

Mark 18:

Part 5

Personal Plot :

RP : Monounios, while deeply wishing to retire to a life of meditation and contemplation in his old age, has seen the great peace that he had worked so hard to create threatened. So, Monounios will once again don his voluminous robe, and depart from his palace in the dead of night towards the one who would destroy his peace. He will then track down that notorious warmonger, through bribes and other means gain access to the villain, and then shoot him thrice in the head with poisoned darts from his finger gun. Through the death of one man, thousands more will live.

Invested : *Basileus* Monounios (/u/Tefmon) [Traits : More Machine Now Than Man, Travelled and Learned; Skills : Machinery, Being Self-Important]; 600 Gold (from Illyria).

Results : Assassinate /u/ThyReformer's latest evil enemy OC Aratus of Sicyon, Strategos of the Achaean League. This should greatly hamper the political cohesion and military efforts of the League.

Also gib skills.

Failure. Aratus of Sicyon survives unharmed.

PERSONAL PLOT: The Hieronymic Grant

RP: The death of the energetic Archon Hiero, de-facto leader of Syracuse, heralded changing times in Syracuse. Leadership passed to the famed inventor, polymath, and all-around genius Archimedes, and the polity of Syracuse would enter into a new era.

However, Hiero's will was not yet finished.

Shortly before his death, the Archon set aside money and declared it part of a trust fund- held in the name of his yet-unborn grandchild, and administered by the financial

experts of the Academy of Syracuse; the fund would be invested in the various innovative development schemes of the Academy, repaid with interest, and then re-invested into Academic hands in a 'virtuous cycle', intended to benefit both the efforts of the Academy, and ensure the well-being of the Archon's descendants.

Invested: /u/Lurking_Chronicler_2, 800 Gold

Result: Establish the "Promethean Predictive Fund" NFE under the control of /u/Lurking_Chronicler_2; with minimal resources for now, but the ability to upgrade that later.

Success. You gain the NFE, with a single plot slot.

The League of Hanno

Organization

The League of Hanno is a Non-Factional Entity jointly operated by the Carthaginian Merchant's Guild and the Carthaginian Scholar's Guild. It is administered by *Hanno Ithobaalid*.

CHARACTERS/NPCS

Hanno Ithobaalid (Age: 34)

Captain Aderbaal (Age: 40)

High Priest Balthazar (Age: 43)

BONUSES

N/A

OBJECTS

N/A

GOLD

10 PPG from Carthage

-10 PPG on Plot 1

0 PPG Remaining

ACTIONS

Plot 1: The First Expedition

RP: [The Journal of Hanno Ithobaalid](#) (Text transcription beneath images).

Invested: /u/Leris1, 10 PPG, 5 Quinqueremes

Results: Sail around Iberia and establish an independent Phoenician settlement/city-state, **Gebal-Hadasht**, along the southern coast of modern Brittany. The land is to be purchased from the native Armorii peoples, who will of course continue to be allowed within the new boundaries of Gebal-Hadasht. The city of Gebal-Hadasht should be founded on the tile outlined in the screenshot below in red using any available city-state (Saxony, formerly used for the Helvetii is available) and its boundaries should extend to the tiles outlined in purple (though on a lesser success it should retain the default six-tile boundaries of any newly-settled city). The administrative center of the Armorii (marked in blue in the screenshot below) will be moved to the other tile marked in blue to the east solely for mechanical purposes, not subject to or causing any RP changes as the territory is decentralized and tribal to begin with. Ultimately, the settlement should serve as headquarters for the League of Hanno and aid in the financing of its endeavors.



Success as stated.

FOEDUS ITALICA - ITALIAN LEAGUE

CAPVT V - PART V

PLOT I: ALL ROADS LEAD TO ROADS THAT LEAD TO ROADS THAT LEAD TO ROADS...

RP: The Foedus Italica was a rocky organisation from its foundation, and without any sort of mandate from any of its members it was more an instrument for Roman development of Italia than any sort of collective alliance in actuality. Nevertheless, underneath all the dysfunction, there was *some* alignment of interests, and for the first, ideally trend-setting, project, the Romans sought to connect the two closest members with a bond in a language both would understand, and was, in fact, both their love languages: **INFRASTRUCTURE**.

With Roman interests in peacetime expanding into Iberia and Gallia, and as far north as Rhenania with its Belgae, and Etruscan desire for evermore opportunities for trade, a road would be envisioned. For the Etruscans had already built their own well-maintained, well-travelled, and much-acclaimed road to the North, thus the Romans would build for them a connection to the civil world, to the south. This “Via Fratrum” (or “Brothers’ Road”) was a bond of sweat and labour, of trade and profit, of earth and gravel, cementing and easing their trade relations, connecting Rome to the trade network of the North, with its raw materials, cattle, barbarians, etc., and the Etruscans to the trade network of the South, with its wine, refined arts, weapons, and people actually worth talking to.

Overseen by Etruscan specialists, large groups of skilled and unskilled Roman labourers flocked to the project, and with such ample talent, and Roman funding, the project was completed quickly. Such a demonstration not only provide trade benefits in its physical nature, id est, as a road easier to travel, but also as a demonstration of the cooperation the two states wished to pursue, causing even the more hesitant and xenophobic merchants to be more willing to trade, and deal quite fairly, with their brothers down the road.

INVESTED: *Cooperative Bonus*; 2 PPG (Rome); 2 Workers (Rome);

RESULT: Construct a “south road” to Etruria’s North Road, called the “Via Fratrum”, boosting the trade income of both Rome and Etruria;

Success as stated. Trade income boosted by 5% for both civs.

ARMENIA - Part 5

DIPLOMACY

Submitting as a Vassal to: Selucids

Declaration of Friendship with: Selucids

Open Borders with: Selucids

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DEALS

Declaration of Friendship: Ptolemies, Selukeia, Pontus, Epirus, Confederation of Rhine

Sending 6 PPG to Venice, in exchange for two trading posts

ACTION: If plot 1 fails, Declare war on Atropatene

ACTION: Spend 2 AP to buy 1 catapults, near or in Atropatene (buying units is being done regardless of whether they annex peacefully or war is declared)

ACTION: buying 3 Catapults with PPG, on border with Atropatene (or in internal border if they annexed successfully)

CITY CONTROL

Das: All of them? For now.

Bantha: Yay

EVENT DECISION:

PLAYER CHARACTERS

Das: King Tan Pectrant 68 years old **DEAD OF OLD AGE**

Bantha: Advisor Le Saval Corn Darelnekh (24 years old)

NPCS

Idk if I have any?

Oan Pectrant(68 years old)

Han Pectrant(68 years old) **DEAD OF OLD AGE**

Pan Pectrant(24 years old)

Panna Pectrant (24 years old)

Goat Slaughter (69, though probably pretty old) **NOT DEAD OF OLD AGE**

FAMILIES

King Pan is going to get himself a husbando

Princess Panna is gonna get herself a husbando.

Pan and Panna are making it a bit of a competition, seeing who can score the finest man.

BONUSES:

Bonus Stability from establishing religion (granted by event)

Hanstras Curtain Factory (+1 PPG per part)

Bonus Local Stability to Cappadocia (not even my own territory, sad)

ACTION POINTS

12 AP base

-2 AP for helping Selucids last part

-2 AP buying 1 catapults

- 2 AP each on plots 1-4

-TREASURY

2254 (11.25 PPG)

Trade income: 16.6 PPG

Hanstras Curtain Factory: 1 ppg

Total: 28.85 PPG

-6 PPG on part 1

- 5ppg on part 2

- 4 ppg on part 3

-2 PPG on part 4

-6ppg on buying two trading posts

-5.85 PPG buying 3 Catapults(1170 gold, 3*390 each, adds up to exactly 5.85 PPG)

RELIGION

253 Faith (5 ppf)

CULTURE

I have 6 cities. All of which are above 6 pop, one of which is above 12. (7 PPC)

PLOTS

Plot 1: Annex Atropatene

RP:

Atropatene had much in common with Armenia, and as time grew, they also adopted much of the economic principles of Armenia. The mountains, culture, and cult of love also made Armenian leadership attractive to the people of Atropatene. Armenians loved their government and kingdom, and that love radiated out. After the immense success of the integration of Colchis into Armenia, many in Atropatene and Armenia alike discussed the integration of Atropatene into Armenia, and Prince Pan, as well as his aging father, began to grow ambitious in this objective, making it a prime goal of theirs. Unite the mountain people, so that no conflict need exist.

Invested: Das, 2 AP, 6 PPG, Bonus from Giving them Mountain goats (bonus to annexation from success in part 3 plot), and shout-out to how cool our stability is. Who wouldn't want to be Armenian?

Desired result: immediate Annexation of Atropatene.

Stretch goal: spread cult of love to their cities as they are welcomed into Armenia

Partial success. Ganzak is annexed, but the people of Cyropolis are unhappy about your takeover, and begin to fight back.

Plot 2: Selukeian Training

RP:

Advisor Le Saval **Corn** Darelnetkh was an amazing man who joined the Court of Prince Pan, as he had been the Governor of Tushpa before its transfer into Armenian hands.

As Advisor Le Saval **Corn** Darelnetkh was giving the visiting delegation noticed the agriyaspidai, the famous Pikeman of Tushpa, among the city guards. Formerly, Tushpa had been used to train these elite members of the Selukeia military, and with the transfer of Selukeia over, so too were the blacksmiths who made the tools, the trainers who taught the troops, and even a contingent of troops themselves.

Given Armenia's acceptance of the superiority of these pike using troops over their own spearmen corps, Prince Pan ordered Advisor Le Saval **Corn** Darelnetkh to help spread the training around all of Armenia, and make it standard operating procedure for all their troops.

Invested: 5 ppg, 1 ppc, leveraging my control of former Selukeia land, Bantha, 2 AP

Desired goal: Convert spearmen in Armenia to Selukeian Unique Pikeman. Grant ability to purchase Selukeian Pikeman in future parts

Stretch goal: spawn some of said units in Tushpa

Success as stated. No stretch goals though!

Plot 3: Spread Cult of Love into Selukeia (converting as many cities as possible)

RP:

Bounded by the beauty of the immaculate conception of Prince Pan and Princess Panna, the divine cult of love continued to spread throughout Armenia. Who could not resist it, when the power of love was evident in the forms of the holy children and the things we can feel for each other?

As Armenian and Selukeian bonds grow, the cult of love naturally spreads into Selukeian cities. With natural ease, as people intrinsically understand love.

Invested: 5 ppf, 4 PPG, 2 AP

Desired Result: Convert majority of pop in a number of Selukeia cities to Cult of Love

Stretch goal: seed some Love into additional nearby cities

Critical failure. Despite your religion not spreading, your children (Pan and Panna) get significantly too involved with it, falling in love with each other, and giving your kingdom a newborn royalty.

Plot 4: Adopt Discipline Policy

RP:

While Prince Pan loved art, theater, and policymaking, Princess Panna grew up taking after her Aunt Han, she was fierce, and took easily to military tradition and technique.

Princess Panna, between her natural skill, her amazing leadership, and potentially her divine potential, rose Rapidly in the ranks of Armenia's military, and was beloved by all within, particularly those who worshipped her as a demigoddess in the cult of love. She used this good vibes and her rich Armenian knowledge to help reform the Armenian military, bringing improved training techniques and organization to the nations armed forces.

Invested: 6 PPC, 2 AP, Panna Pectrant(npc), 2 ppg

Desired Result: Adopt Discipline.

Stretch goal: Adopt Professional army additionally (my rationale in have an entire second policy be a stretch goal iis that professional army isn't a particularly good policy, given upgrading units is unlikely to ever happen in a scenario mark, but nonetheless does build towards finishing honor tree. Armenia does benefit from additional honor policies overall, due to my UA)

Critical success as stated, including stretch goal.

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The Republic of Carthage



DIPLOMACY

FRIENDSHIP : Provisional Council of Syracuse, Roman Republic, Etruscan Confederation, Ptolemaic Kingdom, the Iberians, Kingdom of Epirus, the Illyrians,

ALLIANCE : N/A

DEFENSIVE PACT : N/A

GUARANTEEING : Provisional Council of Syracuse, Etruscan Confederation

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

DENOUNCING : N/A

WAR : N/A

PEACE : N/A

DEALS

Send the League of Hanno 5 Quinqueremes and 10 PPG

GOVERNMENT

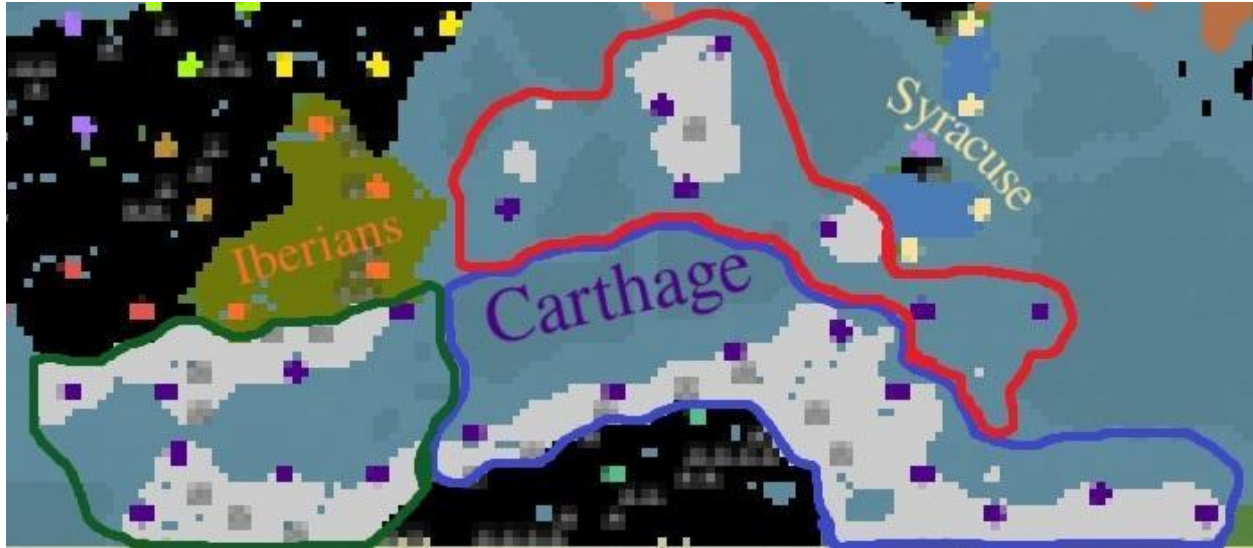
Carthage is a *Hegemonic Republic*. It is ruled by an elected council of *Shophets*, and worships the *Canaanite* pantheon. The current *Shophets* of Carthage are Ithobaal and Balthasar.

STRUCTURE

Carthage is divided into three 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 **New Carthage**, governed from the regional capital of **Gades**.

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



CHARACTERS

/u/AnathematicJuju - *Shophet* Ithobaal III Ithobaalid

/u/Swankysquirrel21 - *Shophet* Hamilcar Balthasid

/u/Leris1 - Hanno Ithobaalid

/u/Lord_Norjam - Magistrate Himilco **DEAD OF OLD AGE**

CITY CONTROL

/u/AnathematicJuju - **Qart-Hadasht**, Hippo Regius, Saldae, Ruspina, Thacape, Sabrata, Leptis, Arae, Cartennae

/u/Leris1 - **Gades**, Tingis, Onoba, Abdera, Carthago Novo, Lixus, Rusadir, Siga

/u/Lord_Norjam - **Sulci**, Tharros, Olbia, Motye, Cossyra, Melita, Ebusos

/u/Swankysquirrel21 - **Cirta**, Auzia

FAMILIES AND DYNASTIES

As a maritime republic, **Carthage** does not practice hereditary rule. However, various political and mercantile dynasties exist and prosper within Carthaginian society.

Republic of Carthage Dynasties

NPCS

Magistrate Baalshillek (No Skills)
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

Cost of Ambition: Option 3

THEY'RE PRETTY GRATEFUL. +STABILITY. +1 TO TRADE PLOTS FOR PARTS 6-7.

Tempted by Wealth: A4 (12 Quinqueremes), B1

A4:

THE SHIPS ARE SPENT, AND THE BIG PIRATE DENS ARE CLEARED OUT. THE PIRATES WILL NOT REDUCE YOUR TRADE INCOME IN THE COMING PARTS. THE TRADE INCOME REDUCTION FACED BY OTHER RELEVANT CIVS IS ALSO REDUCED. -3 TO PIRACY PLOTS FOR PARTS 5-7.

B1 (ADDITIONALLY CHOSE A4):

SEEING YOUR INSISTENCE AT CLEARING OUT THE PIRATES, THE NURAGHIANS AGREE, BEGRUDGINGLY. PIRACY OVERALL IS SLIGHTLY WEAKENED, BUT -LOCAL STABILITY ON SARDINIA.

ALSO, +1 TO INTERACTING WITH THE IBERIANS FOR NEXT PART, FROM YOUR PARTICIPATION IN THE IBERIAN SUCCESSION.

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.

OBJECTS

N/A

ACTION POINTS

10 AP Base

-3 AP on Plot 1

-3 AP on Plot 2

-2 AP on Plot 3

-2 AP on Plot 4

0 AP Remaining

GOLD

4903 Gold (16.7 PPG from Trade)

41.3 PPG

-10 PPG to League of Hanno

-8 PPG to Merchant Family

-8 PPG to Plot 1

-8 PPG to Plot 2

-7 PPG to Plot 3

60 Gold Remaining

FAITH

1070 Faith

21 PPF

-7 PPF to Plot 1

-7 PPF to Plot 2

-7 PPF to Plot 3

20 Faith Remaining

CULTURE

2500 Culture

25 PPC

+3 PPC from Adriatic Trade Posts

-10 PPC to Plot 1

-9 PPC to Plot 2

-9 PPC to Plot 3

0 Culture Remaining

ACTIONS (PLOTS)

Plot 1: Church and State

RP:

The Republic of Carthage will be making the following reforms to its faith and religious code and practices:

- First and foremost, the ritual of 𐤇𐤊𐤍 (Molech) and thereby all practices of ritual child sacrifice is hereby banned by law in all Carthaginian territories under

penalty of death to any practitioners of such rituals or any found lending assistance to the practice. For too long Carthage has allowed the best and noblest of its new generations to be culled for favors left unprovided by the gods. To thank for Carthage's long-lasting success is our own devotion and ethic, as guided by Elissa, the avatar of Tanit. We shall no longer handicap our own civilization's continued success and survival with the senseless slaughter of children. Should the gods disapprove of this, let their wrath be seen to all.

- Secondly, the worship of our mother goddess Tanit, the giver of life to our civilization shall be formalized as the supreme deity of Carthage, and of all the Phoenician realms. Worship of the lesser gods shall not be infringed upon, however the supremacy of Tanit over the other cults of Carthage shall be strictly enforced.
- Third, and finally, to replace the barbarism of child sacrifice, the wise scholars and clergymen of Carthage have resolved that offerings of coin shall please the gods just as well, for it is by their wisdom and grace that we have obtained our wealth, and it is back to their grasp that said wealth must return as a symbol of our devotion.

Invested: 4 AP, 8 PPG, 7 PPF, 10 PPC, +3 to founding religions, /u/Swankysquirrel21
Results: Reform the Carthaginian faith, forbidding the practice of child sacrifice and standardizing the **Cult of Tanit** as the supreme faith within Carthaginian domain. The **Cult of Tanit** should have the beliefs of Apostles of Opulence and Religious Wealth.

Success as stated.

Plot 2: State and Government

RP:

The Republic of Carthage will be making the following reforms to its administrative government and distribution of power:

- The Carthaginian officer class shall be expanded, allowing mercenary generals to be incorporated into the generalship of Carthage proper, receiving proper wages, housing, and all the luxuries afforded to a Carthaginian officer.
- Carthaginian generals shall be punished less severely for any failures that may come about in the line of duty. Failure is to be made up for by success, not death. Should a general prove repeatedly incompetent, they shall be punished accordingly for their treasonous acts against the Republic. However, going forwards the Republic's first initiative will simply be to redelegate positions

deemed improperly filled to more qualified candidates and provide the previous candidates an opportunity to develop their skills elsewhere.

