

Personal Actions/Plots

Title: [REDACTED]

[REDACTED]

SUCCESS. ASK ME FOR EXACT RESULT.

Title : Take Two

[REDACTED]

PARTIAL SUCCESS. ASK ME FOR EXACT RESULT.

[REDACTED]

Personal Plot : The Family Business

[REDACTED]

SUCCESS. ASK FOR EXACT RESULT.

The Decree of the Glorious and Honourable King
Justinian of Britannia, Blood of Saints, Slayer of
Cowardice

Name: The Third Virtue

RP: The coffers of King Justinian were considerably non-existent after his escape from prison. That needed to change, desperately. Not because Justinian was greedy, but because he sincerely believed himself to be chosen by God to restore honour and justice to the world, and he needed the funds to do so. His allies were too tied up in other matters to grant him the money he required, so he must find a way to do so. Some suggested theft, but theft from even the worst of infidels and the most damned of sinners was dishonourable and evil. Thinking to the eight virtues (Yes, Eight. Will be covered in a future lesson) he knew and treasured in his heart, he thought of the third. Charity. Those who were truly pious would donate to his righteous and holy cause, granting him the funds required to save the earth from a great flood

(as he believed that, if he failed in his quest, all would drown in God's tears). He would travel across all of the Roman states and ask those low and high in status for donations, and then would have further journey's for donations to his cause taken by the Knights of the Round Table. Justinian knew, deep in his heart of hearts, that he would be the one to save humanity.

Invest: The Glorious and Honourable King Justinian of Britannia, Blood of Saints, Slayer of Cowardice (/u/taqn22)

Result: 2 PPG for /u/taqn22 each part. If a super duper success give me more PPG than asked.

PARTIAL SUCCESS. YOUR REPUTATION AS THE KILLER OF THE FRANKISH KING GAINS YOU YOUR FAIR SHARE OF RESPECT AND FEAR ACROSS WESTERN EUROPE. THE ROMANS, HOWEVER, AREN'T QUITE AS CHARITABLE AS YOU WISHED. YOU GAIN 3 PPG, BUT NO PERMANENT INCOME.

Major Civs

Western Roman Empire

DIPLOMACY

ALLIANCE: None

FRIENDSHIP: Eastern Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom, Vandals, Hispania

DEFENSIVE PACT: Eastern Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom, Hispania, Egypt **DEFENSIVE PACTS ONLY WITH ERE AND EGYPT TRIGGERED BY VANDAL DECLARATION OF WAR**

NON-AGGRESSION PACT: Eastern Roman Empire, Kingdom of Soissons, Vandals, Ostrogoths, Mauro-Roman Kingdom, Hispania

DENOUNCING: Arbitrary event invalidation, Franks, Anglo-Saxons, Armorica's corpse, Lombads

WAR: Lombards

PEACE: None

FOEDERATI: Mauro-Roman Kingdom, Vandals, Alemanni,

NO ACTIVITY: Everyone else

OPEN BORDERS: Eastern Roman Empire, Mauro-Roman Kingdom

DEALS

Receive 1302 Gold from the ERE.

Receive the city of Augusta Rauricorum from the Rugii.

[REDACTED]

EVENT

NATIONAL: Option 4

Receive 3 extra PPGs next part. Spawn 5 rebels around the edges of the Empire.

CITY CONTROL

/u/legobloxcraft2: Ravenna, Mediolanum, Tarsatica, Salona, Curla,

/u/Andy0132: Rome, Russelae, Tarentum, Pisae

/u/Bobsss101: Syracusae, Palma, Carales, Barcino

/u/dusmuvecis333: Massilia, Narbo Martius, Ebrodunum

/u/Silverwyrms: Lugdunum, Genava, Augustodunum

ACTION POINTS

10 AP base

+1 from Rugii

+2 from dissolving Plot 4

13 AP total

-12 AP on coliseums. If all cities have coliseums, expend AP on circuses. If all cities have circuses, expend AP on pikemen around Tarsatica.

-1 AP on Plot 2

o AP remaining

TREASURY

8916 initial gold

+1307 Gold from the ERE

NET 10218 Gold

-3144 Gold on Plot 1

-3144 Gold on Plot 2

-2358 Gold on Plot 3

[REDACTED] **APPROXIMATELY HALF OF THIS LOST BEFORE BEING SENT**

5 gold remaining. **LOST.**

RELIGION

1300 Initial Faith

-1200 faith on 6 Cathedrals, if all cities have Cathedrals then put as much faith as is available into Plot 1.

-100 faith on Plot 1, whatever good it'll do.

o Faith remaining.

PLOTS

****Currently-Active Antiplot Bonuses:****

[REDACTED]

****Currently-Active Plot Bonuses:****

[REDACTED]

****Bonuses****

Holy Grail

****Plot 1: Expanding up a Mountain****

RP: Argentus Vermis (/u/Silverwyrms) glanced down from the mountain, the trails unfolding beneath him, as the snow lightly fell. Next to him was the Bishop of Rome, who had come to consecrate the efforts that would be wrought here, by both Argentus and his colleague, Aurus. Aurus was a man known for his love of gold, and his love of gold had helped him climb up the ladder, until he was working in the upper echelons of the Roman government. Argentus and Aurus, having collaborated on managing the finances of the empire, had much to say. Trade, although it still flowed through the empire, was becoming increasingly inefficient, with roads clogging up, maintenance delays, and general inefficiency. While the threat of barbarian hordes had passed, that didn't mean that the Roman state wouldn't need to still take care of itself, lest it begin to totter.

As such, Aurus and Argentus had come up with the innovative plan of establishing mountain outposts across various mountains, starting with the ones by Mediolanum. Other sites would include mountains in southern Italy, other Northern Italian mountains, and even Illyrian mountains, as well as hills where mountains did not suffice. The idea was to build outposts, suitable for looking down upon the roadways, to assess their condition. These outposts would be manned with soldiers, equipped with equipment for sending signals up and down the mountains, as well as messengers with fast horses at the base of the mountains.

This system would be used to revolutionize communications across the Roman Empire, by speeding up the efficiency of road repairs, and ensuring that should troubles occur on the roads, messengers could be alerted and dispatched to increase the speed of repairs arriving, and improve efficiency by having knowledge of movements ahead of time. Most importantly, the new system would speed trade, meaning more money would flow into the Roman Empire's coffers.

Shortly after the plan's inception, Argentus made use of his contacts within the government to discuss the matter with Pope Simplicius. The old man muttered somewhat, mentioning something about how Hilarius would've known how to administer the construction of glorious wonders. All the same, he seemed quite enthused, and eagerly got the Emperor to sign off on the idea.

From there, triremes were dispatched to bring labourers from across the empire, to get a wide range of expertise on the construction of the Vetus Monis (Lit. Old Mountain, or Machu Picchu), and marble was carted in from the quarries at Pisae and Russelae. Furthermore, gold in generous amounts was handed out, owing to the patronage of the gold-loving Argentum, and the support of the Pope won significant donations to the cause. Sure enough, in time, the Vetus Monis system was constructed, and Rome again knew the efficiency of effective trade.

Invested: /u/Silverwyrn, /u/Andy0132, 1 Great Merchant, 4 workers, 5 Triremes, 5 Horsemen, 1 Legions, 2 Pikemen, 3144 Gold (8 GPP), 100+ faith
Result: Machu Picchu is constructed in the city of Mediolanum.

PARTIAL FAILURE. POPE SIMPLICIUS NOTICES THAT ARGENTUS VERMIS NEVER SHOWS UP, THROWING A SLIGHT WRENCH INTO YOUR PLANS. YOU GAIN A ONE-TIME +3 TO RETRYING THE CONSTRUCTION OF THIS PARTICULAR WONDER, THOUGH.

****Plot 2: The Royal Families****

RP: The Imperator was still young. Barely 26, he ruled over a significant empire. However, a weakened empire. A millennium it had stood, strong and mighty, beating enemy after enemy. Dominating. Crushing. Memories of conquering Italy remained. Defeating Pyrrhus. Surviving the sack of Rome. Crushing Hannibal. Conquering Carthage. Subjugating Greece and Gaul. Expanding into the East. Learning to serve the true Savior, Christ Jesus. The rise of Constantinople. The slow march of the barbarians into Roman lands. Rome had survived much. But now, in recent decades, Rome faced many hardships. It was not as strong as it had been.

Imperator Marcus had studied Roman history thoroughly. What qualities had Rome lost? What had allowed it to conquer so easily in the early centuries? What must be implemented to make Rome strong again?

Rome had lost much. The armies had declined in quality overall, if in recent years making a recovery to be mighty once more. Majorian had made gains, but disaster had been felt off the coasts of Africa. Marcus needed ideas. Something to strengthen the backbone of the Empire. The Imperator decided to pray for guidance. He was completely out of ideas. Kneeling at the altar of Christ, he prayed hard. He needed to save Rome. Surely God, in His infinite wisdom, would see that Marcus would be able to save Rome.

Suddenly, he had a thought.

Leaping up from the altar, he speed-walked back to his desk. He opened a specific text describing the ancient families of Rome. The Julili. The Scipii. The Brutii. Many, many more families graced the pages. Mighty families with power and renown. They had their negatives, as they caused civil wars and various infighting throughout the ages, but they had served as a stabilizing force as well. Administration had been easier with different families calming different political factions and respecting each others power. The families had slowly lost significance over the years, becoming more of a footnote in history.

It was time to create a new Aristocracy.

Marcus began to envision his family line. His grandfather had been Majorian. His wife was the daughter of Basiliscus. She was a quarter Persian, a result of Basiliscus's wife being half Persian royalty. Royal blood on all sides. Majorian had been vaguely related to the Julili. Another significant leader was the head of the Naval Academy, Julio Decimus. He claimed to have blood leading all the way back to the Scipii, who had led the charge to conquer Carthage.

It was time to crown the new Aristocracy of the Age. And it would start with the Julili and the Scipii!

ROMA INVICTA!

Invested: /u/legobloxcraft2, /u/Bobsss101, 3 Composite Bowmen, 3 Pikemen, 4 Galleasses, 4 Triremes, 3144 Gold, 1 AP (8 GPP)

Result: The Aristocracy Social Policy is gained.

SUCCESS. YOU PERMANENTLY GAIN ARISTOCRACY.

****Plot 3: Urban Battlefields****

RP: It's not often you get to siege a city, especially with an army as well trained as the roman. No fancy shenanigans to be had here, just tried and true siege theory.

The catapults would commence the siege with an initial bombardment, focussing on eliminating the defenders towers and siege equipment, thus allowing for out forces to move unimpeded outside of the walls of the city. There was also plenty of hills and other advantageous terrain on the cities outskirts to help facilitate this.

Once the defenders had lost their capacity to effectively harass the attackers, the archers would form siege lines and begin chipping away at the defending forces, reducing their manpower and morale while the catapults would change their focus to the walls themselves, aiming to force a breach and create holes for the roman legions themselves to exploit in the defenses.

Once enough breaches has been forced, the legions would themselves advance into the breach in the classic roman turtle formations, while the archers would continue to support the troops as the pushed forwards. Any resistance that the legions would encounter they can deal with themselves, as tight city streets in the ideal battlefield for the tightly packed roman formations. Once the breaches had been secure, the archers will move up and occupy key vantage points within the cities boundaries with which to watch for flanking forces on side streets, as well as picking off stranglers, key targets and any notable enemy troop concentrations that manage to form.

Soon, the legions would convene on the cities centre and force whatever hostile forces remained within the city to surrender, thus finishing the siege and flipping the city to its new Roman overlords.

Invested: /u/Dusmuvecis333, 3 Catapults, 7 Composite Bowmen, 6 Legions, 2358 Gold (6 GPP) (26/34)

Result: The city of Augusta Rauricorum is flipped to WRE rule.

SUCCESS. MOONIE GAINS SKILL POINTS IN SIEGE WARFARE.

[REDACTED]

****Plot 4:****

DISSOLVED FOR AP

SYRACUSEAN NAVAL ACADEMY

TREASURY

o initial gold

o gold remaining.

****Plot 1: SEMPER FI!****

RP: The academy has been busy through the holiday season, many of its members after all having no time off on the grounds of the christmas holiday season not being a thing yet. So in their spare time they turned to the lack of specialised training for the troops that accompany the brand new ships that had been cooked up.

The solution was but a simple one. Find those who are less prone to puking over the side of the ship when its moving, then just give them military training and some lessons in jumping onto sand an tada, one now has some marines.

Now it was time to give them experience. For this plan we sent them to do races through the countryside, jumping off the ships on one side of the island, then running across it and reboarding the vessels, trying to bring a high degree of comfort embarking and disembarking from the ships in a prompt but orderly manner.

Invested: 1 Great Admiral, 3 Triremes, 3 Galeasses, 1572 Gold (4 GPP) **NOTE: ONLY 792 GOLD INVESTED.**

Result: The Marine Corps are created, a elite force specialized in naval landings, naval assaults, and captures of cities by sea.

SUCCESS. THE ACADEMY AND ITS SPECIALIZED CORPS GAIN A +3 TO NAVAL INVASIONS OF ALL SORT, DECREASING BY 1 EACH PART.

****Plot 2:**** Disgusting self help.

RP: If there was one thing to help galvanise researchers, it was the prospect of their research being noticed. As such the academy directors posted an offer to which they can't refuse.

They are proceeding with construction of a hall of fame of sorts within the institute itself, offering fame and commemoration for those who do great service to the academy as a whole. This would encourage the many varied minds to that of progress and healthy competition, for after all progress is good for the continuation of the academy as well as the rest of the civilised world.

The achievements of previous academics was literally written in stone, with the greatest minds having their likeness etched into, dedicated to the ages.

After all, who wouldn't want to live forever.

Invested: The academy staff

Result: Plus 1 academy plot modifier from the healthy competition amongst the resident scholars.

FAILURE. YOU KEEP ALL OF YOUR EXISTING BONUSES, THOUGH.

Eastern Roman Empire

DIPLOMACY

ALLIANCE: None.

FRIENDSHIP: Western Roman Empire, Kingdom of Soissons, Hispania, Mauro-Roman Kingdom, Vandals

DEFENSIVE PACT: Western Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom, Egypt **VANDAL DECLARATION OF WAR ON THE WRE TRIGGERS DP WITH WRE**

NON-AGGRESSION PACT: Western Roman Empire, Kingdom of Soissons, Hispania, Ostrogoths, Burgundia, Alamanni, Mauro-Roman Kingdom

DENOUNCING: Arbitrary event invalidation, Franks, Anglo-Saxons, Armorica's corpse, Lombads

WAR: None

PEACE: None

FOEDERATI: Alans, Ghassanids, Axum.

NO ACTIVITY: Everyone else

OPEN BORDERS: Western Roman Empire Roman Empire, Mauro-Roman Kingdom

DEALS

Allow scientists and researchers from Egypt to study our art of Civil Service.

