

CHG MARK 17

PART 4: CONSPIRACY!



IMPERISHABLE ONES

[REDACTED]

PLOTS

Plot 1 : Red

[REDACTED]

RP : Cuba has recently gained control over a city in the Yucatan. This naturally presents an opportunity. Before the Cubans have had a chance to establish proper records and borders, or gain the loyalty of the city's elite, a bunch of goons will make their way to the city. There they will establish themselves as lawful residents, with professions or businesses that justify travelling, interacting with foreigners, and handling myriad goods and money: merchants or traders of some kind, probably. While they will seek to be as discreet as possible, they will not hesitate to grease palms or bloody knives to accomplish their goal, and will of course perform the appropriate prayers and sacrifices for luck every step of the way.

Risked :

Invested : 100 Gold; 20 Gold.

Results : Establish a cell of infiltrators and operatives in Cuba's city in the Yucatan.

[END REDACTED]

CRITICAL FAILURE - the ringleaders of the cell are captured, and reveal your plot! They are now in the hands of the Cubans, and unless dealt with, they may reveal more information about your organization...

Plot 2 : Green

[REDACTED]

Success as Described

Wanderlust Alliance

Modifiers Objects Characters etc.

NPC: Jutun

Empowered NPC: Beatriz (Skill in Seafaring) (boosted for this part by the Oracle)

Ship: Tornoï

A **Library Card**, allowing access to all but information about Carib administration and government, for the Great Library of Mega.

Plot 1: I could never play, personally

RP: Ah, Colombia. Land of football. Beautiful game. But we're not really players ourselves. So we figured we'd find another way to get involved in the sport.

There's a lot of teams in Colombia. And I mean A LOT. No joke. So it won't be too hard to find the right team to invest in. Unfortunately we're not particularly loaded, and most of our gains made from trade need to go into necessary supplies and wares to trade off in the next destination. So most of what we give to our team of choice will be knowledge. Specifically knowledge from the Carib Great Library. Football is played in Carib lands as well, after all, and they have collected valuable knowledge within the walls of that mighty fortress of wisdom.

Beyond wisdom, we'll be able to offer some recruitment help for our team, and, of course, some materials and resources, but nothing grand.

After all this is said and done, we hope that the team will rise to significance, and we can start earning our share of tournament prize money, merchandise, sponsorships, and whatever else football teams get money through. Glory to football!

Invested: Tornoï, Library Card

Result: Invest in a b-tier football team, with the hopes of gaining a steady flow of cash.

SUCCESS: gain +2 PPG/P, The 'TORNOI TARANTULAS' can now enter into Caribbean Cup leagues

Plot 2: Roadtrip

RP: Jutun and Beatriz needed something to do while the rest were obsessing over balls. Footballs. You know. Anyway. The duo decided they'd go on a tour of all major Colombian cities, to see what the country really had to offer. But they hit a small snag. The infrastructure in here was AWFUL. Truly miserable indeed. Worth crying over. Like a puppy alone in the rain. You just get the urge to help it. So that's how Jutun and Beatriz ended up...investing into a Colombian road project. The government had come to the same conclusion as the duo, albeit with different phrasing, and was looking for potential aides. Which is where our two heroes come in.

The tough part will be finding the best path through the complete wilderness that separates the disparate Colombian cities. Major roads will have to cross through lands which are sparsely inhabited by tribes which owe no allegiance to the Colombian rulers (for now, at least). But their cooperation is key to the success of the project.

Thus Jutun and Beatriz will travel the intended path of the road project, and meet with tribal leaders on the way. There is one easy way to convince most, if not all of these leaders. To put it simply, efficient infrastructure will bring increased trade to the tribes, improving their prosperity and pleasing the people they rule over. Tempting, is it not? The obvious problem is that some tribal leaders may prefer isolation and a lack of dependence on trade. For these tribes, we will make clear that the road will eventually reach them anyway, whether they cooperate or not...unless, of course, they bring to the table the necessary resources to reroute the road slightly to avoid their tribe.

Even if some tribes refuse any kind of cooperation, our efforts should still significantly help the project move forward.

Invested: Beatriz (boosted this part), Jutun,

Result: Boost the Colombian plot to build road infrastructure.

GREAT SUCCESS! The plot is significantly boosted, and Beatriz gains skills in negotiating.

Carib - Part 0

DIPLOMACY

FRIENDSHIP: Calusa, Cuba, Gran Colombia, Maya

DENOUNCING: UFC

ALLIANCE: Gran Colombia

DEFENSIVE PACT: Calusa

DEALS

I give you short plotdoc, you give me good results.

Thy can have his NFE have a library card to the Great Library of Mega which allows access to all documents except government operations, including but not limited to the military and trade routes

EVENT

Option 1: Not being the number one ranked civ for money is haram

Gain the modifier "Skeptical Populace" for parts 5-8, giving a moderate amount of antiplot against plots that involve your guards being misled or tricked in some manner.

Second Event: Option 3

Klo gains the trait "One Man Army", giving war related plots he is invested in a moderate bonus provided no other war related plots are run by his faction.

SOCIAL POLICIES

CITY CONTROL

/u/GreysCopy controls all

Rename Waitikuili to Island Gang

Name Pink Settle Haiti

Name Black Settle Hispaniola

Name Aqua Settle Chiquita

Name Green Settle Dole Inc

ACTION POINTS

10 AP

+6 for sacking three slots

- 10 for buying two settlers
- 4 settling four settlers
- 2 moving black and green settlers



STAT POINTS

- 1207 Gold
- 1000 on two settlers
- 200 on Plot 1

7 left

COALITION BONUSES/MALUSES

Jeez, Fine, I get it: Any Factional plot with Klo Invested will receive reduced penalties for having bad plot RP.

