military outposts stood guard, their tents dotting the landscape. In the grand tent of an Israeli general, guards entered through the tent flaps. As they breached the doorway, they stood in salute to their superior. The general's stern gaze fixed upon them, inquisitive as always.

"Good evening, soldiers. Why do you disturb my quarters?"

The more experienced and promoted soldier spoke first, the other allowing his companion to communicate on their behalf.

"Sir, we have a trader who's entered camp. He claims to be in the business of selling weapons. Now forgive me for speaking on matters which my skill set does not pertain to, but from what I recall we are beginning to decline in our iron reserves. Perhaps he could be of some benefit."

The general took a moment to ponder the possibility, then spoke once more.

"Send the trader in."

Some minutes later, the figure of a tall, shrewd man emerged through the tent's doorway, his arms delicately placed behind his back as he bowed to the general upon his entrance.

“Quite the extravagant residence for a temporary military station. I don’t expect you’ll be here for any more than a week, should the war demand more cannon fodder?” The man spoke the Israeli tongue fluently, his soothing voice disturbing the general it rang out to.

“I don’t see how a merchant such as yourself would be one to criticize a lavish lifestyle.” The general replied to the man’s remark sternly, a harsh tone in his voice.

“Well, general, I won’t waste any more of your time. I seek to sell my wares to your forces. I understand your armies are spread quite thin and your resources are spent at an immense rate. Perhaps you could afford to levy more regiments if you had the proper steel.”

The general did not take much time to offer a response. His troubles had been accurately described by the merchant.

“And how much do you ask for in payment? How much can you offer for that matter?” The trader grinned widely, amused at the military man’s inquiry.

“I have brought with me crates upon crates of weaponry fit to reinforce some four to five armies. For each crate, I request only ten gold coins. I estimate there are roughly 100 crates in the carriage I’ve already transported to your campsite, in fact I believe your soldiers have already investigated the contents of the carriage. Would you like to examine them for yourself?”

The general nodded. The two men exited the tent, and the merchant motioned to a large carriage hauled by a single elephant, its rear door opened. The merchant turned to the general once more, a smile still plastered on his face.

“Well, I must check on the Elephant, he’s had quite the long journey to your campsite. Feel free to examine my wares, I trust you won’t attempt to shoplift while I’m tending to my animal.” The general nodded, making his way to the carriage’s hind quarters, stepping up to face its open door, gazing inside to find stacks upon stacks of crates as described. As the general entered, reaching to open the lid of one of the many crates found within, arms grabbed hold of his shoulders, pushing him to the caravan’s floor before the door shut behind him. Daggers and shortswords plunged into his back repeatedly as the carriage began to stir, making its way out of the campsite. As the outpost’s guards began to rally to follow in pursuit as the caravan made its getaway, their general in tow, the greater ambush commenced, with cloaked and disguised men from within the camp making their attack on its inhabitants, beginning a bloodbath throughout the premises as Itthobaal the “merchant” departed, and the Carthaginian army arrived on the scene to clean up the remains of the carnage.

Invested : Itthobaal (/u/leris1) [Skills: Negotiations, Transportation of goods, HR], 2 AP (maybe; see our AP expenditures for details) 59 Gold, 2 Workers.

Results : Move all of our military units, including Great Generals and Shophets, to surround Gades and Sulci, killing any Beta units in the way. On a greater success also move units on Azazo

and Balankab, killing any Beta units in the way. On a lesser success move as many units as possible as close to Gades and Sulci as possible. Prioritize moving units in the west before moving those in the east.

Partial Success. Four units near Oyat and Abydos are moved near Gades.

Kingdom of Burundi Actions for Part Seven

DIPLOMACY

ALLIANCE : soon™

FRIENDSHIP : Carthage, Liberia, The Zulu, Zanzibar

DEFENSIVE PACT : The Zulu, Carthage

DENOUNCING : Egypt for wantonly settling our lands and Berberbati's alike even after being warned against the former, Semien for their blatantly unjustified warmongering ways and terrorizing the innocent citizenry of Cibitoke (press F to pay respects)

WAR : Semien I guess

PEACE : N/A

TRIBUTARY : N/A

We've informally agreed to a state of mutual respect of the mountainous borders between our realm and Zanzibar's. Likewise, we've established tourism relations with The Zulu, giving our citizens access to each other's territory.