- Education in military affairs shall be expanded to all soldiers and tacticians who prove themselves capable in the field of battle or in other means of statecraft. This should ideally cultivate a broader and more skilled pool of generals to choose from in times of war and ensure the utmost protection of Carthage by any means necessary. These generals, born from the common folk with their accomplishments proved through merit, shall more easily connect with the civilian populace and better fight alongside the common soldier in times of crisis.

Invested: 4 AP, 8 PPG, 7 PPF, 9 PPC, /u/AnathematicJuju

Results: Reform the Carthaginian military administration to ensure closer cooperation with the civil government, thus increasing the general efficiency of the Carthaginian military. In practice, reduce any debuffs Carthage's hegemony status might cause to its wartime efforts and grant it the standard military efficiency of a unified state.

Failure.

Plot 3: Standardizing Trade

RP:

We should pretty much already have all of these, smh my head, unintuitive as heck. We literally own like, an entire sea, and it's the main sea everyone lives around. What is this rigged boolshit, just gib us policies pls and thanks, i think wagon trains is a good one thanks. Mercenary army? I thought that was the thing we already had! And I just tried to kinda get rid of that a little bit! Maybe take our policies away? I guess we don't have any to take away though, and two negatives make a positive, so actually yeah still give us social policies. Thanks, love you mom

Invested: 4 AP, 7 PPG, 7 PPF, 9 PPC, /u/Lord_Norjam **+1 FROM EVENTS**

Results: Gain Commerce social policies.

Failure. I'm not your mother, you fucking weirdo. (GAMERUNNER NOTE: "That's rude, he's just a lad")

Plot 4: **Sacked for AP**

Monastic Order of Epirus

Part V



Η τύχη θα έχει τον τρόπο της
Ο τρόπος της είναι ο δικός μου τρόπος

The ***Monastic Order of Epirus***, within *Greece*, is led by **Ptolemy Aeacid**, in vassalage to **Illyria**

Characters:

/u/lucky52903: **Abbot Ptolemy of Aeacid**. (63 years of age) **DEAD OF OLD AGE**

/u/jmangelo67: **Georgie of Epirus**. (42 years of age)

City Control & Influence:

Dodona: /u/jmangelo67

Ambracia: /u/lucky52903

Notable Individuals (NPCs):

Ptolemy of Aeacid (63 years of age): son of **Pýrrhos I of Aeacid**; **RULER**

Cineas of Aeacid (31 years of age): son of **Ptolemy of Aeacid**;

Alexander of Aeacid (63 years of age): son of **Pýrrhos I of Aeacid**; **Illyrian House-Arrest**

Acrotatus of Aeacid (30 years of age): son of **Alexander of Aeacid**; **Illyrian House-Arrest**

Olympias of Aeacid (28 years of age): daughter of **Alexander of Aeacid**; **Illyrian House-Arrest**

Aglaonike of Aeacid (26 years of age): daughter of **Alexander of Aeacid**; **Illyrian House-Arrest**

Helenus of Aeacid (61 years of age) **DEAD OF OLD AGE**: son of **Pýrrhos I of Aeacid**; **Illyrian House-Arrest**

Lais of Aeacid (33 years of age): daughter of **Helenus of Aeacid**; **Illyrian House-Arrest**

Leonida of Aeacid (32 years of age): daughter of **Helenus of Aeacid**; **Illyrian House-Arrest**

Olympia of Aeacid (67 years of age) **DEAD OF OLD AGE**: daughter of **Pýrrhos I of Aeacid**; [KIDNAPPED]

Penelope of Samnium (60 years of age) **DEAD OF OLD AGE**: wife of **Ptolemy of Aeacid**;

Adamantia of Samnium (63 years of age) **DEAD OF OLD AGE**: wife of **Alexander of Aeacid**; **Illyrian House-Arrest**

Berenice of Sparta (58 years of age): wife of **Helenus of Aeacid**; **Illyrian House-Arrest**

Dynasty:

Table:

Character	Birth Year	Spouse	Spouse Birth Year	Roll for children?
Ptolemy of Aeacid	295 BC	Penelope of Samnium	298 BC	Yes
Alexander of Aeacid	295 BC	Adamantia of Samnium	295 BC	Yes

Olympia of Aeacid	299 BC	None	X	X
Helenus of Aeacid	293 BC	Berenice of Sparta	296 BC	Yes

Children:

Ptolemy & Penelope:

No children

Alexander & Adamantia:

No children

Helenus & Berenice:

Female Child

Inheritance:

In ***The Monastic Order of Epirus***, the ruling dynasty is **Aeacid**. Inheritance of leadership is based on holy election or appointment by Illyrian rulers. In elections, as long as the Aeacid dynasty is present and eligible, they are the only possible candidates unless another is otherwise appointed via an Illyrian ruler.

The current results of the Holy Election is as follows:

- I. **Cineas of Aeacid;**
- II. **Alexander of Aeacid;**
- III. **Olympias of Aeacid;**
- IV. **Aglaonike of Aeacid;**
- V. **Helenus of Aeacid;**
- VI. **Lais of Aeacid;**
- VII. **Leonida of Aeacid;**
- VIII. **Olympia of Aeacid.**

The number one candidate becomes ruler upon predecessor death.

Diplomacy & Deals:

Overlord: Illyria

Friendship: Illyria

Denouncing:

War:

Treaty: We agree to uphold all of the conditions that were presented in https://old.reddit.com/r/CivHybridGames/comments/16fm2zd/peace_of_dyrrachion/

Holdings & Modifiers:

Assimilation: Gain a large stability bonus and 4 PPG if we have owned our current cities for 2 or more parts.

Diplomatic Marriage: Have increased influence in and opinion from the Samnites. (sad)

CONSIDER THIS MODIFIER LOST

Stability: Unaffected cohesion, more severe war exhaustion, reduced overextension.

Special Stability: Cities gained by force have lower local stability for longer.

economic/trade related bonuses: You gain a +1 to plots attempting to make new trade routes for Part 5 and Part 6, plus +1 PPG for both parts.

Technology & Social Policies:

Technologies: Pottery, Animal Husbandry, Archery, Mining, Sailing, Calendar, Writing, Trapping, The Wheel, Masonry, Bronze Working, Horseback Riding, Optics, Philosophy, Drama & Poetry, Mathematics, and Currency.

Policies: Theocracy, Aristocracy, Military Tradition, Wagon Trains.

Events:

Regional Event: Earthquake of 232 BC: Option 3.

+1 TO ALL PLOTS THIS PART. -2 TO TRADE PLOTS IN PARTS 5-6.

Regional Event: Leagues of Greeks: Option 1.

**THE AETOLIAN LEAGUE SPAWNS WITH UNITS, BUT WITHOUT CITIES, AND
THUS WILL SLOWLY GAIN UNITS THROUGH THE PART AT EVEN INTERVALS,
UNLESS IT LOSES ALL UNITS.**

- - STABILITY. +2 TO WAR PLOTS THIS PART. +4 PPF NEXT PART.

Dreamstate Hero Progress::

25 rosennummus

Hero: **Helenus I of Aeacid:** 35 XP

Military:

Limit of: 3 naval units, 4 ranged units, 4 melee units, 1 great general.

Whenever a unit produced exceeds this cap, that unit will be transferred to Illyria.

Action Points:

12 AP (Unified State)

Total AP: 12 AP

part 1 3 ap

part 2 2 ap

part 3 2 ap
part 4 2 ap
3 ap to spawn ranged units

AP remaining: 0 AP.

Treasury:

Gold:

PPG: 200 gold.

236 gold from Treasury;
460 gold from Trade Income;
800 gold from *Assimilation*;
200 gold from *economic/trade related bonuses*;

Total gold: 1696 gold (8 PPG + 96 gold).

Part 1 400

Part 2 300

Part 3 500

Part 4: 400

Gold remaining: 96 gold

Faith:

PPF: 50 faith.

144 faith from Total Faith;
6 faith from Illyria.

Total faith: 150 faith (3 PPF + 0 faith).

100 to plot 3

50 to plot 2

0 Faith remaining:.

Culture:

PPC: 100 culture.

200 culture from cities with 6+ population.

Total culture: 200 culture (2 PPC + 0 culture).

100 culture to plot 3

100 culture to plot 4

Culture remaining: 0 remaining

Plots:

Plot 1: Aetolians?

RP: What even is an Aetolian? They do not even sound real or from this earthly plane. These must be imps who have escaped from some sort of hell to cause trouble for Holy Epirus and Illyria. Ptolemy angered by the mere contestment to his and Illyria's land disgusts him and he immediately raised his holy armies to destroy any threat these Aetolians wish to pose before they even get a chance.

Investments: 3 AP, 400 gold, /u/lucky52903, 1 ship, 2 melee units, 1 ranged unit. **+2 FROM EVENTS**

Result: counter the negative effects from the Leagues of Greeks event, increase bonuses our choice gives us. Beat up Aetolians.

Partial success. Aetolians are slammed in a cage match, at the discretion of the Gamerunner.

Plot 2: Espionage

RP: The Holy Order of Epirus must spread the true faith by any means necessary. The government has come to the realization that one of the best ways to do this is to create a secret society of spies within our order who will further our goals with less bloodshed than we would be capable of through brute force, and hopefully with even more success.

Investments: 2 AP, 300 gold, 50 faith. **+1 FROM EVENTS**

Result: bonuses against spies, bonuses to spying and espionage.

Critical success. Anyone attempting to spy on you and your lands will get a -4 to their plot, Additionally, you hire Heinrich [Hasenpfeffer](#), a foreign fellow who will pace your lands and brutally beat the shit out of any spies he finds. He has bonuses in beating teh shite out ahv peeopl.

Plot 3: Hallelujah

RP: The Holy Order of Epirus cracks down on heretics and heathens within its borders in order to enforce worship of the one true faith and protect national security. This is being done in the name of the Illyrian gods we swore ourselves to and our mission will not end until all are converted or dead.

Investments: 2 AP, 500 Gold, 100 faith, 100 culture **+1 FROM EVENTS**

Result: Convert any remaining pops, increase stability.

Success as stated, with +1 to stability.

Plot 4: Reserves

RP: With the new threat of the Aetolietians, Epirus must be better militarily prepared to handle threats. In preparation for any potential conflict with them, Georgie of Epirus trains a mix between guards and militia within Dodona in the event of when our armies need to be replaced in battle. Georgie realizes that if we do not think ahead and have armies ready, we will not win future conflicts.

Investments: 400 gold, /u/jmangelo67, 100 culture, 2 AP. **+3 FROM EVENTS**

Result: (if possible) spawn a unit or two that will replace a future fallen unit, (if not possible) raise a melee and a ranged unit.

Partial failure. You spawn three spearmen.

Etruscan Confederation

Dacian Confederation

Diplomacy

Declaration of Friendship: Illyria, Dindari

Denouncing: Pontus

War:

Neutral: Everyone Else

Deals

I apply the XP to my NPC mother, Mizela

Bonuses

Confederation Leader Bonus: +2 to Plots that perform Diplomatic endeavors (specifically just stuff with making alliances with individuals or cities) (Full disclosure, I came up with this bonus before the event for Dacia went live, check the version history if you don't believe me)

Great Engineer named Kevin, lover to Ron

+2 to gaining Mathematics tech

Istran Method for building boats

Social Policies

Confederation form of society, therefore: Oligarchy, Military Caste, Warrior Code, Cultural Diplomacy

Technology

Ancient Era: Agriculture, Pottery, Animal Husbandry, Archery, Mining, Sailing, Calendar, Writing, Trapping, The Wheel, Masonry, Bronze Working

Classical Era: Horseback Riding, Optics

Event

Option A1: Mazur must pay dearly for his crime of forgetting who we are as a people.

+STABILITY. - - LOCAL STABILITY IN BLIDARU. -1 TO PLOTS IN OR AROUND BLIDARU FOR PARTS 5-6. BLIS GAINS THE TRAIT "STRICT".

Option B2: We shall pay our penance a different way.

- - STABILITY IN DINDARI (NULLIFIED BY YOUR PLOT IF SUCCESSFUL). +2 TO A RANDOM PLOT THIS PART.

Characters

/u/thesaltiestbanana: Blis of the Ink, King of the Dacii, 50

- Mizela, Wife of the late Dual, mother to King Blis, 70 **DEAD OF OLD AGE**

Mazur, Chief of Blidaru, 48, ***Punished for Treason, Seat of Chief Empty for Now***

Drierna, Chief of Cetatuie, 46

Kagbo, Chief of Argedava, 50

Karpa, Chief of Pietra Rosie, 71 **DEAD OF OLD AGE**

Iason, Chief of Istros, 48

City Control

/u/thesaltiestbanana: Sarmizegetusa Regia, Blidaru, Cetatuie, Argedava, Pietra Rosie, Istros

Stability

Shaky

Action Points

+8 AP from Part

-8 AP on 4 Triremes in Istros

Treasury

+7.76 PPG from Part

+8.6 PPG from Trade Income

-4 PPG for Plot 1

-4 PPG for Plot 2

-4 PPG for Plot 3

-4 PPG for Plot 4

0.36 PPG used in general maintenance of Confederation

Faith

+4 PPF from Part

-2 PPF on Plot 1

-2 PPF on Plot 4

Culture

+6 PPC from Part
-2 PPC for Plot 1
-1 PPC for Plot 2
-2 PPC for Plot 3
-1 PPC for Plot 4

Plots

The Grand Funeral

Invested: 4 PPG, 2 PPF, 2 PPC, /u/thesaltiestbanana

It was a bright day in Sarmizegetusa Regia; the birds were chirping, and there were children playing in the streets, chasing each other with sticks. The markets in the center of the capital were especially bustling, many men especially buying gifts of all sorts. Fruits, breads, blades, hammers, necklaces, everything was being relieved from their place in the stall faster than the artisans could make and the merchants could restock. Were these men caught by a bug to shower their wives with praise, to provide gift upon gift for their wives? Or perhaps were the men creating a prize pool for a grand tournament, to pronounce the best man of the Confederation, just as Chief Ramus had done so many decades with his own Belt of Amber?

No, nothing as happy as that. Instead, it was for the dead. It was true, King Dual, Chief Ramus, and Chief Hilarion had died within the same year. This was such a large misfortune, to lose the charismatic King as well as other charismatic chiefs, as well as the people who were there during the unification of Dacii and Thracian interests with Istros joining the Confederation as a result of the breakdown of the Thracian Kingdom to the south. To lose three important people to the Confederation so close to one another threatened to break the people of Dacia, who began to believe that this was just simply a precursor to ruin for the Confederation. But Blis, Dual's son, who had been voted in by his father's old court to succeed him, wanted to prevent this. Blis knew very well that he was 50. He was not a young man at all, and his days of being as energetic as his father was when he sat upon the throne were far behind him. In fact, he knew why he was elected in the first place. He wasn't anyone's first place, he knew that, so he knew that they chose him because three great men of Dacia had died in quick succession. This meant that not only did the elections need to be quick, but there needed to be someone who could ensure that the realm was stable while the Capital Court could find better candidates and vote on those when Blis would pass to meet his father.

This didn't hurt Blis though. He was a bit more spiritual than his father, and a lot more of a approachable man than his father, which meant that he believed that every person had their own role in the mortal realm, was able to come to the conclusion that his role was to stabilize Dacia after his father's passing. But that didn't mean that he couldn't put his own spin on the celebration of these 3 great men. Instead of days of mourning, King Blis declared a month of celebration, a month of excess, and a month of proclaimed unity. Instead of mourning the dead, King Blis had the Dacii celebrate the dead, showing that this is how these 3 great men would have liked to be remembered. To continue their legacy is to be happy after they have passed to the realm of the dead, and not lament that they are still not in the mortal realm.

Under the new King of the Confederation, all of the cities of Dacia were in ecstasy, celebrating arm in arm, celebrating how far the Confederation had come since their humble beginnings. Many performed pilgrimages as well, traveling from the Capital to Istros and back again to also celebrate the unity between native Dacii and Thracian, to create a new Dacii identity for the Confederation. Still, some were sad, but that too would come to pass, for they wished to see prosperity in the future, and elation was the path to take. Long Live the Confederation!

Result: Mourn the passing of King Dual, Chief Ramus, and Chief Hilarion, while celebrating the unity between Dacia and Thrace

Failure. When asked to mourn, your people cheer. What assholes.

Actions > Words, and so too, do they have Consequences

Invested: 4 PPG, 1 PPC, +2 to Diplomatic Endeavors **-1 FROM EVENTS**

A great shame has descended upon the city of Blidaru. Mazur, a man thought so highly of, believed to be the very best that Blidaru had to offer the mortal realm and the rest of Confederation, has been put to death. Not for murder, for that is grave. Not for avarice, for that is shameless. No, the crime, ultimately, was betrayal. Dindari felt betrayed by his incursion into Blidaru, of course, but it was not for that purpose he was put to death. No, it was a betrayal of the Confederation. No, not of treason against the new King. It was for putting to death the very Dacii culture. Year after year, generation after generation, it is taught to every man and woman how the Confederation came to be, how they ran away from their homeland in search of a better life due to their persecution further East. How they had to eat dirt and worse to simply see the next day, to fend off the very Earth that had given them life in order to keep that life. How they ran their feet to the very bone in the hopes of their children seeing the sunrise. How they ultimately gained

friendship and alliance of the wolves to form the new cities of Dacia, and were able to forge a new future for themselves.

What Mazur had done, torturing those weaker than he, was defecation upon this history. A complete erasure of what it means to be Dacii. Barbaric, like those of Pontus. Unrefined, like the old government of Thrace. And unbecoming of anyone who could call themselves human. No one showed up to his execution, not even his wife and sons, who were so ashamed of themselves that they made little appearance outside of their estate. No one blamed them for it, and instead took pity on them. New King Blis did not pursue them, as there was nothing to pursue. Great shame descended on Blidaru, and the people there despaired for they knew not how to erase it.

The Dindari demanded recompense, and the people of Blidaru, hung their heads in shame, and traveled to help, going south to see if they could do anything to help, hoping to be absolved of their sins.

Result: Announce a public and emphatic apology to the city of Dindari, and establish a pilgrimage of penance for the people of Blidaru to Dindari, consisting of volunteering to rebuild the city and work in their markets to be more immersed in the city

Success. The devastation is mitigated at discretion of the Gamerunner, and you gain +2 to your stability.

You Can Be My Angle or my Diameter

Invested: 4 PPG, 2 PPC, +2 to gaining Mathematics Tech

Karpa was old; reaching the end of his life phased him, of course. He had never thought of himself as finite, just as human, as a Dacian. But now that is coming to an end. Normally, He'd be incredibly scared, waiting for the dull saber of death to come take him, when he would least expect it. But instead, something else occupying his mind, all too frequently, something that was much, *much* more annoying.

"And I say that we should call it a 'circle!'"

"You are a damned fool! Hexagon is a much better name for such a shape! It is so refined and galant that you might even forget that you are even talking about lines in the sand!"

“Oh shut up, will you? IF you would stop thinking about the whores that you are so keen to make your bedfellows, you’d realize that what we need is precision, not artistry. And circles are much more precise!”

“Aww, is someone jealous? Well just because **you** are married and that **your** wife is unable to-”

“You better shut that busy mouth of yours if you don’t want-!”

“SILENCE! THE BOTH OF YOU! DEAR GODS ABOVE YOU’RE GOING TO GIVE ME A MIGRAINE!” Karpa was massaging his temples. This debate had been going on for what felt like hours, and it was finally starting to wear on him that these two idiots were the smartest people that Pietra Rosie could muster. He cursed his fate. “Look, you too, please, just codify that damn thing! If you need a little push, then fine, I am calling the shots on this. The shape that has no sides? Fine, we’ll call it a circle. There, it’s done, no more of this and just get on with it, I beg of you!”

“Ha ha. How does it feel brother? To know that Chief Karpa chose my name to start off the naming convention for Dacii shapes.”

“Fine, you can have this one. You’ll need all the pity you can get if you want to keep having your names chosen, sister!”

“You’re on!”

And so they did their battle of wits, trading blows, deciding the nomenclature of figures and bits and pieces of them as well. One side? A line. Two sides? An angle. Three sides? A triangle. The battle ranged on like two twin dragons fighting over who would get the hoard of gold beneath their feet, neither wishing to relent.