Temporal Paradox: Metagaming has it's consequences. The more meta your plots get, harsher penalties may be applied upon failure, and may have unforeseen [consequences](#). (I found an urban dictionary link)

Redacted fountain, you know the one I mean

PLOTS

Plot 1: Medieval era means another plot, fuck yeah

RP: Mega please give me wheat, I need food to sustain my people and to be productive also I only got one event this part because I can't write an event for myself which is very sad.

Honestly though food production and production in a island based nation is hard as fuck, thank god for the granary UU or else I think that I would be pretty fucked. Anyway I use the money to give seeds to people I guess and to promote the cultivation of wheat.

Also did you end up watching Severance, good show. I rewatched ATLA in the holidays which was nice, though now I've been reading so much fanfic, my ship of Zuki honestly got some good fics, also Sokka and Azula fics I've read somehow wholesome? I feel like I woke up in Wonderland.

Anyway, wheat is very cool, if this plot fails can I please have coffee, just a random tile in a city boundary, that would be cool.

Invested: /u/GreysCopy, 2 PPG

Result: Put wheat on every farm tile without a resource, this includes hidden strategic resources, the strat view doesn't show them or else I'd make a map

FAILURE

REDACTED

Pueblo, Part 4

DIPLOMACY

ALLIANCE:

FRIENDSHIP:

DEFENSIVE PACT:

NON-AGGRESSION PACT:

DENOUNCING:

WAR:

PEACE:

SUZERAIN OF:

DEALS

Border agreement with Texas (no settling across the Rio Grande)

Border agreement with the Maya

EVENT

Klo's Event for Part 4: We choose **Option 4**, by process of elimination. There's no such thing as a dogsheep; dogs aren't skilled enough with language to understand inspiring speeches; and if the dogs are ill-trained they'll not obey.

1. **You kill all the dogs and sell them for their constituent parts, the farmer is furious and swears off ever helping you again leading to the loss of a farm tile and a worker but you do gain 50 gold from the proceeds.**

Briusky's Event for Part 4: We choose **Option 2**.

At the **conclusion** of the part, four random cities on islands in the Caribbean are converted to **Kachina**.

TECHNOLOGY

SOCIAL POLICIES

We have completed the Liberty tree
Purchase the Piety opener for 4 AP

CITY CONTROL

/u/Quaerendo_Invenietis: Taos, A:Shiwi, Oraibi
/u/THE_Spoon_lord: Háák'u, P'ohwhóge Owingeh, Kewa
/u/Canadian_Christian: Ohkay Owingeh, Walatowa

PLAYER CHARACTERS

Po'pay, *Kasike* of Taos Pueblo (/u/Quaerendo_Invenietis). Skills in interpreting omens.

Kwahu (/u/THE_Spoon_lord)

Kai-Sa (/u/Canadian_Christian). Skills in rituals.

NPCS

OBJECTS

MODIFIERS

The Chosen Few - Your people know the respect of speech and culture: Faith may be used to buy Great Artists, Musicians, and Writers.

Wrath - The Gods demand respect. If a majority of your cities do not follow your religion, penalties will be imposed. The more cities that do not follow your religion, the stricter these penalties will be.

Faithful Defenders - Antiplot against settler theft/deletion.

ACTION POINTS

10 AP Base (Major faction)

+ 4 AP from consuming two plot slots

14 AP total

-4 AP to purchase Organized Religion with AP

-10 AP on Plot 1

TREASURY

144 initial Gold (1 PPG)

1 PPG total

-1 PPG on Plot 1

44 Gold remaining

RELIGION

Kachina is the state religion of the Pueblo. But what is a state? And what is religion?

Our Pantheon belief is Goddess of the Harvest, which should be present in all of our cities not yet following Kachina.

124 Faith (6 PPF)

-6 PPF

4 Faith remaining

PLOTS

Plot 1: Foresight

RP: The leaders of the Pueblo people have grown concerned about what the future holds for them. Things have been going well for the Pueblo—perhaps too well. And so, they sought to further their divine foreknowledge of events to come, so that they may better protect their people and way of life against whatever might befall them.

Po'pay, Kwahu, and Kai-Sa gathered in Taos, along with the *kasikes* of the various Pueblos. They would perform a special ritual in the *kiva* there.

[REDACTED]

Invested: /u/Quaerendo_Invenietis (skills in interpreting omens), /u/THE_Spoon_lord, /u/Canadian_Christian (skills in rituals), 1 PPG, 6 PPF, 10 AP

Results: **[REDACTED]**

CRITICAL SUCCESS! DM for Details

Plots 2 and 3: Consumed for AP

United Fruit Company - Part 4

RELATIONS

CORPORATE MERGER : none

PARTNERSHIP : Texas, Gran colombia

MUTUAL PURCHASING AGREEMENTS : Cuba

INSURING: None

NON-COMPETE CLAUSES: None

DIVESTING FROM : None

BLACKLISTING : None

REGULAR BUSINESS : All

DEALS

Cuba gives us a settler otherwise Tegucigalpa reverts back to our ownership. We give them one AP to move it and they give us 1 PPG as compensation

EVENT

UFC Union Busting

Option 3: No Pan-American Union. That would hurt our special tariff privileges

Gain the modifier "PAU Busting", which gives a moderate bonus to plots that interfere with another faction's tribute or vassalage of a city state, and a major bonus to redacted plots that attempt to frame another faction for something.

Organisation

Option 1: Let's make a new org chart! I made one already!

1. **Flow charts are great, so are charts in general but they can only do so much. Financially you are more organised but boots on the ground don't care about**

charts, you gain a bonus to corporate plots/non-fieldwork and a malus to fieldwork plots for two parts.