EVENT

NATIONAL: Option 4

Receive a Great General in Edessa. Gain +3 plot bonus to city flips next part.

CITY CONTROL

/u/OfBleedingRoses: Constantinople, Tomis, Adrianople, Parium, Ephesus, Sinope

/u/LunarNeedle: Paphos, Antiochia, Caesaria Maritima, Aelia Capitolina, Edessa, Melitene

/u/_TheGreaterGood: Perge, Tarsus, Ancyra, Caesaria, Theodosiopolis, Trapezums

/u/--Doom--: Gortyna, Nicopolis, Dyrrachium, Thessalonica, Naissus, Korinthos

ACTION POINTS

10 AP base

+1 from the Alans **NOT RECEIVED.**

+1 from the Ghassanids

+2 AP from one dissolved plot slot

14 AP on coliseums and other happiness buildings empire-wide. If all cities have coliseums, spend as much AP on Hippodromes as possible. If all cities have Hippodromes, spend as much AP on Pikemen around Melitene as possible. **NOTE TO VANA: ONLY 6**

BUILDINGS/UNITS AT MOST PURCHASED

0 AP remaining

TREASURY

17404 initial gold

+435 Gold from Alans as Tribute **NOT RECEIVED.**

[REDACTED]

-1307 Gold to the WRE

[REDACTED]

-3915 Gold on Plot 1

-3480 Gold on Plot 2 **PARTIALLY DESTROYED.**

-4350 Gold on Plot 3 **DESTROYED.**

-3100 Gold to Egypt **PARTIALLY LOST, PARTIALLY NOT RECEIVED, PARTIALLY DESTROYED.**

50 Gold remaining. **LOST.**

RELIGION

1920 initial faith

-1900 Faith on Plot 2

0 Faith remaining.

PLOTS

****Currently-Active Antiplot Bonuses:****

St. Peter's Ring (Extends natural lifespan of players by 10 years).

NONE

****Plot 1: A City on a Hill****

RP: Rome was running out of space. It was a simple fact.

Mass urbanization was taking the Empire by storm. Cities like Constantinople and Antioch were booming as people moved out of farms and into cities at ever increasing rates.

Population was exploding all across the Mediterranean world, growth sped by the space left from the plagues.

While all of the population explosion was good, it also had some very.... Smelly side effects.

Garbage was a major issue nowadays. The streets stank with sewage. Overcrowding was creating slums. The governmental bureaucracy designed to deal with these issues were overwhelmed.

And thus, the problem landed in the lap of the never tiring Empress, Alba. The newly married and crowned Empress worked day and night to solve the problem. Many architectural solutions proposed by the Imperial corps of engineers were thrown out as impractical and worthless.

Alba, retiring for the night, picked up her Bible and began reading where she had left off in the book of Matthew. A verse caught her eye.

““You are the light of the world. A town built on a hill cannot be hidden.”

An idea formed in her mind. She dropped her Bible back down on the bedside table, heaved her body out of bed, and got to work on a new project. A city on a hill.

Outside of Sinope, work had started on a massive expansion to the city. Most had thought that the city could not expand any more. It had reached its limits. There was no more terrain to reach into. However, there was a large mountain next to the city with a flat top. No one had thought it possible to build on top of the mountain. Until Alba that is.

Ships busily sailed in and out of the harbor with unoccupied soldiers hauling building materials up the mountain. A sloping road had been built up the mountain where construction of a new district was ongoing. The new expansion to the city was expected to turn Sinope into an economic powerhouse, a major road hub. With the city's proximity to Constantinople, many expected an explosion of tax revenue coming in. Untold wealth was expected to fill Imperial coffers.

Alba smiled. A city of gold. A city on a hill.

Invested: /u/OfBleedingRoses, 1 Great Merchant, 10 Triremes, 5 Pikemen, 4 Horsemen, 3915 Gold (9 GPP)

Result: The Machu Picchu is built in Sinope.

PARTIAL SUCCESS. YOU ARE NOW 1/3 OF THE WAY TO COMPLETION ON THE WONDER. ROSE GAINS SKILL POINTS IN BUREAUCRACY AND MAJOR CONSTRUCTION PROJECTS.

****Plot 2: I do not Suffer Fools ****

RP: Bob* had never been a particularly bright person. Hell, even his parents didn't have much hope for him to achieve many aspirations in life, even while he was an infant. He'd always been the thick one in school, and as soon as he was old enough he naturally enlisted in the army as some sort of grunt work. Never promoted much, but just enough to be a typical military... well, grunt.

First people had thought he was an idiot, because he was something of one.

And then, subtly, things began to change without Bob noticing until one day everything just seemed natural.

Respect was the word he was looking about, of course, but he wasn't very observant either. Bob only knew that suddenly people were different, almost... nicer, but not like they pitied him, as before. No; they looked at him like... like... well, another would have said like they were proud.

Aeries Pondicus would have said the same thing, just in fancier terms that flew right over poor Bob's head that was quite a bit less straightforward than the military usually spoke.

"The Pondicus family doesn't *just* have the capacity for war, dearests," he said, an amused twang running through his voice as he glanced down at the people in front of him. Even sitting, he was blessed with enough of a height advantage to appear intimidating. "I have been raised with the capacity for processing and manipulating *men*, as well."

Aeries paused for long enough for everyone else to begin shifting uncomfortably, then began speaking to the person in front of him. His main accomplice in the task, as some others would put it.

"I don't need to brief you on the generals- military morale, more enlistments, nationalism, and the like- so here's my... ah, let's say approved proposition, shall we?" he raised an eyebrow, turning a pen in his hands. Strange- Aeries has somehow began to enjoy this in the last few years. "Raise public opinion on warfare, utilising the public's perception of us- and of course, a bit of endorsement from our lovely patriarch. Following me so far?" They had no choice but to follow- Aeries was a man who judged on competency alone, and those who had less were simply removed. "Take the soldiers and the citizens. Troop movements around populated cities, make sure they're polished. Work with the church and each other, present a strong force. And when this is done, well..." he let his own voice trail off, eyes scanning over each and every inhabitant of the room that either met his eyes with conviction or avoided them, content to plot in private. They each had their strengths, of course, and there was a reason they were all there. He smiled- a slow, viper's smile that threatened more than it comforted, sending shivers down the spines of the less experienced. "You'll get your reward. And remember, of course- I do not suffer fools."

*Translations questionable

Invested: /u/_TheGreaterGood, /u/LunarNeedle, 10 Horsemen, 10 Triremes, 4 Pikemen, 5 Swordsmen, 2 Legions, 3480 Gold (8 GPP), 1900 Faith (7.6 FPP)

Result: The ERE gains the Military Caste Policy.

FAILURE. TheGreaterGood GAINS VAST SKILL POINTS IN MILITARY LEADERSHIP, THOUGH.

****Plot 3: Carrots and Rabbits****

RP:

"Man was always aiming for power. Reaching for the stars, some of them called it, trying to ascend to godhood. Yet, there was an element that wasn't as readily exploited or dreamed about as either land or air.

The sea had destroyed many an empire. Now, it would serve a less glorious purpose. A step into upholding the glorious Roman Empire.

And it started because a certain official had acquired the taste for crabs, and a certain fisherman for pearls."

"...so, what do you think?" a sailor asked his friend anxiously, heaving against oars with sea spray sprinkling against his sweat-stained back. "Good enough to excuse my missing my daughter's-" the rest of his words were drowned out by a particularly large wave, but his shipmate had listened enough to his words to know his next words without hearing them.

"Oh, you bloody poet. Mate, tell you what- things from the sea are cheaper closer to the sea. If we do find that stuff, well, go buy your kid some pretty jewellery or something. Your girl'd love it. Well, if you could pay for it," the person next to him snickered, breathing rather heavily. "Were being paid pretty well to find stuff here, though, so I s'ppose if you bring enough back nobody would miss you much. How's your farm doing?"

Another person to their right let out an excruciatingly creating stream of curses that became increasingly elaborate by the second as he accidentally banged his elbow into the side of the trireme. The two farmers stared at him- that old wonder about how the ruddy hell half of the population in the boat with them seemed to have a vernacular composed of different forms of about ten words still hadn't quite dissipated.

"Well," one of them ventured, looking to the other to resume the conversation. "I've never really eaten *crab* before- sounds like it'd be delicious. Sort of like tomatoes and rabbit, maybe?" he hypothesised, raising salty eyebrows at the other and still heaving away at the oars. "Well, maybe more juicy, since they are down there. All salty and stuff, like it's smoked in sea water."

"Yeah, that's what my cousin said right before he stewed and ate a really pretty flower in his garden!" a chap with brilliant red hair yelled at them with a chuckle, the beginnings of a sunburn creeping its way down his shoulders. "Although he was quite mad, and he said cow, so there's always that."

The two turned and stared at the person who was most clearly mad and then went back to rowing the boat, shrugging to themselves. "Well, quite an interesting break from normal war," he shrugged, scratching his nose for a brief second. "Although I think they'd be more like smoked fish."

Invested: /u/--Doom--, 10 Triremes, 2 Scouts, 4350 Gold (10 GPP)

Result: Crabs and Pearls are spawned in the Aegean Sea.

FAILURE.

****Plot 4:****

DISSOLVED FOR AP

[REDACTED]

[REDACTED]

[REDACTED]

REDACTION FAILURE!!

****Plot 1: Homesteading****

RP: General Belisarius grumbled. Life had been far more boring ever since the war with the Persians had ended. It was just as well that he'd been assigned to the Scholae. For all their faults, at least these guys knew how to keep life interesting.

This time, a new mission came in. Apparently, some Sassanid noble by the name of Artaxias I Arsacid was displeased with the situation in Persia, with the Persian economy collapsing, discontent high, and government support low. It was the job of the Scholae to ensure that the

Eastern Roman Empire could use this to their advantage. As he entered the meeting room, he instinctively felt all eyes on him. Looking around, he recognized a few soldiers he once fought with. It appears that this group wasn't your average bunch of shadowy bastards, but the best of the best. All the better for him.

"Gentlemen, I propose that we negotiate with this Persian noble. I'm sure that the collapse of the Persian economy has no doubt been hard for him, and I have little doubt of his dissatisfaction that the Persian government has forced him to spend what remains of his wealth on equipping more and more troops, for an ever-growing, and ever less cost-efficient army. As such, he's an asset."

"Well stated, Belisarius!" Narses' voice came from the left side of the table, where the old eunuch sat. "Let's see if we can't get him to sell off his land to the Roman Empire, shall we?" As the various individuals gathered for the meeting nodded their agreement, they took off in chariots across the Persian border, following Ghassanid trade routes to their destination. When there, they began to head across the plantations of Artaxias.

"Ah, Romans, a pleasure to greet you. I pity that conditions are less than standard here." Artaxias gestured the various Scholae, dressed in the clothing of merchants, into his mansion. Although the guards attempted to follow, they were kept outside. As they made their way through the mansion, signs of wear and tear were apparent, with scorch marks lining some of the walls - the mansion had once been a battleground.

As the Scholae sat down at the table, Artaxias sat with them.

"I'm aware why you're here, Romans."

"For what, sir?" responded one of the Scholae. "We are but-

"Agents of the Empress, no? The sort offering me some deal to join the Romans, no doubt. Well, make your offer. If I like it, I'll go with you. If I find it lacking, well, the guards are outside."

Mildly discomfited, as several Scholae reached for hidden daggers, General Belisarius managed to keep the peace.

"Artaxias, here are our terms. Several thousand talents of gold, an honour guard, and the chance to join an empire where taxes aren't so heavy, nobles starve in the streets."

"Make those guards come from your agency, and I'll accept."

"It's a deal."

With the agreements concluded surprisingly swiftly, all that remained were the papers. It took little time before negotiations were settled. Artaxias I Arsacid became Dux Artaxias I Arsacid of the Frontier Region, and his territories were incorporated into the Roman Empire. The Sassanid state, too busy and too focused on economic issues, as well as taxation riots, was powerless to take up arms and declare war against their nobility. Besides, if they took up arms against Artaxias, the other Parthian nobles would see the writing on the wall. The Persian Empire's hands were tied, and Belisarius had found himself a new career.

ROMA INVICTA!

Invested: 1 Great General, 1 Horseman, 4 Chariot Archers, 5 Pikemen, 5 Composite Bowmen, 2175 Gold (5 GPP) (22-32)

Result: The following tiles [<https://imgur.com/67Q5Rf4>] are annexed to the ERE, from Persian control. Because this was a peaceful transfer of land, war will not break out. Due to

the decentralized nature of the Sassanid Persian Empire, the Persian Empire will be unable to prevent their discontent landowners from selling land for political and economic benefits.

SUCCESS. YOUR ATTEMPTS TO HIDE THE EXCHANGE OF LAND ARE IN VAIN, HOWEVER, AS SOME MEN LOYAL TO THE PERSIAN RULERS CATCH WIND OF THE PLOY.

****Plot 2.****

DISSOLVED

[END REDACTED]

Sassanid Persia

DIPLOMACY

ALLIANCE Nobody

FRIENDSHIP Vandals, Aksum

DEFENSIVE PACT Vandals, Aksum

NON-AGGRESSION PACT: Nobody

DENOUNCING Nobody

FOEDERATI Nobody

NO ACTIVITY Everyone else

DEALS

Reminder to Vanne to flip the two Hatta tiles back to us.

EVENT

National Event: **Option 1 or 2? Coin says 2 if no one else responds.**

Gain 1 salt resource near Ctesiphon. Receive a +2 plot bonus to finding luxuries this part.

CITY CONTROL

/u/cardboardmech - Ctesiphon, Hulwan, Salmas, Gordium, Peroz-Shapur

/u/EmeraldRange - Pasargadae, Susa, Ecbatana, Darabgerd, Estakhr

/u/apple_dough - Julfar, Tiz, Kerman, Hatta, Pangjuy

/u/ExplosiveWatermelon - Nishapur, Qumis, Amol, Ardistan, Nisa

ACTION POINTS

10 AP total

-2 AP on Plot 1

-2 AP on Plot 3

-2 AP on Plot 4

-2 AP on a Swordsman if Plot 4 succeeds

-else invest in Plot 2

-1 AP on improving the Crab tile that Vanne will flip back to us

-1 AP on improving the Silk if Plot 2 succeeds very well

-else use it to improve the Incense if Plot succeeds well

-else use it to repair the citadel near the Ghassanid border.