When the twins had gotten up to shapes with twelve sides, Karpa silenced them both. “Okay, I think both of you have gotten your points across. I don’t think that there is a need to keep on going with this game. Your average merchant is not going to need to describe a standard shape of 13 or more sides, though I doubt that they will need more than 9 anyways.”

“Of course, Chief Karpa.”

They left the presence of the Chief, to spread the good word of shapes, an official codification for all, and for the benefit of the mortal realm as well.

Result: Work towards gaining the Mathematics Tech or gain it outright

Failure. That man's wife is probably a whore. On a positive note, you now have +4 to gaining mathematics for one part.

A Lesson on Discipline

Invested: 4 PPG, 2 PPF, 1 PPC **+2 FROM EVENTS**

The soldiers of Dacia were caught lacking after the great shame that occurred in Dindari. As such, all chiefs left alive were ordered to whip their local forces into shape, in order to prevent them falling into the depravity that Mazur had brought Blidaru into.

Result: Create the Istran Method, a more streamlined version for ships to be built

Failure. Ships don't deserve to be built. Also their wives are whores. The ships' wives.

Danubia - Part 4

DIPLOMACY

ALLIANCE:

FRIENDSHIP:

DEFENSIVE PACT:

NON-AGGRESSION PACT:

DENOUNCING: Visburgi

WAR: Letobici, Norricum

PEACE:

—

DEALS

—

TECHNOLOGY

Horseback Riding, Maths, Optics

—

SOCIAL POLICIES

Honour: Warrior Code, Military Caste

Tradition: Oligarchy

Patronage: Cultural Diplomacy

—

CITY CONTROL

/u/Pay08: Pannoni

—

PLAYER CHARACTERS

/u/Pay08: Temporary character until I get back my notes about the overly elaborate succession system I thought up (otherwise known as Tcuigbm natoessitu)

—

NPCS

Ron? (rat)

—

OBJECTS

None.

—

BONUSES

+2 TO MILITARY PLOTS

—

TREASURY

1652

—

RELIGION

303

—

ACTION POINTS

8 AP Base

PLOTS

Plot 1: Invite the [Scordisci](#)

RP: The Scordisci are strange people, with strange but useful customs. They're known to be fearful warriors, and not just for their skills in warfare but rather for their viciousness, savagery and sheer hedonism with which they carry out their killing. If we're to invite them, their customs and religion will surely find approval and with time, practice among the populace. An enemy that fears even the sight of us is nothing but prey.

Invested: All of my faith, 2 AP **+3 FROM INCIDENTS**

Result: Found a religion with the Rulership: Conscription and Pious Army beliefs. Also add the "Terror" modifier, which turns 2 units of every enemy CS/Civ onto our side upon declaration of war by either them or us.

Success. Y'all got religious. No Terror modifier, though.

Plot 2: Found the Central Haggling Guild

RP: The Confederation has shown us the true value of money in warfare, however, our economy is lacking. Trade volume must be increased, both internally and externally, and the Danube provides us with the perfect means to do so. Likewise, the new industry of ship production would greatly rejuvenate our economy as well and provide us with the opportunity to sell them to our neighbours. However, both of these interdependent ventures require a sizable initial investment.

Invested: 4 PPG, 3 AP, Tcuigbm natoessit **Me too man. If that's a temporary name, can I call him Greg? Greg Mann? Greg Mann Awesomepants?**

Result: Found a trade guild NFE, increasing trade income.

Success. Your guild is founded with one plot slot, and you get +5% to trade income next part.

Plot 3: "Self Defence"

RP: The city must be defended from outside threats, and that occasionally includes preemptive attacks. Due to the constant threat we're facing, we must be ever-vigilant and ever-ready, and so must be our people.

Invested: 2 AP

Result: Spawn 3 Warriors every time we enter into a war, no matter who the aggressor is.

Critical failure. Every time anyone on the map enters a war, they will gain 3 warriors, except for you. For this part.

Plot 4: [Stress training](#)

RP: In these times of volatility, we must always be ready, however, no amount of training can replace real combat. As such, the minds of our soldiers must also be ready, not just their bodies.

Invested: 1 AP, Ron?

Result: Give promotions to 2 units for every Civ or CS we're at war with for the next 2 parts.

Success as described.

Gallic Confederation - Part 5

DIPLOMACY

ALLIANCE : Germania

VASSALS: Nitobrages

FRIENDSHIP : Iberia, Germania, Estrusk

DEFENSIVE PACT :

NON-AGGRESSION PACT:

DENOUNCING :

WAR : Massalia

PEACE : Remi, Alemanni

DEALS

REALSTATE EVENTS

Incidents: We agree to a status quo peace with both the Remi and Alemanni

PEACE IN OUR TIME!

Challenger Approaching: Fighting amongst ourselves only serves to weaken every member of the Federation, these upstarts have to recognize that. Ariogaisos and his men would be much better served working with us in our goal of unifying all Gauls. The role of Speaker of the new Council is surely a high enough position to sate his ambition? (See Plot 1 for the details of said Council)

ARIOGAISOS...ACCEPTS. YOU AVOID A FIGHT. BUT HIS AQUITANI MERCENARIES ARE NOW WITHOUT WORK, AND GO BACK HOME, PILLAGING SOME OF YOUR LAND ON THEIR WAY OUT.

DREAMSTATE HERO PROGRESS

XP: 15

Rosenummus: 10

TECHNOLOGY

All Ancient Era techs + Horseback Riding

--

SOCIAL POLICIES

Oligarchy, Military Caste, Warrior Code, Cultural Diplomacy, Citizenship

CITY CONTROL

/u/Frodo0201: Bibracte, Gergovia

/u/Redlink259: Tigurni, Helvetii

/u/Quaerendo_Invenietis: Lugdunon, Arecomici

PLAYER CHARACTERS

/u/Frodo0201: Ardanix Arvernus - Age: Old as fuck boii **DEAD OF OLD AGE**

/u/Redlink259: Taliesin the Spiritual - skills in religion, mushrooms - Age: Old as fuck boii **STILL ALIVE**

/u/Quaerendo_Invenietis: Samorix Lugdunus - skills in intimidation - Age: Old as fuck boii **DEAD OF OLD AGE**

NPCS

Abrexta, wife of Samorix

- 3 daughters, 3 sons

Maebh, wife of Ardanix

- 6 daughters, 1 son

Cybinus - expert in shroomery and “adult exploits”

FAMILIES

Character	Birth Year	Spouse(s)	Spouse Birth Year	Roll for Children?
Samorix DEAD OF OLD AGE	298 BCE	Abrexta	298 BCE DEAD OF OLD AGE	Yes
Ardanix DEAD OF OLD AGE	302 BCE	Maebh	300 BCE DEAD OF OLD AGE	No

Samorix and Abrexta:
No children

OBJECTS

N/A

MODIFIERS

Stability: Unstable

-*Confederation Leader Bonus: Spiritual Focus*: +6 PPF

-*Foreign Slave Trade*: -3 PPG. +1 PPG for every foreign city we have conquered. (2 foreign city conquered)

-*Roman Warm Period*: +1 to plots to improve the land

ACTION POINTS

8 AP Base

-8 AP on moving as many of our units from around Remi & Alemanni as possible down to the border with Massalia, focusing on the area around Emporion

0 AP Remaining

TREASURY

1871 initial Gold (9 and a bit ppg)

+1920 (9.6 ppg) Gold in trade income

+600 (3 ppg) from tribute from the Volcae

-200 Gold (-1 ppg) from *Foreign Slave Trade*

-1200 Gold (6 ppg) on Plot 1

-1000 Gold (5 ppg) on Plot 2

-1000 Gold (5 ppg) on Plot 3

-800 Gold (4 ppg) on Plot 4

191 Gold Remaining

RELIGION

224 initial Faith (4 and a bit ppf)

+300 Faith (6 ppf) from *Confederation Leader Bonus: Spiritual Focus*

-150 Faith (3 ppf) on plot 1

-100 Faith (2 ppf) on plot 3

-250 Faith (5 ppf) on plot 4

24 Faith Remaining

Our Faith: The Cult of Lugus

- Pantheon: Offering: Riches (we already have this as our Pantheon)
- Founder Belief: Apostles of Opulence (Tithe)
- Follower Belief: Rulership: Taxation

CULTURE

0 Culture (0 ppc)

+500 culture (5 ppc) from cities

-300 culture (3 ppc) on plot 2

-100 culture (1 ppc) on plot 3

-100 culture (1 ppc) on Plot 1

0 Culture Remaining

—

PLOTS

Plot 1 : Council of Golden Torques

History/RP : Ardanix was dying. With every coming morning, the cough that had plagued him since his last journey to the Helvetii mountains came back in force, and he considered how nice it would be to simply not get out of bed. But every morning he rose

once more, putting on his regalia and making the long journey across the streets of Bibracte to the central longhouse. If nothing else at this point he was a symbol to the people of the Confederation, the progenitor and shepherd of the belief of a united Gallic people. As he sat and began the routine of taking reports from chiefs and scouts on the current state of affairs, Ardanix began daydreaming of that day long ago when the Confederation was formed, the dreamchild of a small cadre of local chieftains who had named him High Chief. They were all young and full of ambition then, and the future had held so much hope. Of that original band only Samorix and him now remained, and before long the dream would be passed on to a new generation.

His musings were interrupted by the latest sycophant who burst through the doors, in a whirlwind of fear and energy. He brought news of Ariogaisos, one of these new generation of chiefs that believed he had as much right to the High Throne as Ardanix. Apparently the upstart had just crossed the border at the head of an army of Aquitani mercenaries, marching on Bibracte as they spoke. With the bulk of the Confederations armies fighting on other fronts, it was certainly a concern and Ardanix knew he no longer had the strength to confront the younger man. So instead of sending an army to confront the would-be king, he simply sent a letter of invitation, asking Ariogaisos to attend a feast and announcement in the capital in a fortnight. Similar letters were sent to every chief in the federation, from the greatest warbands to the smallest circle of huts in a river valley. For perhaps the first time in the history of the Confederation every leader would be in the same place at the same time.

The days passed, and as the horde of chieftains gathered under the high-vaulted roofs of the feasting house (specially constructed to hold so many guests), Ardanix stood and addressed the crowd with a mighty bellow, reminiscent of the man he once was:

“I know many of you have disagreed with how I have ran this confederation over the previous half-century. I have made many decisions that have had mixed success, and have rightfully angered many of those assembled here. I am sorry to those that have been aggrieved, and especially sorry that there are those among you that feel the need even now to conspire against me. I have always wished for us to be united in one purpose, to bring all of our people across the many tribes of Gaul together under one banner, to stand against the threats that even now begin to prowl at our doors. To that end I wish to make amends, and offer the hand of friendship to each and every one of you.”

At this point he motioned to a couple servants holding a large trunk, bringing them forward to the front of the dais. Stepping down and opening the trunk, Ardanix reached in and brought out a pair of fine gold torques, crafted by the finest goldsmiths in

Bibracte. He handed them to the two nearest chiefs, pulled out two more, and repeated the process. It took nearly half an hour for the High Chief to personally hand each chieftain in that hall a torque, before he once again stood upon the dais.

“These shall mark the beginning of my renewed pact with all of you. Every man wearing a golden torque shall be considered an esteemed member of this Confederation, and shall have a voice at the council to come. One of the largest complaints against my rule was a subtle war against you, undermining your influence in the decision making of our nation. This is my deathblow to that heinous rumour. Now, every chief shall have a say in the major goings on of our federation. You are free to come or go from the council as you wish, but you shall always have a voice. And, to communicate the will of such a council to the High Chief, one of you shall have to be nominated the position of Speaker. At the end of the day it is your decision but I nominate the man I believe most fitted for such a position, the young Ariogaisos! All in favor shout Aye!”

As the shouts went up Ardanix looked his younger rival in the face and smiled. Ariogaisos had come here prepared to make a play for the High Chieftainship, but he couldn't very well turn down this nomination without making a fool of himself. Besides, it was a lofty position in its own right, and Ardanix had one more gift to satiate his hunger. As the voices died down he stepped up once more:

“And before we continue the festivities of this monumental occasion, I have one more announcement for you all. To mark the beginning of this momentous change, I believe younger blood is needed to usher us into this prosperous future. To that end at the end of this month I will step down as High Chieftain and hereby appoint my daughter Isolde as my successor. And as she is as yet unmarried, I hereby propose to Ariogaisos a royal marriage between himself and Isolde, to cement the unity between Council and High Chief that will lead us in this New Age. Now, enough talking, let us drink!”

With that Ardanix stepped to the side, smiling at the uproar his announcement had caused. It wasn't unheard of for such an abdication to take place, and they would all come to accept it in time. And as he led Isolde to meet Ariogaisos, he knew that this next generation would achieve just as much as his had, if not more.

Invested : /u/Frodo0201, 6 ppg, 3 ppf, 1 ppc, Ariogaisos (I know he's not technically an investable NPC atm but it feels fitting no?)

Result : Establish the modifier *Council of Golden Torques*, which grants a permanent bonus to stability and political plots, at the cost of preventing us from reforming out of a Confederation (Entrenching the rights of the local chiefs in our government).

Furthermore, Ardanix steps down as High Chief and is replaced by his daughter Isolde (Age: 24)

Partial success. Your modifier will be founded as stated, but will last for two parts (except for the “entrenching of rights”, that one’s in for an indefinite amount of time). Naturally, Ardanix’ step down goes smoothly, as does his daughter’s marriage.

Plot 2 : Trade Routes Give More Than Money?

RP : With the rapidly increasing trade traveling through Gaul due to our deals with the Germans and road to the Etruscans, a plethora of goods and valuables have become available to our people that haven’t previously been heard of across the region. From fine metals and furs from the deep north to ivory and papyrus from as far afield as Africa, we have become linked to the global trade network, and it was time to make good use of it.

While certainly not suitable for every good, our territories included a wide variety of climates in which to seed the beginnings of new industry. By shipping in large amounts of goods and expert harvesters from far afield, we can begin to grow some of these ourselves. Eventually we can grow from a backwater relying on others for many riches to shipping them out ourselves, another step towards parity with the great powers of the Southern Seas.

Invested : 5 ppg. 3 ppc, +1 from Roman Warm Period

Result : Spawn new luxuries we don’t currently control near every city (will leave to gamerunner discretion what makes sense). On a big enough success grant a bonus to trade income

Failure. You are too plain to be luxurious.

Plot 3 : Once More with Feeling

RP : The first assault on Emporion was perhaps one of the greatest failures of the Gallic army to date, and the series of skirmishes across the following decade did little to help morale. The rumor of the crowned waddling bird that had cursed the first assault had

spread across both our armies and our enemies, to the point that it became a symbol flying on Massalian banners before encounters. It haunted Samorix's nightmares to the point he had trouble sleeping many nights, and it was soon decided something must be done to end this once and for all.

The finest hunters and scouts of the Gallic army would be sent around to the local marshes and coasts, to keep an eye out for any such birds with black, blue, and white plumages. These birds would be shot down and skinned, preserving the feathered coats to decorate banners of our own. If they were to be an omen of our misfortune, we would simply need to confront the problem head on. Once enough of these banners had been constructed they would be set up in a ring around long-sieged Emporion, mocking the defiance with which they stood. If the bird was to be their so-called spiritual defender, we would show them wherever they looked what was to come.

Meanwhile, our druids and berserker warriors were getting high and consulting the gods directly to get some insight from a higher power. If one of the gods stood opposed to our victory in this endeavor, we would hopefully find out who and make enough sacrifices to Lugus' court to make this outlier stand down, at least long enough for us to declare victory. On the eve of battle, we would march once more on Emporion knowing that the gods were once more on our side.

Invested : /u/Quaerendo_Invenietis (skills in intimidation), 5 ppg, 2 ppf, 1 ppc, Bonus from Shroomed Berserkers

Result : Flip Emporion, on a partial success dunk it to zero and surround it with troops

Critical success. Emporion is flipped, and as you turn away from the city, a glint of gold catches your eye, and a coin with a bird is sitting at your feet.

Plot 4 : Love in the Time of Mushrooms

History/RP : Between the influx of refugees, constant war, and threat of rebellion from lesser chiefs, the common man in the Confederation was living a fairly fraught life. Recent events had marked an increase in banditry and lawlessness across the region as able bodied men were drafted to the front or raised in a host to quarrel with neighbouring chiefs. Many may have begun to lose confidence in the government, but one constant stood ever present and welcoming.

Under the guidance of Taliesin and Cybinus, every city, tribe, and hamlet of the confederation had at least one shroom druid wandering the streets, spreading the faith and reassurances to those in need. Even the hardest of bandits loosened up under the psychedelic haze of our shrooms, and where there was a lack in physical strength there simply presented a greater need for a spiritual one. The gods were ever-present in our homes, a gentle hand to comfort those in need. By fully breaking down the barriers of religious castes that stood strong in foreign tribes, we can truly reach a new era of unity.

Invested : /u/Redlink259 (skills in religion and shrooms), Cybinus the Shroomer, 4 ppg, 5 ppf

Results : Raise stability and reduce overextension, in that order if needed

Success. You gain +3 stability, and a vase painted with purple mushrooms.

Confederation of Iberia

Iberia Bandanilo | IΞ▷□ □N□f™



DIPLOMACY

ALLIANCE: None

FRIENDSHIP: the Republic of Carthage, the Gallic Federation, the Belgae, the Roman Republic

DEFENSIVE PACT: None

NON-AGGRESSION PACT: None

DENOUNCING: None

WAR: Ilergetae Tribes (If not covered by plots)

PEACE: All Others

DEALS

?

x

REALSTATE EVENTS

Regional Event: The Iberian Succession

“What of the opposing factions?”

Option A1: Some compromises will be helpful in cementing the new rule.

Compromises: Democratic reforms will be implemented more slowly, & Isis will not be put under arrest or harmed. Dano gives a letter to his favorite son.

+STABILITY THIS PART AND NEXT PART, BUT -1 TO PLOTS RELEVANT TO THE SUCCESSOR’S GOALS (REFORM) FOR THE SAME DURATION.

“And what of the ‘loser’?”

Option B1: x

Successor: Mikine Teni, son of Koronec, succeeds the throne of Ri Koronec Teni “the Mad Raven” over Isis Teni. Isis is not present immediately after the election, it is unclear why...

(Thank you /u/Roseformer)

THE “LOSER”, AS AN NPC, GAINS SKILLS IN ADMINISTRATION, DIPLOMACY, AND A SKILL OF YOUR CHOICE.

Regional Event: Tempted by wealth...

“...Many new pirate ports have popped up in the last few years, but of these concentrations of piracy the most significant is found on the eastern coast of Sardinia. Sparsely populated and seldom patrolled, the area has proven quite perfect for a port to launch raids from on. Furthermore, the natives of the island - Nuraghians - pushed to the inland by the Punic colonies, have formed loose alliances with the pirate factions, and both are becoming increasingly bold in how far they are willing to go in the name of wealth...”

Option 4: Invest any four units that may be helpful away from the borders between Iberia & Illyria.

(Thank you /u/Roseformer)

THE UNITS ARE SPENT. PIRACY'S EFFECT ON TRADE INCOME OVERALL IS SLIGHTLY REDUCED, AND ITS EFFECT SPECIFICALLY ON IBERIA IS REDUCED MORE ADDITIONALLY. -2 TO PIRACY PLOTS FOR PARTS 5-7.

DREAMSTATE HERO PROGRESS

Juno

Hero: (15XP)

Events Completed: None Yet

Great Hero: No

Hero:

Events Completed: None Yet

Great Hero: No

TECHNOLOGY

We know all [ancient era technologies](#), Currency, Drama and Poetry, Horseback Riding, Mathematics, Optics, & Philosophy.

Statue & Carving Designs

Premodern Chisels

Highly advanced chisels made with accuracy & detail in mind.

Carving Techniques

Angles, material & technical knowledge, & education through guilds.

Statues & Artwork

More quality statues are made, & are worth more.

Bronze & Silver Castings

Easier production of iron, bronze, & silver materials, & alternative statue styles made available.

Early Mushroom Farming

Ability to grow various types of mushrooms, including psychedelic ones.