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SOCIAL POLICIES

Aristocracy if Plot 2 succeeds

CHARACTERS

Jeff Pesos (/u/EmeraldRange)

Elon Muskmelon (/u/Sup3rtom2000)

Cornelius Cash (/u/Lurking_Chronicler_2)

Sam Watermelon (/u/Puzzleheaded_Ad_9218)

Douglas Pack (NPC, skills in Computing)

OBJECTS

none

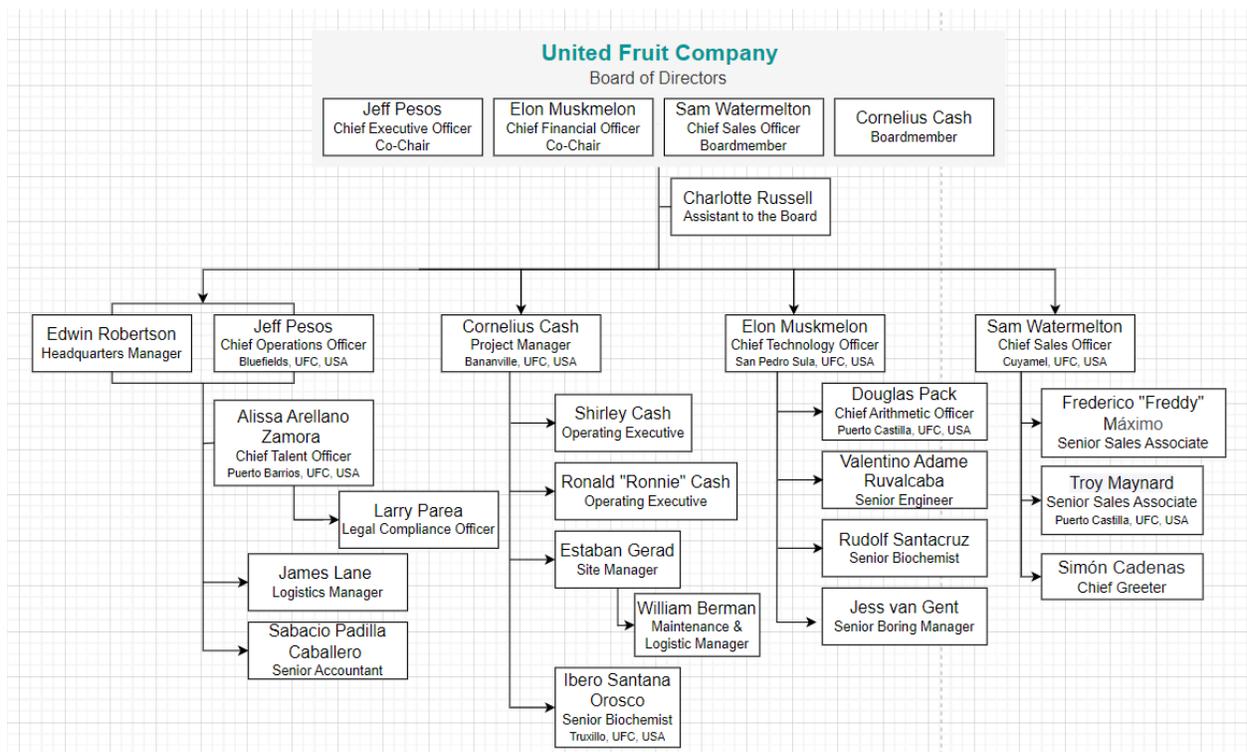
BONUSES

None

EQUITY CONTROL

- 40% shares by Jeff Pesos
- 35% shares by Elon Muskmelon
- 10% shares by Cornelius Cash
- 10% shares by Sam Watermelton
- 5% Other

MANAGEMENT



ACTION POINTS

10 AP base

+2 AP from downsizing Plot 3

-5 AP to buy a settler on the red tile

-1 AP to settle the settler on the yellow tile

-5 AP to buy a settler on the bright blue tile in Puerto Bastilla

-1 AP sent to Cuba

12 AP total



ACCOUNTING

323 initial gold (3 PPG)

+100 gold from Cuba (settler deal)

-100 gold (1 ppg) on Plot 2

-300 gold (3 ppg) on Plot 1

ASSETS: 23 gold

LIABILITIES: 0 gold

RELIGION

0 initial Faith (0 PPF)

+ 220 Faith in the Company

- 120 Faith on More Corporate Teambuilding Exercises

- 100 Faith on Morning Pep-Up Exercises

0 faith remaining

CULTURE

384 initial Culture (17 ppc)

-2 ppc on Plot 1

-1 ppc on Plot 2

333 Culture remaining

PLOTS

Plot 1 : Ultimate Fruit Championship

RP : Jeff Pesos was very happy to have convinced Sam Watermelton of Watermart fame to join the UFC. He was very smart in organizing business and understand the local cultures. At his suggestion, the UFC had already implemented a very successful policy placing a greeter at the front of every banana plantation to make the ~~slaves~~ workers more productive. In a complete surprise when he met Douglas Pack, the utter nerd, they actually got along talking about marketing. Since Sam was the new Chief Sales Officer, he was very good at thinking about marketing. In fact, he was very good at marketing. Some would say he was very skilled in marketing. "You know what would get the SEO numbers to go up?", said Douglas, "Marketing."

They decided to invest in sponsorships changing the name of popular soccer and Mayan ballgame fields to something relating to fruit. Jeff organized the events to line up and create the maximum excitement for the Ultimate Fruit Championship where the best players from every sport fight in a big banana-theme wacko combination of all the sports. More sports = more money. Easy. But more importantly it would make people attached to their bananas as a brand instead of just a food or a product. A brand is very important.

Sam told him that brands are important. Brand image is crucial to success. Insert more phrases mentioning buzzwords "brand" and "marketing".

Invested : 3 ppg, 2ppc Jeff Pesos, Sam Watermelon, Douglas Pack (skills in arithmetic)

Results : Set up a long-term UFC Brand, that debuffs plots attacking the UFC based on how many bananas someone has. I.e. if you have 6 banana tiles you get -6 on rolls when you plot to overthrow us or something. Marketing. Brand.