0 Remaining

TREASURY

0 initial gold
-0 on rip us
0 remaining

PLOTS

Currently-Active Antiplot Bonuses:

+3 to general antiplot against East Rome (decreasing by 1 per part)
+1 antiplot against unit flips and destruction (decreasing by 1 per part)
+4 antiplot against popular revolt and unrest (decreasing by 1 per part)

Currently-Active Plot Bonuses:

/u/cardboardmech has 2 skill points in bureaucracy and 3 skill points in leadership
/u/apple_dough has skill points in logistics, espionage, and counterspying

Plot 1: Found a thing

RP: "Y'know, all those farms in the middle of the desert aren't really producing a lot of population growth," commented Farrokh, the Badhan of Hormuz (/u/apple-dough).

He sat in the spacious room in the city of Nishapur facing Arman (/u/ExplosiveWatermelon), the Badhan of Mashbad, who replied, "Yes, I wonder why?"

"Simple: they aren't happy so they aren't having children."

"Ridiculous, our empire couldn't be in a better time!"

"Ah, but the whims of Zoroaster means that if they don't have luxuries they aren't happy enough to have children!"

"Who told you this heresy?!"

"Why, the Shah himself! In any case, this is why I sent an absurd amount of our intelligencia to scour the Arabian and Egyptian deserts for any plants with any value that grew in the arid climate. I came back with this"

Farrokh snapped his fingers and several men came in with pots filled with small plants and bags of seeds. "These are incense plants and apparently you can make sticks or pots that smell good-ish when you burn them"

"Are they drugs?"

"No, they simply have a smell that apparently some people enjoy."

"So you want me to propogate this to the arid farms around Mashbad?"

"Yes, I have another matter to attend to, so if you could also oversee the plantation I wish to start in Hormuz, that'd be great too."

"Alright."

Invested: [29 scouts](#) (sorry for potato quality, but I have potato internet. Leave 2 scouts furthest north in Egypt pls), /u/ExplosiveWatermelon, 2 AP

Result: [Spawn Incense Luxuries and delete the farms on three tiles](#)

SUCCESS. ALL THREE INCENSES ARE SPAWNED, WITH PLANTATIONS ON THEM. EXPLOSIVEWATERMELON GAINS SKILL POINTS IN...WHATEVER TERM WORKS FOR 'PROPOGATING A PLANT'.

Plot 2: Silk Road

RP: Leaving Nishapur, Farrokh (/u/apple-dough) went off focus his espionage elsewhere. The Desert Plant Operation was complete and he could invest his spies elsewhere. There was news of Persian attempts to fiddle with the Silk Road. The silly Eastern Romans didn't seem to realise that Persia could control the flow of silk from the Far East if need be. After all, the Silk road went through the highlands of Central Asia before coming into Mashbad and the Greater Persia region.

He heard rumours that they were trying to create a monopoly on silk for some reason and sought to use his skills in espionage and counter-spying to detect what shenanigans they were up to with a "Trust" of some sort. The silly Romans thought that they could control the silk trade and spread it from the node of Antioch, but forgot that the Silk Road came through Persia. Farrokh would invest his regional administration to gather information and the consult with him on how to logistics try to steer the trade more into Persian lands. The information still needed gathering, but if conditions proved right, he might even be able to take the Silk the Romans want so dearly into Persian lands. He had a few regiments under his control, beyond the scout army that he had sent to gather the Incense and sent them off to discover Roman interference in the Silk Road.

Invested: /u/apple-dough, 6 Composite Bowmen from near Pangjuy and Kerman.

Result: Uncover what the Eastern Romans are up to with Silk. Potentially, gain a source of Silk near Nisa/Nishapur depending on what the Eastern Roman Plot 2 did.

SUCCESS. YOU DISCOVER THAT THE EASTERN ROMANS HAD SUCCESSFULLY (TEMPORARILY) MONOPOLIZED SILK, AND CONSEQUENTALLY HAD "CORNERED THE PERSIANS ON THE MARKET". ((A PERCENTAGE OF PERSIAN GOLD WAS FUNNELLED TO THE ERE AS A CONSEQUENCE OF AFOREMENTIONED PLOT.)) NO SILK RESOURCE GAINED. APPLE-DOUGH GAINS SKILL POINTS IN ESPIONAGE.

Plot 3: Bureaucracy is the only Way

RP: Obviously, Persian administration needs significant help. It can't keep relying on the Shah and the Shahzadah to make decisions last minute and do all of the work for all the lazy court officials we currently have. Of course, we can't execute them either because a lot of the issue actually lies in the Shah and the Shahzadah lazing around doing nothing for the good part of a year.

Our Terribly Unhelpful Neighbours, The Moderately-Better-Than-The-UWBOR Eastern Romans (TUNMER (Hey look it's an acronym within an acronym)) seem to have more efficient governments and has been much better at this war recovery thing than us. Apparently some of the nonsensical legalistic attitudes of the UWBOR may have actually had some benefits.

Perhaps, we should enact more stringent legal codes and demand ridiculously opportunistic peace deals. While we are at peace, we might as well try to steal and imitate as much of their good results as we can.

Although I suspect that it is more complicated and difficult to iron out than simply increasing the absolute rule of law within Persia, over time, I'm sure we can overcome issues. After all, I've navigated several bureaucratic deadlocks through my leadership. Since nothing in Persia gets done without me, I might as well be the one to kickstart Persians into doing things without me.

And thus, Peroz I set up massive changes to ensure that the noblemen would organise into more proper bureaucracies more reliant on each other than on the Shah for everyday matters.

Invested: /u/cardboardmech, 2 AP

Result: Begin plotting to gain Civil Service

FAILURE. NO PROGRESS MADE, BUT GAIN A ONE-TIME +3 TOWARDS CIVIL SERVICE RESEARCH PLOTS. CARDBOARD GAINS SKILL POINTS IN BUREAUCRACY.

Plot 4: Internal Innovations Part Deux

RP: Khosrau (/u/EmeraldRange) had become a lot less of an immature brat micro-managing everything within the lands and had become a much more focused force overseeing weaponry within the country. He had, of course, married and had two children since the project had begun. Although his father told him otherwise, he was deathly afraid of an immediate surprise war from the Eastern Romans.

Going from a haughty heir commanding random changes, he had instead put himself in the apprenticeship of the blacksmiths in Ctesiphon, where he trained in the art of smithing when he wasn't needed for administrative issues. Although he had already helped to create casts onto which swords could be more reliably mass produced for war, his apprenticeship helped him to understand and work on the finer details of making the technology actually viable. It turns out that metals are ridiculously finicky, especially as ores were often too impure.

Taking a favour from local oligarchs in Zagras, Khosrau brought 3 immortal regiments and a spearman in order to study and attempt to first replicate and then upgrade their weaponry with the new method of metal casting.

Invested: /u/EmeraldRange, 2 AP, 3 Immortals, 1 Spearman.

Result: Finish plotting to gain Metal Casting. Khosrau gain skills hopefully.

SUCCESS. KHOSRAU GAINS SKILL POINTS IN GENERIC LEADERSHIP.

Visigoths

DIPLOMACY

Friendly: Mauro-Roman Kingdom, Soissons, Western Rome, Vandals

Defensive Pact: Mauro-Rome

Alliance: Mauro-Rome (In-game allied status)

Open Borders: Soissons

Declaration of Friendship: Vandals, Western Rome, Eastern Rome, Soissons

Peace: Eblani, Western Rome, Eastern Rome, Franks

No Activity: Everybody else

DEALS

Give King's Landing to the Picts

[REDACTED]

[REDACTED]

EVENT

VISIGOTHS

With our peace with the romans, Roman sympathisers have come out into the public, apparently hiding their true feelings while we were at war! They don't seek to separate or rebel, but they demand that we change ourselves to resemble the Western Romans more!

Option 1: I don't see why not. They have good engineering.

Your attempts to emulate them causes structural issues. 10 random tiles with roads get pillaged.

CITY CONTROL

Exarch /u/thesaltiestbanana: Imperial District (Toulouse, Burdigala, Augustoritum, Augustonemetum)

/u/ColonelClary: Kingdom of Visiromia (Emerita Augusta, Gades, Corduba)

/u/Sandbankshark: Kingdom of Catalunya (Valentia, Cartagena)

/u/Canadian_Christian: Kingdom of Vasco (Caesaraugusta, Toledo, Vasconia, Castra Legionis)

/u/Vladfilen: Kingdom of Lusitania (Olisipo, Braga, Brigantium, King's Landing)

ACTION POINTS

10 AP for being a Major Civ

-4 AP on Plot One

-3 AP on Plot Three

-3 AP on Plot Four

0 AP remaining

TREASURY

10649 Gold from Part (A plot point for us is 370 Gold)

-500 Gold from Mauro-Rome for Iron supply at Cartenna

-2340 Gold on 6 Praetorians at Vasconia

-1110 Gold for Plot Four

[REDACTED]

-1480 on 4 Pikemen at Caesaraugusta

-740 Gold Plot Two

-400 Gold on 1 Circus in Augustoritum, Augustonemetum, Burdigala, Toulouse

9 Gold remaining

FAITH

1100 Faith from Part (55 x 20)

-600 Faith 4 Praetorians at Vasconia

[REDACTED]

0 Faith remaining

PLOT BONUSES

/u/ColonelClary: (24), Recruitment, Organization

/u/Sandbankshark: Leovigild (39), Gardening, Infrastructure, Pioneering, Organization, Botany, Hunting, Leadership

/u/Canadian_Christian: (23), Logistics, Naval Skills, Admiralship

/u/VladFilen: (16) Naval Invasion

/u/thesaltiestbanana: (43) Counterespionage & Leadership, Naval Invasion**

Relic: Holy Prepuce

School of Navigation in Gades

PLOTS

Plot One: Some Prep for some Bump and Grind

RP: [REDACTED]

[REDACTED]

SUCCESS. ASK ME ABOUT EXACT RESULT.

Plot Two: To build a Ship

RP: The Navigational School at Gades was a brilliant success.

Unfortunately, even with all the experts coming through the area, still the Galleass hadn't been mastered. Still the ships floundered in the harbour near the great Rock of Gibraltar. Still

the marines failed to properly engage an enemy from on top of the great ships. What could be done?

Siegard resolved to visit the city himself, and to climb to the top of the great rock to survey the channel and to reflect in the halls of the school. What could be done? He picked up his spy glass and peered through the foggy lens across the straits to the city of Altava. Much hubbub was arising in that city.

Frowning at his distraction, Siegard turned back to the matter at hand. What was to be done? These ships needed to have sails in order to maintain its power. Thus, three lateen-rigged masts were required, and castles needed to be established to both the fore and the aft. These ships wouldn't be as quick as the triremes already run, but some of the larger triremes could be retrofitted with the sails and have a great gundeck mounted in order to service the marines and their firepower.

Still, necessitating the availability of the oars made these ships unnecessarily long and narrow. Something would have to be done in order to prepare some ships for the Atlantic Ocean. If they were to be true Wardens in the West, they'd need to sail beyond the western horizon...

...but until that day came when they could determine a ship to sail the great dark waters of the west, these Roman galleasses would have to suffice. Packaging his stuff up, Siegard headed back down the path to the bustling harbour below.

Invested: /u/Canadian_Christian, 6 Triremes, 740 Gold

Result: Gain Compass and expand the Navigational School at Gades

**SUCCESS. THE SCHOOL DOES NOT EXPAND, BUT KEEPS ITS CURRENT BONUSES.
CC GAINS MORE SKILL POINTS IN NAVAL KNOWLEDGE/SKILLS.**

Plot Three: [REDACTED]

Result: [REDACTED]

SUCCESS. I'LL INFORM YOU OF EXACT RESULT.

Plot Four: Bricks to Marble

RP:

“Greatness! What more could be asked? Greatness!” the man yelled at the men standing around the city hall. “If this city is to thrive and prosper, it must be the Rome of the West, it must be filled with great pillars and columns!”

The aides scrambled from the room, members of the civil service, each to their respective caste, scurrying off to search through old maps. The governor of Valentia wanted marble for the city, and it would come, cost be damned. Archers from the hill country were recruited and tasked beside surveyors from the scouting departments in order to criss cross Iberia asking locals where marble was to be found.

After a month, one group responded back, apparently the Suebi had an old quarry for crafting menhirs just past the rivers. They had long been shuttered due to the raidings they frequently

entered the lowlands to conduct, and the war the Visigoths had waged to unite the peninsula had rendered the passes nigh forgotten.

But such a resource could not go undiscovered by a concentrated group of skilled men who knew exactly what they were looking for. Going off the rumours of the locals as they passed through, they were directed into the hill country, and they found some of the finest white marble there ever was.

Elated, Leovigild clapped excitedly. Now he could truly be like the Augustus of old. Miners and craftsmen from the appropriate castes were hired and sent down to reopen the quarries and establish the networks needed to bring the discovered resource to town. After all, he said, “I found Valentia a city of bricks and left it a city of marble.”

Invested: /u/Sandbankshark, 4 AP, 1110 Gold, 2 Composite Bowmen, 1 Scout

Result: Gain Marble southwest of Vasconia.

SUCCESS. SANDBANKSHARK GAINS SKILL POINTS IN MAPPING AND BUREAUCRACY.

Mauro-Rome

DIPLOMACY

We are Foederati of Visigoths

Friendly: Visigoths

Defensive Pact and Alliance: Visigoths (In-game allied status)

Declaration of Friendship:

War: Nobody

No Activity: Everybody else

DEALS

Loan Visigoths our Iron for 500 gold

EVENT

Foederati Minor Civ Event: Option 1 Offense is the best defense

Gain +3 plot bonus to offensive plots this part. Gain 2 units for every other faction they are currently at war with.

NOTE TO VANA: ZERO UNITS

CITY CONTROL

/u/Sandbankshark: Kingdom of Mauro-Rome (Altava, Cartenna)

ACTION POINTS

6 AP for being a Minor Civ with 2 cities

-4 AP on Plot One

-2 AP on Plot Two

TREASURY

1500 Gold from Part (A plot point for us is 250 Gold)

+500 Gold from Visigoths

-1000 Gold for Plot One

-500 Gold 1 Settler

-500 Gold for Plot Two

FAITH

500 Faith from Part (2 x 250)

-500 Faith to Plot One

PLOTS

Have a +4 plot bonus to settlement plots and self-help plots, decreasing by -2 each part

Plot One: Happiness is Found in Pyramids

RP:

Money had been pouring into Altava for years now, as the workers constantly pressed on to complete the great network that would provide a new place to play ball. It was all the rage across the desert, and now the Altavians would get to play too!

The Visigoths had continued to press on against the Franks, but as the pyramid rose higher and higher into the sky, news came back from the on-going war effort. Would the Franks be thrown from the British Isles? Or would they remain? Some even rumoured that the Franks were seeking conversion! Oh, happy day! Such rumours spurred the Mauro-Romans on to complete their task to the prestige of their great city.