Silvestrian Numbers

A senary-dozenal numeral system. O I = □ ≡ V # > □ < Λ /

Animal Taming, Domestication, & Breeding

Tamed Animals

Domesticated Animals

Distinct Breeds

Canines

Aniged

Basic Construction Techniques

Post and Lintel

Corbelled Arch

Wood Carving

Ancient Egyptian Construction Techniques & Tools

Ramps, levers, lathes, ovens, paper, irrigation systems, windows, awnings, doors, glass, a form of plaster of Paris, the bath, locks, shadoofs, weaving, silos, a method of drilling stone, saws, proportional scale drawings, enameling, veneer, plywood, rope truss

The Wheel

Iberian Measurement Units

A standardized measurement system.

Basic Shipbuilding, & Ports

Tenons

Workshops

Basic Shipyards

Military Animals

Iberian War Horses

Well tamed, versatile horses are available for commercial or military use.

Celtiberian Horses

Horses primarily descended from Celtiberians & the northern parts of the Iberian peninsula, & are similar to the baroque features found in Lusitanos.

Lusitano Horses

Generally gray, bay or chestnut, found in the newly conquered regions of Omeberia & Lusitania, a beloved breed known for their capable war abilities, but also is used commercially. They usually stand 62 and 63 inches, 157 and 160 cm high, although some stand over 64 inches, 163 cm. They are the Baroque type with: narrow, but well-proportioned, heads with profiles that are slightly convex. The necks are thick and arched, leading to well defined withers, shoulders that are muscular and sloping and a deep, broad chest. The horses have short, strong backs and rounded, sloped croups, leading to a low-set tail. The legs are sturdy and muscled. Lusitanos are known as powerful horses, noted for their intelligence and willing nature. The breed's gaits are agile and elevated, but generally comfortable to ride. The Lusitano differs from the Andalusian through having a more sloped croup, a lower-set tail, and a more convex head profile. The mane and tail are extremely thick in both breeds.. Legend claimed that mares of the area were sired by the wind (hence their amazing swiftness, passed onto their foals), and one modern hypothesis suggests that the bond between Iberian humans and horses was the initial inspiration for the centaur, which was believed to come from the area of the Tagus River.

Proto-Andalusian Horses

Strongly built, and compact yet elegant, Andalusians have long, thick manes and tails. Their most common coat color is gray, although they can be found in many other colors. They are known for their intelligence, sensitivity and docility. The Andalusian is closely related to the Lusitano, is more typically used commercially. Andalusians stallions and geldings average 61.5 inches, 156 cm at the withers and 512 kilograms (1,129 lb) in weight; mares average 60.5 inches, 154 cm and 412 kilograms (908 lb). In the past, most

coat colors were found, including spotted patterns. The movement of Andalusian horses is extended, elevated, cadenced and harmonious, with a balance of roundness and forward movement. Poor elevation, irregular tempo, and excessive winging (sideways movement of the legs from the knee down) are discouraged by breed registry standards. Andalusians are known for their agility and their ability to learn difficult moves quickly, such as advanced collection and turns on the haunches.

Marismeño Horses

Generally rare & used commercially more than military wise.

War Dogs

Aniged are dogs around the size & shape of a labrador retriever, that are often used in scouting, recognizance, & rarely in an actual battle. It is typically a hunting dog, known for its strong sense of smell & speed.

Falcatas & Gladiuses

Falcatas provide a [heavy momentum similar to an axe](#), with a decent cutting edge, with the ability to thrust.

Gladiuses provide [excellent slashing and thrusting](#) motions.

Warships

--

GOVERNMENT & SOCIETY

State Regulations

Official Languages: Iberian, Lusi, Tartesian, Celtiberian

Official Flag: yellow ochre dying an inverse crescent shape taking up roughly $\frac{3}{8}$ of the flag, while equidistant & mirrored on the other side of the canvas dyed with cinnabar. A crossed hammer and chisel dyed with ink. White in all remaining space.

Official Ruling Dynasty & Head of State:

kiBabida Rino Teni

Ri Kořonec Teni

Following this part, Mikine Teni will take the throne until his passing, all other claimants are illegitimate.

Official Religion: Kořonec Iberianism

City Control & Administration

Similar to other changes in government & language, a lot of loan words from Latin & Punic are used:

propinsia for province [brɔ̃.bɪn'si.a] (bro-been-SI-ah) from Latin provincia
gubernator for governor [gu.ber'na tɔ̃r] (goo-bear-NAH-tor) from Latin gubernātor
supet for judge ['su.bɛt] (SUE-bet) from Punic sufet
kark for city [kark] from Punic kark/krak
prinsipia for noteworthy or principle [brɪn.si'bi.a] (brin-see-BEE-ah) from Latin p̄ncipia
maior for mayor ['mai.or] (MY-or) from Latin maior

Propinsia Ilici

Capital: Ilici★

Karkek Prinsipiak: Ilici [477,690] (11) ↗, Edeta [241,930] (10) ↗

[Population](#) 719,620-730,820 ↗

Languages: Iberian, Punic, Greek, Lusi(tanian)

Industries: Administration, Farming, Mining, Vineyards, Olives, Music, Cattle & Ranching

Noble Overseer: /u/LynnWin – Kořonec Teni

Gubernator: Limaek Kac (♂) (𐤋𐤍)

Supet: Culti Amos (♂) (𐤍𐤌)

Maior: Gadoc Dene (♂) (𐤍𐤃)

Notes: Part of the Carthago Novo–Ilici metropolitan area, a sprawling trade & cultural region of over one million Iberians, Carthaginians, Greeks, Lusitanians, & various other peoples. It is an administrative powerhouse & is resilient to most economic slumps. The physical terrain of mountains & hills separating Ilici & Carthago Novo from the rest of the peninsula & their respective nations, has created a culture of semi isolation & cooperation between these two cities that otherwise may not have occurred. Carthago Novo acts as a port to the rest of the Mediterranean, while Ilici provides a blossoming culture & various industries such as wine, mining, & other manufactured goods. Both being national or regional capitals, it is a place of strong governance, but despite being from different nations, the two cities often act as one unit regardless of specific policies.

Propinsia Omeberia–Tartesia [Central Iberia–Tartesia, the indigenous people there]

Capital: Osuna

Karkek Prinsipiak Osuna [337,000] (10) ↗, Turduli [5,310] (4) ↗

[Population](#): 231,950 ↗

Languages: Tartesian, Iberian, Lusi(tanian)

Industries: Farming, Mining, Vineyards, Olives, Dye, Textiles, Cattle & Ranching

Noble Overseer: /u/apple_dough – Ataberi Kořonios

Gubernator: Ceta Nudi (♂) (𐤍𐤕)

Supet: Tedruk Ami (♂) (𐤕𐤃𐤍)

Maior: Caikonbe Ice (♀) (𐤍𐤓)

Note: Unpuppet all applicable cities.

Propinsia Lusitania

Capital: Oppidani

Karkek Prinsipiak: Oppidani 52,390 (7) ↗, Lusiteni 32,100 (6) ↗

[Population](#): 84,490-101,300 ↗

Languages: Lusi(tanian), Tartesian, Iberian

Industries: Farming, Plantations, Mining

Noble Overseer: /u/MetalmindStats – Tařena Iltirbař

Gubernator: Aminos Iltirbař (♂)

Supet: Taio Reo (♀) (♂)

Maior: Korja “Rufino” Epona (♀) (♂)

Note: Unpuppet all applicable cities.

Propinsia Azaila

Capital: Azaila

Karkek Prinsipiak: Azaila 150,210 (9)

[Population](#): 150,210 ↗

Languages: Iberian, Celtiberian

Industries: Administration, Farming, Mining, Vineyards, Olives, Cattle & Ranching

Noble Overseer: /u/xtremepop45 – isBeřar Kořolaur

Gubernator: Yorisar Tani (♂) (♂)

Supet: Aius Iris (♂) (♂)

Maior: Budar Arbiskar (♂) (♂)

Popularity & Stability

Current Stability

Shaky ↘

Current Popularity

Decent ↘

General Population

High Class I: **High, Happy** ↘

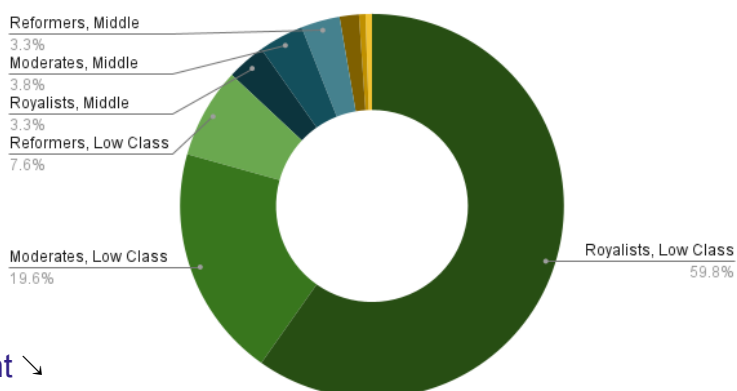
Middle Class =: **Decent, Content** ↘

Lower Class □: **Decent, Happy** ↘

Factions

Royalists: Very **High, Happy** ↘

Iberian Faction-Socioeconomic Alignment Chart



Moderates: High, Content ↘
Reformers: Low, Resigned →

Cultural Groups

Indigenous

Iberians: High, Happy ↘

Lusis: Low, Resigned* →

Most are not true reformers, but tend to support moderates or reformers for autonomy

Tartesos: Decent, Happy →

Celtiberians: High, Happy →

Immigrants

Carthaginians: Decent, Indifferent →

Greeks: Decent, Indifferent →

Romans: Decent, Indifferent →

Gauls: Decent, Indifferent →

Celts: Decent, Indifferent →

State, Military, & Church

Military: High, Content ↘

Church: High, Happy →

Royal Court: High, Content ↘

Legal Court: Moderate, Content →

Positions in Government & Cabinet

Chief of Staff: Dano Terak

Chief of Foreign Affairs: Katulti Aliti Peregrina

Chief of Treasury: Marina Dokek

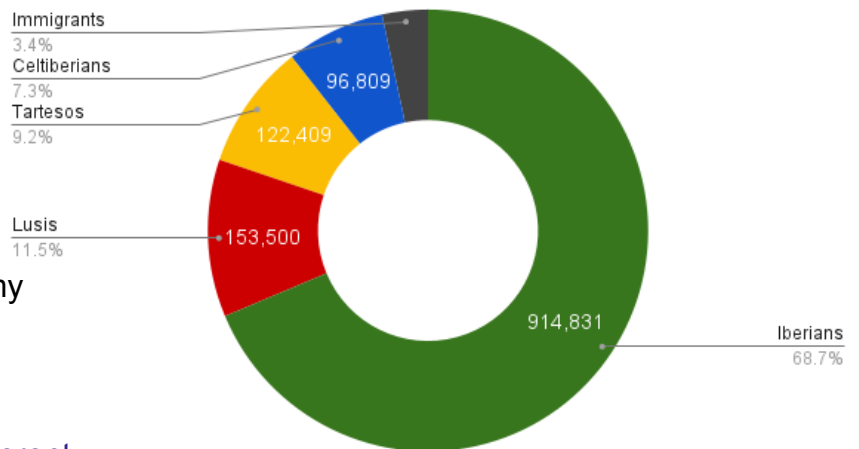
Chief of Commerce, Art, & Technology:

Chief of Justice: Koronios Iris

Head General: Tařena Iltirbař

Cetsa: isBeřar Kořolaur

Demographic Breakdown of the Confederation of Iberia



Policies

New & Discarded Policies

Stratification of Society & the End of Tribal Life is adopted, ending tribal social organization.

Event 1: A "Fair" Tax Code (Part 2)

Taxes for long have been based on products, rather than coinage, but some higher nobility wish to not pay as much.

Option: No exceptions for anyone.

Result: While richer classes are better off, not extremely so, not yet at least.

Event 2: Enrichment of the Elite (Part 3)

With the growing inequality from taxation & societal norms, some are calling for a more equitable society where resources are distributed more equally. However the stability & security from the growing social norms may be something we can capitalize on.

Selections:

- Damil Mes ♦ (royal family & descendents)
 - Damil Menabi (abakos eunuchs, & white touched nobles)
 - Damil Nekbi (tasinos, & white touched clergy)
 - Damil Lalbi (white touched commoners, other courtiers)
 - Damil Cit (royal servants, & slaves)
- Damil Mena ♦ (nobility, & military)
 - I (generals, high officers)
 - = (lower officers)
 - □ (soldiers)
- Damil Nek ♦ (Clergy)
 - I (high clergy officials)
 - = (regional clergy officials)
 - □ (helpers, minor clergy authorities)
- Damil Lal ♦ (Commoners)
 - I (merchants, elected officials, scientists, artists, doctors)
 - = (artisans, craftsmen, construction, other urban jobs)
 - □ (farmers, ranchers, & generally those who make food)
- Damil Ged ♦ (slaves, indentured servants, debtors, unclean actors, & criminals)
 - I (servants, homeless)
 - = (criminals & unclean actors)
 - □ (slaves & debtors)

Option: Entrench social divisions, but allow some social mobility.

Event 3: Drought Causes a Famine (Part 4)

A drought has plagued part of our country, particularly in the northeast, & people are beginning to go hungry. This catastrophe is an opportunity to show the effectiveness of a growing state to distribute food in times of crisis.

Option: Divert minor surplus in Ilici & Osuna to the northeast, & reduce taxes temporarily so they don't starve.

Event 4: Settling Down (Part 5)

Tribes across our conquests in Iberia, & within Azaila & Ilici have attempted to supplant the government's authority over them, how should we respond?

Option: Enforce a tax system even on top of them, & **force integration through any means.**

(This policy cannot be removed! Takes a few parts to enact!)

Active Policies

Confederation Society

8 base AP

Policies: Oligarchy, Military Caste, Warrior Code, Cultural Diplomacy

Stability: Stronger cohesion, unaffected war exhaustion, more severe overextension

Special Stability: Core has no additional local stability.

Modifier: Confederated

The ruler of the confederation can choose a bonus upon becoming ruler.

Examples: 6 PPC/part, 6 PPF/part, 5 PPG/part, +2 to military plots, +++ stability. Players may suggest additional bonuses that will be available to all confederations.

Kořones Teni selected: **+2 to military plots**

Sponge Culture

Adopting foreign traditions or new ideas is significantly easier by members of high culture, as well as being more easily absorbed into low culture.

Friend of the World

Diplomacy with other major civs will typically be peaceful, & minimize direct conflict.

Patron of the Arts

Cultural development is encouraged financially through the state.

Elective Monarchy

An assembly will be formed to assist in legislating, with minimal power outside of choosing the heir to the throne (decided by players voting, must be a member of the current ruling family unless there are no legitimate heirs.)

Scientific Curiosity

Technologies are easier to adopt & improve in areas the state can reach.

SOCIAL POLICIES

We know *Cultural Diplomacy*, *Military Caste*, *Oligarchy*, *Warrior Code*

Multi-Generational Households

Multiple generations of family members live under the same roof.

Religious Tolerance

No discrimination is significant among those not following the dominant pantheon.

Controlled Criticism of the Crown

While any criticism of the Teni family is somewhat unfavored, it has been shown through assassinations & executions that if you pose enough of a threat, you will not go unpunished.

Warrior Society

Service in the military is the primary vehicle of social mobility & is socially expected.

Polyglot Life

Most people in the confederation speak multiple languages other than their mother tongue.

PLAYER CHARACTERS

[🏰/👑 Faction Leader / Spouse | 🏰 Courtier | 🏰 Religious | 🏰 Military | 🏰 Civilian]
[♣ Agriculture | ♦ Commerce | ✂ Science | 🎵 Culture | 💰 Health | 📧 Diplomacy & State]
[♂ Male | ♀ Female | ♀ Other]

/u/LynnWin – Kořonec Teni | ✂☐Σ ☐ | ♦ (♀) (👑) **DEAD OF OLD AGE**

Languages: Iberian, Celtiberian, Tartessos

Specialties: Religious experiences, Governing

Mental Status: Prone to psychosis after an entheogenic experience.

Physical Status: Perfect health.

Relationships: Spouse of Austin Teni

/u/apple_dough – Ataberi Kořonios | ☐☐☐☐' ✂☐☐Σ | ♦ (♀) (🏰) **DEAD OF OLD AGE**

Languages: Iberian, Celtiberian

/u/MetalMindStats – Tařmin Iltirbař | ☐☐☐ IΛΨ^☐☐ | ♦ (♀) (🏰)

Languages: Iberian, Tartessos, Lusitanian

/u/xtremepop45 – isBeřar Kořolaur | IΣ☐☐☐' ✂☐☐☐ | ♦ (♂) (🏰) **DEAD OF OLD AGE**

Languages: Iberian, Celtiberian

NPCS

kiCasuro

Katulti Aliti Peregrina | ☐☐ΛΨ ☐☐ΛΨ ☐☐☐☐☐ | ♦ (♀) (🏰 📧 🎵)

Languages: Iberian, Latin, Celtiberian, Punic, Gaullic

Specialties: Culture & religion, diplomacy, languages

Mental Status: Tendency to long emotional states of depression & flashbacks.

Physical Status: Minor limp in left leg, scars on upper shoulders.

Relationships: Widow of Autobori Aliti

Silvester Priscus | SILVESTER PRISCVS | ♦ (♂) (🏰 ✂)

Birth Year: 302 **DEAD OF OLD AGE**

Languages: Latin, Greek, Iberian

Specialties: Math

Mental Status: Perfect health.

Physical Status: Perfect health.

Poetricus "Patrick" | ◆ (♂) (♫)

Birth Year: 271

Languages: Punic, Greek, Iberian

Specialties: Poetry & drama

Mental Status: Perfect health.

Physical Status: Chronic back pain.

kiLusatine

Kame oLif | ›∂ ≠^▷' | ◆ (♂) (♫)

Languages: Lusi, Iberian

Specialties: Statesmanship

Mental Status: Perfect health.

Physical Status: Sullen eyes & smallpox scars.

Player Spouses & Family

Dano Terak | □□ □'^K | ◆ (♀ Taśino Nadinśo) (♫)

Birth Year: 296 **DEAD OF OLD AGE**

Languages: Iberian, Latin, Celtiberian, Punic, Gaullic

Specialties: Religion

Mental Status: Perfect health.

Physical Status: Infertile by surgery.

Relationships: 'Friend' of Kořonec Teni.

