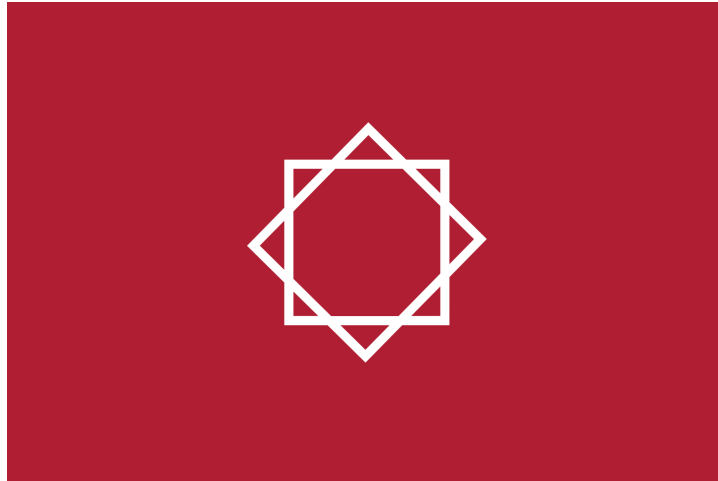


lkPersonal Plot: Rex Benevolens  
[REDACT]

**FAILURE**



## The Maldives

Pt. 1

### DIPLOMACY

ALLIANCE : N/A

FRIENDSHIP : N/A

DEFENSIVE PACT : N/A

NON-AGGRESSION PACT: N/A

DENOUNCING : N/A

WAR : N/A

PEACE : N/A

---

### DEALS

Heh!

Civ	What They are Getting	What I am Getting
Goths	2 PPG	1 Citrus
Kroraina	2 Plot Slots (1 this part, 1 next part)	1 Settler
Pegu	2 Plot Slots (1 this part, 1 next part)	1 Settler, 1 PPG

Zimbabwe	1 Tobacco	3 PPF
----------	-----------	-------

---

## EVENT

Global - N/A

National - Loss of Faith

You are the leader of these people. And though their nets are heavy and their hands skilled, their hearts drift without anchor.

Invest PPF in this event to help fix the issue and bring spirit to your people.

*3 PPF invested*

**YOU HAVE BEEN BLESSED, DM FOR DETAILS**

--

## SOCIAL POLICIES

---

## CITY CONTROL

/u/Don-Chan - Mahal

---

## PLAYER CHARACTERS

/u/Don-Chan - The Messenger

---

## NPCS

---

## OBJECTS

---

## BONUSES

*Rags to Riches: Upon any faction completing the following technologies, the Maldives gain an additional plot slot.*

- *Mathematics*

- *Compass*
- *Education*
- *Guilds*

*BOUNTIFUL SEAS: The seas are a bounty just waiting to be discovered, as those of a flooded kingdom there may be much to learn but the seas will deliver and provide much easier resources than the limited islands.*

*EXOTICS: What is an exotic natural resource? For some it is the finest fur, for others a shiny pearl necklace. For your people, they cultivate all types of these luxury resources and find them easier to farm and come across. You can convert a strategic resource to a luxury of your choice for 2 AP in your city once per part.*

*A TRADERS MARKET: The markets are widely known to the people of the Mahal, other people are a source for commerce and riches but also invite opportunity for destruction. You can use 1 AP to gain 3 PPG each part but if you do, it makes to easier for others to plot against you.*

*YEAH WE SETTLING: When a Civilization unlocks Optics, you can buy a settler for 10 PPG and settle it on the same part at a location 15 tiles away from one city that you own.*

---

## AP

5 AP base

+2 AP on scrapping a plot

-1 AP on moving the Peguan settler to the tobacco tile

-2 AP on moving and settling on the pink line.

-1 AP on moving the Krorainan settler to the tobacco tile

-1 AP on settling on the yellow line.



Name the Pink city Westrew and the Yellow city Pondicherry (Westrew for, literally, West Rew, and Pondicherry cause I like it.)