Failure

Plot 2 : No plebs allowed

RP : Elon Muskmelon went to his extremely large, extremely empty bed to try to take a short power nap. In between the regions of sleep and consciousness, he had a brief moment of self-reflection. Why did his acquisition of Chirper not lead to buckets of money? His conscious and unconscious both converged on the same answer: the poors did it.

Elon shot out of his bed and immediately furiously began working to keep the stinky poors out of the new United Fruit Company. He called the richest most pretentious old money guy he knew, Cornelius Cash and they built "must be this rich to enter" signs and posted them in front of every board room and executive suit to ensure that no poors could get in and muck things up. He then appointed a Wealth Czar to investigate every UCF employee in a position of management and ensure that they had sufficient wealth. Elon Muskmelon also handed out the following brochure:

<https://theimaginativeconservative.org/2022/07/democracy-needs-aristocracy-marcia-christoff-reina.html>

Invested : 1 ppg, 1 ppc, Elon Muskmelon, Cornelius Cash

Results : unlock aristocracy social policy

Success

Plot 3 :

DOWNSIZE

Calusa

Part 4

Notes:

Diplomacy:

Alliance:

Defensive Pact: Mayans, Caribs

Non-Aggression Pact: Mayans

Declaration of Friendship: Cuba, Mayans, Caribs

Peace:

Denouncing:

War:

Deals:

Events:

Option 2 | *Wedding Season*: Option 1

You get a Missionary spawned on the sea, as well as your religion/pantheon in all cities on the coast.

One of them turns out really good. Gain a Great Prophet.

Characters:

u/ThyReformer: Cayove, Paramount Chief

u/OfBleedingRoses: Cielo Flores, The Cyclops (*Cíclope*)

u/The-Civs-Diplomat: Pelefi's successor?

u/MetalmindStats: Emetamapa, Military Leader (*Wakanoka*)

City Control:

ThyReformer: Escampaha, Tekesta

The-Civs-Diplomat: Mayami

OfBleedingRoses: Muspa, Cuchiaga
MetalmindStats: Guarugunbe

Science and Social Policies:

Modifiers:

Balance: The Gods Favour you. If your plotdoc contains no overlapping types of plots, a small bonus will be applied to all plots.

Imbalance: Care Must be Taken. Having multiple plots in a specific area [not geographic area] will incur a small penalty to the plots in question, increasing with each successive plot.

Liberty completed: Settlers can move 8 spaces before settling, 1 AP to improve 3 side-by-side tiles.

Action Points:

10 AP Base

+4 AP from sacking two plot slots.

-10 AP on two settlers, on the tiles affixed with white hexes below.

-4 AP to move and settle both, plus the settler circled in white below. All three will move along their respective gray-line paths and settle on their respective tiles affixed with black hexes.



Treasury:

PPG = 100

847 gold (8 PPG + 47 gold) in treasury

4 PPG in plots 1 and 2 each

47 gold remaining

PPF = 20

146 faith (7 PPF + 6 faith) in treasury

2 PPF in plots 1 and 2 each

66 faith remaining

PPC = 20

251 culture (12 PPC + 11 culture) in treasury

1 PPC from events

1 PPC to treasury

271 culture remaining

Plots:

Plot 1: The Mayaimi Heart

RP: Everyone, from the least-noticed trawlers on up through Paramount Chief Cayove, on some level realized what the Calusa were missing: a cohesive, unifying national ideal, an aspiration, a model if you will. Were we fishers? Seafarers? Servants of the Sipimahomist trio? Something else entirely? Indeed, it felt like no one had quite the same conception of the core of the Calusa as anyone else - but the matter didn't much occupy the minds of the ordinary citizenry, given that affairs among the Calusa seemed to simply chug along on their own. Rather, it weighed heavy on the hearts of the most prominent members of the Calusa, who felt ourselves rather ineffectual of late.

And so we met at Mayaimi, roughly the center of gravity of the Calusa domain, in search of a solution. There I, *Wakanoka* Emetamapa, had commissioned a symbolic representation of Calusa might in limestone, and there the late Pelefi had fostered grand gardens where he'd found his favorite friend. There, too, we decided that day: we would be that ideal, that aspiration, that model. To me, that started with making ourselves more accessible to the common Calusa, and so we applied cash and capital to the construction of what we would call the Mayaimi Heart, beating at the center of the city. Even Cayove, usually leading from Escampaha, would come on over to this hub on occasion to say some words about his deeds and show he led for all Calusa - plus the ever-elusive Cielo Flores.

Having done so, now we simply needed to instill a sense of our importance in tandem with our newfound accessibility, and so we did. Starting as a simple meeting place, the Mayaimi Heart steadily sprouted into a showpiece of ceremonial significance through the tireless efforts of Pelefi's present successor. Meanwhile, I repurposed costly catapults to contribute on expeditions near and far, by land and sea, on which I honed the ancient art of storytelling in order to enrapture with just a bit of embellishment of accounts of my parties' deeds. And when all is said and all is done, home is where the heart is, or so they say. So when we, Emetamapa and Pelefi's successor (at least for now), in tow with Pelefi's spirit, wander on out to new wildernesses or bless the border guards between us and them - well, we know we have Mayaimi to return to when all is said and all is done.

Invested: [Balance], 4 PPG, 2 PPF, 2 catapults

Risked: /u/MetalmindStats, /u/The-Civs-Diplomat, 1 scout, 1 Noka canoe (UU)

Results: Gain the permanent modifier *The Mayaimi Heart*, which boosts the value of Calusa players in Calusa plots (in proportion to the level of success of this plot).

Success.

Plot 2: Make my home in a marsh and my marsh a home

RP: Calusa lands were famous for their lush marshes and swamps. So famous indeed that they were being noticed beyond Calusa, notably in Cuba, our closest trading partner.

But when the Cubans visited our marshes, they noted that we were making no effort to spread the influence of the wetlands. Truly it would be simple and truly it would be a great boon if we worked the land so as to have EVEN MORE marsh - that greatness which feeds the Calusan nation.