Resources continued to pour in from Iberia, even as the workers were fed sweetened bread from the fields and plantations that surrounded the bustling city. It was amazing how much the cities in Africa had grown and prospered under Visigothic influence! Yet the peoples were not content to be seen as Visigothic vassals, they were confident they could show the world that they were capable of doing wonders too.

Soon, the great day for the unveiling came. Ambassadors from all over the world came to see the spectacle, escorted by the finest horsemen the cities could offer. Stack pyramids, like the ancient ones of Sumeria! Yet these were greater yet, on par with the Great Pyramids in Egypt to the east. The architecture had taken on a distinctly "Gothic" take, and was distinctly

different from the architecture found in Egypt, however. This pyramid was to show the world that the West was capable of doing wonders, and willing to establish its own culture that followed the true faith.

The honour guard of the wonder was comprised of the best of the best, the fighting Swordsmen returned home from aiding the Visigoths against the Franks. These guardsmen were also joined by mercenaries they had fought against, willing men who had converted to the faith to fight for the true God of War, Christus Victor!

Invested: 750 Gold, 500 Faith, 4 AP, 3 Swordsmen, 1 Horsemen

Result: Complete work on Chichen Itza in Altava and gain ability to recruit a limited amount of Varangian Guards.

CRITICAL SUCCESS. THE CHICHEN ITZA IS FINISHED, MAKING FOR A GLORIOUS MONUMENT FOR THE FLOURISHING MAURO-ROMAN STATE. YOU ALSO GAIN THE ABILITY TO RECRUIT 3 VARANGIAN GUARDS. YOU MAY AT MOST HAVE 3 VARANGIAN GUARDS AT ALL TIMES. YOU MAY NOT GIFT OR SELL THESE UNITS.

Plot 2: In the Halls of the Mountain King

RP: Even as a great wonder was rising to the west, the citizens of Cartenna wondered to themselves how they'd go about contributing. True, they could contribute to the wonder there, but it was still a different city. What did Cartenna have to offer? Mountains?

Actually, there was something behind that concept. In the mountains, they could thrive. While they couldn't grow a great city, or build a massive wonder, they could establish a trading outpost through which exotic materials could slip into Europe undetected. Cartenna was a trading post, after all, but materials from the south could only come under the watchful eyes of Gibraltar, or through the Vandal territories.

So a decision was made to establish a town in the mountains. Many citizens volunteered for the effort, and so off they went, passing the hills where Iron was being mined, slipping between the great manses that oversaw the plantations, and carefully navigating the mountain passes, until they arrived as far as they were willing to go. And there, they established a small town for the glory of Mauro-Rome.

Invested: 3 Spearmen, 2 AP, 250 Gold, 1 Settler

Result: Settle a town on the bottom of the map on the sole unclaimed tile where the Spearman is standing.

SUCCESS.

SUPARIAN GAUL

DIPLOMACY

ALLIANCE: None

FRIENDSHIP

Declaration of Friendship with Eastern Roman Empire

Declaration of Friendship with Western Roman Empire

Declaration of Friendship with Visigoths

Declaration of Friendship with Egypt

DEFENSIVE PACT:

The Franks

NON-AGGRESSION PACT

Non-Aggression Pact with Eastern Roman Empire

Non-Aggression Pact with Visigoths

Non-Aggression Pact with Western Roman Empire

WAR

LOMBARDS

EVENT

National Event: Option 3

Receive 2 barbarians near Suparia. Gain a short Golden age.

CITY CONTROL

/u/Supacharged: Lutetia Parisiorum, Aurelianum, Andecavorum, Rotomagus, Darioritum, Suparia, Augustobona

ACTION POINTS

10 initial AP

+4 AP from removing 2 plot slots.

-4 AP on Plot 1

-10 AP on Plot 2

0AP remain

TREASURY

5050 Gold

24% PPG cost increase due to having 8 cites.

16.29 PPG

-10 PPG on Plot 1

-6 PPG on Plot 2

0.29 PPG remains (89.9 Gold)

PLOTS

Relevant Bonuses

I get a bonus to researching tech.

I am allowed to build either Red Fort or Himeji castle.

Plot 1: Suparius Protects

RP: With the recent beatification of his father and the stellar defence against the Lombards, Remus was subject to much admiration from the people of Glorious Suparia. There is no debate that the Suparian dynasty was the primary cause for all the prosperity in the region. Subsequently, a cult of personality had begun to form around Remus and his family. Being the supremely arrogant individual that he is, Remus had taken full advantage of this and had begun to style himself as the divine protector of his people and an avatar of God on Earth. The people then began framing themselves as good Christians, peaceful by nature and as lovers of peace. The counterpoint to this is that they'd been at war for some time, but instead of accepting their fate as warriors, they framed the heathens and barbarians marauding the Roman world as the antithesis of peace, such that the only way that there will be peace in the world is with the destruction of the heathen and barbarian. Eventually, they started erecting large statues and monuments to Suparius, idolising him and cementing him as an object of reverence to the Suparian née Gallic people.

Invested: 280 Faith, 10 PPG /u/Supacharged 4 AP

Results: Create a religion for the Cult of St. Suparius with the Peace Loving and Pagoda beliefs and with the God King pantheon. You can decide how many cities immediately convert. The Capital is the Holy City.

PARTIAL SUCCESS. YOU MANAGE TO CREATE YOUR CULT, BUT GARNERING SUPPORT FOR IT TURNS OUT TO BE HARDER THAN YOU EXPECTED. ONLY YOUR CAPITAL IS CONVERTED.

Plot 2: Supe's Waifu Castle, 2nd Edition, but not actually a waifu castle because I'm trying to build Red Fort

RP: Every King needs a Palace, and the current meagre accomodations in the city of Suparia aren't adequate enough. Just as the Suparian Wall stands as a symbol of the nation's indomitability, so too will this new Palace stand as the symbol of Suparius' own might and stature as leader.

I've built so much shit in these plot docs that I really need to find a new way to describe it. For now I'll hit you with the classic "buy some shit, hire some workers and employ famous Suparian generals who are experts in defensive structures" meme. The break has really put me out of practice and I promise the next one will be at least somewhat interesting.

Invested: 6 PPG, 5 Workers, 10 AP.

Results: Start construction on the Red Fort in Suparia

FAILURE.

SCHOOL ACTIONS

Begin an exchange program with the Frankish Academy

EGYPT

DIPLOMACY

ALLIANCE : Eastern Roman Empire

DEFENSIVE PACT : Eastern Roman Empire, Western Roman Empire, Visigothic Exarchate of Hispania, Kingdom of Aksum, Ghassanid Kingdom **DP WITH WRE TRIGGERED BY A VANDAL DECLARATION OF WAR ON THEM**

NON-AGGRESSION PACT : Eastern Roman Empire, Western Roman Empire, Primarchate of Suparian Gaul, Visigothic Exarchate of Hispania, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania

OPEN BORDERS : Eastern Roman Empire, Western Roman Empire, Primarchate of Suparian Gaul, Visigothic Exarchate of Hispania, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania

FRIENDSHIP : Eastern Roman Empire, Western Roman Empire, Primarchate of Suparian Gaul, Visigothic Exarchate of Hispania, Ostrogothic Kingdom, Vandalic Kingdom, Kingdom of the Franks, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania, Mauro-Roman Kingdom

DENOUNCING : Sassanid Persian Empire, Kingdom of Eire, Himyarite Kingdom

WAR : [Whoever the Eastern Roman Empire is at war with]

PEACE : [Whoever the Eastern Roman Empire is at peace with]

FOEDERATI : Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania

DEALS

Allow the Alans trade access into Egypt.

Maximize city-state influence with the Ghassanids, Aksum, and Alania, to represent both their status as our *foederati*, and our mutual Declarations of Friendship, Open Borders, Non-Aggression Pacts, and Defensive Pacts.

Receive 30 Gold in dividends from the Rogue Traders of Alania. **NOT RECEIVED.**

Receive 310 Gold from the Kingdom of Alania. **NOT RECEIVED.**

Receive 3100 Gold from the Eastern Roman Empire. **NOT RECEIVED.**

Receive 1 AP from the Kingdom of Aksum, due to their *foederati* status.

Receive 1 AP from the Ghassanid Kingdom, due to their *foederati* status.

Receive 1 AP from the Kingdom of Alania, due to their *foederati* status. **NOT RECEIVED.**

EVENT

National Option 4 : Maybe we'll get some permanent Sobek antiplot outta this; if the Bandypope wants to convert these heathens, he's more than welcome to spend his own resources doing so

It appears that their rituals have summoned sheep on the hill near the city. City loses all its religious followers.

CITY CONTROL

Rename Thebes to Felixopolis.

Note : Players below are listed in descending order of RP seniority, in case that ends up mattering.

Despótēs Caesar Flavius Valerius Leo Secundus Marcellus, *Exarchus Augustalis Aegypti*, *Magister Militum Aegypti*, *Cancellarii Academia Alexandrina*, et *Senator Romanus Orientalis* (/u/Tefmon) : Alexandria, Antinoupolis, Berenice, Zenopolis, Felixopolis, Cyrene.

Patricius Aelius II Quadratus, *Comes Limitis Aegypti*, *Comes Consistorianus Aegypti*, et *Senator Romanus Occidentalis* (/u/AQTheFanAttic) : [KIA].

Caesarbert II Francorum, *Praefectus Classis Alexandrina et Comes Consistorianus Aegypti* (/u/TheGreatfanBR) : Leopolis.

Volucrus Turpis, *Magister Peditum Aegypti et Comes Consistorianus Aegypti* (/u/LordFowl) : Castra Leonia.

ACTION POINTS

13 AP total [10 base; 1 from Aksum's *foederati* status, 1 from the Ghassanids' *foederati* status, 1 from Alania's *foederati* status]

Up to 12 AP on up to 6 Markets in any cities which lack them.

Whatever AP remains on purchasing as many of the 13 highlighted tiles as possible, at a rate of 1 AP per tile: <https://imgur.com/a/hybuxnL>. **NOTE TO VANA: 1 AP LESS**

AVAILABLE DUE TO ALANS NOT SENDING AP TRIBUTE

TREASURY

Note : Due to our Imperial modifiers, 1 Plot Point costs 310 Gold for us this part.

1280 initial Gold

+30 Gold from the Rogue Traders **NOT RECEIVED.**

+310 Gold from Alania **NOT RECEIVED.**

+3100 Gold from the ERE **NOT RECEIVED.**

4720 total Gold

-2480 Gold on Plot 1 **PARTIALLY NOT INVESTED**

-2170 Gold on Plot 2 **NOT INVESTED**

70 remaining Gold **0 REMAINING GOLD**

RELIGION

Note : Because the Lord God Almighty doesn't care about our Imperial modifiers, 1 Plot Point costs 250 Faith for us this part.

30 initial Faith

+260 Faith from +13 Faith/turn over 20 turns

290 total Faith

-250 Faith on Plot 1

40 remaining Faith

PLOTS

Active Antiplot Bonuses:

N/A.

Active Plot Bonuses:

Bonus to plots involving civil engineering, geological engineering, terraforming, un-desertification, canal and waterway construction, mining, wonder-whoring, and other related arts and sciences, from the Alexandrian Academy.

Bonus to skill growth in civil engineering, geological engineering, terraforming, un-desertification, canal and waterway construction, mining, wonder-whoring, and in other related arts and sciences, from the Alexandrian Academy.

Plot 1 : Reformer is biased in favour of these Tyrian Guild plots, so let's do another one

RP : *Despótēs Caesar* ("Lord Prince") Flavius Valerius Leo Secundus Marcellus (/u/Tefmon), *Exarchus Augustalis Aegypti* ("Imperial Viceroy of Egypt"), *Magister Militum Aegypti* ("Commander-in-Chief of Egypt"), *Cancellarii Academia Alexandrina* ("Chancellor of the Alexandrian Academy"), *Praeses Forum Tyriae* ("President of the Tyrian Guild"), *et Senator Romanus Orientalis* ("Senator of the Eastern Roman Empire"), while basking in his people's newfound adoration of him, caused by the influx of high-quality dyed clothes produced from his Tyrian Guild, figured that he should try to copy the Rogue Traders of Alania and the various academies of Western Europe, and make the Tyrian Guild into a real actor on the world stage.

In addition, this endeavour would be a great opportunity to begin involving his children:

Caesar ("Prince") Flavius Valerius Felix Leo Basiliscus Marcellus, *Vicarius Exarchis Augustalis Aegypti* ("Deputy to the Imperial Viceroy of Egypt"), *Magister Equitum Aegypti* ("Commander of the Cavalry of Egypt"), *Vicecancellarii Academia Alexandrina* ("President and Vice-Chancellor of the Alexandrian Academy"), *Vicepraeses Forum Tyriae* ("Vice-President of the Tyrian Guild"), *Comes Consistorianus Aegypti* ("Councillor of State of Egypt"), *et Senator Romanus Orientalis* ("Senator of the Eastern Roman Empire"); and *Caesarissa* ("Princess") Flavia Valeria Aelia Leaena Basilisca Marcella, in the affairs of state. His son and heir of course needed a strong, practical education in economics and leadership, and a daughter who wasn't completely useless at assisting her future husband with the tasks of governance would be a far more desirable marriage partner.

So, Leo II made sure to have his kiddos sit in while he drew up the various legal charters, got the Pope and Patriarch of Alexandria to bless the endeavour, transferred money out of Egypt's treasury to fund the guild's initial operations, sent out couriers and goons to establish local guild offices throughout Egypt, vetted applicants for managerial and specialist positions, and negotiated with various investors, magistrates, emissaries, and other bigwigs to secure trading rights and business opportunities for the fledgling enterprise. To aid in expediting all of these things, several unneeded *vexillationes* of chariots would be reassigned to ferry guildsmen throughout the Exarchate speedily and safely, to assist in constructing local guild offices, and to intimidate potential clients and business partners into negotiating favourably with the guild.

Roma Invicta!

Invested : /u/Tefmon [Skills: Engineering (Civil Engineering and Geological Engineering) and Politics (Business Administration)], 2480 Gold [8 PPG], 250 Faith [1 PPF], 20 War Chariots
Results : Establish the Tyrian Guild as an independent entity, with its own diplomacy, treasury, plot slots, and actions. The Tyrian Guild's global headquarters will be in Alexandria, and it shall have local offices in all of Egypt's current cities. The first Guildmaster of the Tyrian Guild, with absolute and unlimited control over the Guild and its affairs, will be /u/Tefmon.

PARTIAL SUCCESS. THE TYRIAN GUILD IS ESTABLISHED AS AN INDEPENDENT ENTITY, WITH ITS OWN DIPLOMACY, AN ABILITY TO HOLD GOLD OVER PARTS, A SINGLE PLOT SLOT, AND OF COURSE, ACTIONS. ALSO, THE GUILD FAILS TO IMMEDIATELY EXTEND ITS OFFICES TO LEOPOLIS AND CASTRA LEONIS. AS USUAL, THE PLOT SLOT CANNOT BE CONSUMED FOR AP.