-1 AP on Plot 1

-1 AP on Plot 2

0 AP Left

---

## TREASURY

5 PPG

+1 PPG from Pegu

-2 PPG to the Goths

-2 PPG on Plot 1

-2 PPG on Plot 2

0 PPG Left

---

## RELIGION

0 PPF

+3 from Zimbabwe

-3 invested in Nat. Event

0 PPF

---



## PLOTS

### Plot 1 : Adventures of the Foreign Legion, Part 1

Outside the raucous cities, in the midst of the plains of the North, a great host of emissaries pass through, touring the countryside. Diplomats and courtesans from a far off country mingle merrily with the bemused locals. In the far distance, a lonely hooded figure walks, trailing the party. No one notices him.

If you looked closer at him the only insignia he wears shines brightly despite his efforts to blend in. Learned men know that this is the sign of the *Mahal Foreign Legion*.

A stone tablet lies cracked in the dusty roadside, among a herd of wild goats. Dust filters through the air, and his lonely hand reaches out to brush away the sediment off of the jagged grey pieces, lingering momentarily on the words etched on the tablet.

“Your mission, should you choose to accept it...”

INVESTED: 1 AP, 2 PPG

RESULTS: [Redacted]

**SUCCESS**

### Plot 2: Adventures of the Foreign Legion, Part 2

A hooded figure flits about the crowded market. Like a predator, he stalks his prey. All of his senses are attuned to the success of the mission. He fingers his pockets. Coin is running low. No matter. More funding will come, from sources embedded within the city. He hesitates. More time, perhaps, for the thrill of the chase. The meat must marinate.

Quickly, in the blink of an eye, he disappears.

Is it the same man? No one knows. Perhaps so, perhaps not. His pin isn't there anymore.

Something the reader should nevertheless know is that the man is beholden to his masters and his masters only. Who knows what his employers wants from him. But for them, he will risk his life.

INVESTED: 1 AP, 2 PPG

RESULTS:[Redacted]

**FAILURE**

**Plot 3 scrapped for AP**

## HEAVENLY KHAGANATE OF KRORAĪNA

### DIPLOMACY

ALLIANCE	: [REDACTED].
DEFENSIVE PACT	: [REDACTED].
NON-AGGRESSION PACT	: Ethiopia, Zimbabwe, Zunbils.
FRIENDSHIP	: Ethiopia, Zunbils.
DENOUNCING	: Pegu.
WAR	: Pegu.
PEACE	: All unless otherwise noted.
SUZERAIN	: [N/A].
SUBJECTS	: [N/A].

### Deals and Notes

[REDACTED]

—

### EVENTS

National Event : Kroraina

- Option 1 : I am the law! **LEGALIST SCHOLARS:** Gain a bonus towards plots to adopt tradition policies for the next 2-3 parts

[REDACTED]

---

### SCIENCE, SOCIAL POLICIES, AND RELIGION

[REDACTED]

---

### CITY CONTROL

/u/Megaashinx1	: Kroraĭna, Remena, Saca.
/u/Andy0312	: Nina, Calmadana.
/u/Frodo0201	: Cadhota, Parvata.
/u/Tefmon	: Yuni, Sita.
/u/canadahuntsYOU	: Khema, Kuhani.
/u/Quijas00	: Navapa, Pumni.

—

### CHARACTERS

## Player Characters

/u/Megaashinx1	: Great Khan Külüg, Emperor of all the Land, Seas, and Skies, Khagan of Tianxia, Tamer of the Grand Gobi Desert, Father of the Krorains [Skills : Poor in Organizing Populations].
/u/Andy0312	: Yēlù Dáshí, Khan of the Qara-Khitai, Khan of Ten Thousand Chariots, Lord of the Great Way [Skills : Average in Organizing Populations, Average in Leadership].
/u/Frodo0201	: Baron Roman von Ungern-Sternberg, Khan of the Bogd Khanate, Tsar of all the Russias, God of War, etc. [Skills : Great in Herd Management, Average in Problem-Solving].
/u/Tefmon	: Tuğrul Khan, Khan of the Electrum Horde [Skills : Average in Being a Great and Mighty Leader of the People of the Steppe, Average in Manipulating the Supernatural].
/u/canadahuntsYOU	: Ganzorig the Hunter, Master of the Hunt to the Khagan [Skills : Average in Literal and Figurative Hunting].
/u/Quijas00	: Qutlugh the Indomitable, Captain-General of the Khagan's Guard [Skills : N/A].