DEALS

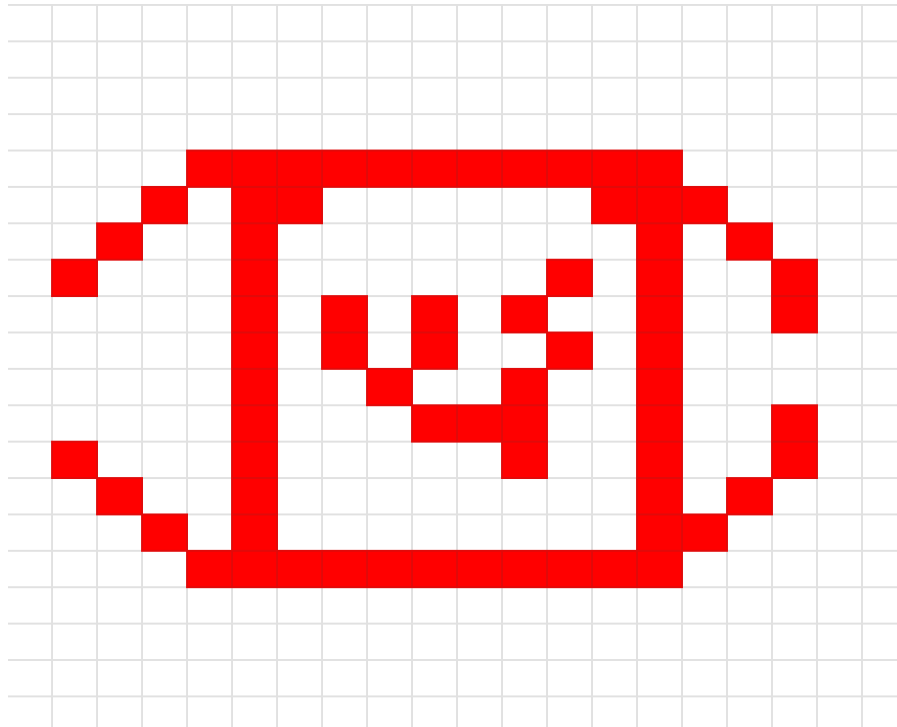
Allow The Zulu to "steal" Drama & Poetry.

Accept any units gifts.

EVENTS

Time to solve a Rosevent!

Rosevent part 1



Rosevent part 2: 4 for both events + B is for Burundi **You discover within the chest, a copy of “Rulers and Rule: A How-To Guide”. You may use the text to provide a two-time outcome boost to plots involving rulership.**

Gain the artifact “The Sword of Haste”, providing a one-time bonus to a military plot.

Gain 1 PPG.

SCIENCE AND SOCIAL POLICIES

Swap Theology for Guilds and Compass for Machinery.

Swap our Patronage policies for the Commerce opener and Wagon Trains.

CITY CONTROL

/u/Sup3rtom2000: Bujumbura and Kayanga

/u/MetalmindStats: Ruyigi

/u/sstefanovv: Gitega and Ngozi **These cities go into resistance for two turns!**

/u/Serenatycompany: Muyinga

Do you assign city control right away for cities settled via plotdoc AP expenditures? IDK.

CHARACTERS, ASSETS, AND MODIFIERS

/u/Sup3rtom2000 - **Ntare I Kivimira Savuyimba Semunganzashamba Rushatsi Cambarantama**: Mwami y'Uburundi - **skilled in delegating work to subordinates, introvertedness, coloring, Agricultural Knowledge, anger issues, and cartography.**

/u/MetalmindStats - Nkuru Ikimaze Abegakunda - skilled in conducting ceremonies, religious intimidation, carrying out spirits' bidding, and using inspirational quotes.

/u/sstefanovv - Kigahane Nzomukunda II - skilled in musical numbers. **This individual has died!**

/u/Serenatycompany - ded.

The Nameless Actor: doubly skilled in acting and stealth, and also skilled in speech [REDACT]

Assets when?

The Year the Sun Didn't Rise: We can choose to boost one plot against Semien this part (boosting Plot 1).

ACTION POINTS

10 AP total

5 AP to receive ten composite bowmen (C), one horseman (H), two spearmen (S), and two warriors (W) from The Zulu, marked with the letter in parentheses on the map below.

1 AP more to move three pikemen by Muyinga, circled with their destinations marked with Ps on the map below.

4 AP on two crossbowmen in Gitega, marked with Xs on the map below.



TREASURY

1,827 initial Gold

1,827 total Gold

[REDACT]

239 Gold on Plot 1.

472 Gold on Plot 2.

472 Gold on Plot 3.

354 Gold on Plot 4. **241 Gold was stolen!**

54 remaining Gold **o Remaining Gold!**

RELIGION

115 initial Faith

115 total Faith

115 Faith on Plot 1.

0 remaining Faith

PLOTS

Plot 1 : The Art of the High Humph

RP : Abegakunda's reputation had ballooned to the point where many knew the ikimaze simply by their title of Nkuru, or "superior". With that naturally came somewhat of an ego boost, in concert with the spirits of the rainforest, which had begun to look down on Semien and its antithetical high, stone-hewn churches in particular. So Abegakunda's roadshow ceremonial practice would hoof it to the city of Kechene, without any particular disdain for its ordinary citizenry but rather a high humph towards its leadership.

First obstacle: the great stone wall on its frontier. First solution: intimidate its few guards into allowing passage via an elaborate display to convince them there was even more than met the eye, with a backup militant solution. Next obstacle: securing entrance. Next solution: bust out all the pomp and circumstance of an important foreign dignitary. Last obstacle: taking the city. Last solution: dazzle Kechene's populace in ceremony, convincing them of the virtues of the Just Do It philosophy by this and via subliminal messages contained within motivational speech. A war-weary citizenry should prove distinctly receptive, especially once force gives its leaders no choice but to play along.