So, Cayove and Cielo would found an entire new branch of the Calusan government dedicated to nothing but marsh, marsh, marsh. The branch would seek information, firstly, and begin archiving it for future generations, making copies of the knowledge and wisdom already available. This would form the basis of action.

Next would come the hiring of various experts, never forgoing religious and cultural know-how. Know-how would be followed by establishing contact with swarthy workmen that have already worked for the government before, and that will really be all we need! Soon, the marsh will spread like wildfire!

Invested: [Balance], 4 PPG, 2 PPF

Risked: /u/OfBleedingRoses, /u/ThyReformer

Results: Gain the permanent modifier "*Marsh Invicta*", which grants a bonus to spawning marshes. Cayove and Cielo gain an affinity for marsh.

Success as Described

Plots 3-4: sacked for AP.

DIPLOMACY

FRIENDSHIP : Maya, UFC

DEFENSIVE PACT : Maya

DEALS

Border treaty with Pueblo (no settling across the Rio Grande)

EVENT

Klo-vent: Option 2, we must ensure Texas is biggest even in the fake “new math” used to calculate civ size

All cities you settle now get two extra tiles on settle when settled by the players and not the AI, Frodo gets to choose the tiles.

Rodeo Woes: Option 3, calf roping will not only ensure good horsemanship, but also good use of grazing lands for our cattle.

The demand for calves causes an increase in cattle breeding. Each source of cattle in Texan territory has a 25% chance of spawning another source of cattle on an adjacent tile.

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SOCIAL POLICIES

Swap Honor Opener and Discipline for Tradition Opener and Legalism

CITY CONTROL

/u/briusky - Austin, San Antonio, Corpus Christi

/u/ssstefanovv - Houston, Dallas, El Paso, Gonzales

CHARACTERS

Sheriff Willie Rodgers (/u/briusky) - gib skills

Deputy Chester Peterson (/u/sstefanovv) - gib skills

ACTION POINTS

10 AP base

+2 from burning a plot slot

-10 on two settlers near Houston

-2 on settling said settlers at the red x's



TREASURY

238 initial gold
-200 on plot 2
38 remaining

CULTURE

135 initial culture
135 Remaining

FAITH

105 initial faith
-100 on plot 1
5 Remaining

MODIFIERS

Bonus to establishing trade with the Comanche

Don't Mess with Texas: Gain a general bonus to defending your state via antiplots or more direct means. People will not mess with you!

Red Scare: Socialism is when the Government Does Stuff. If your Plot RP has the government doing things, it will receive a penalty. If it does a whole bunch of stuff, that's Communism, and people might revolt! [smh mega, the literal definition of socialism is "anything i don't like" so it should only be a penalty when the government does stuff i don't like]

Quickdraw: Allows for one Texan plot with this modifier to be run before everything else in the plotdoc. Expires part 4.

Texas Rangers: In the event of a War, one Era-Appropriate Cavalry Unit will be spawned near each city.

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PLOTS

Plot 1: business school here i come

RP: Sheriff Willie decided that, after the rodeo fiasco with the one bigger belt buckle, he would head off to New Orleans for a well earned vacation. While there, he saw that people were throwing out beads in order to entice women into flashing them. As Sheriff Willie was a faithful man with a loving wife, he did not partake in any activities of the sort. But it did get him thinking. Sheriff Willie's high quality and entirely factual Texan education had taught him a very important thing about beads: the libs used them to buy NYC from Native Americans before promptly getting mad at the rest of us for scamming Native Americans out of land. Typical lib hypocrisy. But if the Native Americans used beads for money instead of gold, that could be the reason that all those attempts to establish trade with the Comanche failed.

So Willie began a plan to get beads for the new trade mission. First, he would find 10-20 of the wildest cowgirls he could. People who would flash anyone and everyone just for the fun of it. Then, he would take them to New Orleans where they would get lots of beads and he would spend his time praying for their souls because this is absolutely not what Jesus would do.

With the newly acquired beads, the Texans then prepared another large scale trade mission to the Comanche. They were surprised that the Comanche offered to pay for the "exotic beads from the East" in gold, as they did in fact use gold as currency. The Texans were careful not to say anything that might endanger this new trade agreement, as establishing trade was a very high priority.

When they got back to Texas, they found hatters, cobblers, and belt buckle makers drowning in orders from New Orleans for authentic Texan hats, boots, and belt buckles. Apparently the cowgirls had made quite an impression there, and another trade agreement wound up being signed.

Invested: /u/briusky, 100 faith, our bonus to establishing trade with the Comanche

Results: establish trade relations with the Comanche and New Orleans, each of which give us PPG/part

CRITICAL FAILIURE! A severe faux pas during the meetings leads to Sheriff Willie accidentally insulting the Comanche. Tired of his antics, the chief of the tribe stabs Sheriff Willie, killing him!

Plot 2: striking it rich

RP: Deputy Chester thought back to when he first moved to Texas. Always hearing about how young men like him should go west and seek their fortune. And he did, working his way up the ranks to become Sheriff Willie's most trusted deputy. But some of that fortune seeking part was still missing, it seemed. Every western town he had heard about always had some gold or something in a nearby mine so someone could strike it rich. But in Texas, there was no gold to

be found. Prospectors had reported something called "black gold" in various areas but Deputy Chester wanted gold gold.

Deputy Chester had always heard about there being gold in them hills, but Texas had a distinct lack of hills. But then he had an epiphany - what if the hills were underground? He went out to Gonzales in west Texas, as that was the closest Texas got to mountains, and started digging. But he didn't strike gold. He struck water. Yeah that's totally how the Ogallala Aquifer works, deal with it. But there had to be gold somewhere. Maybe the gold was in the water somehow? Deputy Chester thought back to his extremely high quality Texas education and realized his science classes never went into how that works, because they were too busy disproving evolution. So he just said fuck it and got a pan and put it into the river. After sifting the water and pulling out any minerals, he found it. Gold gold. Soon, Texans were flocking to rivers to find more gold.