## Non-Player Characters

[REDACTED]

---

## ASSETS AND MODIFIERS

Modifier : Horse People

- For each improved Horse resource we control, we can move one of our units by one tile each part.

Modifier : United

- If all of our settled cities are under our control, we gain a plot bonus against other factions. This bonus is lost if we do not control all of our settled cities.

Modifier : Itching for More

- We can buy military buildings for 1 AP each.

Modifier : Stallions to Mount the World

- We can spawn Horse resources within four tiles of any of our cities for 1 AP each.

Asset : Paced Bow

- This bow can accurately shoot at a long distance, but requires skill to do so. Great Khan Külüg (/u/Megaashinx1) skilled in the Paced Bow.

Asset : *Al-Tsokhor*—the Green Stone of Conquest

- The stone seems to provide a material effect when carried with those on the path of conquest; those who have seen the battles say a green tint was seen on the battlefield.

[REDACTED]

---

## ACTION POINTS

### 10 AP total [10 base]

5 AP on purchasing 1 Settler on the tile highlighted in purple.

1 AP on settling our purchased Settler on the tile highlighted in light green.

Use our Horse People modifier to move our existing Settler on the tile highlighted in yellow to the tile highlighted in orange.

1 AP on settling our existing Settler on the tile highlighted in pink.



3 AP on purchasing Walls in our three southernmost cities without them, using our Itching for More modifier.

---

## **TREASURY**

### **Gold**

**168 initial Gold**

**168 total Gold**

-80 Gold on Plot 1.

-80 Gold on Plot 3.

**8 remaining Gold**

### **Faith**

**151 initial Faith**

**151 total Faith**

-150 Faith on Plot 2.

**1 remaining Faith**

---

## **PLOTS**

### **Plot 1 : Ploughshares into Swords**

**RP :** Great Khan Külüg, while looking over his people, saw an abundance of industrious, hardworking steppe people laying roads, building pastures, digging mines, and performing other productive labour. This was good. However, Great Khan Külüg also observed a dearth of mobilized soldiers among his people. In peacetime this was an acceptable state of affairs, as soldiers were expensive and not especially useful during peacetime, but as the perfidious Pegu moved for war, using the fact that Kroraïna had obeyed the terms of their treaty as the goofiest pretext ever, this state of affairs had to change.

To that end, Great Khan Külüg reorganized the work brigades into military brigades, and tasked Roman von Ungern-Sternberg to get them into fighting shape. Roman, using his aptitude for solving tough problems with clever solutions, realized that many of the workers' civilian jobs had taught them skills that were applicable and transferable to military applications. Managing herds, for instance, involved patrolling and keeping watch for wolves and other predators, moving silently and stealthy so as to not disturb and alarm the herd and send them into a panic, quickly building and taking apart fences and other infrastructure that were remarkably similar to palisades and other field infrastructure, and so on and so forth. Hunters had obvious applicable skills, since stalking and shooting a deer was much like stalking and shooting a man. Miners, lumberjacks, farmers, and other labourers were used to hitting things with picks, axes, scythes, and other weapon-like implements. Roman would use these civilian skills, skills which he himself possesses, as a basis from which to drill his men in basic weapon use, tactics, and soldiery.

Great Khan Külüg would then shoot a great flaming arrow towards the southern horizon with his Paced Bow, inspiring the new troops and ordering them to march southwards. Every

warrior in Kroraina would march south, guided by this light blazing a trail to what will soon be our new homeland. The steppe will expand ever outward, and we shall be there to ride over it just like our ancestors.

**[REDACTED]**

**Invested** : Great Khan Külüg (/u/Megaashinx1) [Skills : Poor in Organizing Populations; skilled in the Paced Bow]; Roman von Ungern-Sternberg (/u/Frodo0201) [Skills : Great in Herd Management, Average in Problem-Solving]; 80 Gold; plot bonus from United; Paced Bow; **[REDACTED]**.

