

Governor/Praeses of Aetheria Paraves Anchiornis (Kyzarc Fotjage/Sean Chevalier) - an intermarried family governing their frontier province of Aetheria with strategic local alliances.

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- Starting Situation Preview -
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- Comitatus Abilities
 - Distant Kin
 - Attempts to sway the loyalty of tribal units have +2 to succeed
 - Tribal units can be bribed at half cost
 - All Cunic region units (green) have +1 bonus during defensive loyalty checks
- Notable Subordinates

“Delegate” Cordius Surinus (Daftpanzer) - a small business owner who added a mercenary army to his portfolio on the Altenland frontier.

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- Starting Situation Preview -
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- Comitatus Abilities
 - Business Alchemy
 - Each civic improvement built increases your investment interest rate by 1%
 - Each politically important city controlled increases your investment interest rate by 1%
 - Each stretch of imperial road controlled increases your investment interest rate by (0.1% x tax base of settlements along the road)
 - Notable Subordinates
 - Kaeso Viducius, deputy

Governor of Taria Titus Valerius Ahenobarbus (Jehoshua) - an ambitious regional governor of Taria with a long noble pedigree.

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- Comitatus Abilities
 - Champion of Tradition
 - +3 to all loyalty checks against provincial governors and League Cities. -1 to all loyalty checks against legions.
 - May take 1 gold from wealthy temples (3+ gold) without penalty.
- Notable Subordinates

Legionary Albus Cencutrius “Ken Cutrius” Fabani, declared **Emperor Praetorius** (Thomas) - a part-barbarian commander of the dead Emperor’s personal guard. He has retired to the Fabian Islands in the Western Civil Sea.

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- Comitatus Abilities
 - Gens Servitor
 - Comitatus has 4 HP
 - May choose an heir to split the comitatus into 2 equal-sized comitatii with 2 HP. Personal glory bonus is split between both forces. May be re-merged.
 - Valius Lies Wounded (Level 2)
 - All comitatus legion units (for the senior or merged comitatus) gain +2 attack against barbarians, foreigners, and rival imperial claimant comitatus legions. The comitatus (senior or merged) itself gains +3 attack against the same.
 - Heir of Carian (Level 4)
 - All comitatus legion imperial infantry have their Valor doubled. All other imperial infantry loyal to Praetorius have Valor improved by 5%.
 - Imperial infantry facing the comitatus legion have their Valor reduced by 10%.
- Notable Subordinates
 - *Tribune Callomus Praetorius*, his Heir, married to Erythne of Cintra
 - *Tribune Marcus Laberius Ramus*, Commander of the Cavalry

- *War Chief Hadrash v. Hadrius*, leader of the Kalessocunic youths

Delegate Gnaeus Rufinius (Lord_Iggy/Iggy) is a retired conservative magnate living out his olive and wine growing dreams pursuing la dolce vita. They own land across the Empire, but his villa is in Magna Evvia.

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- Starting Situation Preview -
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- Plebeian Improvement Program
 - Once per turn, you may pay 1 gold to create a Local Infantry on one of your family estates, or to upgrade one Local Infantry into an Imperial Infantry.
 - Once per turn, you may retire 2 Local Infantry or 1 Imperial Infantry to raise abundance by 1 or restore 10% of lost tax base in a province you control.
 - +1 to swaying Valian detachments which include Local Infantry.
- Notable Subordinates
 - *Legate Remus Rufinius Mandibulus* of the VIII Legion

Legionary Democles Braccus, declared **Emperor Aetacius** (Luckymoose) - A career soldier posted in Aetacia, known for his stoic nature and his competence in command.

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- Starting Situation Preview -
<https://discord.com/channels/531214996630274048/988496967455899648/1177007415716220979>
- Comitatus Abilities
 - Wrong.
 - Once per turn, you may reroll any loyalty check (offensive or defensive) by using your sheer willpower to make your target reconsider.
 - All imperial cavalry gain False Retreat.
 - Inheritor of Order (Level 2)
 - When a province rolls a 1 or 2 for tax regeneration, and villages of 3 or fewer gold are at max capacity, the regenerated tax that normally would overflow would instead turn into Glory.
 - Wrong. Gains 1 additional use. (Total 2)
 - Fight! Fight! Fight! (Level 4)

- When any cavalry are arranged in two ranks, they can both Charge in the same round. This allows the front cohort to roll twice, and take the higher result for the combat roll. Additionally, the combined charge bonus increases to +5.
- Once per turn, you may force any hit targeting a unit in your comitatus' legion to be rerolled by using sheer willpower to make your soldiers reconsider their wounds.
- Wrong. Gains 1 additional use. (Total 3)
- Notable Subordinates
 - *Governor of Aetacia*, a shrewd political analyst
 - *Great King of Aytak*, a peer of Carantius, entrusted to hold the princes to the empire
 - *Tribune Barbacus Malius Turbo*, a long time lieutenant of Braccus operating in Kalessos

Legionary Caelinus Mancinus (Shadowbound) - the dead imperial heir's adjutant who brought his relics back for burial in the east, posting his Legion just outside of Titanomuria for the ceremonies.