Sirbirsine Kořonios | S'▷'□▷'S'□ ∂∂≠Σ | ◆ (♂) (♫)

Unspecified

Aminas Iltirbaś | □⊥□Σ I^Ψ^□□ | ◆ (♂)

Unspecified

oMake Kořolaur | ≠□γ ∂∂ΩW▷ | ◆ (♀)

Unspecified

FAMILIES

Character (Child Bearer)	Birth Year (B.C.E.)	Spouse (Loving Provider)	Spouse Birth Year	Roll for Children?
Kořonec Teni (♀) /u/LynnWin	297	Austin Teni (♂) Spouse NPC Dano Terak (♂) Lover NPC	308	No
Ataberi Kořonios (♀) /u/apple_dough DEAD OF OLD AGE	300	Sirbirsine Kořonios (♂) Spouse NPC DEAD OF OLD AGE	301	Yes
Tařena Iltirbař (♀) /u/MetalMindStats	305	Aminas Iltirbař (♂) Spouse NPC DEAD OF OLD AGE	303	No
oMake Kořolaur (♀) Spouse NPC	303	isBeřar Kořolaur (♂) /u/xtremepop45 DEAD OF OLD AGE	304	No
Katulti Aliti (♀) NPC DEAD OF OLD AGE	304	Autobyri Aliti (♀) NPC	302	No
Isis Teni (♀) Heir NPC	276	Amusico Teni (♂) Spouse NPC	275	Yes
Gala Teni (♀) Spouse NPC	272	Mikine Teni (♂) Heir NPC	273	Yes
Sesea Iltirbař (♀) Spouse NPC	262	Aminas Iltirbař II (♂) Player Child	265	Yes
Kere Kořonios (♀) Spouse NPC	279	Sigilo Kořonios (♂) Player Child	279	Yes
(♀) Spouse NPC	269	Mar Kořolaur (♂) Player Child	270	Yes
oMandonio Iltirbař (♀) Player Child	252	Seiar Iltirbař (♂) Spouse NPC	253	Yes
Katulti Aliti II (♀)	276	Leson Aliti (♂)	275	Yes

Character (Child Bearer)	Birth Year (B.C.E.)	Spouse (Loving Provider)	Spouse Birth Year	Roll for Children?
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Player Child		Spouse NPC		

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(♀) Spouse NPC	269	Mar Kořolaur (♂) Player Child	270	Yes
oMandonio Iltiřbař (♀) Player Child	252	Seiar Iltiřbař (♂) Spouse NPC	253	Yes
Ionio Aliti (♀)	266	Lusinio Aliti (♂)	263	Yes

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(♀) Spouse NPC	269	Mar Kořolaur (♂) Player Child	270	Yes
oMandonio Iltiřbař (♀) Player Child	252	Seiar Iltiřbař (♂) Spouse NPC	253	Yes
Spouse NPC		Player Child		

Ataberi and Sirbirsine:
No children

Isis and Amusico:
Male Child
Female Child

Gala and Mikine:
Male Child
Female Child

Sesea and Aminas:
No children

Kere and Sigilo:
Female Child

[Unnamed] and Mar Koólaur:
Male Child

oMandonio and Seiar:
Female Child

Katulti and Leson:
Female Child

Ionio and Lusinio:
Female Child
Male Child

[See Full Family Tree Here](#)
[See Graveyard Here](#)

Koronec & Austin Teni 1:

- Isis Teni (♀) 276
- Mikine Teni (♂) 273
- Austin II Teni (♂) 256

- Ama Teni (♀) 251
- Dano Teni II (♂) 246

Ataberi & Sirbirsine Kořonios 1:

- Sigilo Kořonios (♂) 279 **DEAD OF OLD AGE**
- leorbeles Kořonios (♂) 269
- Ataberi Kořonios II (♀) 267
- Kořonios (♀) 263
- Sirbirsine Kořonios II (♂) 260
- Kořonios (♂) 256
- Kara Kořonios (♀) 250
- Kořonios (♀) 244

Tařena & Aminas Iltiřbař 1:

- Tařmin Iltiřbař (♀ Abako Mařeno) 274
- Sakarbik Iltiřbař (♀) 268
- Aminas Iltiřbař II (♂) 265
- oMandonio Iltiřbař (♀) 252
- Iltiřbař (♂) 265
- Kara Iltiřbař (♀) 252

oMake & isBeřar Kořolauř 1:

- X Kořolauř (♀) 276
- X Kořolauř (♂) 273
- Mar Kořolauř (♂) 270
- Kořolauř (♂) 268
- Kořolauř (♀) 264
- Kara Kořolauř (♀) 246
- Kořolauř (♀) 244

Katulti & Autobyori Aliti 1: two daughter, two sons, two sons

- Katulti Aliti II (♀) 276
- Autobyori Aliti II (♀) 273
- Lusinio Aliti (♂) 263
- Aliti (♂) 260
- Aliti (♀) 256
- Kara Aliti (♀) 250
- & Aliti (♂/♀) 244

Isis & Amusico Teni 2:

- Teni (♀) 248
- Teni (♀) 242

Galla & Mikine Teni 2:

- Teni (♀) 248
- Teni (♀) 242

Sesea Aminas II Iltirbaś 2:

- Bisiri Iltirbaś (♂) 245
- Aminas Iltirbaś III (♂) 243

OBJECTS

None... yet!

BONUSES

Kořonec Teni selected: +2 to military plots from [Confederation Society](#)

Rufino, Humiliated Op5: +Stability, +Local Stability in Lusi Lands. +1 Against the Lusi this part.

The Iberian Question Op3: -Stability for parts 4-6, after which Permanent +Local Stability in Currently Held Lands. +2 PPC for parts 5-6.

ACTION POINTS

8 AP Base from [Confederation Society](#)

+2 AP from consuming Plot 4

10 AP before investments.

-4 AP for Plot 1

-4 AP for Plot 2

-2 AP for Plot 3

0 AP remaining.

TREASURY

207 initial gold, 1 PPG (PPG is 200)
+1,660 gold (8.2PPG) from trade
1867 gold (9.2PPG) before investments.

-800 gold (4PPG) to Plot 1
-800 gold (4PPG) to Plot 2
-200 gold (1PPG) to Plot 3

67 gold remaining.

RELIGION

Entheogenic Rituals become standard in the clergy.
Stratification of the Clergy is in the midst of normalization.

260 initial faith, 5PPF (PPF is 50)
260 faith (5.2PPF) before investments.

-50 faith (1PPF) to Plot 1
-200 faith (4PPF) to Plot 3

10 faith remaining.

—

CULTURE

Stoicism falters a bit, & even loses influence in some parts of high culture.
Iberian, Lusitano, Tatarso, & Celtiberian Music further gain more instruments in its reservoir:

-

kiMacanaim's influence keeps up speed, to the distaste of old *Iberian Folk Music*. The "Macanaim" "new season" or "new wave". Some traits of kiMacanaim include: use of horns, faster tempo, horror elements.

Carthaginian Influence is entrenched into all ranks of society, particularly on the border.

Roman Influence loses ground in Ilici, leading to more Lusi influence & Celtic ideas.

Lusi Culture starts bringing new traditions into Iberian cities.

Celtic Ideas about faith start to itch an odd scratch in Iberia.

Iberian Mythological Horror enters the art scene, about scary fictional stories, in particular based off of local legends, Roman & Greek mythology, & religious horror tied to a historical or physical location.

- kiCrucifixio (Novel) — Autobyori Aliti, a story about Jupiter causing an endless storm demanding the romans crucify one thousand virgin women for its end.
- kiPiilok (Statue) — Madi, a statue depicting elephants climbing over the Pyrenees, with many men standing beside it.
- kiEredak Gedek — a song about the complete destruction of a city, possibly referring to Troy.

600 initial culture (6PPG)

+600 culture (6PPC) from cities: Ilici, Osuna, Edeta, Azaila, Oppidani, & Lusitani

+200 culture (2PPC) from The Iberian Question 3

800 culture (8PPG) before investments.

-300 culture (3PPC) to Plot 1

-300 culture (3PPC) to Plot 2

-200 culture (2PPC) to Plot 3

0 culture remaining.

Artifacts

Lady of Elche

Bicha of Balazote

Warrior of Mogente

Sphinx of Agost

Lioness of Bokaient

Lion of Coy

Lions of Baena

Deer of Caudete

Lady of Baza

—

PLOTS

Plot 1: 'As Dishonorable, as the former Ri'

Plot 1 Roleplay

The neverending Iberian war machine seems to me to always move in its ways - *Tárena's* ways - regardless of the wills of any from without. There's now two would-be replacement generals to reckon with, a newfound navy, my father doing... something (I didn't care to know what), and my own reluctant service as a strategist and smooth-talker. Still, none of us could hope to replace my mother's ...signature stamp. I supposed that was why they all insisted on pressing Lusitanos into less-than-willful service in spite of my protestations. And our new Ri, a dear friend of mine, wasn't a fan either. But in the face of overwhelming bureaucratic opposition, we had to resign ourselves to facilitating the cause of their continued conscription.

Onwards our procession marched, through Osuna, Edeta, and Azalia, growing stronger every step of the way. This last stop made us a valuable ally, too - isBesar, the spiritual leader of the Confederation, and that pink elephant who could be friends with me and my mother at once. He showed our entire retinue his Propinsia's finest hospitality, and in doing so gave me an idea. See, the merchants under something like his domain traded quite actively with Berones to the northwest, its governance now our top target. Our next delegation would be a far bigger deal, to which end isBesar ventured forth with the traders to sow the golden seeds of a new level of spiritual cooperation between the two regions. His favorable reports on return came as no surprise, given the existing spread of Iberian influence towards Berones by dint of proximity.

That leaves us with the execution of our plan, hopefully by more than mere chance. First comes the rest of our march, with our Lusitano conscripts combining forces with Azaila's divisions. With our troops encamped a safe distance away, our delegation then enters as arranged, (influenced-by-)Greeks bearing gifts. Once on the stage... everyone around me says I know how to talk - even Tárena, Aminos once told me. And so I'm here to help isBesar first enable closer ties between the people of Azalia and Berones, with the help of capital thrown around and invocation of the Gauls. Then we seal the deal by throwing a spectacularly hallucinogenic party for all together, and in the night when everyone in Berones is out of their minds, our soldiers swoop in through the open gates and secure all the strategic positions. And in the morning, so our plan goes, we all deploy their leverage to bend Berones to our knees.

Plot 1 Investments

/u/xtremepop45, /u/MetalmindStats, 4 AP, 800 gold (4PPG), 300 culture (3PPC), 50 faith (1PPF), +2 to military plots from Confederation Society, +1 Against the Lusis this

part (forced conscription), 1 archer from by Oppidani, 1 archer from Lusitani, 1 great general from by Osuna

Plot 1 Results

Flip the city of Berones, or if not completely successful, severely damaging the city & nearby units that would spawn.

Success. Berones does a backflip right into your arms.

Plot 2: Riding the River Ebro

Plot 2 Roleplay

Traversing rivers was a troublesome task. They can fight back against you with currents, and building a vessel that even stays afloat while carrying multiple people isn't very easy. Nonetheless, there was a great bounty in doing so, and the Lusitanos had produced a number of vessels for the job. The rivers enabled trade through fast river networks, allowed large-scale fishing for freshwater fish, and also quick travel for armies approaching a city. All this was on Ataberi's mind as of late, as the river Ebro looked to be quite a prize for the Iberian people, with its position against Ilergetae and its sheer size. One just needed to wrench it away from them.

Given this, Ataberi thought that an expedition of Ebro was the next step in the fight against Ilergetae. Pulling some connections from her previous hairbrained schemes, she paid off local soldiers and merchants for a small squadron of armed ships to sail up Ebro and dispatch of any threats and survey the region for future traversal and fishing opportunities. She also had some help stealing Lusitano labor, & ships sailing into the harbors that enter into the Ebro, they managed to surprise the Ilergetae. She decided to join them this time, as it was hard to convince folks to partake in a voyage you wouldn't attend personally.

At the beginning of the travels, it all went swimmingly. As they approached the end of the widest part of the river though, the expedition spotted guards of the Ilergetae on the coast of the river. It seems they had not noticed their presence yet. Quietly, two of the ships farthest from them turn to land on the coast and peg down their ships, armed with spears and bows. They approached the guards through the brush and staged a sneak attack! The guards were caught so off guard they made a run for it, and many were struck down in the chase. As the rest of the expedition followed behind, they arrived at the walls of Ilergetae, and began to attack the defenses of the city.

Plot 2 Investments

/u/apple_dough, 4 AP, 800 gold (4PPG), 300 culture (3PPC), +2 to military plots from [Confederation Society](#), +1 Against the Lusi this part (using their boats), 2 triremes from by Oppidani (representing Lusitano sailors), 1 worker from by Lusiteni (representing Lusitano labor)

Plot 2 Results

Kill the nearby units that would spawn, damage the city of Ilergetae, & make plots involving work boats more successful.

Nominal success. One unit dies. His name was Gordon [THE WHOLE UNIT?]. His family will mourn him and blame you for the loss of their father. They loved him. Collectively, he had 30 kids. How fucking dare you.

Plot 3: Kořonec's Last Act

RP:

After decades in power, redefining what it means to be Iberian, building a people able to thrust their will upon others, & culture heard from the Gauls to the Greeks, there was only one thing that the Iberians lacked compared to other cultures, a set of unified religious principles that bind the Iberians together. Kořonec has spent much of her energy, time, & devotion to religious matters in private, & [with the help of Dano Terak](#), used entheogens such as datura metel & psilocybin mushrooms to begin a deeper spiritual understanding of the world. She has worked with the clergy to help develop her final project. Patrick recorded some of Koroni's spontaneous poem on different substances:

"The bright morning grains come with the promise,
That the afternoon holds clean water & purpose.
Which the evening grows old & cold
As the dull night reaches over,
& leads to the next day of blessings."

"Those grapes lined along the countryside
Feed from the gift of the earth,
Earth, Earth.
Like a snake feeding on itself
There is no god, because we all are god."

Many of the poems are hard to decipher due to her intense intoxication during these events. In the end, she created a largely cohesive document of her experiences & beliefs, called the Aroyok Argiao (Streams of Light) with the help of Patrick. There are the twelve declarations made:

1. The divine & the physical are inseparable.
2. All that enters the universe & body, comes from the universe & body.
3. Peace comes from within, & violence comes from within.
4. Duty is of utmost importance to all people.
5. All people owe duty to themselves, their family, their society, & the world.
6. Souls work in camaraderie with your body. The soul feeds life, the body feeds sustenance.
7. The soul's duty is to make the world better than where it was left off.
8. The body's duty is to build that world.
9. Death is the beginning of a new cycle of life.
10. Elders & those who have passed are deserving of respect.
11. All people must be cleaned, or do self work.
12. Pleasures & duty must be balanced in life.

[As the election closed, & a winner was elected, a Mikine Teni, the underdog. She met with Mikine to discuss his rule.](#)

"My son, I want to first apologize for breach of my sacred duty to you." Koroni teared up a bit. "I wish you a prosperous rule." She hugged him. Mikine, caught off guard, lets her hug him. He backed up, clearing his throat, to ask a question.

"Mom, what do I need to do to rule appropriately? What do I do to help the world?" She gripped her husband's hand, pulling it close to her heart. He always looked at himself like a monster, with all of these hydra heads pushing him one way or another. One of his favorite songs that seemed to push them away for a bit was played just a few days ago.

"I want to ask you something. My son, I know I let someone horrible into my life, & it hurt you, it hurt Isis, it hurt everyone. I want you to make peace with yourself. We both failed you, & Dano raised you, not me. Don't make the same mistake I did. Focus on your family too." Mikine's eyes started to tear up, & he tried to relax again, struggling to find composure. "Be a father, be a ruler, in that order." Mikine nodded solemnly, clinging to his wife.

"I do have something else to tell you. Years ago, during a datura religious ritual with Dano, I saw something. I saw a million horses, a million birds, a million men coming around me. Chaos came from all directions, & I saw one man speaking..." the language mentioned was muffled. "I have spent so much of my time, my life, my energy, trying to

prepare for this. I knew it was coming. I need you to maintain growing yourself, your family, & the Confederation to be strong enough to handle it.” Mikine looked at her blankly, & looked into Dano’s green eyes, holding a letter. Mikine opened the letter.

“...My son, I ask you one thing during your rule. Let your sister live. If she must be exiled, she must be, but she is hurting, just like you. You don’t need her around you, but do not taint your own well-being over revenge...” Mikine sighed, looking into his father’s eyes again.

“Okay, I see. You want me to make peace. I can do that.”

Invested: /u/LynnWin, Dano Terak, Poeticus “Patrick”, 2 AP, 200 gold (1PPG), 200 culture (2PPC), 200 faith (4PPF), Linked RPs (-1 TO REFORM PLOTS MAY BE RELEVANT HERE?)

Result: Make religion founding plots significantly easier for our faction, if not a complete success, could be extra faith for the next part. Also reduce the chance of a civil war happening. (Also even if it’s a critical failure, please don’t mess with religious worldbuilding.)

Partial success. You gain a +2 towards founding a religion for 2 parts.

Plot 4: Consumed

RP: N/A

Invested: Consumed

Result: Consumed

ILLYRO-EPIROTE CONFEDERATION

DIPLOMACY

ALLIANCE	: [REDACTED].
DEFENSIVE PACT	: Macedon, Sparta, [REDACTED].
NON-AGGRESSION PACT	: Carthage, Egypt, the Etruscans, Rome, Syracuse, [REDACTED].
FRIENDSHIP	: Acichorius Brennus' Celts, Carthage, Epirus, the Etruscans, the Gauls, Macedon, the Rhineland, Rome, the Seleucids, Syracuse, Sparta.
DENOUNCING	: [N/A].
WAR	: [N/A].
PEACE	: All factions unless otherwise noted.
SUZERAIN	: [N/A].
SUBJECTS	: Epirus.

Deals and Notes

[REDACTED]

EVENTS

Regional Event : Earthquake of 232 BC

- Option 3 : bro I'm busy
+1 TO ALL PLOTS THIS PART. -2 TO TRADE PLOTS IN PARTS 5-6.

Regional Event : Leagues of Greeks

- Section A
 - Option 2 : We will aid our loyal subjects against the treacherous insurgents.

THE AETOLIAN LEAGUE SPAWNS WITH UNITS, BUT WITHOUT CITIES, AND THUS WILL SLOWLY GAIN UNITS THROUGH THE PART AT EVEN INTERVALS, UNLESS IT LOSES ALL UNITS.

+2 TO PLOTS AGAINST AETOLIA THIS PART. EPIRUS GETS A -1 TO PLOTS AGAINST AETOLIA THIS PART.

- Section B
 - Option 1 : We will aid our loyal allies against the treacherous insurgents.

IN A SURPRISING TURN OF EVENTS, THE ACHAEAN LEAGUE'S NUMBERS ARE BOOSTED BEYOND EXPECTATION, AND ARATUS MANAGES TO OVERWHELM THE SPARTAN GARRISON THANKS TO NEW-FOUND NUMERICAL SUPERIORITY. SPARTA FLIPS.

+1 TO PLOTS AGAINST ACHAEA THIS PART AND NEXT PART. SPARTA LIKES YOU A BUNCH MORE, AND THIS OPINION BONUS WILL REMAIN AMONGST A FACTION FRIENDLY TO YOU EVEN IF THE ACHAEANS TAKE OVER SPARTA.

[REDACTED]

Dreamstate Hero Status

Illyrios [10 XP, 15 Rosecoins]

[REDACTED]

SCIENCE AND SOCIAL POLICIES

Our people have mastered the secrets of all Ancient Era technologies, as well as those of Horseback Riding, Optics, Mathematics, and Currency.

Our society enjoys the benefits of the Oligarchy, Military Caste, Warrior Code, and Cultural Diplomacy policies.

[REDACTED]

CITY CONTROL

/u/Tefmon	: Doclea.
/u/Deboch_	: Scodra, Dyrrachion.
/u/Qwaon248	: Rhizon.

CHARACTERS

Player Characters

/u/Tefmon : *Basileus* Monounios, king of the Taulantii [Age : 75; Traits : More Machine Now Than Man, Travelled and Learned; Skills : Machinery, Being Self-Important]. **DEAD OF OLD AGE**

/u/Deboch_ : Bilal Dukas, chief of the Albanoi [Age : 65; Traits : None; Skills : Pirating].

/u/Qwaon248 : *Basileus* Pleuratus II, hegemon of Illyria, king of the Ardiaei [Age : 67; Traits : Charismatic; Skills : Diplomacy].

Non-Player Characters

~~Audata of Dardania, queen consort of the Taulantii, princess of the Dardani [Age : Dead; Traits : None; Skills : None].~~

Prince Mytilos, prince and heir of the Taulantii, prince of the Dardani, son of *Basileus* Monounios and Audata [Age : 55; Traits : None; Skills : None].

Arete of Sparta, princess of Sparta, daughter of Areus I Agiad [Age : 51; Traits : None; Skills : None].

Basileus Cleitus, king of Sparta, prince of the Taulantii and Sparta, son of Prince Mytilos and Arete [Age : 30; Traits : None; Skills : None].

Agatis of Sparta [Age : 28; Traits : None; Skills : None].

Princess Cynane, princess of the Taulantii and Sparta, daughter of Prince Mytilos and Arete [Age : 26; Traits : None; Skills : None].

Prince Glaucias, prince of the Taulantii and the Dardani, son of *Basileus* Monounios and Audata [Age : 35; Traits : None; Skills : None].

Olympias of Epirus, princess of Epirus, daughter of Pyrrhus of Epirus and Antigone [Age : 63; Traits : None; Skills : None].

Princess Bircenna, princess of the Taulantii and Epirus, daughter of *Basileus* Monounios and Olympias [Age : 35; Traits : None; Skills : None].

Prince Bardylis, prince of the Taulantii and Epirus, son of *Basileus* Monounios and Olympias [Age : 34; Traits : None; Skills : None].