**Results** : Convert as many of our Workers as possible into a roughly even split of Warriors and Composite Bowmen. On a great enough success, also boost Plot 3 in moving them southwards to our borders with the Pegu.

**[REDACTED]**

**CRITICAL SUCCESS:** Success as described, Frodo becomes Great at Problem-Solving and Mega becomes Average at Organising populations.

Also gib and boost skills.

---

## **Plot 2 : FemKlo DESTROYS Aimeism with BOWS and ARROWS**

**RP** : As Tuğrul Khan sat in the First Ghazni Congress, bored to tears listening to the inane, nonsensical, and self-contradictory arguments put down by his perfidious Peguan interlocutor, Queen Mi Pahkataw, a messenger from Kroraïna discreetly slipped a scroll onto his desk. This scroll claimed that the Pegu had begun worshipping some terrible demon known as "Aime", and that this Aime spoke a doctrine of slavery and a reliance on slave labour. Suddenly, Queen Mi Pahkataw's intentions became clear: she sought the transfer of the Kroraïnan city of Yumi to her realm so that the demon-worshipping Aimeists could enslave the hardworking Kroraïnan people there, and force them to labour in terrible conditions for the benefit of their lazy Pegu masters.

Tuğrul Khan immediately set into motion a plan to keep his people safe from slavery. He sent word to Ganzorig the Hunter, who was instructed to hunt down the best weapon masters, armourers, logisticians, and engineers that he could find. They were to then hunt down the best defensive positions near Yumi and the new cities that brave, industrious Kroraïnan settlers were establishing near Pegu lands, and begin constructing field fortifications, setting up border patrols, stockpiling food and materiel, and establishing all the other infrastructure necessary to train, equip, and sustain a large force of soldiers, and to enable them to successfully hold their ground against even a much larger Peguan offensive.

Tuğrul Khan, after the First Ghazni Congress had concluded, began making his way back to Kroraïnan territory. As he made his way he stopped by the myriad fishing villages, pastoral herders, farming communities, nomadic bands, and other small groups of people who did

not yet have the population to form a major territorial state. Tuğrul Khan used his understanding of the nature and powers of the spirits of the natural environment to perform seemingly-impossible tasks, such as calling down a storm to break a drought, causing a falcon to fly towards the location of a lost herd of sheep, and leading a group of fishers to more fertile waters. He then informed them that he was a servant of an even more powerful being, FemKlo, and that by following FemKlo they could earn for themselves and their descendents wealth, power, glory, and a superior spot in the afterlife or upon reincarnation. He also warned them of a great and terrible evil rising in the lands known by some as Burma, and by others as Myanmar. This great evil was the emergence of Aime, a demon obsessed with slavery and slave labour, who would surely enslave all of them in due time unless they united under FemKlo's banner to stop her.

While some hated him because he spoke the truth, many scores of scores of people, whether motivated by fear, by awe, by steely conviction, or by greed, ambition, or just because they were kinda bored that day, followed Tuğrul Khan's lead across the steppes (and other inferior terrains) until they reached Yumi. There, Tuğrul Khan and Ganzorig the Hunter organized them into formations, equipped them with composite bows and quivers full of arrows, assigned them veteran warriors to train and lead them, and then deployed them to where they were needed most. They would be the vanguard of FemKlo against the Aimeist menace, and through them FemKlo would prove victorious.

[REDACTED]

**Invested** : Tuğrul Khan (/u/Tefmon) [Skills : Average in Being a Great and Mighty Leader of the People of the Steppe, Average in Manipulating the Supernatural]; Ganzorig the Hunter (/u/canadahuntsYOU) [Skills : Average in Literal and Figurative Hunting], 150 Faith; plot bonus from United; [REDACTED].

**Results** : Spawn a large force of Composite Bowmen around Yuni and the two cities we settled with AP this part, prioritizing the southernmost settled city first, then Yuni second, and then the easterly settled city third. This surge of troops should implicitly impede any hostile plots taking place in or near those cities, and negate any settling attempts or actions that conflict with ours.

[REDACTED]

**FAILURE:** Tefmon loses all the fingernails on his left hand and gains skills in having no fingernails (no bonus)

Also gib and boost skills.