Invested: /u/sstefanovv, 200 gold, fuck it let's use the quick draw modifier on this since it's expiring anyways

Results: spawn sources of gold on river tiles near Texan cities - there should be some near Gonzales, Dallas, El Paso, and the new cities we settled this part

Success - 3 New gold sources are spawned

Plot 3: Burned for AP

DIVINE REALM OF THE MAYA

DIPLOMACY

ALLIANCE	: [REDACTED] .
DEFENSIVE PACT	: Calusa, Gran Colombia, Texas, [REDACTED]
NON-AGGRESSION PACT	: [REDACTED]
FRIENDSHIP	: Calusa, Caribs, Cuba, Gran Colombia, Texas.
DENOUNCING	: United Fruit Company.
WAR	: [N/A].
PEACE	: All factions unless otherwise noted.
SUZERAIN	: [N/A].
SUBJECTS	: [N/A].

Deals and Notes

We receive one free Settler from [REDACTED]. Place it on the tile highlighted in green and settle it with AP as per our AP section.

[REDACTED]

EVENTS

National Event : Klo's Maya Event

- Option 2 : We're actually immortal fr
- **You now are immune to dying via crocodiles and less likely to die from any reptiles but you also are less likely to influence people as gods.**

National Event : Take Me Out To The Ballgame

- Option 3 : Gotta sacrifice 'em all
The gods are pleased with your sacrifices, and send down a Great Prophet.

SCIENCE AND SOCIAL POLICIES

Swap Cultural Centers (Aesthetics) and the Aesthetics opener for Aristocracy (Tradition) and Oligarchy (Tradition).

[REDACTED]

CITY CONTROL

/u/bantha-food : Comalcalco, Tonina.
/u/Tefmon : Tecpatan, Coyatoc.
/u/Sandbankshark : Yaxchilan, Palenque.
/u/Lord_Norjam : Xunantunich.

CHARACTERS

/u/bantha-food : Kukulcan [Skills : Botany].
/u/Tefmon : Ah Puch [Skills : Construction].
/u/Sandbankshark : Buluc Chabtan [Skills : Tracking].
/u/Lord_Norjam : Chaac [Skills : Tracking].

[REDACTED]

ASSETS AND MODIFIERS

Hot Chilis

- Provides a bonus when used for culinary, anti-personnel, or other appropriate purposes.

Ritual Sacrifice

- Kidnapping and performing ritual sacrifices of players outside of your faction provides a bonus to plots, particularly giving a boost to supernatural elements.

The Bigger They Are...

- Your people worship you, but you are not immortal. In the event that a player character dies, the Maya will go into a crisis, in the form of a Rigged Mod Event.

Cyclical Rebirth

- The Cycle begins anew. Should /u/Tefmon die, there is a higher chance that his skills will be retained.

[REDACTED]

ACTION POINTS

10 AP total [10 base]

5 AP on settling the Settlers spawned on the tiles highlighted in green, yellow, and orange on the tiles highlighted in purple, passing through the tiles highlighted in red, using our Liberty completion bonus.

3 AP on improving the 9 side-by-side tiles highlighted in grey, using our Liberty completion bonus; note that the tiles also highlighted in pink are being purchased with gold as per our Treasury section.

2 AP on Plot 1.

Any spare AP on purchasing Pyramids in our largest cities without them, for 1 AP each.





TREASURY

Gold

1,868 initial Gold

1,868 total Gold

-1,500 Gold on purchasing 3 Settlers on the tiles highlighted in yellow and settle them with AP as per our AP section

-350 Gold on purchasing the 5 tiles highlighted in pink as per our AP section.

18 remaining Gold

Faith

23 initial Faith

23 total Faith

-20 Faith on Plot 1.

0 remaining Faith

Culture

513 initial Culture

513 total Culture

513 remaining Culture

PLOTS

Plot 1 : preemption

RP : It's Part 4, so it's now officially time for us to start spamming out settlers. Unfortunately for us, it's also now time for everyone else to start spamming out settlers too. This poses a potential problem, as evil enemy UFC forward-settling has caused our borders with them (and with Cuba, due to some weird trade deals) to be rather close – close enough that we could plausibly have a conflict in our settling spots, and in the tiles purchased around our settling spots. To ensure we win any potential conflicts, we will utilize the time honoured strategy of getting there first.

First, before the settling parties have even departed, the great gods Buluc Chabtan and Chaac and their stalwart disciples will head out to blaze some trails; Buluc Chabtan and his disciples will head northwards to lead efforts in the jungles of the Yucatan Peninsula and Chaac and his disciples will head eastwards to take command of the rivers and hills of, well, whatever the geographic name for that river-y and hilly place to the east of our core that we're throwing a bunch of settlers into is called. The two gods, using their expert tracking skills and aided by some elite scouts, will map out the quickest and safest routes to the settlers' settling destinations, and place clear and visible markings throughout the paths so that the settlers following them won't get lost. Labourers closely following the gods and their advance teams will erect simple yet functional rest shelters, construct bridges over rivers and canyons, pave trails through dense and rough terrain, and deposit hot chilis and other provisions and supplies throughout the paths, to ensure that the settlers will be able to reach their destinations very fast indeed.

Furthermore, at the settling sites themselves, crack teams of spec ops commandos will deploy and secure a perimeter around and in front of the settling sites. In addition to preventing any foreign settlers or tile-purchasers from coming near the lands and waters we have marked for settling and purchasing, they will also keep out any strike teams, saboteurs, infiltrators, and other such goons who may seek to harm, delay, or misdirect our settlers, or otherwise prevent

them from successfully settling on their target locations. Meanwhile, the gods and their labourers will start ploughing fields full of hot chilis, and cook up some nice warm meals for the arriving settlers and the patrolling troops; as everyone knows, well-fed goons do their jobs better than hungry goons.