Invested : /u/MetalmindStats; their skills in conducting ceremonies, religious intimidation, carrying out spirits' bidding, and using inspirational quotes; The Year the Sun Didn't Rise; (boost from two parts ago) 2 warriors and 1 UU in between Muyinga and Ruyigi; 239 Gold; 115 Faith.

Results : flip Kechene, or damage it as much as possible on a lesser result

Give /u/MetalmindStats skills in executing plans.

Success. The city falls. However, it is a difficult affair. The city's HP is reduced to 30%.

Skills are accordingly gained.

Plot 2 : Kechene, City of Stars

RP : After so patriotically convincing the countrymen to ditch their spears for pikes via song, now Kigahane Nzomukunda II needed to put forth another musical performance to show the newly-anointed pikemen the way to Kechene. But after one grandiose, Disney-certified number, Kigahane Nzomukunda II couldn't reasonably stage another so soon. After all, everyone knew that would ruin the MK XIII movie's pacing! Instead, the occasion called for a song fit for a few quiet and contemplative minutes.

Inspiration came to the young man while literally starstruck by the night sky as he trained his gaze northeast of Bujumbura, towards Kechene. The answer, he realized, lied in the stars

themselves. The word on the ground was that they were particularly pretty up by Kechene, and so too were the figurative stars of the region. So Kigahane Nzomukunda II set to work composing a low-key musical number extolling Kechene as the City of Stars, the place where venturesome soldiers could find the shine of love both physical and spiritual. Such a song would surely prove a smash for the soldiers of Burundi!

Invested : /u/sstefanovv; his skills in musical numbers; 472 Gold.

Results : move as many troops as possible to the vicinity of Kechene, prioritizing Pikemen

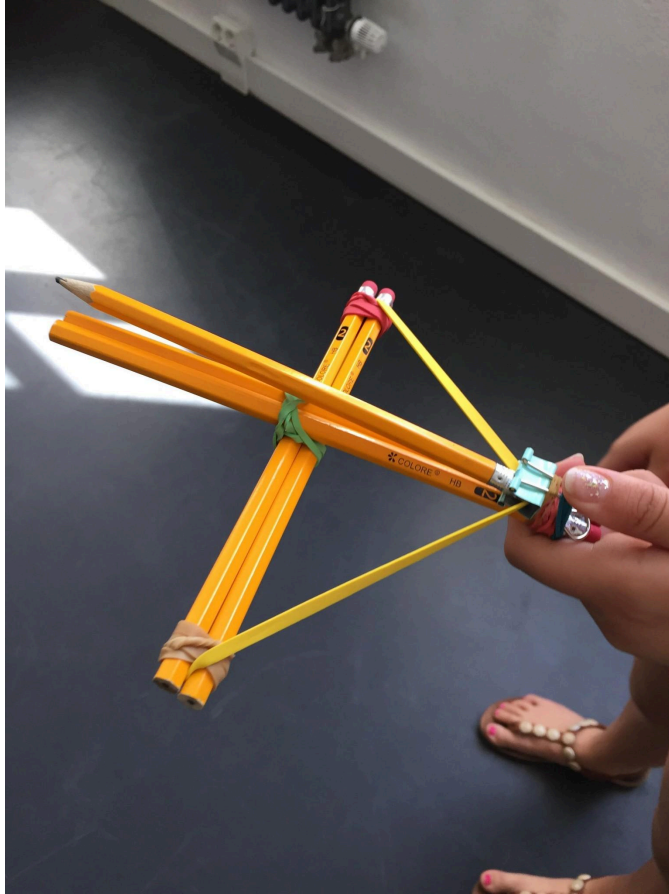
Give /u/sstefanovv skills in savoring the small moments.

Success. Eight units are moved near Kechene, prioritizing pikemen.

Plot 3 : Upgrade, reeeeeeee

RP : Ntare I was absolutely fuming. He had he army beat their heads against Keneche for several parts, uh I mean years, now and his army had little to show for it. One of his advisors suggested that instead of sending his troops foolishly, headlong into the throng, maybe a less direct route could be used to flip Keneche? Ntare of course had this advisor beheaded for his insolence, can't just have your advisors think they know more than you of course, but it did send him on a new train of thought. "Maybe out composite bowmen are too weak to take down Keneche with its great wall. Maybe if we upgraded the composite bowmen to crossbows, we could take my least favorite city."

Keneche then drew a lovely picture of a crossbow "as shown below" and told his generals to arm every ranged unit with the contraption.



Invested : /u/Sup3rtom2000; **his skills in delegating work to subordinates, coloring, and anger issues**; 472 Gold.

Results : upgrade as many of our Composite Bowmen as possible into Crossbowmen, including those gifted to us, prioritizing any in Semien lands and those close to Semien lands

Give /u/Sup3rtom2000 skills in designing contraptions.

Success. Three composite bowmen are upgraded to crossbowmen.

Plot 4 : The Fault of Israel

RP :

"They call me Death." My voice rolled in the echoing, stone chamber. Though only a whisper, I watched him cringe, to my own delight. His eyes were glazed over, dulled with the frying pan induced sleep from which he has just awoken. His partner still dozes. Quite frankly, I have my doubts he'll wake again.