---

**Plot 3 : Does this conquest have a green or a red hue to it? Nine out of ten FemKlo adherents can't tell!**

**RP** : Yēlù Dáshí organizes our populations of citizen-soldiers and leads them in a great march southwards to defeat the perfidious Pegu in honourable battlefield combat, for which



they will be generously rewarded. As Yēlǔ Dáshí's great force of citizen-soldiers approaches the edge of our territory under the green glow of *Al-Tsokhor*, Qutlugh the Indomitable will personally lead reconnaissance-in-force patrols to map out the terrain, screen for Peguan ambushers and traps, intercept and defeat any Peguan patrols and scouting parties to keep the main force's strength and movements hidden, and survey, harass, and sabotage any Peguan defenders and fortifications. *Al-Tsokhor* in hand, Yēlǔ Dáshí will lead his main force to exploit the weaknesses in the Peguan forces identified and created by Qutlugh the Indomitable's patrols, destroying them and securing the Kroraïna-Pegu border. From there they would advance into Pegu's frontier provinces and begin their green-hued wave of conquest.

**[REDACTED]**

**Invested** : Yēlǔ Dáshí (/u/Andy0312) [Skills : Average in Organizing Populations, Average in Leadership]; Qutlugh the Indomitable (/u/Quijas00) [Skills : N/A]; 80 Gold; plot bonus from United; *Al-Tsokhor*; **[REDACTED]**.

**Results** : Move our Great General and as many of our existing military units and Workers converted in Plot 1 as possible to the borderlands between us and the Pegu. Destroy, damage, and displace any hostile units in the way. This large mobilization of troops should implicitly impede any hostile plots to operate in, around, or past our borders with the Pegu.

**[REDACTED]**

Also boost skills for Yēlǔ Dáshí and gib skills in Gorilla Warfare and Military Tictacs to Qutlugh the Indomitable.

**GREAT SUCCESS:** Quijas dies on the field of command, your great general and units from Plot 1 are moved as described, displacing but not destroying enemy units, naturally plots from Pegu to interfere have a malus this plotdoc.

---



## ENLIGHTENED THEOCRACY OF ETHIOPIA - Part 3

### DIPLOMACY

**ALLIANCE :**

**FRIENDSHIP :** Kroraina, Zunbils, Zimbabwe

**DEFENSIVE PACT :**

**NON-AGGRESSION PACT:** Zimbabwe, Kroraina

**DENOUNCING :**

**WAR :**

**PEACE**

---

### DEALS

We give Zimbabwe 2 PPF and they give us 8 gold. And tiles below the red line are given to Zimbabwe



---

## EVENTS

National event: option 2, see plot 2 **MILITARY COMPROMISE:** Loses 2 pops from across its cities, spawns 3 era appropriate military units in its borders, and any happiness or culture buildings in the capital are replaced by a barracks and walls. If the capital already has one of these buildings, spawn another military unit

## CITY CONTROL

/u/lucky52903:

/u/sup3rtom2000:

/u/Hijakkr:

/u/sstefanovv:

---

## PLAYER CHARACTERS

/u/lucky52903: King Damigayi mediocre skill in religion

/u/sup3rtom2000: Prestor John great skill in Good News

/u/Hijakkr: Edris Abebe Zewedu great skill in Evangelizing, mediocre skill in memorizing

/u/sstefanovv: Mebrat Yae Yitayew

---

## NPCS

none

---

## OBJECTS

[BEGIN REDACTED]

---

## BONUSES

In your journey to exalt your god, your ability to journey over all distances is famed, mountains now cost two tiles of movement to cross with AP and canal cities are considered important centres.

We send missionaries from Roha this part.

ORTHODOXY OF BELIEF: In your desire to formally form a religion, it is now bound by Orthodoxy, the strength of your people unified is strong and allows you to sacrifice 2 population in a city to use as a missionary each part, but if foreign religions ever has  $\frac{1}{3}$  of your cities as their religion, you are more prone to schism and internal strife.

HOLY AID: In preparation for Jesus' return your citizens toil, unified as they are by their Orthodoxy, due to this religious structures and organisations are easier to create and gain bonuses towards their creation.