Note : /u/Tefmon gains experience in Politics (Business Administration). **GAINED.**

Plot 2 : And let's do yet another one of them, for maximum bias exploitation

RP : Caesarbert II Francorum (/u/TheGreatfanBR), *Praefectus Classis Alexandrina* ("Admiral of the Fleet at Alexandria") *et Comes Consistorianus Aegypti* ("Councillor of State of Egypt"), has been assigned by his boss to see to it that a suitably grand guild headquarters was constructed in Alexandria for this newfangled Tyrian Guild. While distrustful of this whole shady private enterprise thing, Caesarbert II was nonetheless an experienced engineer and foreman, so he set to work building this huge swanky office building.

With office room for hundreds of paper-pushers, picturesque vistas and luxurious boardrooms for impressing investors and clients alike, attached warehouses for goods for import and export, direct access to prime harbour estate, and, of course, a spacious underground vault for hoarding fat stacks of gold, the new guild headquarters was going to be a marvel of efficient profiteering.

With several *vexillationes* of chariots to ferry supplies and labourers from across the Exarchate to the building grounds in Alexandria, and with his contacts among the expatriate Frankish population, known for their sturdiness and discipline, Caesarbert II had ample manpower and materiel to get this thing fully operational in a reasonable timeframe.

Roma Invicta!

Invested : /u/TheGreatfanBR [Skills: Generalship and Engineering (Civil Engineering and General Contracting)], 2170 Gold [7 PPG], 19 War Chariots; bonus to wonder construction plots from Egypt's *Monument Builders* UA

Results : The Tyrian Guild's headquarters in Alexandria becomes an East India Company national wonder. Given the fact that most of our cities have existed for a while now, and our AP expenditure this part, we *should* have the prerequisite Markets in every city to build this wonder.

SUCCESS. THE LACK OF FUNDS DEDICATED TO THE PROJECT RESULT IN A SLIGHT DEBT TO THE GUILD, HOWEVER. A DEBT OF 750 GOLD, PRECISELY. YOU MAY CHOOSE TO IGNORE THIS DEBT TO AN ENTITY YOU IN PRACTICE RULE, NATURALLY, BUT THERE MAY BE CONSEQUENCES...

Note : /u/TheGreatfanBR gains experience in Engineering (Civil Engineering and General Contracting). **GAINED.**

Plot 3.5 : gib city 3, take 2

RP : *Patricius* ("Patrician") Aelius Quadratus (/u/AQTheFanAttic), *Comes Limitis Aegypti* ("Commander of the Garrisons and Borders of Egypt"), *Comes Consistorianus Aegypti* ("Councillor of State of Egypt"), *et Senator Romanus Occidentalis* ("Senator of the Western Roman Empire") was lying down in his sarcophagus, being dead and all. But for one reason or another, he could not rest. He would have to haunt some poor bastard, but all he had to figure out was who he had to haunt and what about.

Then it hit him.

Theodoria, that cursed city that caused his downfall, remained unsettled.

"I'm going to have to write another motherfucking city-settle plot, aren't I?" he thought to himself. "Well, anything for a good long sleep..."

Volucrus Turpis (/u/LordFowl), *Magister Peditum Aegypti* ("Commander of the Infantry of Egypt") *et Comes Consistorianus Aegypti* ("Councillor of State of Egypt") was in the middle of a nightmare. A mummy was talking to him about a lost city on the Sinai Peninsula.

Apparently, if he didn't try settling the area again, he would have a spear shoved up his rectum or something similar. He wasn't sure what exactly the mummy meant, but he didn't like the sound of it, and thought it best to oblige.

He found the old documents concerning the city he now knew was to be called Theodoria, and didn't find anything fundamentally wrong with the plans. The colonisation efforts failed due to raiders in the area taking the entire settling party hostage and killing its leader, Aelius Quadratus. Volucrus wasn't a superstitious man, but he couldn't help but think the mummy who spoke to him before was none other than Aelius himself.

The fix would be simple. The settlers would merely have to be accompanied by a big fuck-off army, and again scouts would travel ahead of the party, but this time to alert about incoming attacks. The raiders wouldn't dare to attack a big army, and if it did, the only thing they would raid would be some spears. Unfortunately for them they would be forced to carry their loot in their bodies, most sticking out of their chest and stomach.

The plans for the city itself were already quite solid. Volucrus especially fancied the idea of a massive sundial. And he hoped that with the success of this second attempt, Aelius Quadratus would be able to pass on to whatever awaits him on his next life.

Roma Invicta!

Invested : /u/LordFowl, 8 Spearmen, 3 Scouts

Results : Settle our existing Settler at the position marked on the attached map:

[\[https://imgur.com/a/oIECPBV\]](https://imgur.com/a/oIECPBV). Name the newly-settled city Theodoria, and place it under /u/Tefmon's city control. Also de-pillage that Bison camp immediately northwest of the city, too.

COMPLETE SUCCESS.

Note : /u/LordFowl gains experience in Engineering (Civil Engineering) and Politics (Urban Planning). **GAINED.**

Note : /u/AQTheFanAttic gains experience in nothing because he's dead. **NOTED.**

Plot 4 : The bureaucracy is expanding, to meet the needs of the expanding bureaucracy

RP : *Déspoina Caesarissa* ("Lady Princess") Flavia Valeria Theodora Basilisca Porphyrogenita, *Magistra Officiorum Aegypti* ("Chancellor of Egypt") *et Comitissa Consistoriana Aegypti* ("Councillor of State of Egypt"), while visiting her sister and her family in Constantinople, and while there filing some Imperial paperwork on her husband's behalf, realized that the bureaucrats and civil servants of the Constantinopolitan court were far more organized and efficient than their counterparts in Alexandria, and seemingly possessed of much greater discipline, specialized training, and meritocratic management. So, after showering her sister lots of complements and praise, and making sure that she had sufficiently imbibed in booze, asked politely if she could borrow some books on civil service from Constantinople's libraries, and temporarily second some of Constantinople's civil service managers and trainers to aid in modernizing the Alexandrian court. After the expected uninterested but unambiguously affirmative response, Theodora quickly had her men load entire shelves of books unto her ships, and herself went and found some senior- and competent-looking bureaucrats, offered them nice beachside residences in tropical and exotic Alexandria, and loaded them too onto her ships. She then had her fleet sail away back to Constantinople with the goods, before her sister had the chance to change her mind. Roma Invicta!

Invested : 25 Triremes

Results : Begin diffusing the Civil Service technology from the Eastern Roman Empire.

SUCCESS. ½ OF THE RESEARCH COMPLETE.

VANDALS

DIPLOMACY

ALLIANCE : [REDACTED]

DEFENSIVE PACT : Persia [REDACTED]

NON-AGGRESSION PACT : [REDACTED]

OPEN BORDERS : Egypt [REDACTED]

FRIENDSHIP : Ostrogoths, Visigoths, Persia, Ghassanids

DENOUNCING : **Light theme google docs users**, Western Rome

WAR : Western Rome

DEALS

Receive 1 ppg (250 gold) from the Irish this part in partial payment for our boats (if we don't get this money, take it from plot 3)

Send 3 scouts (the ones in and around the red sea, one in between egypt and Aksum in africa, one between ghassanids and egypt in the red sea, one just off the coast of Aksum's arabian holdings in the red sea. If you can't find these, just delete a different scout you can find I guess)

Receive 1 ppg (250 gold) from visigoths for the tithe (if we don't get this money, take it from plot 4)

EVENT

Choice 2, gib boats pls (if this takes money from us, take it from plot 3, then plot 4)

Lose 2 PPG this part. Receive a Great Admiral and 2 trihemolias.

NOTE TO VANA: UNITS GAINED NEAR CAPITAL

CITY CONTROL

/u/Bertdog211 (Bertdud) : Tingis

/u/Sup3rtom2000 (Vilimut) : Thevestis, Hippo Regius

/u/Serenitycompany (Scarla) : Luptus Magna, Tacape, Carthago

/u/YouWantAFrenchFry (Sage) : A small potato farm east of Carthage, Cul de Cossack

/u/melonface22 (Munifrida) Icosium

ACTION POINTS

10 AP total (10 base + 0 from unused plot slots)

- 9 AP on Trihemolias. Place them near Carales if it is flipped, otherwise further west near Palma

- 1 on moving 3 scouts to Ghassanids

TREASURY

1887 initial gold (~7.5 ppg)

+ 250 from Ireland
+ 250 from Visigoths
+ 2500 gold (10 ppg) from last part's event
4887 gold (~19.5 ppg)
- 750 gold on plot 1
- 1750 gold on plot 2
- 1000 gold on plot 3 **EXACTLY HALF LOST TO EVENT**
- 1250 gold on plot 4
= 17 gold left

FAITH

12*20 = 240 Faith(~0.9 ppf)
- 220 faith on a trihemiolia place off of our african coast out west by the AP troops
= 20 faith left

Active Antiplot Bonuses:

+2 antiplot against destruction of boats for two parts
+2 antiplot against Roman invasion, decreasing by one each part
[REDACTED]

Active Plot Bonuses:

[REDACTED]

PLOTS

** Plot 1: Fire and Fury ** By u/Serenatycompany

"Does it scare you?" She asked, brushing a stray lock of red hair behind her ear and contemplating the man standing across from her. The only thing more copious than his braided black beard were his muscles, clearly honed through long years of hard work at sea. He was steady on his feet and his face held no expression, certainly no fear. Perhaps, a slight unease at not knowing the point of the question but also, confidence, that he is ready for whatever is coming. There is also something else, something distant. It may have been hope. Jenny was not sure though, she and hope had a long and acrimonious history together. Hope was inimical to carefully laid plans.

Stilicho had hoped once, and it has been his doom. The whole world had known about him before he even left Carthage. Now those wars with Rome were so long ago, some had started to forget that they had even happened. They called for trade and treaties, called them 'honorable' and 'straight talking'. The word *fedorati* had even been mentioned in court once or twice. Hushed whispers in dark corners, but the idea would spread. The lure of 'Co-operation' can be so...appealing.

"A brave warrior fears nothing" His posture did not change, remaining rigidly at attention, but his eyes no longer leave the brazier that is between us.

"You and I both know that is lie. A great warrior fears many things, else he would have died long before he was great. So I ask again, does it scare you?"

"It is only a few embers my Lady, nothing more. Fire and brimstone raining from the heavens? That I may fear, but embers? They hold no danger, and soon will be all but forgotten."

Despite the answer, he still stares, long and hard. His eyes flick around the edges, searching. He thinks he has missed something, some clue that will explain his lady's strange question. He thinks the answer lies before him, that he simply cannot see it yet. He thinks, yet he does not realise he has answered perfectly.

"What if," Jenny paused, then tossed a log into the brazier and sending a spray of embers toward the soldier. He reacted quickly, brushing them off his leather jacket, letting them fall to the dirt at his feet to die. The log itself did not catch fire, the remaining embers not hot enough to cause it burn. "we just add fuel?"

"It means nothing." The soldier shrugged. "The fire will die all the same. It is too weak even to save itself." His irritation was getting to him. Time to wrap this game up. Ambiguous metaphors were clearly not the military man's strong suit.

A curt flick of the wrist, a few grains of a dark powder. That was all it took. The fire exploded back to life, greedily swallowing the log offered, and pleading for more.

The man stepped back quickly, Jenny saw the flames dancing in his eyes, so perfectly reflected. She allowed herself a brief smile. "The time had come, my lord, for us to revisit the past. The fleet will be our fuel, but you must be the spark"

His head nods slowly. He begins to realise what is about to happen. Fear, he knows it now. It is in his paling face. It is in the hand that rests where his sword would have been. The Ashling stepped around the fire, and offered him a scroll which he took gravely. The words few words upon the scroll, but they spelt the death warrant for more names than could ever be written upon it.

"The embers of our greatest funeral pyre have grown dim, and I have been told that the afterlife is a cold and lonely place. I would hate for Genseric to think we forgot him. The fleet is yours admiral, see it done."

Invested: 3 Trihemiolias taken from wherever off the coast of vandal-land (making it easy for u vanne), a great admiral from Tingis, 750 gold (3 ppg) Jenny Alexander(u/Serenatycompany), her fire and fear Theme bonus (+2 from last part) and alchemical skill.

Result: Destroy Roman fleet by Palma and also (if possible) boats further north off the coast of Spain and France, /u/Serenitycompany gets some more alchemy skill or some other neat skill bonus thy is kind enough to give

CRITICAL SUCCESS. A FIREBALL OF UNPRECEDENTED SIZE SEEMS TO PRACTICALLY ENGULF THE ROMAN FLEET NEAR PALMA, QUICKLY SPREADING UNTO THE ISLAND ITSELF AS WELL. EVERY ROMAN UNIT WITHIN THREE TILES OF THE CITY ARE DESTROYED, BOTH FARMS ON THE ISLAND ARE PILLAGED, THE CITY TAKES 50% DAMAGE AND LOSES 4 POP. JENNY ALEXANDER BARELY ESCAPES THE DESTRUCTION OF THE FIRE, WOUNDED IN THE PROCESS. THE THEME BONUS SHE HAS IS DOUBLED TO 4, HOWEVER. JENNY ALSO GAINS MORE ALCHEMY SKILL POINTS.

** Plot 2. Vodka plot** by /u/YouWantAFrenchFry

Let me just say this, this "Vodka" I've invented as I'm calling is fucking amazing for parties. I've really got to hand it to myself, this isn't all that bad. It really helps to soothe the nerves and get people to loosen up and enjoy themselves. All around me vandals and western Rome citizens mingle about, chatting, playing chance games, drinking and laughing. The room is filled with a warm energy of (slightly intoxicated) friendship. How the hell did we get here? Just a few hours ago we were fighting with them, and now this? All I know is about 4 crates of some tester much stronger vodka I had went MIA, then before long several giddy Romans joined us in the base. I used chance of the surprise party to unveil a new alcohol launching the next morning: margaritas. I totally didn't make it using leftovers from other products. The new drinks were a gigantic success, all around the people carrying small cups with the salted rims from the newly acquired salt mine from the Roman area. Scattered red clay cups litter the room and there's a noticeable smell of alcohol in the air, there is also a vastly noticeable difference between how the vandals are acting and how the western Romans are. The Romans appeared to be more affected, talking much louder, stumbling around, bursting into tears or being easily agitated and so it appeared to be the case over by Munifrida and a Roman soldier. I slowly start to make my way over to the argument, it was beginning to get very heated and a physical argument looked unavoidable. Before I can get there the man speaking to Munifrida yells or slurs out "thatc's iit, yuu has puhed me pagst my lidmits, i challen-*hick*-ge you to a game of polker". The man smuggly sits down and goes to lean against a wall that isn't present and promptly falls out of the chair.