Perhaps it's good luck.

I circle the awoken one slowly.

"What is your name, then?"

"Jehoash ha-Levi."

"Of Beta Israel?"

"What do you want of us?" He snaps, rocking his chair forward. His hands, feet, and waist are bound, holding him still in place. I scoff at his childish attitude.

"I want to see your appetite. You see, I enjoy watching people eat."

"You must be joking"

"It's not a fetish, just a hobby." Beside Jehoash, the other man stirs. I smile, speaking again.

"I see your friend is alive."

"His name is Ezion, and he's a greater man than you'll ever be!"

"Oh I don't doubt it. Do you know the size of his penis?"

"Excuse me?"

"I don't think I need to repeat myself." I move the still waking man from his chair, removing his garments as I tie him again, standing up, to a stone pillar.

"Evidently, it's quite large."

"You're disgusting."

"I think that's up for debate." With a single swinging motion, I separate Ezion's penis from his body. He wakes suddenly from his slumber, blubbering and screaming. Jehoash screams alongside him. Before his mouth can close, I shove the part between Jehoash's lips. He looks up at me with tearful eyes.

"Take a bite."

"Mmph-"

"Take it!" The power of my words vibrates, and his teeth sink through. With a shaky swallow, the remainder falls into his lap. I place a bucket beneath Ezion, catching the falling blood and urine. Without a second look, I slice open his stomach cavity, eliciting another gurgling scream from both men. His intestines hang slightly from the cavity, and his consciousness is clearly fading. I cut free one of his kidneys, serving it to the other man.

"Be good now."

He bites, swallowing, his voice lost in dry, horrified sobs. I follow with liver, intestines, and a piece of stomach, bile joining blood and urine in the bucket. Jehoash vomits. I shove the pieces in his mouth nonetheless. His jaw shakes uncontrollably. With a slice of colon, Jehoash, too, voids his bladder. The unconscious Ezion stands, and inch from death, so I cut to his still beating heart. One slice and the beating slows to a stop. Jehoash moans and cries through a full mouth, watching in spite of himself as I admire the delicate organ. He swallows.

"What have you done? Who are you?!" His voice returns in manic sobs.

"I told you, I am Death. Open wide." I grab his hair, forcing his neck back and mouth open, pouring the bucket of gathered fluid over him. I drown him in blood, urine, and bile, baptizing him in death. His coughing gasps and eternal screams merge into one, his body quaking. I leave him, tied to the chair, his sounds continuing far longer than the blood poured over his body. I wipe my hands clean.

"You were good today, beloved Jehoash. I hope you sleep well."

Invested : The Nameless Actor; their doubled skills in acting and stealth + their skills in speech [REDACT]; 354 Gold. **Only 113 Gold was invested!**

Results : assassinate /u/Legobloxcraft2 and cripple /u/Quaerendo_Invenietis

Success. Note that /u/Quaerendo_Invenietis was already deceased.

Egypt - Part 7 Doc

Deals/Diplo

Peace with Carthage

Accept any gifts from the Beta Israelites/Burundi, whether they be Units, Cities, or other resources

War Still on the Libs and Zulus

No change anyone else

Rigged Rosevents

We are thankful for 4, our armies, and we select E, for egypt. **Gain “The Sword of Haste, providing a one-time outcome modifier to troop movement plots. Gain 1 PPG.**

City Control

Both Cities are under the control of Klo **Please note to distribute cities more equitably in the future.**

Plot 1: Total War

The sky above Memphis was a deep crimson, stained with the blood of those that Egypt had lost. Under the hot sun stood a small group of soldiers, weary and battle beaten. Their leader, the warrior king Mega, stood at the forefront of a crowd of citizens. There is silence, then he speaks.

“Citizens of Egypt, this is our last stand.

The onslaught has taken everything from us. Fathers, Mothers, Sons, Daughters, Brothers, Sisters, Husbands, and Wives have all been taken by this hellish war machine. It’s time we join them. All of us. These Zulus, Liberians and Carthage Traitors believe they’ve seen fear. We will show them true fear. For every one of us they kill, they shall find a hundred more take their place. Everyone from the Elder and the Child will be sent to complete their ultimate duty. And then, we shall know peace. Whether that peace will be on the earth or with the gods, I cannot say, but rest assured: it will be peace nonetheless.”

Upon completing his speech, a knife arises from the king's belt. It is a small dagger, made for a child's hands. The handle is made out of reed and sycamore wood, the kind found on the banks of the Nile that the king once called home.

Wordlessly, the knife cuts across his throat, staining the dirt below him with his blood.

Invested: Mega's Life, 7 Pop from Memphis, 3 PPF, 1PPG, all un razed tiles surrounding the city of Memphis,

Result: the population of memphis is converted into military units, to complete Egypt's Last Stand against the invading forces.

Success. Seven population from Memphis, and all unburned tiles, are converted into seven swordsmen around Memphis. If you lack iron, you gain spearmen instead.

