

Kingdom of Pegu

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Part 6

Diplomacy

Alliance:

Friendship: Zimbabwe, Zunbils, Goths

Defensive pact: Zunbils

Denouncing: Kroraina

War:

Peace: All else

Deals

REMINDER TO THE NEUTRAL MODS - Kroraina loses 3ppg for losing the catapult, Koraina must pay 5ppg or lose the great wall and the terracotta army (including deleting the spawned units)

Events

Nascent of Global Trade: Ostrogoths

City Control

Hongsawatoi, Langanpahun, Bassein, Waw: /u/EmeraldRange: Queen Thiri Seitta, 1st of the New House

Dagon, Vaan, Kyaik Hto, Bik: gerogaga (/u/Pay08): High Priest Hkun Law VII of the Tablets of the Great Knowledge

Rew, Mat Maluim, Tanangsi: u/LynnWinn: Commissioner of Boats Wareru IXIX; skills in Population organisation

Technologies and Social Policies

Bonuses

The Great Knowledge: We are able to know what is going on in other areas of the world's inner circles and nations much easier but they also know of happenings in Pegu more easily.

Celestial Memory: We can give or be given technology, but the gifting party loses said technology.

The Hearth: We can build happiness buildings for 1 AP, irregardless of the era.

Bronze Mirror: The mirror shows you moments you do not recognise, like a marches of troops inside your drawn out zone, an Earthquake hitting multiple settlements

[REDACT]The Hunters: +2 to plots against the military of Kroraina.[/REDACT]

Resources

AP: 10 AP

-3 AP for Professional Army

-6 AP to buy 3 Composite Bowman, 1 Catapult and 2 Spearman

-1 AP in Plot 3

Treasury: 151 (0.75 PPG rounded to 1)

-1 on Plot 1

Religion: 51 (1 PPF)

-1 on Plot 1

Plots

Plot 1: The Ground Remembers

RP: Smoke hung like a shroud over Hongsawatoi, once the gleaming heart of the Pegu nation. The mercenaries from the northern steppes, ruthless and godless, had ruled for two cruel parts. They had mocked the temples, burned the libraries, and silenced the faithful who once whispered truths in the quiet hours of dawn. But Hongsawatoi is the mystical pool where the Great Knowledge is the strongest. The world would not allow the tether of the Great Knowledge to the Male and the Female to be undone.

The ground stirs, resonating with a frequency imperceptible to all but the Male and the Female. And through them, humans may act. The spirits of the faithful are emboldened,

blades from battles long past reemerge from the ground, ready to be wielded once more.

Thus did the believers rise to retake Hongsawatoi from all who would threaten it.

Results: Flip Hongsawatoi

Investments: 1 PPG, 1 PPF

Plot 2: Bird Bird Bird, the Bird is the Word

RP: Behold the images of the Bronze Mirror. They speak for themselves, said Hkun Law:

The Male Hamsa rises, land-giver and root of the kingdom. Enemy forces dig in along his back, Kroraina flags flapping where wings should be. Unacceptable. The land remembers who it belongs to.

It begins with roads. Mudslides engineered with diverted springwater and loose stone. One caravan disappears, another turns back, spooked. A bridge collapses from age, but no wood has aged so perfectly on cue.

Grain stores next. Fires at dawn. Smoke with no firewood trail. Locals say they saw a blue-feathered figure- surely a blessing, surely a warning.