Munifrida plops down as the man climbs back into the chair. "Ets duu thus!" The man declared out to the surrounding area. The cards are dealt as everyone else goes about oblivious to the on going game. Munifrida starts "got any 7s?" Munifrida asked as he placed his 3 coin bet. "w-wow! Howd yaknoww?" Slurred out the man as he handed over a card pushing back the bet as he did. The game went on for several rounds. Cards constantly changing hands, pools growing and being won, finished set being laid down, and the constant drinking from the Roman. after what seemed like both hours and just a few short minutes both men had two cards, both had 6 sets completed in front of them. All that was left was the aces, Munifrida holding the diamond and spade, the Roman with the Heart and club. The next caller won, the next caller was the Roman. There was however a slight problem. The Roman was out of money. It was mandatory that the caller place a bid on his call. Substitutions to money were allowed, so the armor wearing soldier wouldn't have an issue with a substitute. The soldier smiles smugly as he pulls out a slip of parchment paper, a legal seal visible from the papers corner, "I cull a bet-*hick*- subbbb"he states "holy crap" I whisper "that's a city deed, there's no way he's going to..." I think as he drops the parchment "weIIll her es muy det sub". I couldn't believe it. A city?!? What a stupid thing to bet, although it was the last pair it was virtually impossible for him to mess this u-- "du yoo got anni penguns?" The man asked.... What. 1) that's not a card type. 2) the facq is a penguin? Whilst lost in thought Munifrida completed his pair and collected the deed from the table. The deed turned out to be for a city on the port called Carales. It will be nice to have the city, but still I have to ask, how the everlasting fuk do you bet a city then ask for a penguin card? This was poker not fucking go fish.

Invested: /u/YouWantAFrenchFry, her potato skill points, /u/melonface22, his admiralship (pls), 1750 gold (7 ppg) (to purchase to booze and for gambling)

Result: Carales is flipped to the Vandals

PARTIAL FAILURE. THE DEED ALONE DOES NOT QUITE CONVINCE THE GUARDS AND CITIZENRY OF THE CITY THAT YOU NOW OWN THEM, BUT THE ENSUING RIOTS, ENHANCED BY THE COPIOUS AMOUNTS OF BOOZE INVOLVED, DAMAGE THE CITY 50%. THE COMP BOWMAN IN THE CITY IS ALSO DESTROYED. MUNIFRIDA BARELY ESCAPES THE CITY DURING THE CHAOS. SHE BECOMES A MUCH BETTER GAMBLER.

** Plot 3. :salt: ** by /u/sup3rtom2000

For all of Vilimut's life, there had been a tiny fenced off mine just outside of the Hippo region that was owned by the Western Romans. Legend told of a similarly sized piece of ocean off the coast of Italy filled with pearls that was fenced in as well but by the Vandals. For some strange reason, knowing that these pearls were owned by the Vandals made the Vandals happy, and knowing that the salt mine was *not* owned by the Vandals made the Vandals unhappy :(

Vilimut wanted Roman salt. And he was going to get it! So, doing as Vilimut does best, he thought up a big brain plot.

"The Western Roman land is only guarded by a simple wooden fence"

"If I simply *moved* the fence somewhere else, the Romans would no longer own the mine!"

"If I merely move the fencing elsewhere then this mine will be *mine*!"

And so Vilimut went around the entire Hippo region gathering up people who were willing to help him with his secret big brain plan. Then on the chosen night, Vilimut and his crew went down to the salt mine, took apart the fence, and reassembled it around a nearby regular, lame, boring, normal mine. Everything was going exactly to plan!

The next morning, the Roman workers left their beds and headed to the salt mine. They got confused when they neared the mine and did not see the fence that had been there just the night before. What they saw instead was a sign pointing south that said "Roman mine this way -->".

Well, the simple Roman miners merely shrugged and followed the path to the mine. "Must have just forgotten the path to the mine, that's all" they thought. They entered the mine and had begun to get to work when they heard a loud SLAM coming from the entrance. They ran to the entrance only to discover that a large stone door had been slammed close on the mine. The miners were trapped!

Even though there was no salt to be mined inside the cave, there was plenty of salt produced from the salty roman miners.

The Vandals now could use the formerly roman salt mine and could even possibly mine the salt produced from the trapper roman miners.

Invested: /u/sup3rtom2000, 1125 gold (4.5 ppg)

Result: Roman owned salt tile in Vandal-land changes control to the vandals and if possible, a new salt tile is produced to the southwest of the formerly roman salt tile. /u/sup3rtom2000 gets skill points in uhh convincing people to help with his schemes? (or something else Thy deems more appropriate)

SUCCESS.

**** Plot 4. A message from King Otumfuo Opoku ware II **** by /u/Serenatycompany

Take my advice pal. Never think that joining the navy is a good idea. Oh, they make promises all right. It will be a glorious adventure, you will sail the known world bringing peace and civilization to all the barbarians. There will be lots of blood, glory, and riches to be earned and when you return home there will be jubilant crowds and thankful women to greet you. Well I have spent 23 years in the Roman navy, and I have yet to see any of it. It's coming up on time to blow this joint and go home, but there are some issues with that plan. Mostly that I have no money, and no home. Sea life will do that to you. So, until these myths of treasure island materialize, I will be here, escorting the rich roman know it alls around as they scheme to make themselves even richer, and us even poorer. What a waste of my fucking time.

Today's rich Egyptian layabout is a little stranger than the rest. There is a certain brand associated with rich roman, namely lots of silks with bright colors and slaves in impractical quantities. This guy had none of those. In fact, I would bet you that he only has one decent outfit. It's a weird faded yellow thing that looks like it might have once been Egyptian cotton. Well, whatever it was, now it was mostly just a shredded rag far from home. But hey, if the guy had the money to hire a roman ship to sail him around, who was I to question his fashion sense.

But really? Intentionally ripped things? That will never be in style will it? I hope not. If it is then the future is truly lost. Come to think of it, the ocean looks just right for a swim now... Ok, stupid question number two. Why the fuck is this nerd going to Tarentum? I have been there a few times myself and let me tell you there is nothing there but fish and fish wives. No gold or pearls, and their only drink is weak AF, so it's really just fishy things. Speaking of fishy things, this apparently Egyptian dude we have on board. What is he doing on deck. He never left his cabin before. What the fuck is this nerd doing climbing up the front mast. Wtf dude, why. Actually, can you like not. Just stop. Please. Buddy. I was not paid to let you die, so please don't, that would be bad, very bad...

"Good afternoon, Campers. I have been sent here as the emissary, of a Prince Kufour Otumfuo the elder son of the late King Otumfuo Opoku ware II whose demise occurred following a brief illness. Before the death of my father, King Otumfuo Opoku ware II, I was authorised and officially known as the next successor and beneficiary of my father's property according to African Traditional rite ...

Ok dude. What the hell have you been smoking. You have got to be kidding.

"I also happen to have a huge sack of cash here if anyone wants it."

On the other hand, I may be interested. Who doesn't like free money.

"If you come join the Vandals. There is more where this came from, if you join us. Your other option is to join the rest of your navy which, if I have not horribly mis-timed this, is currently on its way to the bottom of the ocean following a tragic flaming end. Pity I was not there to see it. Right campers, what's it going to be?"

Well, you know what. Why not. I don't owe Rome anything, and here is a guy offering us all a small fortune just to not sack a city we already own. Owned. You know what? I don't know anymore. I don't care either. Fuck Rome. Vandal Invicta.

Invested: /u/Bertdog211, 1250 gold (5 ppg)

Result: Flip boats and troops between Syracusae and Salona, focusing on Western Roman boats around Tarentum from the western romans to the vandals. /u/Bertdog211 gains skill points in speech making/sneaking (or something else thy wants)

FAILURE. THE ROMANS CAPTURE BERT IN THE MIDDLE OF HIS CRAZED ATTEMPT.

Franks

DIPLOMACY

War: Lombards

Peace: Visigoths, Picts, Eblani (Irish)

Move capital to Colonia

Official religion is now Arianism

EVENT

National: 3

They are somehow convinced. Gain a settler in Nimegue.

DEALS

Receive cities from /u/Randy_3

RANDY DEFECTS TO THE FRANKS WITH ARGENTORATE.

CITY CONTROL

/u/MrKlonam - Colonia, Nimegue, Bononia, Wisstok

/u/magge-magge - Jutes, Angles

/u/Hath-a-way - London, Canterbury

ACTION POINTS

18 AP total (10 base + 8 AP from four sacked plot slots)

10 AP on 10 Francisca either next to Rugier if given or on the Lombard front if not

5 AP on 5 Composite Bowmen either next to Rugier if given or on the Lombard front if not

3 AP on 3 Catapults either next to Rugier if given or on the Lombard front if not

TREASURY

0 Total gold

0 Gold remaining

FAITH

560 Faith total

Give 560 faith to Frankish Schools

0 Faith remaining

PLOTS

[REDACTED]

FRANK SCHOOL ACTIONS

GIVE 560 Faith to Franks

Send 5 exchange students to Suparian Gaul, 4 real bois and a george foreman.

#NBANNE AND #LIQUIFYLORDIE (OSTROGOTHS)

DIPLOMACY

DOUBLE DOINK Vandals

NON-AGGRESSION PACT Rome

RECEIVE OPEN BORDERS FROM Byz

WAR Lombards, Scotland

FEDORATI Anyone who wants to be one can, I guess

NO ACTIVITY Everyone else

SPAWN PREPARED INVASION IN Scotland (our UU of choice for this is the Vandal boat things)

NOTE TO VANNE: THE INVASION FORCE CONSISTS OF 6 SPEARMEN, 2 COMP BOWMEN, 3 TRIREMES AND 3 UUS (TRIHEMOLIAS IN THIS CASE). DUE TO THE DISTANCE COVERED, THE INVASION IS LESS EFFICIENT: 2 SPEARMEN AND 1 COMP BOWMEN BEGIN EMBARKED IF POSSIBLE.

DEALS

Border Treaty with Alans:

https://cdn.discordapp.com/attachments/516039686087770118/516040774648070144/My_Settling_Proposal.jpg (red line is the border, exchange any tiles owned on the wrong side of the line)

EVENT

Option 1. Hygelac will have his epic adventures in Frankia, we will have ours in Scotland and Lombardy, and we can share tales over a nice horn of mead or ten.

He talks of cross settling as a thanks. Gain 1 pop in 2 random cities and lose 1 pop in 2 random cities. Gain 1 settler.

CITY CONTROL

Note to Vanne: All our shit was renamed a while ago, could you please implement it so Reformer doesn't get confused

/u/briusky: New Hrefnesholt, Skara, Lödöse

/u/Bi-Baby: New RIP Reformer, Falköping

/u/Limozeen581: Tjust, Linköping

/u/leris: RIP Reformer, #BanneVanne

ACTION POINTS

14 AP total (10 base + 4 from burning 2 plot slots)

-3 AP on 3 catapults near the Lombard border

-2 AP on moving a Great General to the marked tile

(<https://i.imgur.com/NXQjhzM.jpg>) and activating it to create a citadel. This should

only be done if the Lombards control the tile in question AND the adjacent silver and iron tiles. Contingencies, in order, are circus in the the largest eligible city without one, coliseum in the largest city without one, market in the largest city without one, and additional catapults

-2 AP on a circus in the the largest eligible city without one. Contingencies, in order, are coliseum in the largest city without one, market in the largest city without one, and additional catapults

-7 AP on plot 2

TREASURY

137 initial gold

-all of it on plot 1

0 gold remaining

PLOTS

****Currently-Active Antiplot Bonuses:****

- gepids are extinct

****Currently-Active Plot Bonuses:****

- +2 to Gizur and his bloodline trying to find Tyrfing

****Plot 1: God, Gold, and Glory****

RP: Hervor had much experience living off the land. She had guided many Geats through the rough terrain of the Myrkviðr and the lands beyond it. Civilian and soldier alike had benefited from her skills in pioneering. So it was unsurprising when she went off into the wilderness for an extended time. But what was surprising was what happened when she finally returned to civilization. She claimed that God had sent her a vision in the wilderness. It was God's will that the Lombards be removed from premises. This announcement came around the time that all faithful Christians were called to crusade against the Lombard menace. This vision backed that up, bringing a large amount of Christians to join the Geatish efforts in the crusade. And they were led by one of the best in the world at blazing trails.

Poblaneric II was a little bit more skeptical of this whole crusade thing. While many recruits were driven by faith, they were not experienced soldiers. Poblaneric II was unsure whether or not they would continue to fight after their first encounter with adversity. To motivate them, he offered cash prizes to the Geatish soldiers who killed the most Lombards during battle. Poblaneric II believed that the desire for gold would lead the troops to decisive victories, destroying any and all Lombard units that stood in the way of the cities, where mountains of plunder awaited.

The combination of God and gold drove the Geatish troops to glorious victories in the crusade. Even those serving in the far south near the border with Byzantium

rushed to take part. The Geatish army would slam down as an overwhelming force against whatever defenses the Lombards tried to put up. God had willed the Lombard land go to the strong, and the Geats were out to prove that they were strong enough to deserve the land.

Invested: /u/Bi-Baby, /u/Limozeen581, all gold, 6 spearmen and 4 comp bows (taken from the area near Byz)

Result: Much of the army moves into the Lorch-Banthaib-Rugier area (prioritizing those units in our south). Any Lombard troops that get in the way are killed.

SUCCESS. WISENED FROM THE EXPERIENCES IN THE SOUTH DURING THE EASTERN ROMAN CIVIL WAR, YOUR MEN DON'T CHARGE INTO WHAT IS NOW RUGII LANDS, AND INSTEAD FOCUS ALL OF THEIR EFFORTS TOWARDS BANTHAIB. A LARGE AMOUNT OF YOUR UNITS MOVES NEXT TO BANTHAIB.

****Plot 2: When in Survival of Rome, do as the Romans do****

RP: With the whole of Scandinavia, a large colony on the European mainland, and some explorers searching the great ocean to the west for more lands to subjugate, the Geatish Kingdom was set up for success. But administration was looking like it might be a potential issue. While the people at home in Scandinavia were perfectly happy with King Heiðrekr, who is absolutely the kind of guy you would want to sit down and have some mead with, the people on the mainland wanted to see power in a different way. They wanted an Emperor.

The nearest place with an Emperor was Rome, so Heiðrekr thought it best to imitate the Romans. He would create a government with fancy titles and develop provinces for more efficient government of cities. The other big thing the Romans had going for them was divine power. The High Priest of Christ was a trusted advisor of the Roman Emperor, which strengthened his government. But in order to harness the power of Christ as a government-legitimizing machine, he would first have to get baptized. And the Latin Rite practiced by the Romans was rather popular in the mainland. He dispatched Osuinne as a messenger to Pope Simplicius, asking that he or one of his representatives make the long journey to Hrefnesholt to baptize the king and royal family.