Plot 2: Rebellion

As it turns out, people generally don't like being eaten by cannibals.

At least, in Syrene and Elephantine, It was pretty clear to all involved that they weren't exactly good leaders. It's pretty obvious when someone eats your baby that you MIGHT not like them, but whatever. That's besides the point. The fact is, nobody likes them, and we're changing that.

Generals Klo and Baron are being sent to the city right now, along with a contingent of mercenaries hired in order to spur the egyptians in the city to rise up and take arms. But that's not all, because chances are, the Liberian soldiers surrounding the city don't like their jobs either. We shall send the holiest of holy men to preach to them, and have them join our cause!

Praise Egypt!

Invested: Moonie, Klo, Baron, 5 AP, Great Prophet, 1 swordsman, the chariot archer in burundi

Result: Flip Syrene and Elephantine, along with the units surrounding them

Failure. Please also note that you may not attempt to flip two cities in one plot.

General Klo gets shot in the knee, as he's arriving with a lot less support than he thinks he has.

Plot 3: The Big Berberati Friendship Sign

"Remind me why we're doing this again?"

“To convince Berberbati to ally with us against our enemies, *duh.*”

“And how is this going to help that?”

“Well, they’ll see the sign, say *wow, i sure do love egypt too, lets help them!* And then bada bing bada boom we have their support!”

“But like... why?”

“Whaddya mean why? It’s a foolproof plan! I mean, look at the sign!”



“Well, I guess I can’t argue with that logic, let’s build this sign.”

Invested: 5 workers surrounding memphis, 1 caravan, 5 AP

Result: Ally Berberbati with Egypt, so that they’ll contribute units to the war.

Success. Berberbati allies with you against the Liberians, for the duration of the war.

Empire of Semien: Part 7

59g PP

DIPLOMACY

ALLIANCE :

FRIENDSHIP : Liberia, Zanzibar, Egypt

DEFENSIVE PACT :

WAR: Carthage, Zulu, Burundi

DENOUNCING: Carthage

PEACE:

VASSALS :

DEALS

Give 944 Gold to Frodo's Wetworks for [REDACT] 4 Carracks, and 14 Pikemen

Give 3 Agaw Archers, 59 Gold, 59 Faith to [REDACT] **Ask for further details.**

Give 9 Triremes, 2 Workers, 2 Spearmen, 4 Carracks, 7 Agaw Archers to Sunrise A&E to raise 12 Carracks and 6 Galleasses at Karnak [REDACT] **Ask for further details.**

Give 2 Settlers, 5 Agaw Archers, and the city of Pithom to Liberia contingent on their attacking Carthage [REDACT] **Despite Liberia theoretically successfully declaring war against Carthage, the coup that follows renders war efforts null and void.**

[REDACT] **Please speak with me further on this matter.**

EVENT

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**You find within the chest a tome entitled “Talleyrand’s Big Book of Diplomacy”.
Gain a two-time outcome boost to plots that involve diplomatic wrangling.**

Option 5: *We are most thankful for our cities and people, supportive of our ruling eternally*
Gain The Sceptre of Security, providing a one-time boost to an antiplot.

Location is 4D, because all of our big-brained chess moves are multi-dimensional **Gain 1 PPG.**

SCIENCE AND SOCIAL POLICIES

Swap Tradition opener to Commerce Opener
Swap Aesthetics opener for Wagon Trains social policy
Purchase Mercenary Army social policy
Swap Metal Casting for Civil Service

CITY CONTROL

Lucky: Gondar, Karnak, Emfraz
Canadian_Christian: Wolleka, Pithom

Endless: Ambober, Thebes, Azazo
Quaerendo_Invenietis: Balankab, Sulci **These cities go into resistance for two turns!**
Legobloxcraft2: Kechene, Gades **These cities go into resistance for two turns!**
Vanadius_: Degoma, Alexandria
spicyTofu: Maksenit, Cyrene

CHARACTERS, ASSETS AND MODIFIERS

Gudit (ጊዲት), Empress of Semien (/u/EndlessVoido): religious construction, exploration
Jehoash (יְהוֹשָׁפָט), advisor to Gudit (/u/Quaerendo_Invenietis): religious construction, construction organizer **This individual is dead!**
DEAD (/u/Canadian_Christian)

Ezion (עִזְיוֹן), advisor to Gudit (/u/Legobloxcraft2), military logistics **This individual is dead!**

Amun (/u/lucky52903), military logistics

David (/u/Vanadius_)

“Tefmon’s Mistress” (/u/Don-Chan)

Antiplot on destroying Holy Sites, **[REDACT]** antiplot on Treasury **[REDACTED]**

Imperial Glory: +1 city-state plots, +2 plot point bonus for Part 6 & 7 *[-3 PPF Part 8-10 without victory & peace]*

Antiplot on destroying Great Wall for Part 6 & 7

Antiplot on enemy troop movement for Part 6 & 7

ACTION POINTS

10 AP total

4 AP on Mercenary Army social policy

$\frac{2}{3}$ AP Move a Settler 4 tiles northeast of Wolleka

$\frac{1}{3}$ AP Move a Settler northeast of Thebes

1 AP Settle on desert hills north of Marble on the Red Sea **on the map in green**

1 AP Settle on island east of Bosaso **on the map in green**

[REDACT]