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- Starting Situation Preview -
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- Comitatus Abilities
 - On the Fence
 - Loyalty checks that tie always resolve in favor of Caelinus Mancinus
 - +2 to all defensive loyalty checks
 - Magister Militem (Level 2)
 - +3 to all loyalty checks targeting legions
- Notable Subordinates
 - *Legate Faucus Janius* of the XII Legion
 - *Legate Appius Marcius Altius* of the II Legion, who despises the corruption of the East. He is also Prefect of Saphon.

Governor/"Praefectus Evviacus" Septimius Agrippanus Theocritus (Zappericus/Zapparonoa Zappapparapampam), a sadistic noble governor who has nominally completed the merger of the Evvic provinces into his own.

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<https://forums.civfanatics.com/threads/pre-tnesvii-signup-thread.680442/post-16400656>
- Starting Situation Preview -
<https://discord.com/channels/531214996630274048/988496967455899648/1202363983148109884>
- Comitatus Abilities
 - Lex Theocritia
 - Punishing one's enemies grants a stacking +1 to loyalty checks for each act of punishment
 - May turn Local Infantry into gold at a rate of 2 gold per local troop removed (this does not work in reverse)
 - Corrector (Level 2)
 - Theocritus may tax from loyal settlements without sending units.
 - Every 2 phases, each province controlled by Theocritus has X% chance to generate a new loyal imperial infantry and X/2% chance to spawn a peasant revolt of 1d10+4 local infantry. X is determined by the total number of tax base currently collected from the province. (Defeating rebellions will trigger Lex Theocritia.)
- Notable Subordinates

Legionary Varinius Stubo (Shirogane) - Commander of the Naval Legion of Elaton, and pledged to support Governor Theocritus (and through him, Aurelius)

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- Comitatus Abilities
 - Classis Civile
 - For units in the force attached to the comitatus:
 - +2 to battle rolls on any siege assaults adjacent to water
 - +2 to battle rolls during any "field" battles that occur over water
 - Fleet embarkation costs halved
 - Navarch's Assistance (Level 2)
 - Whenever the comitatus of Stubo or any of his allies roll a 1 for naval travel, they can spend 1 Gold to reroll.

- Felix's Clients (Level 2)
 - The first level of bribery has double the effect on loyalty checks, if the baggage train sent matches the culture of the units or city being targeted.
- Notable Subordinates
 - *Legate-Governor Epidromos Felix* of the XXIII Legion and the Province of Kyparia, known for always having a right person for a position

Governor of Hateph Lucius Varus Aurelius, declared **Emperor Aurelius** (Perry the Platypus/Nuka) is a decadent rebellious noble's son who has three wives and believes himself to be a god. He managed to gain control of the province of Hateph after his father's disloyalty.

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- Starting Situation Preview -
<https://discord.com/channels/531214996630274048/988496967455899648/1212274906603986975>
- Comitatus Abilities
 - Obscene Bacchanalia
 - You may sacrifice 1 Gold for 1 Glory
 - You may sacrifice 1 Glory for +2 loyalty with 1 unit
 - You may sacrifice 5 Glory for 2 Gold
 - Festive Bacchanalia (Level 2)
 - Varus can hold a festival to double the effects of the Obscene Bacchanalia. The comitatus must be present at a loyal provincial capital to officiate the festival for a whole phase.
 - Each festival can sacrifice up to 10 gold or 10 glory.
 - To repeat, a new capital must be chosen for each festival.
 - Apotheosis Foretold (Level 4)
 - The first time the comitatus rolls a 1 in a combat, Varus can spend 5 Glory to reroll.
 - Each phase, a 1d10 is rolled. Varus may choose to apply this number to replace one d10 roll of a friendly or unfriendly unit near the comitatus during the Phase, or let it go unused.
 - Pyramid of Flesh (Level 4)
 - Varus may transfer Glory freely between his allies and himself, or each other, paying 1 Gold per 10 Glory transferred, with their consent. This Glory can

later be returned by paying the same cost (or not.) Requires a comitatus to unit connection.

- Notable Subordinates
 - *Quintus*, a trusted Lieutenant
 - *Legate Sextus Sempronius* of the XIII Legion, Despises Aspeans
 - *Prince Judge and Governor of Aspea*, Now serving his position in Tabernae

Barbarian Adennakar "Starchild" (LordArgon) - A barbarian warlord bringing a splinter horde from the East.