Invested: /u/briusky, /u/leris, 7 AP

Result: Step one of imperialization.

SUCCESS.

Lombards

There were two conflicting submissions for the Lombards this part. Both of them were by players that defected from the Lombards, however. As a result of this, and the disappearance of other Lombard players, the Lombards have all but evaporated in very little time. Only the capital of Banthaib remains in their hands, as the Rugii cities declare independence once more, Argentorate defects to the Franks, and the Romans capture Augusta Rauricorum.

Units defect to the appropriate nation alongside the cities. Lombard units next to Augusta Rauricorum are destroyed.

Bantha's submission

DIPLOMACY

WAR Soissons

DEALS

Release Rugii faction

Cede Augusta Rauricorum to West Rome **NO LONGER UNDER YOUR CONTROL, YOU FAIL TO PEACEFULLY CEDE THE CITY TO THE ROMANS. THE ROMANS CAPTURE IT MILITARISTICALLY ANYWAY, THOUGH.**

EVENT

The Franks have troubled our war with the Soissons. Nonetheless the great age of the Lombards shall shine! We just need to decide where to focus our attention.

Option 2: Obviously on the Franks, we fair much better on more open terrains.

Gain 6 units at Rugier and Argentorate with experience for 2 promotions. +6 Plot bonus to any plots involving flat lands and accuracy, decreasing by 4 every part, starting this part.

NOTE: NULLIFIED BY RANDY'S DEFECTION.

Randy's submission

Diplomacy

Friendly: Lombards, Franks

Defensive Pact: Lombards

Alliance: Lombards

Declaration of Friendship: Franks

War: Nobody

DEALS

Note: I, Randy, am flipping to the Franks in order to remain a true barbarian in this Fall of Rome scenario. I'm taking the two main cities I control, namely Rugier and Argentorate. Prior to this moment, I had been talking to the other players in my civ, but they've all scattered to the winds, so I am doing what seems best both for myself and for the survival of the Germanic tribes against Imperial attack.

RUGIER REGAINS ITS LOYALTY TO BANTHA, THE RUGH LEADER, INSTEAD. YOU DEFECT TO THE FRANKS ONLY WITH ARGENTORATE.

EVENT

Lombards

The Franks have troubled our war with the Soissons. Nonetheless the great age of the Lombards shall shine! We just need to decide where to focus our attention.

Option 1: Obviously on the Soissons, we can stretch along the hills

Gain 6 spearmen at Augusta Rauricorum and Argentorate with experience for 2 promotions. +6 Plot bonus to any plots involving hills and mountains, decreasing by 4 every part, starting this part. NOTE: THE UNITS ARE GAINED BY FRANKS INSTEAD. THE PLOT BONUS IS GAINED BY NO ONE, THOUGH.

N.B. with this event choice and the Plot 1, I explicitly leave Banthiab open to capture by the Franks.

CITY CONTROL

/u/randy_3: Argentorate, Rugier

/u/Quijas: Banthiab

/u/Bantha: Noreia, Lorch

ACTION POINTS

10 AP for being a Major Civ

+3 AP for consuming 3 plots

-13 AP on 13 Varangian Guards along southwestern borders with Romans **NOTE TO VANA: ONLY 6 OF THESE ARE RECRUITED IN THE CHAOS, AT THE LOMBARD CAPITAL.**

TREASURY

91 Gold from Part

-91 Gold Plot 1

FAITH

200 Faith from Part

-200 Faith to Plot 1

Plot One:

RP:

The Imperials were coming! The Imperials were coming!

Vast hordes of Pikemen were on the march against the settlements in the south. Why had it come to this? General Randy shook his head in despair. It was time to fight for an honourable cause, not one that believed in the anti-Christ (who was Christ he was so anti, anyway?).

So, with a secret discussion with the spirits of the elders of the Franks, Randy decided to lead his cause back to the Franks. After all, they had swiftly taken the cities he himself were from, and he might be given control of those cities moving forward.

Nevertheless, it was time for the war to be fought. He tasked the other leaders to make of what they will, and to fight against the Romans, while he himself went to deal with the Franks. There was not time for discussion, the Imperials were coming!

A great horde of troops

Invested: NB, Quijas, Bantha, 200 Faith, 91 Gold, 2 Catapults, 4 Composite Bowmen, 5 Spearmen, 1 Duke, taken from the north, and work your way south.

Result: Antiplot against Roman flipping Augusta Rauricorum, moving troops south to fight the Romans.

NOMINAL SUCCESS. THE ROMANS KNEW OF THIS PLOT.

Consume Plot 2-4

Minor Civs

Rugii (part 8)

DIPLOMACY

WAR Lombards

FRIENDSHIP West Rome & its allies

DEFENSIVE PACT West Rome

PEACE West Rome, Soissons, Franks

DEALS

The Rugii declare independence from the Lombards and become a West Roman foederatus as the "Province of Norica" (colloq. Rugiland)

EVENT

It's always a constant worry on how we can continue to survive against much stronger foes. Various strategies have been employed in the past, but how should we move forward?

Option 1: Offence is the best Defence

Gain +3 plot bonus to offensive plots this part. Gain 2 units for every other faction they are currently at war with.

NOTE TO VANA: 2 SPEARMEN GAINED

CITY CONTROL

/u/bantha-food: Noreia, Lorch, Rugier

Rename:

- Noreia -> Noricum
- Lorch -> Lauricum
- Rugier -> Rugia

ACTION POINTS

7 AP base

2 AP from 2 consumed plots

9 AP total

7 AP on 7 Swordsmen

2 AP on 2 Catapults

0 AP remaining

TREASURY

1750 gold domestic income (3 cities, 250ppg)

****1750 gold total****

-1750 gold for Plot 1

0 gold remaining

FAITH

500 faith total

500 faith on Plot 1

PLOTS

****Plot 1: ****

The Cost of War

The German people have known war for centuries. We have struggled through strife at the hands of our Hunnic overlords, and we have fought each other over small and larger issues. But never have we set out to fight our own wars against so many foes at once. This is not who we are... conquerors...

Bannterus II, son of the great Rugii King who lead the Rugii to prominence in the Germanic lands, and established them at the center of the rising Lombard coalition. But he is too old, and too weak. Instead of spending time at the Lombard court in Banthaib (to talk sense to the wannabe Attilas and wannabe Alexanders) he was spending time in his private lands just outside of Noreia. He is an old man, his hair turned white through-and-through, and his walk shaky and weak. No wonder he never traveled to Banthaib.

"Well he should have sent me instead!" Bannterus Jr. thought to himself. Since the old King reached such a remarkable age, the Prince was no longer a youngling. It was already many years now that he passed the military training from both the Rugii school of sword-wielding, but also ambush tactics and war-games from the Allemans. Recently he had been employed in overseeing the defense of the homeland. A great honor, but a waste of talent as nobody had attempted to attack them, so far.

Thus, he sat bored in the capital, growing furious at the reports of the military blunders in the West. He forged a plan with his military advisors and friends in the old palace (now unused by the King). For half a year it even seemed like Bannterus II was already the King himself. But sooner or later the time would come, and so it must be.

Secret messages travel across the Alps through the dead of night. Finally, an answer from Ravenna... There will be peace! The Rugii won't be free forever, but Pax Romana is surely better than dying in a futile push into lines of Legionnaires. Inform all Rugii... inform Alleman! (all the men ;) that King Bannterus II takes the throne, and denounces the Lombard leadership.

Loyal Guardsmen in the three Rugii cities are informed, and messages sent to friends in all corners of the united German lands. Eye witnesses report that a great deal of gold also left with couriers. All at once religious, diplomatic, and economic incentives are presented to local leaders of Germania to bring them into Rugiiland.

Invested: u/bantha-food, 1750 gold, 500 faith

Result: Rugii cities become independent from Lombards (Noricum, Lauricum, Rugia) and the remaining Allemanic cities are highly incentivized to join. Rugiland becomes a foederatus of West Rome. Declare war on the Lombards.

**SUCCESS. ALL THREE OF YOUR CITIES DECLARE INDEPENDENCE ONCE MORE.
YOU FAIL TO CONVINCE THE ALEMANNI TO JOIN YOUR CAUSE, HOWEVER.**

If the Rugii take control of Augusta Rauricorum, cede the city to West Rome as tribute.

****Plot 2****

consumed

****Plot 3:****

consumed

Picts

DIPLOMACY

ALLIANCE Eblani

FRIENDSHIP Eblani, Visigoths, Franks

DEFENSIVE PACT Eblani, Visigoths **DP WITH EBLANI TRIGGERED BY OSTROGOTH DECLARATION OF WAR ON YOU**

NON-AGGRESSION PACT: Eblani, Visigoths, Franks

DENOUNCING Nobody

WAR Nobody

PEACE Franks

FEDORATI Nobody

NO ACTIVITY Nobody

OPEN BORDERS Visigoths, Eblani, Franks

DEALS

Peace with the Franks, and permission to settle East Anglia

EVENT

Option 2: Shrewd Alliances

Gain +3 antiplot against offensive plots for two parts. Gain 1 extra AP per Defensive Pact/Alliance/Overlord next part. Gain 1 extra PPG next part for each Declaration of Friendship announced this part.

CITY CONTROL

u/Charlesthe50th: Caledonii, York

ACTION POINTS

6 ap total (4 base +1 city +1 burnt plot)

-6 AP on 6 Triremes

0 AP remaining

TREASURY

1250 initial (5 PP of gold)

1250 gold total

-500 on Settler

-450 Plot 1

0 gold remaining

FAITH

500 Faith initial

-250 Faith on Plot 1

PLOTS

No effects currently active

**** Plot 1: The settling of East Anglia****

RP: Peace was established with the Franks. With that accomplished, and with the Irish in firm control of all Ireland and also Wales and parts of England, the Franks had turned their attention to the east, and now they had granted permission to settle in East Anglia for the expanding Pictish nation.

So Charles lead his men south, guarding the caravan of settlers from the Caledonii settlements to the lush farmlands previously cultivated by the Romans. It was time to establish another settlement so that all Britannia could grow and prosper together.

Having established peace, the Picts moved quickly and found a lovely spot overlooking the North Sea, near some lush forests teeming with deer and other game to be hunted. The land was primarily farmland, but it was too distant from London to be worked by the citizens of that province, and so a new settlement was established to oversee Pictish control of East Anglia.

Invested: /u/Charlesthe50th, 250 Faith, 950 gold, 1 Swordsmen, 2 Spearman, 1 Settler

Result: Settle a city at the eastern tip of East Anglia

SUCCESS.

**** Plot 2: A new dawn****

[REDACTED]

SUCCESS. ASK ME FOR EXACT RESULT.

Eire (Eblani)

DIPLOMACY

FRIENDSHIP Visigoths, Picts, Franks

ALLIANCE Picts

DEFENSIVE PACT Picts **DP WITH PICTS TRIGGERED BY AN OSTROGOTH**

DECLARATION OF WAR ON THE PICTS

OPEN BORDERS Visigoths, Picts, Franks

PEACE Franks

NO ACTIVITY Everyone Else

DEALS

Recieve Ciarraighe (King's Landing) from Visigoths as part of peace deal

EVENT

National Event: Option 2 (Let's all be friends now)

Gain +3 antiplot against offensive plots for two parts. Gain 1 extra AP per Defensive Pact/Alliance/Overlord next part. Gain 1 extra PPG next part for each Declaration of Friendship announced this part.

CITY CONTROL

Eire, Aberystwyth, Glevum: /u/Frodo0201

ACTION POINTS

7 AP total (4 base + 3 Cities)

-2 AP on plot 1

-3 AP on plot 2

-2 AP on plot 3

0 AP remaining

TREASURY

1810 gold (4 base + 3 Cities)

-500 gold on plot 1

-750 gold on plot 2

-500 gold on plot 3

60 gold remaining

PLOTS

PLOT BONUSES

none

****Plot 1: A New Era****

RP: Oisín Mac Cumhaill looked out from the deck of his curragh as it set sail from the still smoldering but proud city of Londinium. He had never imagined he would again see Britannia at peace, and while not how he had expected it, he felt content. With the eastern border secure and the Welsh-Irish people united, it was finally time to set sail for the Emerald Isle, the home he hadn't seen in over a decade of war. As he sailed proudly into the harbor, he saw the welcoming party coming down from Tara to receive him. At its head was his pride and joy, his son Oisín who was barely grown by the time Oisín sailed out under the Gods' directive. Now fully grown into a strapping young man, Oisín saw much of himself in the man at that age, and it made him reflect back on his life.

When he stepped out of the waves and storm almost forty years ago to take up the high kingship of Eire, he had never imagined what it would have entailed, but he took it all in stride. Now though, his stride began to falter on the triumphant march up to his palace. The warrior king had been at the front of every battle and the many wounds he had received and neglected in war, now began to catch up to him in peace. Returning to his bedroom Oisín sat and began to write, about his past and his career as High King, and about every little thing of significance he remembered from his past years. This memoir would be his legacy, to be read by future high kings as a model of a great leader. Most importantly, it would be given to his son, along with his extensive research and testing on the great beasts of the sea that he had done so much in taming. He knew that his son wouldn't be able to match his skill through reading his words, but hoped it would go far in helping make him a better warrior and better sailor.

This was his only task for many weeks going on months, until finally his quill was laid to rest beside the massive stack of paper accumulated on his desk. Sending it off to be copied by the palace scribes, Oisín went downstairs to where his son continued as acting regent during his work. Kneeling in front of his son, Oisín doffed his crown and handed it to his son, naming him the official High King of Eire and inheritor of all it held. This would be a new era for the Celtic people, one of prosperity.

Invested: /u/Frodo0201, 500 gold

Result: Abdicate the throne in favor of Oscar mac Cumhaill (28), son of the old king Oisín (Transfer character from old to new, in essence kill old character). Transfer some if not all skill points from old character to new, focusing on whaling skills.

SUCCESS. OSCAR MAC CUMHAILL GAINS ALMOST ALL OF HIS FATHERS SKILLS, NOTABLY ALL OF HIS SKILLS REGARDING WHALES.

****Plot 2:****

[REDACTED]

FAILURE.

****Plot 3: Celtic Brethren****

RP: As the land returned to peace, some men began looking to the future across the Isles, and one group of them gathered together to petition the new king with an interesting proposition. They had discussed with some of their kindred across the narrow sea to the north, and after discussing the differences they faced in taxes and laws, they agreed that they should be part of the same country. This was an interesting proposition that had not crossed his mind, so he began asking around as to how to go about this. Most important of these, he wrote a letter to the king of the Picts, a mysterious man of little action but strong import who not many had seen nor talked to, (At least as far as anyone had told him). To his utmost surprise, the Pictish leader not only agreed, but suggested they start imminently on the process. This would be a massive undertaking, so the new king immediately set to work organizing the bureaucrats and intermediaries necessary to merge the governments of two such large nations. It would be years before any real progress began to occur, but it would be started tonight.