1 AP Construct Holy Site with Great Prophet northeast of Mt. Sinai **on the map in yellow**

2 AP Construct 2 Citadels with Great Generals northwest of Emfraz and Maksenit **on the map in red**

[REDACT] If Liberia doesn't honour the treaty, raze Pithom to the ground. There's only one population left. Not sure how this works, I don't think it requires AP, but if it does, cancel one citadel and move the population to Thebes or Gades. **[REDACTED] Unredacted due to implementation. You successfully burn the city to the ground. You do not retain the population. 1 AP is deducted from the citadel stuff.**



TREASURY

1880 Gold

-944 Gold to Wetworks

[REDACT]

-291 Gold Plot 1

-236 Gold Plot 2

-172 Gold Plot 3

-177 Gold Plot 4 **17 Gold was stolen!**

[REDACT] **Done.**

1 Gold remaining **0 Gold Remaining!**

RELIGION

1303 Faith

[REDACT]

-295 Faith Plot 1

-354 Faith Plot 2

-300 Faith Plot 3

-295 Faith Plot 4

0 Faith remaining

CULTURE

63 Culture

-63 Culture Plot 1

0 Culture remaining

PLOTS

1. Scholarly Pursuits

*Happy is the man who finds Wisdom, the man who attains understanding.
Her value in trade is better than silver, Her yield, greater than gold.
She is more precious than rubies; all of your goods cannot equal Her.
In Her right hand is the length of days, in Her left, riches and honor.
Her ways are pleasant ways, and all Her paths, peaceful.
[She is a tree of life](#) to those who grasp Her, and whoever holds on to Her is happy.
—Proverbs 3:13-18*

RP: Empress Gudit (/u/EndlessVoids) opined at the lack of technological progress in her empire relative to other empires. Even though her people were the most pious people in the world by far, their existing institutions lacked the culture of vigorous debate and scholarship characteristic of rabbinic Judaism and of scientific progress. Impressed by the philosophical and scientific traditions of the Greeks, Egyptians, Babylonians, and Talmudists, and invoking theological arguments to her court from Jewish wisdom literature, Gudit instructed Jehoash (/u/Quaerendo_Invenietis) the master builder to create places of learning throughout the Empire where scholars may congregate, debate, disseminate knowledge, perform experiments, and advance the natural, social, and theological sciences to new heights.

[REDACT]

Invested: 5 PPF, 3 PPG, 1 PPC, 1 PPGC (55g & 4c), /u/EndlessVoids (skill in religious construction), /u/Quaerendo_Invenietis (skill in religious construction, organizing workers), 4 Agaw Archers

Result: Build 3 Academies in Gades, Sulci, and Gondar, [On the map in blue](#) [REDACT]

Success. You build 3 academies as described, in the three cities. Ask for more details.

2. A Gibeonite Deception

RP:
[REDACT]

Now it had come to pass that all the peoples of the earth had heard about the prowess of the Israelite military, and particularly her people's capacity to construct and recruit a mighty war machine, that they were all afraid of her and sought to see her overthrown. A great coalition of peoples raised themselves against the people of God and set themselves against her, so that the movement of her people was greatly restricted.

Knowing this, the Israelites set themselves to ensure movement by different means. They resolved to pretend to be from a different land, a different people. And with the bulk of the army to enter enemy territory being mercenary armies from another land, this would not be a hard sell.

The Zanzibari pikes disguised themselves as a delegation from a far off land. Their donkeys were loaded with worn-out sacks and their wineskins were old ones that had been cracked and mended again and again. Even the food supplied was dry and moldy, at least the ones that the Burundi would see.

As they moved across the heart of Africa, they were asked, “Who are you, and where are you from, and where are you going?” After all, perhaps they were from nearby, from the land of Israel, and were there to destroy them. But the mercenaries answered with a deception, “Your servants have come from a very distant land because of the fame of your tourism. We have heard reports of the wonders we might see in your lands. We were told to take provisions for a long journey by our leadership to see what you have to offer. Look at this bread of ours, it was fresh and warm when we packed it the day we left, but now it is dry and moldy. Our wineskins were new when we filled them, but now they are cracked. Our clothes and sandals are worn out by the very long journey!”

The Burundis, ecstatic that their tourist traps were so effective that even a host of people from a far off land would come to visit, gladly allowed them to enter the land. A few more astute officials wanted more paperwork, but they were dispatched from a distance by the long-ranged sharpshooters Israel snuck in between the mercenaries.

Invested: 2pp *Glory of Israel*, 5 PPF, 2 PPG, 1 PPGF (54g & 5f), /u/Vanadius_, 4 Agaw Archers

Result: Move 14 Pikemen from Wetworks between Bujumbura, Gitega, and Ngozi, killing Burundi troops there.

Success. The units are thus moved. Where appropriate, enemy units are killed to make room.

3.