Princess Laodice, princess of the Taulantii and Epirus, daughter of *Basileus* Monounios and Olympias [Age : 29; Traits : None; Skills : None].

Brenna the Celt, queen consort of the Ardiaei, daughter of some highborn commander in the Celtic army of Acichorius Brennus [Age : 59; Traits : None; Skills : None]. **DEAD OF OLD AGE**

Princess Teuta, princess of the Ardiaei, daughter of *Basileus* Pleuratus II and Brenna
[Age : 34; Traits : None; Skills : None].

Princess Caeria, princess of the Ardiaei, daughter of *Basileus* Pleuratus II and Brenna
[Age : 29; Traits : None; Skills : None].

Ballaaios, military commander [Age : Unknown; Traits : Unknown; Skills : Unknown].

Born between 256 BC and 244 BC:

- *Basileus* Monounios and Audata of Dardania: One son and two daughters.
- *Basileus* Monounios and Olympias of Epirus: Two daughters.
- *Basileus* Pleuratus II and Brenna the Celt: One son.
- Prince Mytilos and Arete of Sparta: One son.

Born between 244 BC and 232 BC:

- *Basileus* Monounios and Olympias of Epirus: One daughter and one son.
- Prince Mytilos and Arete of Sparta: Two daughters and one son.

[REDACTED]

Childbearing Couples

Character	Birth Year	Spouse	Spouse Birth Year	Roll for Children?
<i>Basileus</i> Monounios DEAD OF OLD AGE	307 BC	Olympias of Epirus DEAD OF OLD AGE	295 BC	Yes.
<i>Basileus</i> Pleuratus II	299 BC	Brenna the Celt	291 BC	Yes
Prince Mytilos	287 BC	Arete of Sparta	282 BC	Yes
<i>Basileus</i> Cleitus	262 BC	Agiatis of Sparta	260 BC	Yes

Monounios and Olympias:
No children

Pleuratus and Brenna:
No children

Mytilos and Arete:
Male Child
Female Child

Cleitus and Agiatis:
No children

Probably a bunch of others, since I have a bunch of NPCs entering their late teens and early 20s. I'll get them all sorted out when I'm more rested and less rushed.

[REDACTED]

ASSETS AND MODIFIERS

Modifiers

Society : Confederation

- Stability: Stronger cohesion, unaffected war exhaustion, more severe overextension
- Special Stability: Core has no additional local stability.
- Confederated: The ruler of the confederation can choose a bonus upon becoming ruler. Examples: 6 PPC/part, 6 PPF/part, 5 PPG/part, +2 to military plots, +++ stability. Players may suggest additional bonuses that will be available to all confederations.
- During the **glorious reign** of the **brilliant strategist** *Basileus* Pleuratus II, we shall gain **+2 to military plots**.

Roman Warm Period

- In Europe and Asia Minor, plots to improve the land get a +1.

Illyrian Piracy

- +3 to piracy plots.
- Can each part target a full civ, stealing 1 PPG from that faction.
- We sic our pirates on **the Seleucids** this part, plundering **1 PPG** from their treasury.

Adriatic Naval Superiority

- Bonus to our maritime plots taking place in the Adriatic.
- Penalty to unauthorized maritime plots taking place in the Adriatic.
- Lasts until Part 7, inclusive.

Greek Lessons (1)

- Can be used as a one-time investment in military plots for a +4 bonus.

[REDACTED]

Artifacts and Other Objects

[REDACTED]

ACTION POINTS

8 AP total [8 base]

4 AP on Plot 2.

4 AP on Plot 3.

TREASURY

Gold

870 initial Gold

+1620 Gold from trade.

+200 Gold from Illyrian Piracy.

2690 total Gold

-1000 Gold on Plot 3.

-1000 Gold on Plot 4.

-600 Gold to /u/Tefmon.

90 remaining Gold

Faith

133 initial Faith

133 total Faith

-100 Faith on Plot 2.

-6 Faith to Epirus.

27 remaining Faith

Culture

0 initial Culture

+600 Culture from cities.

600 total Culture

-300 Culture on Plot 1.

-300 Culture on Plot 2.

0 remaining Culture

PLOTS

Plot 1 : Buried pirate treasure

RP : Ballaios, a famed military commander from the Epirote Wars, will marshal the soldiers who once fought under him for a new purpose: digging up all of the buried pirate treasure that definitely lurks just beneath the soil all over Illyria. Piracy is a cultural tradition of Illyria, so everyone involved will be super enthusiastic about performing this piracy-related task, justifying our investiture of culture in this plot.

Invested : Ballaios; 300 Culture; 6 land units; Confederated (+2 to military plots); Illyrian Piracy (+3 to piracy plots). **WAAA +1 FROM EVENTS**

Results : Spawn Gold, Silver, and Gems near each of our cities.

Also gib skills.

Success. You gain Gold and Gems at the Gamerunner's discretion.

Plot 2 : If this plot fails Loris canonically hates women

RP : Prince Mytilos, wishing to honour and emulate his father Monounios, has decided to go on a pilgrimage of his own. While not as grand or adventurous as Monounios's example, Mytilos compensates for this lack of scale with greater clarity of purpose: he is journeying not to find himself, but rather to help others find themselves. Specifically, Mytilos has heard tales that the Carthaginians, despite repeated efforts, have thus far failed to find a national faith under which to unite themselves. As a man of faith with the

good fortune to live in a land bound by a shared faith, Mytilos feels that it his sacred duty to see the poor people in Carthage granted the benefits of such that he has so enjoyed.

Thus, with a fleet filled with fiery preachers and stacks upon stacks of Illyrist holy books – already translated into the Punic tongue and localized to Carthaginian standards and conventions of religious literature – Mytilos, accompanied by his loving wife, will set out towards the Carthaginian capital of Qart-Hadasht. There they will use the strong Phoenician influence on certain aspects of the Illyrist faith – namely the fact that the Illyrist version of the common Indo-European love goddess is closer to the Phoenician Astarte than the conventional Greek conceptions of Aphrodite – as an inroad into the shared religious understanding of the average Carthaginian citizen.

Prince Mytilos will spend his time conversing with the wealthy Carthaginian merchant-princes and other men of commerce, destroying them with facts and logic until they agree that Illyrism is basically just a superior continuation of the traditional Punic faith, and thus something they should adopt rather than shun. Meanwhile, Arete will spend her time visiting various temples and shrines to Astarte, educating the local priestesses about the new chapters of Astarte's history that they are missing, and aiding them in organizing and promoting this new version of their faith into wider Carthaginian society.

With the combined might of all of these efforts, the only way that the Carthaginian people could possibly fail to adopt Illyrism is if their leaders hate women so much that they reject it on the basis of the significant role played by the goddess Astarte in the initial attempts to promote the religion to them.

Invested : Prince Mytilos; Arete of Sparta; 4 AP; 100 Faith; 300 Culture; 6 boat units; Illyrian Piracy (+3 to piracy plots). **WAAA +1 FROM EVENTS**

Results : Convert Qart-Hadasht and the surrounding Carthaginian cities to Illyrism. This should preempt any Carthaginian efforts to found a religion of their own, both now and in the future.

Also gib skills.

Failure. Leris canonically hates all women, but so does your entire faction. Congrats, you're now all gay, and all of your women identify as men. Throughout your entire faction. Not just your PCs and NPCs. All of your faction.

Plot 3 : Concrete military bunkers are a ubiquitous sight in Albania, with an average of 5.7 bunkers for every square kilometer (14.7 per square mile)

RP : Bilal Dukas, a great lover of fortifications, has noticed that our new holdings in the southern Adriatic are woefully underdefended. With insurgencies now breaking out in Spartan and Epirote mainlands, and with the ease at which the Carthaginians had managed to project power into our waters previously, the need for us to assert our control over the mouth of the Adriatic more forcefully is only growing.

Thus, Bilal, in consultation with the Spartan diarch Cleitus and Cleitus's wealthy Spartan wife Agiatis, will commission a new series of island fortifications. No expense will be spared in constructing the walls, towers, coastal batteries, dockyards, barracks, armouries, and other features of these island citadels, nor will they be garrisoned by any but our best soldiers. The naval squadrons stationed at them will be made up from our best ex-pirates, and composed of our best former pirate ships.

Through these efforts, Bilal, Cleitus, and Agiatis will ensure that the Adriatic remains secure and stable for generations to come.

Invested : Bilal Dukas (/u/Deboch_) [Skills : Pirating]; *Basileus* Cleitus, king of Sparta; Agiatis of Sparta; 4 AP; 1000 Gold; 4 land units; 4 boat units; Confederated (+2 to military plots); Illyrian Piracy (+3 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots). **WAAA +1 FROM EVENTS**

Results : Construct Citadels on the highlighted tiles (keep the southern Citadel mechanically in Spartan hands), and upgrade our Adriatic Naval Superiority modifier to last as long as our Adriatic Citadels stand. On a great enough success, increase the power of our Adriatic Naval Superiority modifier.



Also gib skills.

Critical success as stated.

As Sparta is lost to the Achaeans, you mechanically keep the southern citadel and the tile it is on.

Plot 4 : Letobici more like little bitches

RP : Pleuratus II will use his charismatic nature, his diplomatic expertise, sacks full of bribe money, and a few intimidating goons to scam the Letobici into joining our glorious Confederation. He will also point out that if they don't join our Confederation, the Celts have openly stated their desire to attack them multiple times; self-preservation should compel them to accept our generous offer.

Invested : *Basileus* Pleuratus II (/u/Qwaon248) [Traits : Charismatic; Skills : Diplomacy]; 1000 Gold; 4 land units. **WAAA +1 FROM EVENTS**

Results : Convince the Letobici to join our Confederation. On a lesser success, draw them into our sphere of influence as much as possible. On a great enough success, additionally gain some sort of lasting bonus to city-state diplomacy.
Also gib skills.

Failure. The Letobici leader visits your faction, telling you he contacted a version of himself from another reality, and that version of himself not only had wildly curly hair, but said not to trust you, and also that he should bring you a cow. So he brought you a cow. The cow is terminally ill and has six months to live, but it is nonstop spraying milk everywhere. You gain sixty buckets of milk.

EMPIRE OF MAKEDON - Part 5

DIPLOMACY

ALLIANCE :

FRIENDSHIP : Illyria, Epirus

DEFENSIVE PACT :

NON-AGGRESSION PACT:

DENOUNCING : Egypt

WAR :

PEACE

DEALS

EVENTS

Regional

Option 2: Honey Wins more flies than sugar, we shall be nice to them!

THE RHODIANS LIKE YOUR RECIPROCAL ATTITUDE QUITE A BIT. +3 TO INTERACTING WITH RHODES, FOR PARTS 5-6.

We shall send 6 workers to the city.

DEPENDING ON THE OTHERS' CHOICES, "RHODES, CENTER OF TRADE" MAY RETURN SOON. GAIN 3 PPC NEXT PART. +3 TO INTERACTING WITH THE CITY, FOR PARTS 5-7.

Other Regional

Option 3: both leagues

+2 TO INTERACTING WITH THE LEAGUES, FOR PARTS 5-6.

CITY CONTROL

/u/Megashinx1: Herakleia Lynkestis, Pella, Thessaloncia

/u/sup3rtom2000: Larissa, Cynocephitale

Ptolomy Epigonos: Paenoia

Antognos Gonatas: Serdica

PLAYER CHARACTERS

/u/Megaashinx1: Antipater II Etesias, 61 years young

Presumably Single

/u/sup3rtom2000: Alxenared, 42 Years Old

Unmarried, skills in being a prophet

NPCS

Ptolemaios Epigonos - 42

Married to an Unnamed sister of Sosthenes

2 Sons, 1 Daughter

Antigonos Gonatas - 64 **DEAD OF OLD AGE**

1 Daughter

FAMILIES

ANTIPATRID LINE

ANTIPATER II

ISSUE: ANTIPATER III (24+12) HELEN (24+12) PHILLIP (18+12), EURYDICE (8+12)

PTOLOMY LINE:

PTOLOMY CERANUS (DEAD)

ISSUE: PTOLOMY KASSANDROS (20+12), STRATONIKE (18+12), KELOPATRA (12+12)

PTOLOMY EPIGONOS

ISSUE: ANA (12+12), IANNA (11+12), PTOLOMY ALEXANDROS (8+12)

ANTIGONID LINE

ISSUE: ANTIGONE (18+12)

MARRIAGES: ANTIPATER III MARRIES ANTIGONIE ANTIGONOS

PHILLIP ANTIPATRID MARRIES STRATONIKE PTOLEMY

Character	Age	Spouse	Spouse Age	Roll for Children?
Antipater III	24+12	Antogonie Antigonios	18+12	Yes

Antipater and Antogonie Antigonios:

Male Child

Male Child

OBJECTS

[REDACTED]

BONUSES

Macedonian Militia: Troops will be spawned upon a Defensive War

ACTION POINTS

12 Action Points

TREASURY

645 gold (3 PPG)

+ 10.1 PPG from Trade

RELIGION

345 Faith (6 PPF)

CULTURE

7 PPC

—

PLOTS

Plot 1 : the Great Macedonian Militia 2

We need some more soldiers! We've already created a pretty solid local force, which is cool, but we want a bigger standing army. As such, we're planning on going to all of our sick greek mercenaries and offering them phat stacks of loot in order to fight for us. As

we all know, loyalties are never in question when dealing with mercenaries. This is real and true. Do NOT question this. Please. DONT do it. Nuh uh!

Invested: 4 PPG, Antipater II, 5 AP

Result : Spawn more units!

Success. You gain 10 units at Gamerunner's discretion.

Plot 2 : Religion

RP : Well, our last religion plot didn't work very well, but we're trying again!!! We're preaching this shit until it sticks! We shall put up a big ass golden statue of alexander in every city we control, and make it a focal point of festivals and high holy days. Soon:™: our people will have no choice but to view him as a god, just as we planned!

Invested : 3 PPG, 7 PPF, Ataxander, 5 AP, 4PPC

Result : Boost Alexanderian Cult in all Macedonian cities.

Success. Your cult is boosted in all cities.

Plot 3 : West Thrace Best Thrace!

RP : it's time for a parade! We shall host a big military parade, honouring our newfound friendship between us and west thrace. Additionally, we shall begin talks with our vassal about combining our military, administration, and basically becoming the same kingdom. Hooray cooperation!

Invested : 4 AP, 3 PPC, 6 PPG, 2 units on the border between macedon and west thrace

Result : begin merger with our vassal, west thrace

Success. Your merger will take place over three parts, including this one.

Plot 4 : burned for 2 AP

Pontus - Part 5 RENAME BYZANTION[SIC] TO ISTANBUL

DIPLOMACY

ALLIANCE: [REDACTED]

DEFENSE PACT: [REDACTED]

FRIENDSHIP: Armenia, Illyria [REDACTED]

VASSALS: [REDACTED]

DENOUNCING: #RiggedReformer (i mean it, please have my civ denounce the gamerunner civ)

SUPER DENOUNCING: #RiggedReformer (i mean it, please have my civ denounce the gamerunner civ)

MEGA DENOUNCING: #RiggedReformer (i mean it, please have my civ denounce the gamerunner civ)

ULTRA DENOUNCING: #RiggedReformer (i mean it, please have my civ denounce the gamerunner civ)

EPIC DENOUNCING: #RiggedReformer (i mean it, please have my civ denounce the gamerunner civ)

[Sure why not]

RENAME: Byzantion[sic] to Istanbul

DEALS

Rename Byzantion[sic] to Istanbul

EVENT

National: Option 2, my in-laws run Bithynia so I better be a good family man and help them out. Plus it keeps our Celtic soldiers we got last part busy. Also Paphlagonia sux lmao

**YOU JOIN THE BITHYNIAN-PAPHLAGONIAN WAR ON THE BITHYNIAN SIDE.
+2 TO PLOTS AGAINST PAPHLAGONIA THIS PART AND NEXT PART. +1 TO
PLOTS REGARDING BITHYNIA FOR PARTS 5-7.
BOTH MINOR CIVS SPAWN A FEW EXTRA UNITS.**

Regional: Option 2, unsurprisingly I choose Istanbul. And if the effects of this somehow get applied to a city that is not named "Istanbul" in game I will cut off #RiggedReformer's dick with a rusty spoon

**ISTANBUL (TRADITIONALLY KNOWN AS BYZANTION) BECOMES A NEW
CENTER OF TRADE IN THE EASTERN MEDITERRANEAN. THIS GRANTS YOU +1
PPG PER PART FOR AN UNDEFINED AMOUNT OF TIME. DEPENDING ON
WHETHER RHODES RECOVERS FULLY, ISTANBUL MAY BECOME THE PRIMARY
CENTER OF TRADE IN THE EASTERN MEDITERRANEAN, AT WHICH POINT THE
MODIFIER WILL EVOLVE TO BE STRONGER.**

Rename Byzantion[sic] to Istanbul

--

SOCIAL POLICIES

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

Rename Byzantion[sic] to Istanbul

CITY CONTROL

All belong to briusky

Rename Byzantion[sic] to Istanbul

CHARACTERS

Mithridates II (/u/briusky) - age 47

Rename Byzantion[sic] to Istanbul

NPCS

Unnamed Bithynian Chick - age 42

Mithridates the Spare - age 44

Mithridates the Seer - age 35

Mithridatesette the Elder - age 27

6 Twink Harem members - ages 43-46

Mithridates the Heir - age 20

Mithridatesa - age 19

Mithridatesette the Younger - age 6

Mithridates the Alliance-maker - age 3

Mithridatesanne - age 23

Mithridates the Miracle - age 14

Mithridates the Drunkard - age 17

Mithridates the Charioteer - age 16

Mithridates the Bum - age 14

Mithridates the Faithful - age 12

5 assorted underaged daughters of the twink harem: ages 12-17

7 more underaged daughters of the twink harem: ages 0-10

3 underaged sons of the twink harem: ages 4-11

2 underaged sons of Mithridates the Seer: ages 7 and 10

Underaged daughter of Mithridatesette the Elder: age 0

Underaged son of Mithridatesanne: age 2

Rename Byzantion[sic] to Istanbul

NATURAL BIRTHS

Gib gib

Man	Year of Birth	Woman/Twink	Year of Birth	Babies
Mithridates II	279	Unnamed Bithynian chick	274	Gib gib Female Child
Mithridates the Spare	276	Twink Harem Member #1	278	Gib gib No children
Mithridates the Spare	276	Twink Harem Member #2	277	Gib gib No children
Mithridates the Spare	276	Twink Harem Member #3	276	Gib gib Female Child
Mithridates the Spare	276	Twink Harem Member #4	276	Gib gib Male Child
Mithridates the Spare	276	Twink Harem Member #5	276	Gib gib No children
Mithridates the Spare	276	Twink Harem Member #6	275	Gib gib Male Child
Mithridates the Seer	267	Local Noblewoman	262	Gib gib Female Child Male Child
Mithridates the Local Noble	259	Mithridatesanne	255	Gib gib Male Child Female Child

Mithridates the General	270	Mithridatesette the Elder	259	Gib gib No children
Mithridates the Miracle	246	Non-harem twink 1	246	Gib gib Female Child Male Child Male Child
Mithridates the Drunkard	249	Assorted local whores	259-250	Gib gib Male Child Female Child Female Child
Mithridates the Charioteer	248	Fangirl	247	Gib gib Male Child Male Child Male Child
Mithridates the Faithful	244	Non-harem twink 2	243	Gib gib (when of age) Male Child
Mithridates the Mayor	260	Mithridatesa	251	Gib gib Male Child

Rename Byzantion[sic] to Istanbul

OBJECTS

Rename Byzantion[sic] to Istanbul

BONUSES

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

Rename Byzantion[sic] to Istanbul

ACTION POINTS

12 AP base

+4 from eating plot slots

-4 on 2 catapults near Sinope

-3 on moving 3 triremes and 3 Chalkaspides to surround Amastris

-2 to improve the 2 unimproved fish tiles in our seas

-3 on plot 1

-4 on plot 2

Rename Byzantion[sic] to Istanbul

TREASURY

166 initial gold

+1640 from trade

-1000 on plot 1

-800 on plot 2

6 remaining

Rename Byzantion[sic] to Istanbul

RELIGION

251 initial faith

-250 on plot 2

1 remaining

Rename Byzantion[sic] to Istanbul

—

CULTURE

+600 from having 6 cities with ≥ 6 pop

+200 from having 2 cities with ≥ 12 pop

-800 on plot 1

Rename Byzantion[sic] to Istanbul

PLOTS

Plot 1 : Rename Byzantion[sic] to Istanbul

RP : Mithridates II was tired of his fantasy chariot racing team being absolutely terrible. Sure, the game against Mithridates the Seer was an obvious loss. But to lose to Mithridates the Drunkard? That one was embarrassing. His team sat at the bottom of the league all by itself and he was the laughingstock of the league. This obviously would not do, as he was King of Pontus and had to appear strong to ensure his realm's stability. So he decided that it was high time that his zero in the wins column went away. So he decreed that there would be chariot races every day. Eventually he had to win one, right? Anyways since the people love bread and circuses they were grateful for the daily chariot races and decided that Mithridates II was a pretty cool guy and that they should be very stable in their support of him.