Invested: 500 gold, 2 AP

Result: Early plot preparation for merging with the Picts

SUCCESS. GAIN A PERMANENT +1 TO MERGER PLOTS WITH THE PICTS.

ROGUE TRADERS WESTERN BRANCH

DIPLOMACY

TRADING ACCESS: Alans, Western Romans, Eastern Romans, Persia, Visigoths, Egypt, Alans, Ghassanids, Rugii

NO ACTIVITY: Everyone else

TREASURY

0 initial Gold

+3000 Gold from Alania **NOT RECEIVED.**

3000 total Gold

-2500 Gold on Plot 1 **NOT INVESTED.**

-500 Gold on Plot 2 **NOT INVESTED.**

0 remaining Gold

FAITH

+2 PP of Thoughts and Prayers™ from Alania

-2 PP of Thoughts and Prayers™ on Plot 1

PLOTS

Active Antiplot Bonuses:

N/A.

Active Plot Bonuses:

N/A.

Plot 1 : spooky scary redacted plot

[REDACTED]

REDACTION FAILURE!!

RP : Our goon squads will sneak into the Vandals' fisheries, salt mines, and wineries, and steal all of the clams, salt deposits, and grapes there, before blowing everything up with classic manure bombs. The stolen clams, salt deposits, and grapes will be ferried to various portions of the greater Roman Empire, where they will become commercial industries of the people living there.

Roma Invicta!

Invested : 2500 Gold (10 PPG), 2 PP of Thoughts and Prayers™

Results : Steal Pearls, Salt, and Wine from the Vandals, and give a copy of each to Eire, to the Western Roman Empire, to the Eastern Roman Empire, and to Egypt. If there is insufficient resources to give everyone a copy of each, just make sure Egypt is getting resources.

FAILURE. THE VANDAL WAR THROWS A VERITABLE WRENCH INTO YOUR PLANS, AS THEY ARE VERY MUCH ON ALERT, STOPPING YOU IN YOUR TRACKS.

[END REDACTED]

Plot 2 : Whales from Wales

RP : We will have our Irish whale tamers escort a herd of tamed wales to the Mediterranean coasts, where they will multiply and get harvested by allied whalers.

Roma Invicta!

Invested : 500 Gold (2 PPG), Eblani bonuses to Whale plots

Results : Move some Whales from Ireland and Wales to the Mediterranean, creating three Whales resources: one in WRE waters, one in ERE waters, and one in Egyptian waters.

FAILURE. WITHOUT THE INTENDED GOLD, YOU ARE UNABLE TO ACHIEVE YOUR GOALS.

Aksum

DIPLOMACY

Merge: Ghassanids

Alliance: Ghassanids

Friendship: Ghassanids

Defensive Pact: Ghassanids

War: Himyarites

...

Events:

Option 2: Through shrewd diplo and alliances

Gain +3 antiplot against offensive plots for two parts. Gain 1 extra AP per Defensive Pact/Alliance/Overlord next part. Gain 1 extra PPG next part for each Declaration of Friendship announced this part.

...

CITY CONTROL:

/u/Canadahuntsyou: Aksum, Adulis, Meroe, Medina Metu, Elesbaam

/u/JMangelo67: Jabiyah, Hira, Zafar, Jeddah

...

AP

7 AP

7 AP towards plot 1

...

Treasury

500 Gold

-500 to Plot 1

0 Gold remaining

...

Plots

Plot 1: It is time.

Through much communication came the people of the Arabic together. The great Ghassanid Dynasty of the North had beaten back the ancient Persians, and had won great wars with the Lakhmids and Kindites. They had, together beaten back the Himyarites, and it was here where the Aksumites began to wonder- Are we so different from them? While they may have spoke a different language, on the field it didn't matter. All that mattered was that the Aksumites and Ghassanids had fought together brilliantly, and that friendships borne of the field were being made.

It took 2 nations of Arabia to defeat the Himyarites, and they were split. Now, as Aksum and the Ghassanid power grew, they saw the powers of the great worlds arise, and they were terrified. The power of the Romans, or the Persians was more than they could have imagined, despite their defeat of both. If those Empires truly wanted it, they could overrun the smaller Kingdoms with the uttermost ease. And this terrified the Aksumite King. An alliance could hopefully defend their lands together, but something more was really needed. Something... more powerful.

Over the decades, as the familiarity between the 2 grew, so too did the friendship and bond. The 2 were natural allies, both being small, both having enormous potential. The disciplined

military of the Ghassanids contrasted well with the vast amount of food and wealth in the Aksumite Kingdom. The industry of the fertile Aksumite lands was equaled by the great stampede of the horsemen of Jabiyah. The wealth that flowed through their lands was doubled by trade with each other. Thus it was, that the Aksumite royal family and the Ghassanid royals began to mingle and marry. Plans were drawn out, and eventually, with a speech, a marriage, and a kiss, the Aksumites and the Ghassanids were united in a bond of love. The Abyssinid Dynasty rose from 2.

Of course, there was many problems with this set up, mostly to do with how to rule. It was decided that half of the new Abyssinid Empire, as some unofficially called the union, would continue to be ruled by the Aksumites, while the Ghassanid side would remain Ghassanid. The capital would be placed in the center of the alliance, at the old city of Negasitati Metu, or as the Ghassanids called it, Medina Metu. Medina Metu would become the official name of the city, and the city would become the political and administrative centre of the Empire. Both Aksumite and Arabic were used as co-languages, and the roads of the Empire spread word and translation of these languages quickly. The fleet of the Aksumites sailed with much wealth across the Red sea, uniting them all.

The Abyssinids looked out on a world of hope, knowing that they were not alone in whatever future fight may be. Under the cloak of Jesus, Cossack, and most importantly, God, they stepped from the shadows into the Light, the newest Empire of the world stage.

Invest: 2 PPF, 4 PPG, 7 AP, 4 Workers, 4 Spearmen, 2 Swordsmen, 2 Composite Bowmen, 4 triremes. Bonus to becoming a Major civ applies here, from the last part of plotting.

RESULT: Ghassanids and Aksumites are united under the Abyssinid Dynasty, becoming a major civ. Negasitati Metu renamed to Medina Metu. Construction of roads to former Ghassanid cities undertaken.

PARTIAL SUCCESS. YOU MANAGE TO MERGE THE TWO OF YOUR NATIONS UNDER ONE FLAG. ROADS BETWEEN THE FORMER GHASSANID CITIES ARE BUILT. NO SUCCESS STORY IS WITHOUT A HITCH, HOWEVER. SEEING THEIR CHANCE, MANY DISLOYAL WARLORDS AND NOBLES HAVE RISEN UP IN OUR LANDS. THE LAKHMIDS HAVE MANAGED TO RISE UP ONCE MORE, AND NORTHWARD ON THE ARABIAN PENINSULA, ZAFAR HAS ALSO DECLARED ITSELF INDEPENDENT. SOME LESS IMPORTANT NOBLES HAVE ALSO RAISED THEIR OWN HOSTS OF TROOPS IN THE HOPES OF CLAIMING A PIECE OF LAND FOR THEMSELVES.

(NOTE TO VANA: MERGE GHASSANIDS AND AKSUM UNDER AKSUM THE CIV. MAKE LAKHMIDS INDEPENDENT AGAIN, WITH 5 HORSEMEN SPAWNING FOR THEM. NOW-AKSUM TROOPS GET PUSHED AWAY FROM HINA. ZAFAR BECOMES INDEPENDENT, WITH 3 SPEARMEN. PICK ANY CITY-STATE TO REPRESENT ZAFAR. ON TOP OF THIS, SPAWN 3 BARBARIANS – 1 SPEARMEN AND 2 WARRIORS – NEXT TO JEDDAH AND MEROE.)

(ALSO NOTE: THIS RESULT IS THE RESULT FOR BOTH THE AKSUMITES' MERGER PLOT AND THE GHASSANIDS MERGER PLOT. THE PLOTS DO NOT HAVE SEPARATE RESULTS.)

GHASSANIDS

DIPLOMACY

WAR Himyarites

FEDORATI: All versions of Rome

OPEN BORDERS All Romans & Aksum

Friendship: Vandals, Persia

Allies: Aksum

DEALS

Major Civilization Merger with Aksum

Receiving +15 Gold from Rogue Trader Shares **NOT RECEIVED.**

Receiving 1 PPG from Persia for the next 5 parts **(Suspended for this part)**

Receiving 3 Workers from the Vandals

CITY CONTROL

/u/jmangelo67: Jabiyah, Hira, Kindah, Jeddah

ACTION POINTS

9 AP total (8 base)

-1 AP on Foederati tribute to Roman Egypt

-1 AP on Foederati tribute to Eastern Roman Empire

-7 AP on Plot 3

0 AP remaining

TREASURY

2040 Initial gold

+15 Gold from Rogue Traders **NOT RECEIVED.**

****2055 gold total****

-750 on Plot 1

-250 on Plot 2

-1000 on Plot 3

55 total gold remaining **40 GOLD REMAINING.**

FAITH

4 Initial PPF

****4 PPF total****

-2 On Plot 1

-2 on Plot 3

0 PPF Remaining

EVENTS

Really Shitty Event: Option 2. Mayhaps we should calm down with the whole...

War thing.

Gain +3 antiplot against offensive plots for two parts. Gain 1 extra AP per Defensive Pact/Alliance/Overlord next part. Gain 1 extra PPG next part for each Declaration of Friendship announced this part.

PLOTS

Plot 1: A Feast for the Ages!

The feast is underway! Arriving with an honor guard and three of Hazza's twelve daughters along with a caravan loaded with exotic Arabian dishes, food, and date fruits from the Egyptians, Hazza has brought a feast worthy for the royal family in Persepolis!

Jokes are told, stories are made! And most importantly, the royal families of both the Sassanid dynasty and the Ghassanid dynasty know that there shall be no more ill will for as long as Hazza lives!

Even the showing of three of his daughters: Shakira, Leila, and A'isha! They are a showing of not just good faith, but as options for the Sassanid royal family to wed to further their bonds, should they choose.

"Those living in Hira are not just mine own brothers, but yours as well! Arabs and Zoroastrians, our people shall always be one people, no matter our political divides!" He raises a glass of goats milk. "To our prosperity, to our health, and to our families!" The Arab side of the feast, at the very least, manages to cheer at the prospect.

Invested: Sultan Hazza bin Ghassan (/u/jmangelo67), three of Hazza's daughters, two spearmen, 2 PPF, and 3 PPG

Result: +2 on all diplomatic plots between the Ghassanids and the Persians for the next 5 parts or until Hazza's death. Relations between both civilizations improve!

SUCCESS.

Sultan Hazza bin Ghassan gains experience in Diplomacy and Carousing

Plot 2: [REDACTED]

[REDACTED]

SUCCESS. ASK ME FOR EXACT RESULT.

Plot 3: An Empire of Diplomacy

Grand Vizier Ahmad of the Ghassanid Kingdom was given a letter of extreme importance, one that would change the history of the peninsula forever. Messengers darted back and forth between the military, the cities, the farmlands, and the renewed Petra.

"Let it be known that on this day, rather than kill our people for the sake of our unity and performing at only part of what our kingdom is capable of, we shall be an empire that goes across the Red Sea!"

"Rather than squander our lands as the greater empires laugh at us, we shall become our own great empire! The Africans of Aksum are our brothers in a sense, and they promise us all the Arab lands in return for an unbreakable alliance between our peoples! No longer shall we be a small principality! Instead we shall have an autonomous and permanent defensive pact that shall secure our rights in exchange for economic leaning to create a stronger nation than originally intended! We shall become..."

"The Aksum-Ghassanid Empire!"

Invest: 2 PPF, 4 PPG, 7 AP, 4 Workers, 8 Spearmen, 1 Swordsman, 1 Catapult, 2 Composite Bowmen

Result: Aksum and the Ghassanids merge into one civilization, becoming a Major Civilization known as the Aksum-Ghassanid Empire. The capital is relocated to Negasitai Metu, which is properly renamed Medina Metu. The construction of interconnecting roads is attempted.

PARTIAL SUCCESS. YOU MANAGE TO MERGE THE TWO OF YOUR NATIONS UNDER ONE FLAG. ROADS BETWEEN THE FORMER GHASSANID CITIES ARE BUILT. NO SUCCESS STORY IS WITHOUT A HITCH, HOWEVER. SEEING THEIR CHANCE, MANY DISLOYAL WARLORDS AND NOBLES HAVE RISEN UP IN OUR LANDS. THE LAKHMIDS HAVE MANAGED TO RISE UP ONCE MORE, AND NORTHWARD ON THE ARABIAN PENINSULA, ZAFAR HAS ALSO DECLARED ITSELF INDEPENDENT. SOME LESS IMPORTANT NOBLES HAVE ALSO RAISED THEIR OWN HOSTS OF TROOPS IN THE HOPES OF CLAIMING A PIECE OF LAND FOR THEMSELVES.

(NOTE TO VANA: MERGE GHASSANIDS AND AKSUM UNDER AKSUM THE CIV. MAKE LAKHMIDS INDEPENDENT AGAIN, WITH 5 HORSEMEN SPAWNING FOR THEM. NOW-AKSUM TROOPS GET PUSHED AWAY FROM HINA. ZAFAR BECOMES INDEPENDENT, WITH 3 SPEARMEN. PICK ANY CITY-STATE TO REPRESENT ZAFAR. ON TOP OF THIS, SPAWN 3 BARBARIANS – 1 SPEARMEN AND 2 WARRIORS – NEXT TO JEDDAH AND MEROE.)

(ALSO NOTE: THIS RESULT IS THE RESULT FOR BOTH THE AKSUMITES' MERGER PLOT AND THE GHASSANIDS MERGER PLOT. THE PLOTS DO NOT HAVE SEPARATE RESULTS.)

Plot 4: consumed for AP

Alans

EVENT

Option 4: I saw the word profit so I picked this option

If the faction is not involved in any war, gain 5 PPG next part. If it is, gain 1 PPG only.

CITY CONTROL

/u/EndlessVoid0: Maghas, Ilyichevskoe, Panticapaeum, ZnaurZnaur, Kvaisa, Rim-Gora

TREASURY

7500 Initial Gold

7500 Gold carried over to next part

Rogue Traders

DEALS

DM /u/EndlessVoid0, new leader of the Rogue Traders, all applicable information on the Traders' structure, income and expenses streams, current operations, and past activities.

TREASURY

+474 Gold from Profits

474 Gold carried over to next part