RP: One day, Ezion grew sick and tired of the slow progress the people of Israel were making against the Burundi in the jungles to the south. He thought that the powers that be were too focused elsewhere rather than destroying the army of the south.

So despite all the caution his superiors had asked of him, and despite their desire to push for peace, one day Ezion said to his squad of bowmen, “Come, let us go over to the garrison of those uncircumcised Burundi. It may be that the Lord will work for us, for nothing can hinder the Lord from saving by many or by few.”

And his squad said to him, “Do all that is in your heart. Do as you wish. Behold, we’re with you heart and soul!”

So Ezion declared, “Here’s what we’re going to do. We’re going to cross over to the enemy side disguised as poachers. If they say to us, ‘Wait until we come check you out,’ then we’ll wait for them in place and not go up against them. We’ll find another way. But if they tell us to approach, we’ll go up since we know that the Lord has given them into our hand. It’ll be his sign for us.”

[REDACT]

So they went out and found themselves some patrols of Burundi archers and hailed them over. And the Burundi garrison said, “Look, pathetic Hebrews are coming out of the holes they’ve hidden themselves in,” and so they hailed Ezion and his squad and said to them, “Come on up to us, we got something to show you!”

So Ezion and the squad climbed up by their hands and feet and they took the Burundi by surprise with their increased range and religious fervour, since they knew the Lord was with them on that day. So ferocious was their attack that they overwhelmed the Burundi forces in a moment, so that several hundred fell in minutes.

That first strike caused a great panic in the Burundi camp. The garrison and the raiders trembled, and there was an earthquake too, and all of the archers and catapults of the Burundi were thrown into a great panic. And every Burundi weapon was turned against his fellow in the confusion, which was very great. Even refugees from the wars in the north who had fled from Israeli authority rose up against Burundi and turned on them to slay them. Thus, the Lord saved Israel on that day as the battle passed beyond Gitega toward Muyinga.

Invested: 2pp *Glory of Israel*, 5 PPF, 3 PPG, /u/Legobloxcraft2, 4 Agaw Archers

Result: Kill the archers and catapults of Burundi **[REDACT]**

Success. Up to a sum of five catapults and composite bowmen are destroyed, prioritizing catapults.

4. Lay Siege!

RP: After many back-and-forths, the Burundian core finally seems to be within Semien’s grasp. The Zanzibari mercenaries, if their deceit is successful, will meet up with General Amun (/u/lucky52903) and his Israelite forces (filled with zeal against the Burundians’ profane and idolatrous worship of a Greek goddess) and commence two simultaneous sieges against the Burundians at Ngozi and Gitega, destroying the guard towers, scaling the walls, and, ideally, overwhelming the defenders and taking one of the cities. The additional attack by Ezion’s forces will further facilitate this mission, and provide a “Plan B” should the Zanzibari mercs fail to arrive in a timely fashion.

Invested: 6 PPF, 4 PPG, /u/lucky52903 (skill in military logistics), /u/Don-Chan, 4 Agaw Archers

Result: Damage Ngozi and Gitega to 33%. On great success, to 0% (and/or flip) [REDACT]

Success. Ngozi flips, while Gitega is damaged by 20%, down to 80%.

Zanzibar Actions for Part Seven

DIPLOMACY

ALLIANCE : None

FRIENDSHIP : Burundi, Zulu, Beta Israel, Carthage, Liberia

DEFENSIVE PACT : None

DENOUNCING : None

WAR : None

PEACE : N/A

DEALS

Establish embassies in all factions that accept one (Currently: Carthage, Zulu, Burundi, Liberia Semien)

Trade 9 Pikes and 18 Carracks to Carthage for [REDACTED]

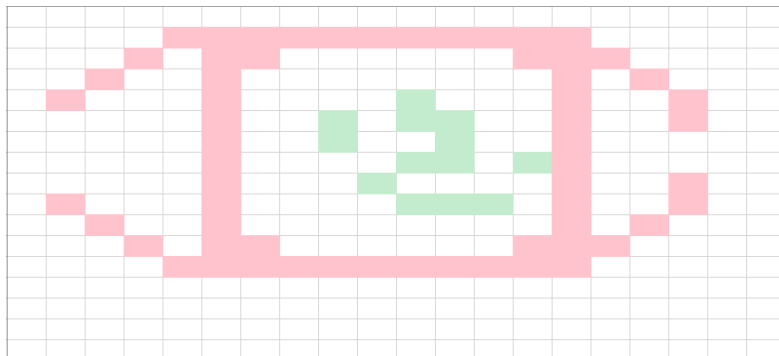
- Taking the masonry tech from Carthage for previous services rendered

Trade 4 Carracks and 14 Pikes to BI for [REDACTED]

Trade 2 Swordsmen and 2 Archers to Taqn for [REDACTED]

EVENT

National Event (Zanzibar): See below image



You find within the chest a tome titled “Death: Avoidance and You”. This artifact grants a player of your choice an escape from death. It is good for two uses.