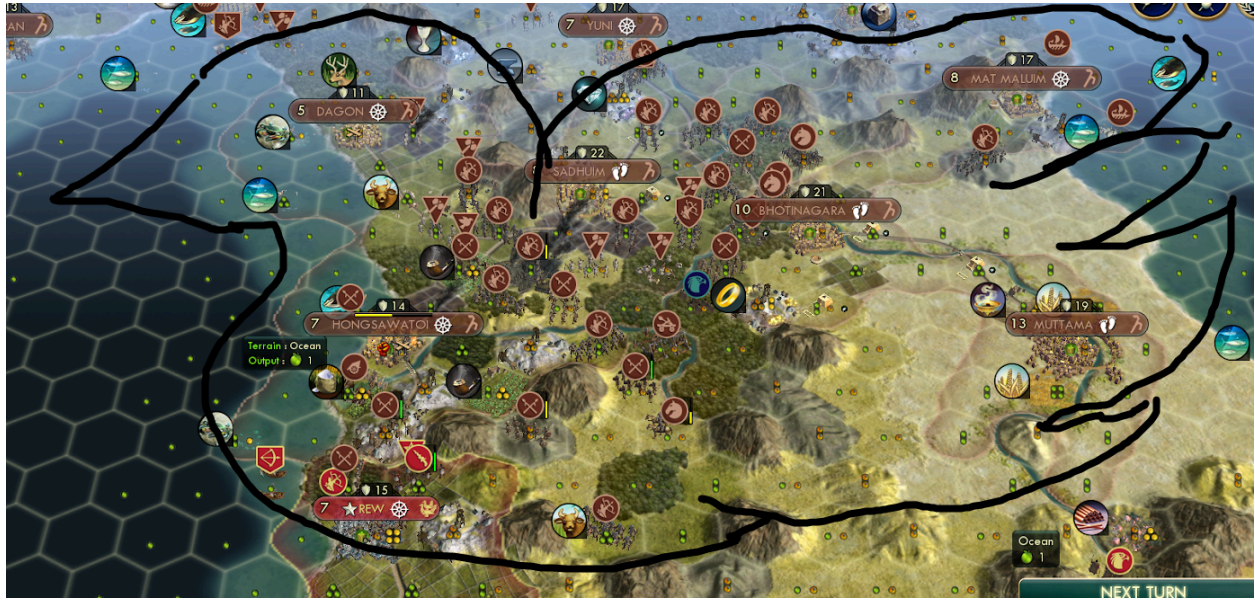
Then the command tents. Poison in the inkpots. One officer writes a letter and collapses. Another finds their maps missing, Random scribbles of spirals, birds, flames in all the documents

Saboteur teams burrow beneath watchposts at night. Place hollow gourds filled with quicklime and oil. Detonated with slow fuses, disguised as cooking smoke. Boom. Panic. Screaming into the valleys.

A shrine erupts in prayer-sound, but the hymn is wrong: it's a tempo from Hongsawatoi, an old fire-chant. They realize too late they're surrounded by loyalists posing as converts.

Three nights later: silence on the Male Hamsa. No Kroraina.

Results: Kill all Kroraina units in the spooky bird area



Investments: Bronze Mirror, u/pay08

Plot 3: Et tu Tefu

RP: In the past negotiations, the Kroraina delegations had made it clear that they were very upset indeed that the death of the Pegu Queen supposedly didn't create instability. Well, now the supposed Great Khan as self-declared by the Kroraina had died along with his trusted government officials riding into the death trap of the Male Hamsa.

And while their armies marched into fog and fire, their cities remembered how to hate. In the capital, Kroraina proper, the bread lines had doubled. Priests of the Aimeist slavery cult, whispers called them "Flesh Counters", still oversaw the auctions, untouched by law or change. The war effort drained gold and grain, but not one nail of the slave scaffolds had been torn down. In Saca, where dust and ash still bled from Peguan sabotage, workers rioted, chanting "The land belongs to those who live, not those who count."

In Muttama, the spread of the Aimeist cult, unchecked by centuries of pointless warfare, only grew stronger and the rebellion grew unchecked without the leadership.

It spread fast. Garrison captains went missing. Tax collectors were thrown in their own ledgers and rolled down hills. Petitions nailed to doors "You fight a war against a peaceful people, and leave your own chained in silence."

Results: Flip the cities under the dead players' control to some rebel faction or to Pegu
As of Part 5

(/u/Megaashinx1 Kroraïna, Remena, Saca.

/u/Frodo0201: Cadhota, Parvata, Muttama.)

Investments: u/EmeraldRange, 1 AP