Risked : Buluc Chabtan (/u/Sandbankshark) [Skills : Tracking]; Chaac (/u/Lord_Norjam) [Skills : Tracking]; 2 Workers; 1 Caravan; 1 Missionary.

Invested : 2 AP; 20 Faith; 1 Scout; 2 Spearmen; 2 Hadzabs (Swordsmen UUs); 2 Archers; Hot Chilis [bonus to culinary, anti-personnel, and other purposes].

Results : Ensure that our AP settles and gold tile purchases this part have priority over any other factions' attempts to settle cities or acquire tiles on, near, or past those locations, whether by plot, AP expenditure, or other means, and prevent our Settlers from being stolen, killed, diverted, or otherwise messed with this part. On a great enough success, also construct roads to each of the newly-settled cities.

Also gib skills.

Partial Success - A slight settle defense is gained this part

Plot 2 : food

RP : While his divine pals Buluc Chabtan and Chaac are out LARPing as Boy Scouts in the wilderness, Kukulkan and his godly bro Ah Puch has been tasked with assembling and dispatching as many settling parties as he can as quickly as possible. While Ah Puch is off doing whatever shenanigans he's doing to raise his half of the settling corps, Kukulkan took a look at what exactly was needed to settle new lands: you need people, sure, but those people also needed enough food and other supplies to make long journeys to distant lands, and needed to know about foraging, cooking, hunting, farming, and other arts in order to supplement their finite provisions and set up a self-sustaining settlement at their final destination.

So, Kukulkan would take a bunch of people and train them in foraging, cooking, hunting, farming, and other arts, and would assemble large packs of hot chili-based meals for them to take with them. He'd then send the groups off to go explore and claim faraway lands.

Risked : Kukulkan (/u/bantha-food) [Skills : Botany]; 5 pop (2 from Comalcalco, 2 from Tecpatan, 1 from Coyatoc).

Invested : Hot Chilis [bonus to culinary, anti-personnel, and other purposes]; potential boost from Plot 1; **[REDACTED]**

Results : Spawn, like, a whole fuckton of Settlers. First spawn one on the tile highlighted in orange to be settled with AP as per our AP section, and then spawn the remainder equally spaced along our civ's outer borders.

Also gib skills.

Failure

Plot 3 : shelter

RP : While his divine bro Kukulkan was off playing chef, Ah Puch knew what really defined a settlement was all of the permanent structures that it was made of. He also knew that travelling to far off lands typically required multiple days, and in order to not die from exposure to the elements each night one would need to be able to provide temporary shelter for oneself each night. So, Ah Puch would take a bunch of goons and instruct them in both the construction of permanent buildings, like farms, granaries, houses, and, most importantly, temples in which to pray to the gods, as well as temporary shelters like tents and such. He'd then send those goons off to go create more urban sprawl somewhere else on the map.

Risked : Ah Puch (/u/Tefmon) [Skills : Construction]; 5 pop (2 from Comalcalco, 2 from Tecpatan, 1 from Coyatoc).

Invested : Hot Chilis [bonus to culinary, anti-personnel, and other purposes]; potential boost from Plot 1; **[REDACTED]**

Results : Spawn even more Settlers, so that we have so many Settlers. First spawn one on the tile highlighted in orange to be settled with AP as per our AP section, if a Settler there was not successfully spawned in Plot 2, and then spawn the remainder equally spaced along our civ's outer borders.

Also gib skills.

Failure

Republica de Gran Colombia

Diplomacy

Declaration of Friendship:

Defensive Pact:

Everyone Else:

Deals

Bonuses

Multicultural Society: Bonus to another civ's unique units

Blades in the Dark: Malus towards infiltration plots against self

Social Policies

Liberty Opener, Republic, Citizenship

Tradition Opener, Oligarchy, Legalism

Event

National Event: Option 2

1. **You gain a Great Prophet but the AI gets to choose what to do with it.**

Characters

/u/thesaltiestbanana: Presidente Simon Bolivar (Vessel for Zuhe, God of the Sun)

/u/canadahuntsYOU: Vicepresidente Francisco Zea (Vessel for Chibchacum, God of Rain and Thunder)

/u/LynnWin

Action Points

- +10 from Part
- 5 AP towards Settler in Caracas
- 5 AP towards Settler in Quito

Treasury

- +0.55 PPG from Part
- 0.55 PPG to Plot 1

Faith

0 from Part

Culture

- 15.9 PPC from Part
- 7.95 PPC to Plot 1
- 7.95 PPC to Plot 2

Plots

Inspired by True Events

Invested: 0.55 PPG, /u/thesaltiestbanana, /u/canadahuntsYOU

Inspired by the very cool events being performed in another time and in another place by another person, the federal government decided to want to build roads between her cities, because they got tired of being jumped by wild animals, birds, mammals, and insects alike trying to kill them as soon as they stepped outside of sight range from their cities. As much as the Gods of another timeline loved to speak with the animals and to not waste their lives, they also understand that their subjects are indeed not

gods themselves, and so expecting them to have the same sensibilities is incredibly dumb and short sighted. Given this, the Gods all got together, came to an understanding that having dug-out roads would be pretty cool actually. Blisters are no joke people, and wood, despite being a pretty cool building material, should NOT be inside your skin. Makes you go ouch, oof, owie, and the Gods were sensible to that.

Result: Build infrastructure (roads) between the cities in the grand republic

Great Success! Roads are built between the capital and all existing cities

Samba de Unguia

Invested: 7.95 PPC, /u/LynnWin

At the same time...

While some were worried about more mathematical problems, others were worried with more cultural and non-tangible problems, one of them being the satisfaction of human beings. What makes people happy? What makes people want to actually do stuff and get out of their beds in the morning? Why do people want to keep on living, to see the sun rise and set day in and day out? Some in Unguia came to the conclusion that making people happy and excited for the new day is what is needed in order to prevent a fall into despair. So what better way to make people happy than to make the place that they live in a joyous place? Fruits! Gems! Gold! Fish!!! Music busting out of every seam of the fabric of the city, and infectious laughter to be present in the minds of every citizen in the city. This is the future for Unguia, and should the experiment prove successful, the future for all cities in the republic!