[BEGIN REDACTED]

---

## ACTION POINTS

12 Action Points (2 additional from plot 3)

- 5 AP on purchasing Settler on the green dot
- 1 AP on settling settler on the red dot below



- 
- 1 AP on settling the circled settler on the blue dot



- 
- -4 AP on libraries in our two most populous cities
- -1 AP on plot 1 - VOID

SMH I SAID YOU HAD ONE LESS THIS PART

---

## TREASURY

53 gold (1 PPG)

+ 8 gold from Zimbabwe

61 gold total (2 PPG)

- 1 ppg on plot 1
- 1 gold on plot 2

1 gold left

---

## RELIGION

90 Faith (3 PPF)

-2 ppf to Zimbabwe per our above deal

-1 ppf on plot 2

0 faith remaining

---

## CULTURE

—

## PLOTS

### Plot 1 : Upbuilding

*So then let us pursue what makes for peace and for mutual upbuilding.*

-Romans 14:19

Edris and Prestor John wanted to go make more converts to Coptic Orthodoxy and the Abebes that were made last part made that much easier. Most of the Ethiopian cities were following this religion already, those out in the desert to the northeast, who hadn't formed settlements yet were as of yet Unsaved since they hadn't heard the Good News as commanded to the Ethiopians by Him. Edris and Prestor John went around Addis Ababa, Roha and Mek'ele asking for volunteers who were willing to go out into the desert, forming settlements following Coptic Orthodoxy that would serve as an example to the barbarians to the northwest and would hopefully inspire them to convert to the True Faith which would be pleasing to God.

**Invested:** Edris Abebe Zewedu, his great skill in Evangelizing, Prestor John, his great skill in the Good Word, 1 pop from Addis Ababa, one pop from Roha, one pop from Mek'ele, bonus from Holy Aid, 1 ppg, 1 AP

**Result :** spawn in 3 settlers around Harar. On great success, make the cities they found follow Coptic Orthodoxy on founding

Give Edris Abebe Zewedu skills in persuasion

**CRITICAL FAILURE:** Edris dies in quicksand, after a lone figure on a hill uses Power Word: Quicksand on the ground

—

## **Plot 2 : Road Scholar**

*And make straight roads for your feet, so that the feeble may not be turned out of the way, but may be made strong.*

-Hebrews 12:13

The great doom slayer, King Damigayi realized there still was a need for the nation to be prepared to combat the demons (heretics and heathens?) since his previous plot failed. He decided to go in a different direction, to forge a different path, literally. In order to make it easier for the military and religious figures to travel from city to city. Abede Zewedi organized a few workers and got to work at once

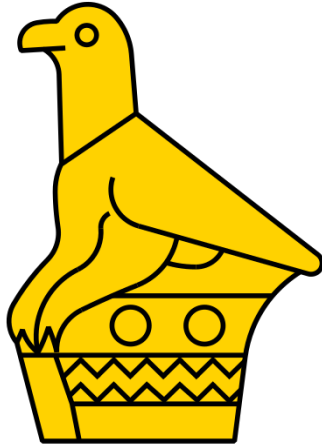
**Invested:** King Damigayi, Abede Zewedi, 1 PPF, 1PPG, one worker

**Result :** build roads between each of our cities and our capital. Prioritize close cities and populous cities. ty bb

**SUCCESS:** Roads are built between all cities except new settles, Addis and Adama. Damigayi and Abede gain average skills in roadbuilding

—

## **Plot 3 : is AP**



## Kingdom of Zimbabwe, Part 3

### DIPLOMACY

ALLIANCE

DEFENSIVE PACT - **[REDACTED]**

FRIENDSHIP - Ostrogoths, Zunbil, Pegu, Ethiopia

NON-AGGRESSION PACT - Kroraïna

DENOUNCING

WAR

PEACE

### DEALS

Give 3 PPF to the Maldives in exchange for one Tobacco luxury resource (place under the city of Danamombe).

Ethiopia agrees to transfer any tile claimed by the city of Adama south of the red line to the city of Zvongombe, and gives us 2 PPF. We give Ethiopia 8 Gold, allowing them to round up their treasury to 2 PPG.