Global Event (Eternal Thanks): Option 6: Convictions are about all we got really **Gain “The Scales of Minor Justice”, providing a one-time boost to cracking redactions.**

Global Event (Shipside Prophet): 4-B **Gain 1 PPG.**

SCIENCE AND SOCIAL POLICIES

Purchasing Commerce opener for 4 AP

CITY CONTROL

/u/Frodo0201: Zanzibar, Dar Es Salaam

/u/john_the_forerunner: Malindi, Mikindani

/u/simon133000: Mombasa, Lindi

/u/apple_dough: Tanga, Pangani

CHARACTERS, ASSETS AND MODIFIERS

/u/Frodo0201 - Sultan Jadid Bahri: [Skills in Coercion, Departmental Organization, Construction, Profiteering]

/u/simon133000 - Vizier Saymun ibn Said: [Skills in Diplomacy, Foreign Diplomacy, Sabotage, Fraud, Crocodile Handling]

/u/john_the_forerunner - Queen Regent Arwa Mariam: [Skills in Trade, Long-Distance Trade, Animal Handling, Extortion]

/u/apple_dough - Hakim Dee bint Sahk [Skills: None]

Alligator Tracker:

4 total (Snap, Crackle, Pop [Skills in Scaring Farmers] & Tony)

+2 from having 4 crocodiles at start

2 invested in plot

2 invested in plot

6 remaining (Snap, Crackle, Pop, Tony, Chester, Platty)

[NOTE: Crocodiles are worth double when used in field operations]

+2 PPG from every successful Wetworks plot ran

Tribute from Kakonga (4 part remaining) & Bosaso (5 parts remaining)

+2 Modifier to trade route plots in East Africa

+2 Modifier to tech plots (3 parts remaining)

ACTION POINTS

10 AP total

-4 AP on moving 12 Carracks up to Carthage

-4 AP on the Commerce Policy opener

-2 AP on Plot 1

0 AP remaining

TREASURY

247 (4 ppg and a bit) initial Gold

+118 gold (2 ppg) from Kakonga tribute

+118 gold (2 ppg) from Bosaso Tribute

+118 gold (2 ppg) from Wetworks Plots last part

+60 gold (1 and a bit) from [REDACTED]

+944 gold (16 ppg) from [REDACTED]

+236 gold (4 ppg) from Burundi for Plot 2

-590 gold (10 ppg) on Plot 1

-354 gold (6 ppg) on Plot 2

-295 gold (5 ppg) on Plot 3

-295 gold (5 ppg) on Plot 4

-295 gold (5 ppg) on Plot 5 (Wetworks exclusive)

12 remaining Gold

RELIGION

70 initial Faith

-59 faith on Plot 1

11 remaining Faith

PLOTS

Plot 1 : Blades in the Dark (Wetworks Plot)

RP: [REDACTED]

Success. Ask for further details.

Plot 2: You Sail Me Right Round (Wetworks Plot)

RP: [REDACTED] **Partial Redaction Failure!** Burundi wishes us to open up another front for them in the war with Beta Israel, and fortunately for them we are perfectly suited to make this the case. Many of our soldiers have recently been hired out as mercenaries to one side or the other, but many of those that remain wish to also see some combat and are biting at the chance to jump into the conflict. Thus, they will be hired out as mercs for this side strike under the flag of Burundi, also joined by our two aging parent crocodiles that wish to see one last bout of feeding frenzy before retiring back home.

Shipping these troops out should be simple enough, after all we still have a number of ships laying about; the only problem is going to be landing them safely. Fortunately for us, the Tijariin League is well established in every port of call along the eastern seaboard of the continent, and thus have given us connections throughout nearly every land. Under the guidance of our premier Tijariin navigators and merchants, they will guide this fleet to safe ports of call along the Israelite coast northeast of Gondar, where the troops can be unloaded in relative peace. From there the Tijariin ships will sail on, resuming their regular trade duties and leaving the troops to wreak some havoc among the Israelite backline.

[REDACTED]

Results: Land an army of Zanzibar units in the rear of Semien (Coast northeast of Gondar), Place them under the control of Burundi.

Success. 10 Units are placed accordingly. Please inform Coulomb of what units these are.

Plot 3: What Goes Around Comes Around (Wetworks Plot)

RP: [REDACTED]

Success. Ask for more details.

Plot 4: Crocodile Tears (Wetworks Plot)

RP: [REDACTED]

Success. Ask for more details.

Plot 5: Payment in Full

RP: After the disastrous attempt at learning horseback riding from Carthage, it was agreed that a more suitable form of technology would be exchanged instead for those previous services rendered. As a mostly island based nation we have previously had no need for deep mining and masonic skill, but with the growth of cities both on the coast and Madagascar it was becoming evident that being behind in this way was hampering our overall growth as a nation. Thus, a pair of ships and men would travel around the raging war to Carthage proper, there to learn the techniques of masonry and carry back some of the tools and stone required to train our artisans back home in these skills. The job should be simple enough and by giving any conflict a wide berth we shouldn't befall any of the same tragedies that struck the previous party.

Invested: 5 ppg, 2 Carracks, 2 Archers

Results: "Steal" the Masonry tech from Carthage

Critical Success! You gain the Masonry technology. Furthermore, gain a one-time boost to a plot of your choice next part.