Result: Generate any number of luxury tiles within the city of Unguia

Failure

LA SEGUNDA REPÚBLICA CUBANA



DIPLOMACY

ALLIANCE : None

FRIENDSHIP : Mayans, Calusa, United Fruit Company

DEFENSIVE PACT : None

NON-AGGRESSION PACT: None

DENOUNCING : None

WAR : None

PEACE : None

DEALS

Give the UFC a settler to complete the purchase of Tegucigalpa. Also give them 1 PPG.

EVENT

Klo Event Option 1, Investigate the Strange

Your investigation turns up a cover up by the bureaucracy which has changed hands, leading to more gold flowing and potentially more corruption which you can now stamp out. You get PPG inflation of 10 gold next part but you do get PPG deflation of 10 gold the part after that.

Briusky Event Option 3, This is my official statement that I am opting IN to seal clubbing. Copy and paste this to 10 plotdocs to show #BiasedBriusky that you know your rights and will be murdering baby seals whether he likes it or not!

Gain 4 sources of furs on coastal tiles. Also gain the modifier "Hates Animals" for parts 5-8, giving a major penalty to plots referencing animals in any way.

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GOVERNMENT

Cuba is a **Presidential Republic** with a legislative cabinet. Elections are held at the end of each odd part. The Cuban Constitution can be viewed [here](#).

President - Emilio Ordóñez

Cabinet - Lord Kramer, Marco Fozco

POLITICAL PARTIES:

Cuban Progress League - CPL (/u/Leris1): Advocates for aggressive expansion of the Cuban economy via expanding the Cuban state investing into the natural resources of the island and creating a strong market for Cuban luxury goods.

Cuban National Front - CNF (/u/thejuiceis_luice): Advocates for the creation of a strong and formidable military, as well as the establishment of militaristic institutions (policies, modifiers, etc) in order to project Cuban power beyond the island itself.

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ELECTIONS

ELECTION RESULTS:

HAVANA - CPL (15)

PINAR DEL RIO - CPL (83)

SAN CRISTOBAL - CNF (62)

SANTIAGO DE CUBA - CPL (7)

MORON - CNF (84)

MANZANILLA - CPL (45)

TEGUCIGALPA - CNF (78)

THE CUBAN PROGRESS LEAGUE (/u/Leris1) HAVE WON THE SECOND CUBAN ELECTION. /u/thejuiceis_luice AND /u/Deboch_ HAVE BEEN APPOINTED TO THE CUBAN CABINET.

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SOCIAL POLICIES

Swapping the piety opener for the commerce opener

SCIENCE

N/A

CITY CONTROL

/u/thejuiceis_luice - Pinar del Río, Santiago de Cuba, Manzanilla

/u/Leris1 - Havana, San Cristobal, Moron, Tegucigalpa

CHARACTERS

Presidente Emilio Ordóñez - /u/Leris1
Cigar Lord Kramer - /u/TheJuiceis_Luice
Marco Fózco - /u/Deboch_
Maximo Gomez - Andy0132

NPCS

Maria Ordóñez (Married to Emilio Ordóñez)
Guillermo Ordóñez
Damien :), (THE ANTICHRIST?!) (Adopted son of Cigar Lord Kramer)

NATURAL BIRTHS

This is my official statement that I am opting SOMEWHAT IN to natural births. Copy and paste this to 10 plotdocs to show #MaliciousMega that you know your rights and will somewhat be having babies whether they likes it or not!

OBJECTS

N/A

BONUSES

Popular Will: So long as you keep up with your elections, actions to promote your mandate will receive a bonus

Fickle Populace: Actions against your parties stated goals will receive a malus.

Free and Fair Elections: You gain an extra 2 AP, for a total of 12 AP, in each part in which you hold an election, but you also gain an antiplot against foreign electoral interference.

If you try to hold unnecessary extra elections in order to get extra AP, expect a rigged follow-up event about how this makes your government completely non-functional.

Strange Dreams (u/Leris1) : After every part, you'll receive a vision of something you should not know. It is going to be weird and vague. DM Mega after Each Part.

ACTION POINTS

10 AP Base

+4 AP from sacking two plot slots

+2 AP from elections

-5 AP on a settler in Tegucigalpa (gifted to UFC)

-5 AP on a settler in Moron

-1 AP to settle the blue settler on the blue tile, name the city Puerto Padre

-1 AP to settle the red settler on the red tile, name the city Santiago de Cuba (Rename existing Santiago de Cuba to Sagua la Grande)

-1 AP to settle the yellow settler on the yellow tile, name the city Montego

-1 AP to settle the green settler on the green tile, name the city Holguin

-1 AP to buy the purple tile in Montego

-1 AP to improve the Cocoa in Montego



TREASURY

1974 Gold (19 PPG)

+100 gold from THE ECONOMY!

-500 gold on a settler in Manzanilla
-500 gold on another settler in Manzanilla
-500 gold on another another settler in Manzanilla
-100 gold on Plot 1
-200 gold on Plot 2
-100 gold to the UFC
74 gold remaining

RELIGION

24 Faith (1 PPF)
-20 faith on Plot 1
4 Faith Remaining

CULTURE

304 Culture (15 PPC)
-140 culture to Plot 1
-160 culture to Plot 2
4 Culture Remaining

PLOTS

Plot 1:

RP:

try building the colossus again, but this time with

Invested: 2 PPG, 1 PPF, 7 PPC, /u/thejuiceis_luice, /u/Deboch_

Result: Build the Colossus in Havana, for real this time smh

Failure

Plot 2:

RP:

Invested: 2 PPG, 8 PPC, /u/Andy0132, /u/Leris1

Result: Build the Chichen Itza in Havana

Failure