---

## EVENTS

*Gladiators* - We choose **Option 3**. Legions, please. **FUN DETABLETURN:** Gain one swordsman (alongside a free improved iron resource) and two promoted spearmen in the capital

---

## TECHNOLOGY

Swap Writing for Bronze Working

---

## CULTURE

Liberty: Finished

Swap the Honor opener for the Piety opener

---

## RELIGION

### Amatongo

Pantheon: One With Nature

Founder Belief: Ceremonial Burial

1° Follower Belief: Mandirs

2° Follower Belief: Gurdwaras

Enhancer: Itinerant Preachers

---

## CITY CONTROL

/u/Quaerendo\_Invenietis: Great Zimbabwe, Zvongombe, Mapungubwe

/u/theSaltiestBanana: Bulawayo, Chitungwiza

/u/briusky: Khami, Harare, Mutare

/u/SandBandShark: Danamombe, Epworth, Gweru

## RP CHARACTERS

**Mambo Nyatsimba Mutota** (/u/Quaerendo\_Invenietis) [Skills : Average in Diplomacy]

**Muchinda Nyanhewe Matope** (/u/theSaltiestBanana) [Skills : Average in Sacred Architecture]

**Amir Changamire Togwa** (/u/SandBandShark) [Skills: Average in Prospecting]

**Muchinda Mocomba Nobeza** (/u/bantha-food)

**The Penguins of Zimbabwe (Spheniscus Demersus)** (/u/briusky) [Skills: Average in Communication]

## OBJECTS AND MODIFIERS

*Ancestral Beginnings*: “From the beginning the spirits have guided you to where you need to be and will continue to do so through the future. This helped with resourcefulness in the past, allowing you knowledge to expand your resources easier in the future.”

*Harmony in All Things*: “Your respect allows you to approach others with more ease than those who may wish to take a more combative stance, vassalising and tributing city states thus becomes much easier to do but your people become averse to war and do not find it as easy.”

*Nature's Path*: “Working with nature and your hands comes as second nature for those who follow Mwari, your ability to improve the lands comes easy but if those who opposed Mwari were to enter your cities and your lands pillaging, the people would be much easier to anger and cause unrest to.”

*Swahili Trade Routes*: +1 PPG for every five non-strategic resources within your borders. Current non-strategic resources: 20 (2 in Zvongombe, 2 in Mapungubwe, 2 in Chitungwiza, 7 in Great Zimbabwe, 2 in Danamombe, 3 in Khami, 2 in Harare)

*Ice & Stone Covenant*: One player can have skills in Icecraft. Boost to city-state diplomacy.

*Yidaki Didgeridoo (Object)*: "Allows you to connect easier to your ancestors in a literal sense."

—

## ACTION POINTS

10 AP (Full Civ)

-5 AP on a Settler on the tile filled in black.

-1 AP to move the two Settlers northwest of Mapungubwe to the tiles filled in fuchsia and lime green

-3 AP to settle three Settlers on the circled tiles

-1 AP to improve three side-by-side tiles (Sugar, Jungle, and Spices adjacent and west of Mapungubwe)



—

## TREASURY

328 Gold (8 PPG)

-8 Gold to Ethiopia

+4 PPG from *Swahili Trade Routes*

12 PPG total

-3 PPG to Maldives

-2 PPG on our National Event choice  
-2 PPG on Plot 1  
-1 PPG on Plot 2  
-4 PPG on Plot 3

0 Gold remaining

90 Faith (3 PPF)  
+2 PPF from Ethiopia  
5 PPF total  
-3 PPF to Maldives  
-1 PPF each on Plots 1 and 2

0 Faith remaining

—

## PLOTS

### PLOT 1: Rest in Gold Pieces

RP: Living with nature does not simply mean that we need to harmonize with the living world around us, even though that is the main tenet of our faith. Living with nature also means to bring out the beauty of this world, to ensure that the very materials that we use in order to create our place are made out of the most beautiful things this world has to offer. We, as part of the infinite creations that cherish our world, are also blessed with the capacity to create temples for homes. When we create temples for homes, we fortify the temple that is our body, for if we experience beauty everyday, we begin to look to the future, dreaming of tomorrows that are as beautiful as what our eyes see. The wood and stone that nature so graciously provides us was our training, and now she asks of us to be masters.