Furthermore, Byzantion[sic] must be renamed to Istanbul.

Invested : 800 culture, 1000 gold, 3 AP, Mithridates II, his wife, Mithridates the Seer, Mithridates the Drunkard, Mithridates the Charioteer, Mithridates the Heir, Mithradatesette the Elder, Mithradatesanne, Mithradatesa

Results : Stability go up

Also gib skills

Also rename Byzantion[sic] to Istanbul

Success. Your stability gains +1.

Plot 2 : Rename Byzantion[sic] to Istanbul

RP: Everyone's favorite group of incredibly gay Pontans, Mithridates the Spare and his twink harem, were thankful that #RighteousRose had finally let them convert to proper

Alexander worship. Sure, it was probably meant as compensation for their husband's continual failure to properly give Istanbul its correct name in the parte, but hey we'll take it. So anyways Mithridates the Spare and the twink harem went on an extremely flamboyant vacation to exotic lands like Selucids and Dacia where they spread the good word of Alexander. And also had epic orgies every night. In fact, it was probably the orgies that made people convert and not the preaching. But since Alexander definitely had some butt buddies in his army, it totally fits our religion. Praise Alexander!

Furthermore, Byzantion[sic] must be renamed to Istanbul.

Invested: 250 faith, 800 gold, 4 AP, Mithridates the Spare, twink harem, Mithridates the Faithful, Mithridates the Miracle

Results: Spread the Followers of Alexander religion to the surrounding area
Also gib skills

Success. Your religion begins to spread to the surrounding areas, at Gamerunner discretion.

Plot 3 goes the way of Alexander's body

Plot 4 goes the way of Alexander's body

PTOLEMIES 5 Part - ממלכת מצרים התלמאית

232 BC

DIPLOMACY

ALLIANCE :

FRIENDSHIP : Everyone

DEFENSIVE PACT : Greek City States (Plot 3)

NON-AGGRESSION PACT: Illyria

DENOUNCING : Canada

VASSAL: Petra

WAR : Seleucids

PEACE :

DEALS

REALSTATE EVENTS

Regional Event: Earthquake of 232 BC

Option A1: we like rhodes still

**AND RHODES LIKES YOU BACK, BUT THEY ALSO LIKE THE MORE
RECIPROCAL ATTITUDE OF THE MACEDONIANS, AND FAVOR THEM, FOR NOW
AT LEAST. (THEY SENT MORE WORKERS, TOO.)**

-3 TO INTERACTING WITH RHODES, FOR PARTS 5-6.

Option B1: Let us fund the rebuilding of the city with some slaves (Invest 4 workers
from Upper Egypt)

**DEPENDING ON THE OTHERS' CHOICES, "RHODES, CENTER OF TRADE" MAY
RETURN SOON. GAIN 2 PPC NEXT PART. +1 TO INTERACTING WITH RHODES,
FOR PARTS 5-7.**

Regional Event: Leagues of Greeks

Option 4: uh we are the naval greeks those are the land greeks- we don't care

-4 TO PLOTS REGARDING THE LEAGUES,

-2 TO PLOTS AGAINST ILLYRIA,

FOR PARTS 5-6.

+1 TO ALL OTHER PLOTS THIS PART.

National Event: Distrust, Paranoia, Delusion

Option 3: well we were purging randos anyways so why not do some "purging based on
nothing but a little suspicion"!

**-2 TO ALL PLOTS THIS PART. ++STABILITY, BUT - - - LOCAL STABILITY IN
"PERIPHERAL" CITIES.**

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 Judea (Jerusalem, capital)

/u/EmeraldRange: Region of Egypt (Alexandria)

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

PLAYER CHARACTERS

/u/Canadian_Christian: Ptolemy III 36 years old - King of Egypt and Judea

/u/EmeraldRange: "Dionysus (around 1300 BC)" Ptolemy the Younger born 244 BC, 12 years- younger brother and heir apparent

/u/Hijakkr: Patroclus "Poseidon" the Admiral born 272 BC (40 years)

NPCS

Arsinoe, Queen Mother

Aelios, random farming guru

Iokaste, woman who can see colors

Damon, a pedant

Simeon ben-Joarib

FAMILIES

Character	Birth Year	Spouse	Spouse Birth Year	Roll for Children?
Ptolemy III	276			No
Ptolemy the Younger	244			No
Simeon DEAD OF OLD AGE	310	Hadasseh DEAD OF OLD AGE	304	Yes

Simeon and Hadasseh:
No children

OBJECTS

N/A

BONUSES

~~**Rhodes, Center of Trade:** While Rhodes is independent and sovereign, +1 PPG per part, and piracy plots near Rhodes are slightly harder.~~

Ptolemaic God-Kings: Stability bonus in Egyptian cities. This modifier can be adopted by a would-be conqueror. **LOST DUE TO PLOT RESULT**

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 is subservient)

ACTION POINTS

10 AP Base

- 4 AP on 2 triremes in Salamis
- 2 AP on Plot 1
- 1 AP on Plot 2
- 2 AP on Plot 3
- 1 AP on Plot 4

TREASURY

- 5590 of Gold (base)
- +2740 (13.7 PPG) Trade Income
- 8330 Gold (41 PPG)
- 600 Gold on Plot 1
- 2600 Gold on Plot 2
- 5000 Gold on Plot 4
- 130 Gold remaining

RELIGION

- 1774 Faith (35 PPF)
- 500 Faith Plot 1
- 1250 Faith Plot 3
- 24 Faith Remaining

CULTURE

- 2400 Culture (19 PPC from 19 6+ pop cities, 5 PPC from 5 12+ pop city)
 - 1200 Culture Plot 1
 - 1200 Culture Plot 2
 - 0 Culture remaining
-

PLOTS

Plot 1 : NOTHING like my father

RP : Ptolemy III as the firstborn son of the king rushed back to Alexandria to take the throne of Egypt. With the oldest son of his late father being a twelve-year-old and the madness of the drunken bastard having alienated many of the senior advisors and noblemen - or "mortals" as they had had to endure being called - were happy to allow a relatively competent 40-ish year old to take the throne rather than some 12 year old who thought he was literally his father's continued existence. Besides, the rumor was that the previous Ptolemy had gone out having sex with over 200 women and having over a hundred kids - so it was better to recognize a traditional firstborn heir pretty fast.

But they got pretty shocked when they learnt that Ptolemy III was a bit crazy- they hadn't quite heard the news that he had gone around circumcising everyone in Judea.

"I am NOTHING like my father! I am not a god, for there is only one- and I am servient to only He!" began Ptolemy's speech to the now nervous noblemen, " and to emphasize that I will be moving our capital to the holy land- Judea! Now, as for my first act, we won't be doing this whole oh my god i love peace and wine shit. We are going to stop those damn Seleucids from being so close to our holy land and also take revenge for when the Akkadians destroyed our temple. I want us to march our capital to Judea and then keep marching NOW!!!"

Well- even the kid might've been a bit more mature than this but unfortunately, Ptolemy III controlled the navy and most of the army so they had to start carrying that order out. And the quite unfortunate thing for these nobles was that a large portion of their labour base made up of Jewish slaves were also suddenly freed if they joined Ptolemy's personal army.

Invested : Ptolemy III, 2AP, 12 PPC, 10 PPF, 3 PPG -1 FROM EVENTS

Result : Move the Palace and all units near Alexandria to Jerusalem. Plot bonuses for things surrounding Judaism

Success. However, the Ptolemaic God-Kings modifier slips from your grasp and shatters.

Plot 2 : The best offense is a strong defense navy

RP :

Well Admiral Patroclus (wow nice to not be Poseidon anymore) had been eager to show that he wasn't one of the nobles to be purged. He went out of his way to gather up the navy and help to transport even more troops and stuff to the new capital in Judea.

And besides, it was nice to finally use all the knowledge from the naval academy instead of building lighthouses- of course the lighthouses helped but being given the greenlight to build a shitton more boats was great too. The best way to stop the Seleucids from being so close to the Ptolemies was to push them out of the Mediterranean.

He gathered all his ships and hurried up a lot of waiting shipbuilding projects- with the previous administration's dovish attitude, many had just been canceled or left half-complete. But now Patroclus could really push things out.

Invested : Poseidon, +1 to Naval plots, 13 PPG, 1 AP, 12 PPC -1 FROM EVENTS

Result: Move the Ptolemaic navy to the area north of Tyre and spawn a bunch of extra naval units

Success as stated.

Plot 3 : Go forth and multiply

RP : Judaism was finally catching on in the area immediately surrounding Jerusalem, but Simeon knew that G*d would not be pleased until every man, woman, and child in the known world was refusing to eat pork and refraining from adultery and doing all the

other half million things that Simeon had been preaching all these years. The time had come for Judaism to spread its wings and finally leave its nest.

The biggest advocate was gonna be his cute younger brother who had been taught that he was Zeus and was suddenly told that he was Dionysus recently. Luckily a child is very malleable and Simeon had him relearning his own name (also Ptolemy) and all the Jewish traditions again. As the heir apparent it would be much harder for nobles to wait out for the hope that this Jewish thing was a phase since the next king had just been circumcised too. They were, in their rabbinical studies to catch up to this weird religion, realizing that circumcision wasn't even necessary for converts - it was just Simeon and Ptolemy III's fervor.

Anyway, since it's an undeniable fact that using a small child as a prop can make anybody more invested in what you're saying, Simeon brought little Ptolemy around to all of the local temples in search of willing missionaries. "What we need now is to spread the Word of G*d™ to those heathens surrounding us. You must venture out to other cities, take spouses and start families, telling all of the new mother groups everything I've taught you. Go forth, be fruitful, and multiply."

Invested : Simeon, Ptolemy the Younger, 2 AP, 25 PPF **-1 FROM EVENTS**

Result : Creates a bunch of missionaries or whatever and sends them all over the place to start families and spread the Word of G*d™

Failure. The Word of G*d™ is just the [Spong Monkeys](#) commercial from the early 2000s [BC, obviously] and no one wants to hear it.

Plot 4 : Why watch others fight wars when we can fight them ourselves

RP : Arsinoe was very happy to see her son take over and for G*d's righteous rules to return to the chosen people of Judea. Now the next thing was to secure the holy land and stop the Selucid evil people from getting so close to Jerusalem. Of course, her son was quite smart and capable and had already gotten the capital moved and both the army and navy mobilized. The main then now was going to be to quickly take down the cities.

The best use was really to bribe the Seleucid army. With all the rapid changes, the best thing for pure military strikes was going to be in a few years once the war had properly been underway and the economy properly geared for war. At least for now, the biggest advantage the Ptolemies had was the money.

So Arsinoe, alongside several of Ptolemy III's closest allies before his ascension worked to set up easy mutiny benefits allowing any Seleucid soldiers to retire in Ptolemaic Egypt with lavish benefits or work for the Ptolemaic army for even more lavish benefits. The most effective part of this offer was really towards the Jews and Greeks within the Seleucid army- nicely capturing both a good section of the infantrymen and the officer corps.

Having looked at the map for so long, the goal was really in Anatolia (as a defense) and in the Levant (to cut them off from the sea).

Invested : Arsinoe, 25 PPG, 1 AP, Predominance bonus on buying units **-1 FROM EVENTS**

Result : Bribe several Seleucid units to either disband or flip- especially in cities in Anatolia and the Levant

Success. Multiple Seleucid units, at the discretion of the Gamerunner, flip.

Confederation of the Rhine - Part 5

Year: 232 BC.

DIPLOMACY

ALLIANCE : Kingdom of the Gauls, Roman Republic

FRIENDSHIP : Kingdom of the Gauls, Kingdom of Epirus, Twinks

DEFENSIVE PACT :

NON-AGGRESSION PACT: Epirus

DENOUNCING :

WAR : Remi & Allemani if they refuse.

PEACE :

DEALS

-Aiding the Gauls in bringing peace to the Helvetii lands, in exchange for a trade agreement. Giving the Germanic Trading Conglomeration access to the gaulish hinterlands.

-After giving aid to the East Celts gaining pannonia, a trade deal can be made.

REALSTATE EVENTS

Event 1: Option 3, The Suebi are right, equal treatment is required. Concessions will be made as stated per plot 1.

THE SUEBI CITIES BECOME PUPPETED FOR THIS PART. -LOCAL STABILITY IN BELGIC LANDS.

Event 2: Option 4, They want us to attack our friends and allies to save their own skin? We'll show them not to mess with our friends.

+2 TO PLOTS AGAINST REMI AND ALEMANNI THIS PART AND NEXT PART. FOR EVERY CITY YOU CONQUER THIS PART, GAIN 2 PPG AND 1 PPC NEXT PART. CITIES CONQUERED THIS PART ARE DEVASTATED A BIT MORE.

DREAMSTATE HERO PROGRESS

Hero:

Events Completed:

Great Hero:

TECHNOLOGY

N/A

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SOCIAL POLICIES

N/A

CITY CONTROL

Belgae Lands: Friduric

Menapii (Capital)

Tungri

Veromandui

Morini

Suebi Lands: Wynnflaed

Suebi (Regional Capital)

Thoringi

PLAYER CHARACTERS

/u/sstefanovv: Chieftain Friduric “the Barbarian” Age 80 **DEAD OF OLD AGE**

NPCS

Chieftain Friduric “the Barbarian” Age 80

Scribe Flexico Twinkos the 2nd, Age 36

Prince Gaufrid Friduricsunuz, age 34

Catalia Arvernus, age 30

1 daughter : Herleva Catliadohter Age 8

1 son : Filibert Gaufridsunuz, Age 5

Prince Rikaharduz Friduricsunuz, age 31

Lucinda of Senons, age 32

FAMILIES

Character	Birth Year	Spouse	Spouse Birth	Roll for
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			Year	Children?
Chieftain Friduric the Barbarian DEAD OF OLD AGE	300 BC	Wynnflaed of the Suebi ALREADY DEAD	298 BC	No
Prince Gaufrid Friduricsunuz	266 BC	Catalia Arvernus	262 BC	yes
Prince Rīkaharduz Friduricsunuz	263 BC	Lucinda of Senons	264 BC	

Prince Gaufrid Friduricsunuz and Catalia Arvernus: Male Child

OBJECTS

N/A

BONUSES

Being Cool: +2 to any roll on any plot
 Rhineland trade: +3 for with the rhineland tribes
 (Remi & Allemanni, Raeti & Marcomanni)
 +1ppg for each rhineland tribe = 4PPG

Modifier: Confederated
 Bonus chosen: +5PPG

ACTION POINTS

8 AP Base

TREASURY

Currency value: 200G = 1PPG

Treasury: 519Gold = 2.6PPG

Rhineland Trade: +4

Trade: +6.9 PPG

Bonus: +5 PPG

Total = 18.5PPG

-4 on plot 1

-4 on plot 2

-6 on plot 3

-4 on plot 4

Remaining: 0.5ppg

RELIGION

Praise Nehalennia

103 Faith (0 PPF)

CULTURE

5 cities above 6 pop

500 Culture (5 PC)

—

PLOTS

Plot 1 : Welcome the tribal assembly

RP : It has been decades since the Suebi and the Belgae joined together in a union.

Since that time, the Belgae leadership was the de facto leader of this union. However as the people integrated and travelled more through the lands, the more the

underrepresented Suebi were starting to feel unhappy about this. This was only boosted with the death of the Suebi queen Wynflaed. Viliaricu was one of the main voices of this unhappiness. While Friduric was content with the status quo, he also knew he was drawing near his end, and was withdrawing from public life. His son and heir prince Gaufrid however, who had taken charge of daily affairs, understood the plight of Viliaricu. Having received an education from the Romans, especially Lucinda, he had learned much of the Roman tradition of the Senate. In this, the roman elite joined in an assembly where matters of state were discussed and voted in. Now they lacked a king, but, Gaufrid thought, this could well be combined with the position of King, so a balance of power in between the nobles and the king existed. For whilst some nobles in the Belgae lands had a listening ear at the court, this was not the case for a lot of other nobles, landed elite and wealthy merchants.

Viliaricu had requested an audience with the Belgae court to mediate the concerns, which was gladly accepted by Gaufrid. Here Gaufrid explained his plans to give the elite of the Rhenish lands a voice and more power within the realm, regardless of tribal allegiance.

Being one of the main voices of Suebi discontent, Viliaricu was invited to be one of the organisers of this Tribal Assembly, and ofcourse a seat.

With the help of Viliaricu, Lucinda and other nobles, the plans were drawn for the formation of a tribal assembly where people of both noble birth, as well as those powerful in land or in trade could be elected or placed. There were to be 180 seats in total, 60 to nobles and chieftains, 60 to wealthy landed elites, and another 60 to the merchants. Once these plans were drawn, people were both elected as well as selected, and the first meeting was held.

The first step towards a more culturally and bureaucratically unified Rhineland was made.

Signed, Scribe Flexico Twinkos the 2nd

Invested : Prince Gaufrid, 4PPG, 2AP, 2PC (the +3 for Rhineland plots)

Result : the formation of a tribal assembly giving the elites of the confederation a voice, regardless of tribal allegiance. Boost to stability.

Success as stated. +2 to stability for this part and next part.

Plot 2 : Honour thy friends

RP : The leadership of the Remi and the Allemanni had sent diplomats to sue for peace. Now a white peace was not necessarily out of the question, but to Friduric's astonishment, they offered a peace, and instead to combine forces to raid the Italian lands.

Now Friduric was not necessarily best friends with the Etruscans, but there was an alliance building with the Romans, who were allies to them. Did they really expect that after all the efforts we have undergone to foster our friendship with them, that we would throw it all away?

Friduric unceremoniously sent them away with a firm NO as answer.

Friduric, worried that once the Remi and Allemanni were dealt with, fleeing soldiers would form bands of raiders and raid south, called in the Roman delegation.

He informed them of the situation so they could make the necessary preparations to defend themselves against any raiders, just in case.

He expected some basic gratitude, because the threat wasn't too severe, but apparently they were grateful for, as they called it "proving to be good allies". They also were upset with these southern rulers, for daring to try and raid their lands. So they called in reinforcements for the Federation's army. This turned out, a few weeks later, to be a mighty force of ballistae, manned and trained by the Roman elite forces. Together with these ballistae came military advisors to help plan with the BEARS on how to best use the powerful siege engines.

A strategy was devised after a long, thorough session of discussion. The rhenish troops already were closing in on the Allemanni, who had the advantage of having a rough, hilly terrain to their north. But due to the rhenish advance these same hills were now in rhenis control and gave the ballistae a clear line of sight to fire on the city walls much easier. Being able to hit the walls safely from behind the rhenish frontline troops, it was opted to first move these powerful weapons there before they could be used against the Remi.

Once the units were in place, the ballistae fired countless rounds on the walls until the defences were nothing but a crumbled ruin, making the way open for the frontline troops to storm in and seize the city.

The Allemanni were sitting ducks.

Signed, Scribe Flexico Twinkos the 2nd

Invested : Friduric, 4PPG, 2AP, **+2 FROM EVENTS**

Result : With Roman aid and ballistae, Allemanni's walls are taken down swiftly. On good success, also take the city.

Critical success. The walls come tumbling down, and so does the city.