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<https://forums.civfanatics.com/threads/pre-tnesvii-signup-thread.680442/post-16367860>
- Starting Situation Preview -
<https://discord.com/channels/531214996630274048/988496967455899648/1196332602882277478>
- Star-Chosen Raider
 - Once per operational phase, you may order a detachment of any size smaller than 10 to scatter, allowing it to pass through an area with a hostile enemy force without combat.
 - Each incidence of looting grants a 20% chance to find an extra gold.
- Notable Subordinates

Barbarian Scaius Rota (Angst) - A barbarian warlord rising up in Taglarika, blessed or cursed with religious visions.

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- Comitatus Powers
 - Vision of the Burning Wheel
 - You may use your foresight to gain a guaranteed hit for your comitatus and +1 to hit for all units for 1 round. Excludes other visions this turn.
 - Vision of the Water Wheel
 - You may use your foresight to divine one enemy's intentions and predict their next movement. Excludes other visions this turn.
 - Vision of the Wheel of Green

- You may use your visions of a prosperous future to convince your soldiers to forget one demand for gold. Excludes other visions this turn.
- Vision of the Wheel of Air
 - You may use your vision of a straight and clear path to make your army move 150% of its normal speed for ¼ of a turn. Excludes other visions this turn.
- Notable Subordinates
 - *King Gotnas* of Taglarika - Sworn Client of the Valian Empire
 - *Servius* - Formerly Isarnas Ironblood, replacing the fate of the one who he slain

Solar Magus of Ashrai, Abbisdiun v. Bastian (TheMeanestGuest)- Some say his strategem won the victory at Sataraphon and brought low the imperial heir, Carantius. Now he brings his genius across the Myrmysis.

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<https://forums.civfanatics.com/threads/pre-tnesvii-signup-thread.680442/post-16371965>
- Starting Situation Preview -
<https://discord.com/channels/531214996630274048/988496967455899648/1224464772922347652>
- Comitatus Abilities
 - The Solar Omens
 - Roll a 1d4, this is considered a well-omened direction (N/S/E/W). Troops will move 1.25x faster in this direction, and troops will fight with +2 in battles commenced after a move made *predominantly* in this direction. You may roll for a second lucky direction, however the other two directions will then be considered ill-omened with reverse effects.
 - All Ashraic (red) imperial horsemen gain Valor.
 - The Hidden Omens (Level 2)
 - You may pay 5 Gold or 10 Glory to rotate the compass wheel by 90 degrees (Gold for clockwise, Glory for counterclockwise). (This may be repeated.) Omen bonuses increase to +3 and 1.5x faster.
 - Ashraic Fire (Level 2)
 - A siege engine's roll now counts against the square it targets as well as both adjacent squares (at -2).
- Notable Subordinates
 - *High King Domneios*, The Red Lion of the Khuneroi
 - *Aotarazes*, Bastian's Apprentice, least magus of the third circle

- *Karqur* - Captain of Cataphracts
- *Menander of Rovian* - Captain of Titanians

Mystagos of Ashrai, Bhaltarash v. Baltarus (Ork/green_tea) - appointed by the moon cult as the Chief Lieutenant to Abbisdiun

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- Comitatus Abilities
 - The Lunar Mysteries
 - During the operational phase, enemies (PC and NPC) cannot see the types of your units, only the number
 - Prior to battle, you may swap the icons of any two of your units, they retain their original HP and abilities
 - Fleet embarkation costs halved if originating from Ashrai
- Notable Subordinates
 - *War Chief Brogitauros*, of the Northern Plateau Khuneroi
 - *Dahishnan Baratog*, the Mystagos' Liaison with the Khuneroi
 - *Strategos Pleiton Alectos*, younger brother of King Phillimachos Alectos III of Cylenia

Non-Player Notables

- *King Philimachos Alectos III of Cylenia*, of the Titanic Bloodline
- Prince of Shavanshar, a man of unbounded ambitions, and a friend of Valia
- Prince of Varkand, lesser son of greater sires, and leader of the Marcher Princes of Southern Vatrakert
- *Legate-Governor Horatius Servilius Lucens*, scion of an abandoned imperial line, governor of Interaltia and coordinator of the Altenland defenses.
- *Praetorian Legate Decimus*, who holds and rebuilds Saia under martial law.

Change Announcement 1/29/25

- Daftpanzer confirmed as Cordius Surinus, Delegate in Vincetia
- Interaltia start will be further delayed by 1 week to 2/7/25, to allow time for diplomacy
- Notable Subordinates added to Dramatis Personae sheet
- Upgraded Comitatus Abilities noted in the Dramatis Personae sheet. Minor phrasing changes implemented.

- Note: Shadowbound's ability "Magister Militem" has been changed