Plot 3 : Amnesty

RP : Remi & Allemani resistance proved to be tougher than expected. It seems that the Remi & Allemani leadership pulled out all the tricks to rile up the citizens into armed defence. The confederation leadership, as frustrated as they were, could do nothing but admire their tenacity. But enough blood had been spilled, so a plan had to be made to reduce the amount of defenders. So to honour their bravery, the leadership decided to offer amnesty to all Remi and Allemani troops who laid down their arms.

Both gold to be distributed to the fighters as compensation for lost income, as well as a signing bonus for any man willing to join the Rhenish army.

This, combined with a promise that no citizen would be harmed, and the only people that were being held accountable were the chieftains, many men took the opportunity to give up a fight they knew was lost.

Invested : 6PPG, 2AP **+2 FROM EVENTS**

Result: We give amnesty to the fighters of the opposing side, giving them gold for laying down their arms, and a signup bonus if they join our army, reducing their army size and bolstering ours.

Failure. They are not interested in your offers.

Plot 4 : The final push

RP : With the walls of the Allemani taken down, and the enemy forces depleted, it was time for the final push. The large confederation army was moved down south to take the weakened Allemani, and then push straight to the heartland of the Remi.

The generals, under leadership of Prince Rikaharduz, led the charge to the Remi lands, and moved swiftly towards the city. With the Allemani defences broken, a couple of ballistae went with their troops towards the city of the Remi, surrounding it with overwhelming numbers. The ballistae took care of the defences, and the soldiers' numbers convinced the people to give up the fight. The Remi too were about to fall.

Invested : Prince Rikaharduz, 4 PPG, 2AP **+2 FROM EVENTS**

Result: Units are moved (Only move ballistae if the Allemani city is taken to 0 health. Otherwise keep the units there) into the lands of the Allemani and Remi, and the Allemani city is dropped to low health.

Critical success. Your units are moved, and four more spawn.

RES PVBLICA ROMANA
CAPVT V - AB VRBIS CONDITIAE DXXII - DXXXIV
SENATVS POPVLVSQVE ROMANVS

CHARACTERES:

(/u/Prince-Partee) Hortensia Sicina, Sacerdos Astreae; *LXVIII Annorum (Age: 68)* - Roma, Cupra, Sipontum

DEAD OF OLD AGE

(/u/Bohemian_Blasphemy) Antonius Maesius, Aedile; *LXXIX Annorum (Age: 79)* - Samnium et Corfinum **DEAD OF OLD AGE**

(/u/AQTheFanAttic) Marcus Fabius Ambustus, Senator; *LXXIII Annorum (Age: 73)* - Tarentum et Senons

DEAD OF OLD AGE

(NPC) Caius Sicinius Philodamus, Quaestor; *LXVI Annorum (Age: 66)* - N/A

(NPC) Quintus Fabius Pictor, Scholar; *XXXVIII Annorum (Age: 38)* - N/A

(NPC) Gnaeus Naevius, Poet; *XL Annorum (Age: 40)* - N/A

(NPC) Leonidas Tarenti, Poet; *XLI Annorum (Age: 41)* - N/A

CHARACTER	BIRTH YEAR	SPOUSE	BIRTH YEAR	ROLL?
Caius Sicinius	299	Maria Saturnia	299	Nah
Hortensia Sicina DEAD OF OLD AGE	301	Lucius Cornelius Scipio DEAD OF OLD AGE	305	Nah

DREAMSTATE HERO PROGRESS:

Hero: Caius Sicinius Philodamus

Events Completed: Fortuna (0, 1) - 30 XP

Great Hero: No

EVENTVS:

Tempted by Wealth: *Option 4: Let us do the boat with the Punics: 2 Spearmen, 2 Horsemen, 2 Spearmen, 2 Triremes;*

THE UNITS ARE SPENT. PIRACY'S EFFECT ON TRADE INCOME OVERALL IS SLIGHTLY REDUCED, AND ITS EFFECT SPECIFICALLY ON YOU IS REDUCED MORE ADDITIONALLY. -2 TO PIRACY PLOTS FOR PARTS 5-7.

The Iberian Succession: *Option 4: Rigging bad, but we good;*

GAIN 3 PPC NEXT PART.

Resettlement: *Option 1: The land becomes public, and will be granted to citizens and veterans;*

LOSE IMPROVEMENTS NEAR SIPONTUM AND CORFINUM. GAIN IMPROVEMENTS NEAR SAMNIUM AND TARENTUM. (NET GAIN OF IMPROVEMENTS.)

+STABILITY. -LOCAL STABILITY IN SAMNIUM AND TARENTUM.

I DON'T KNOW WHAT'S GOING ON WITH THE SPACING IN YOUR DOC. I BUTCHERED THIS SECTION FOR A WHILE UNTIL IT LOOKED BEARABLE

RES DIPLOMATICVS:

BELLVM: -

PACIS: -

SOCIVS: -

AMICITIA: ETRVRIA, SYRACVSAE, PVNICVS (CARTHAGO), ILLYRIA, IBERIA, RHENANIA

PĀCTVM DĒFĒNSVS: -

PĀCTVM PĀCIS: ETRVRIA

DĒNŪNTIĀNS: -

TVTVS: -

DOMINĀTOR: -

DEALS: *Send 4 ballistae to Rhenania to put down the rebellion in return for influence and reform; Send 3 PPG to the Veneti in return for a trade post;*

MODIFICANTOR:

STABLE: *Reduced negative effect of failed plots*

Roman Roads: *Local stability maluses in recently conquered cities decrease slightly faster;*

Grain Dole: *Increased stability so long as Rome has access to grain;*

ROMAN Warm Period: *+1 to plots to improve the land;*

Bread and Oil: *+2 to annexing Neapolis; +3 to plots involving Neapolis for 2 turns;*

Blood of the Plebeians: *+1 to unit spawning plots for 1 turn; Decreased stability;*

Roman Advice: *+1 to plots to ~~dominate~~ assist other regions; +3 PPC for 2 turns;*

Renascentia Pacis: *+2 to cultural plots for 3 turns; +3 PPC for 2 turns;*

Greek Lessons (2)

AP:

INITIALIS: 12 AP

-12 AP: Plots

FINALIS: 0 AP

AERARIVM:

INITIALIS: 0.3 PPG

+2.8 PPG: Treasury (554G)

+8.4 PPG: Trade

- PPG: Plots

-3 PPG: Veneti Trade Post

-2 PPG: Foedus Italicia

FINALIS: 0.5 PPG

FIDEM INITIALIS: 181 = 2.5 PPF

-2 PPF: Plots

FIDEM FINALIS: 0.5 PPF

CULTURA INITIALIS: 0 PPC

+6 PPC: Modifiers

+7 PPC: Cities

INSIDIAE (PLOTS):

PLOT I: [REDACTED]

RP: [REDACTED]

First sentence success. DM for more details.

PLOT II: REFORMATIONES SICINIAE

RP: As the Golden Triad of Astrea, Saturn, and Magna Mater began to spread throughout the population of the Republic, the Temple of Astrea began to be more frequented, receiving more wealth in offerings and donations and more influence upon the culture of Roman society. Soon enough, the soon to be forgotten and long-widowed chief priest retired, unable to keep up with the work and content to live the rest of his days in peace, and the people clamoured to see the true beloved of the goddess take up the torch. Be it by popular pressure, or true divine vision, the Pontiffs after some short deliberation appointed Cornelius Scipio to be the chief priest, and he and his wife, Sicinia, performed the captio.

From the first day, the pair were energetic, despite their age, and acted as equals in all matters of religion. Some conservative voices questioned this somewhat, pondering if a woman such as Sicinia should act so authoritatively in these religious matters, but the pair reminded them that the Golden Age of Astrea knew not inequality between man and woman, and as priests on her behalf, they behaved the same. Within the temple, they and their priests lived as equally as they might, and preached the virtue of egalitarianism as “the true final aim of the res publica” and as something that “must be pursued and brought about, if the Golden Age and the Golden Triad are to return”. To this end, they pressured the Senate for a new holiday, Astrealia, which was to be celebrated alike to Saturnalia as a day lived in reflection of the utopia of ages past.

Soon enough, a strange fury and fervour began to spread amongst the people, a sort of... zealotry. The Romans would never seek for war themselves, but the people buzzed with anger at the tyrannies of the world, and the legends of Pyrrhus began to be retold in more aggressive and portentous ways. Rumours spread of how the tyrannies the world-'round were wary of Rome, those beyond Sicilia, those across the Adria, those heirs of Alexander's tyranny, all schemed to see Rome's fall. Volunteers flocked to training grounds, and though the people spoke the words of peace, and truly did begin

to strive more and more for prosperity in equality and equality in prosperity, there could be no doubt that they were eager for war, and their hands lingered at their swords' hilt, ready to strike whomever would dare threaten them.

INVESTED: *Renascientia Pacis*; (/u/Prince-Partee); 2 PPF; 3 PPC; 1 PPG;

RESULT: Gain PPF per turn; Gain *Egalitarian Ambition*, giving bonuses to stability and such when at war with kingdoms and other tyrannies; Gain stability;

Failure.

PLOT III: LEX MAESIA AGRARIA

RP: The vast new lands conquered by the Roman State, from the former lands of the Senones to the former lands of the Tarentines, though providing already much wealth to the people by their prosperity, had yet to be truly integrated into the Roman state. Many regions had been depopulated, both by the nature of the war, and due to Roman punishment, and so the vast swathes of intensely fertile land remained unworked and yearning for easy cultivation. Many times, laws had been considered and proposed, but there were always other matters of import which distracted the Senate's attention. At last, though, the esteemed statesman Maesius put forth his comprehensive proposal to resolve the issue.

The Lex Maesia Agraria, in summary, sought to distribute the ager publicus, which all newly conquered lands were, amongst the Roman poor and veterans, but to do so with great care and organisation. Colonies were meticulously planned and beneficiaries faced intense conditions to ensure the land would go towards the intended persons and create long-lasting smallholding families and prosperity thereby.

Notably, there was another section intended for Roman allies, amongst them the Neapolitans. Neapolis, facing its own swift depopulation from emigration and stagnation, was to be peaceably integrated into the res publica and thereafter receive the majority of the benefits of the law. Romans would be sent en masse to work the empty fields and ensure food prices for the city remained stable, the Grain Dole would be extended to include Neapolitans, and Rome-loyal Neapolitans would be granted full citizenship and receive their own plots of land and placements in the promising colonies. Lastly, the famed administrator would personally be appointed the maior of the region and ensure investment and prosperity in the area, and the happiness of its citizens.

Having already earned the friendship of Neapolis through his overtures there over the past decade, and having demonstrated his administrative capabilities from the beginning of his career when he oversaw the investments from Rome to Syracuse, the Neapolitans accepted, glad to at last have their decline removed from their shoulders as

the last of the anti-Roman faction continued to move away to Syracuse. And with Neapolitan acceptance, and his personal prestige within the Senate, the law was swiftly passed and overseen by Antonius Maesius.

INVESTED: *Roman Warm Period; Bread and Oil (+5); Roman Advice;*

(/u/Bohemian_Blasphemy) [Diplomatic][Administrative]; 3 PPC; 3 PPG; 5 AP;

RESULT: Annex Neapolis; Gain population in Neapolis, and on a great success, Samnium; Gain stability;

Success. Neapolis is annexed.

PLOT IV: QUI DOCET, DISCIT

RP: In Rhenania, the Roman legion continued to develop further, becoming increasingly fascinating to the curious citizens who were hungry for knowledge of the wider world. Consequently, when Pictor returned to Rome, first to publish his commentaries on Iberia and its interregnum, and further to request further funds and expansion of the legation, the Senate was eager to accept. For the adventurous legate, his next developments in Rhenania were a large step, but a step he thought necessary as the Rex of Rhenania petitioned him and his legation to guide the formation of a tribal assembly in his state.

First, worried about the violent state of Rhenania, and the possible violence following true reform, he built around the legation a great stone wall, thick and sturdy, impenetrable to the backwards barbarians, surrounding the whole of the Mons Lucindae. As this was being constructed, he began overseeing the Rex and his reforms, guiding the Rex in the organisation of the assembly, meeting with the tribal leaders and negotiating alongside the Rex to ensure they would submit, with ample concession. The opportunity to meet all the peoples of Rhenania, to meet their rulers, offered Pictor the rather unique chance to experience a wide variety of cultures, hospitalities, customs, and faiths over a very short period of time. He would eagerly seek to befriend each leader he met with, and would leave with most of them a Roman scribe and guard or two, that he and the res publica might have ways to keep in contact, for he desired most of all to further cultural and diplomatic exchange with all peoples. When the tour of Rhenania was finished, and all was nearly in order for legal implementation, he left once more for Rome and returned with all the curiosities he had gathered.

Amongst the many things he brought with him on his return, the three of chief note were some queer aspects of Germanic mythology which fizzled a bit in the zeitgeist, promising diplomatic ties with the many chiefs of Rhenania, and, most importantly of all, a strange and puzzling invention by the barbarians called "SOAP." Bringing these bars of fat and ash to the baths of Rome, followed by crowds of onlookers, he demonstrated

before them how a barbarian bathed with the simple, yet effective, mix of oily fat, and as he arose from the baths, the people marvelled at his lack of odour, his cleanliness, and his apparent health. Quickly thereafter, a massive market for soap appear, virtually overnight, in the city, and soon throughout the Republic. Romans began to innovate, making their own soaps out of local oils, scenting them with various perfumes, and a clean-mania began to take hold of the culture, from the sweatiest farmer, to the smelliest soldier, to the filthiest slave, to the most prestigious statesman.

INVESTED: *Renascientia Pacis*; *Roman Advice*; Quintus Fabius Pictor; 6 PPC; 1 AP;

RESULT: Gain Landed Elite policy (growth because less death from disease because SOAP); [REDACT **FAILED REDACTION**] Lay the foundations for a seizure of the Rhenanian state [/REDACT]; Increase and prolong *Roman Advice* modifier; Pictor gains skills in Diplomacy;

Failure.

Syracuse <232 BC>

DIPLOMACY

WAR: n/a

DENOUNCING: PIRATE SCUM, Any Would-Be Tyrants

FRIENDSHIP & NON-AGGRESSION PACT: Carthage, Rome, Epirus, Illyria

DEALS

n/a

STABILITY & SOCIETAL STATUS

Unified State; Stable.

EVENT

['Tempted by Wealth' Event]: Option 4. Send our military units that are hanging out by Sparta (for some reason) to go kill these filthy pirates.

THE UNITS ARE SPENT. PIRACY'S EFFECT ON TRADE INCOME OVERALL IS SLIGHTLY REDUCED, AND ITS EFFECT SPECIFICALLY ON YOU IS REDUCED MORE ADDITIONALLY. -2 TO PIRACY PLOTS FOR PARTS 5-7.

CHARACTERS & MISC. RESOURCES

/u/Sandbankshark | Archon Archimedes (56) <Nominally in charge of all cities>

/u/Andy0132 | Archon Theocritus (68) **DEAD OF OLD AGE**

/u/Lurking_Chronicler_2 | Hieronymus (Will be born in ~3 months)

Also Archon Taumedes (72) **DEAD OF OLD AGE**, Archon Omegamedes (64), Archon Mumedes (36), Head Engineer Gary (27)

[MODIFIER] Roman Warm Period (+1 to Land-Improvement Plots)

[MODIFIER] Assimilation (+Stability Boost, +4 PPG)

[MODIFIER] Currency Reforms (+10% Trade Income; Lasts 2 more coming parts!)

[MODIFIER] Academy of Syracuse (+2 to Academy-related plots; Lasts 1 more coming parts!)

[MODIFIER] +4 Bonus to Plots involving Neapolis This Part & Next.

K

TECHNOLOGY AND SOCIAL POLICIES

n/a

ACTION POINTS

12 AP (Start)

+2 AP from Cannibalized Plot Slots

[REDACTED]

-1 AP to activate our Great Engineer; establish a Manufactory on the forested wheat tile on the southwest side of Syracuse.

-1 AP on Plot 2.

0 AP Remaining

TREASURY

1,737 Gold (Start)

+2,940 Gold (14.7 PPG Trade Income)

+800 Gold (4 PPG Assimilation Bonus)
-2,200 Gold on Plot 2
-2,400 Gold on Plot 3
-800 Gold for /u/Lurking_Chronicler_2's Personal Plot
77 Gold Remaining

CULTURE

+700 Culture from Population Count
-700 Culture on Plot 1
0 Culture Remaining

FAITH

277 Faith (Start)
-250 Faith to purchase a Fervor Obelisk in Syracuse
27 Faith Remaining

PLOTS

PLOT 1: The Great Neapolitan Buy-Out

RP: The huge influx of Greek migrants into Syracuse has both enriched the city-state, as well as

deepened our connections with our fellow city-state poleis. Neapolis in particular has grown close to us... However, the Romans have set their sight on Neapolitan land, and Roman expansion in the region will conflict with our own guarantee of the integrity of the Neapolitan citizen-body.

Therefore, the Academy has come up with an ingenious plan- encourage the rest of the Neapolitans unwilling to potentially submit to Roman control to join their relatives who've already migrated to our great republic; and emigrate to Syracuse.

As with their fellow migrants, Syracuse will guarantee double the value of their current property in the Bay of Naples, and grant full citizenship to all Neapolitans who do decide to come and help enrich our great city.

Invested: Archon Theocritus (/u/Andy0132), 700 Culture, +4 Bonus to Neapolitan-related Plots, +2 Modifier to Academy-related plots.

Result: Resettle the rest of Neapolis's anti-Roman pops to our capital; also, give a bonus to Roman plot(s) to influence/annex Neapolis.

Success as stated.

PLOT 2: Academic Insight

RP: With age comes wisdom, and the great genius Archimedes has both in spades. With the full backing of the Academy behind him, Archimedes has resolved to research the solutions to any problems our fair city may have. With Archimedes's mind, the direction of our highly-studied Academic elites, the support of the people (and of course, a substantial amount of money), and the blessing of Prometheus, we shall doubtlessly go on to do great things...

Invested: Archon Archimedes (/u/Sandbankshark), 2200 Gold, 1 AP, +2 Modifier to Academy-related plots.

Result: [REDACT THIS!]

Partial success. DM for more info.

PLOT 3: The Pearl(s) of the Mediterranean

RP: Gary, our newfound Head Engineer, has come up with an unusual, but intriguing, idea- constructing a number of barges, to be sent out into the shoals, shallows, and sand-bars around Syracuse, where they will be placed as the foundation of a planned oyster farm.

With the enormous growth of Syracuse's population, such a farm could potentially yield a much-needed source of shellfish to sustain our urban population; proposals have also been fielded by researchers in the Academy as to the prospect of using the shells as a basis for mulch, to improve our also-impressive wheat industry.

And of course- if the oysters yield precious pearls as well...

...It could all potentially pay for itself as well, in time.

Let's have the Think Tank™ look into it.

Invested: Archons Taumedes, Omegamedes, & Mumedes, Head Engineer Gary, 2400 Gold, +1 to Land-Improvement Plots, +2 Modifier to Academy-related plots.

Result: Spawn a ton of Pearl resources around Syracuse.

Success. You gain three pearl resources.

PLOT 4: CANNIBALIZED FOR AP.

Veneti Part 5

DIPLOMACY

We are friends to all and enemies of none.

DEALS

None.

EVENT

unclear

CITY CONTROL

/u/Aimerais and /u/NB-21 share Veneti.

CHARACTERS

[Names have yet to be decided.]

/u/Aimerais

/u/NB-21

ACTION POINTS

8 AP base

+4 from burning 2 plot slots

-12 on Plot 1

ACTION

TREASURY

6 PPG starting

+3 PPG from /u/Prince-Partee

+6 PPG from /u/Puzzleheaded_Ad_9218

-12 PPG on appropriate trading posts

There are now 4 trading posts in the world.

+2.07 PPG from the Veneti trading post

+3.015 PPG from the other trading posts

8 PPG ending

Note: the actions from the counterparties may be phrased as directly purchasing a trading post, in which case do the appropriate math.

PLOTS

Plot 1: Lord of the Teruliae 2

RP: [REDACTED]

Invested : /u/Aimerais, /u/NB-21, 12AP, the Latex Bonus

Results: [REDACTED]

Success. DM for more details.