With this goal in mind in order to prove our Mother correct, I set off throughout the capital, searching for the most beautiful materials that she could offer us. I wished to find a material that could clearly match what she asked of us; searching through the Bazaar of Great Zimbabwe is where I started my quest. Ornate woods, carved stones, and sparkling golds were the first things that jumped out at me, filling my mind of the browns and grays that populate our world, but they were already everywhere and anywhere that you looked. Craftsmen and architects already saw themselves at home with these materials, and even though their craft improved through the years, it didn't call out to me. I searched every day, wandering the stalls hoping to find something, and the weeks started to crawl by and I could feel myself getting guilty. Was I becoming arrogant? Maybe avaricious? In my search for beauty, was I starting to overlook the very beauty I told myself to find?

I wracked my brain in anxiety, hoping I could find the answer to my own moral conundrum, when I saw it. Stone, but not just stone, a pure white stone, as pure as the innocence of the animals that we cohabit our kingdom with. I needed to know what this was at once! I approached the vendor, a frail woman who seemed like was new to the cacophony that was the Bazaar. I plopped a massive bag of coins at her feet, and asked, no, DEMANDED that she tell where she had found this stone. She was scared, for sure, but the enticement of funds provided her the armor to face it on. She got up, and led me to the northern outskirts of the city. She showed me a small but deep mine that had been started by her family, she told me. And there it was, just sitting under our noses, the whitest stone that I had ever seen. She told me her family had called it "marble." Without second thought, I had miners from across the Kingdom recalled to the capital to expand the operation, and increase the production of this pure marble.

But what to make with it?

Living with nature does not simply mean to bring out the beauty that she hides from those who cannot see it. Living with nature also means to venerate those that have left us, and to ensure that those who have left us can live their eternal life in comfort and happiness. This is why we choose to bury our dead, why we choose to not to waste our livestock, why we choose to mourn. When we make sure that those who have passed are comfortable, we aid nature in running its course at the end of its cycle, with the hopes that those of us still in the middle of our path will receive the same kindness.

Nyahuma Mukumbero was one such great man who gave his life in service to the Kingdom, attempting to make clear that this veneration was necessary for our Kingdom to harmonize with our surroundings. Is there something humorous in that I am choosing to make him the target of this test that the Mother has put in front of me? Of course; but humor is found in abundance in nature as well, and while I can't speak for Nyahuma's sensibilities now, I know that I would like to be venerated, even in the fields that I had experimented and failed with.

And so I got to work as soon as I expanded the Marble quarry that was in the northern outskirts of Great Zimbabwe, hiring architects and sculptors alike in order to create a resting place that was worthy of being Nyahuma's. At first it was suggested to have it in an enclosed courtyard, that only the King and the Court would have access to it. But I quickly shot that down. Veneration comes from everyone, not just the Kingdom's most powerful, and asked everyone to ensure that the beauty of the tomb could be experienced by even the most destitute among us. As plans advanced, columns and facades were added to the tomb, detailing the life of the Nyahuma. Statues that commemorated his mother and father were now adorning the courtyard of the tomb, while smaller depictions of his life's events could be found on the inside of the tomb.



By the end of it all, the Tomb, which I had decided to call the Mausoleum of Nyahuma, was a staggering 25 cubits tall and nearly 1000 cubits to make it all around the sides of the tomb. All over the Mausoleum could you find depictions of his life, depictions of his loved ones, of his family, and of those that would come after him as well. Both on the outside and inside of the Mausoleum were depictions of nature, natural disasters, prey and predator, and still landscapes that we had all grown fond of. It was a tomb that would encase a man who preached veneration, and so we had all done our part in order to include all aspects of his profound belief.

I can no longer speak to the man now, but I hope that in his new eternal life, that it is comfortable and engaging now that we have given him a proper burial. Hopefully he won't look down on me too much that we had to be given a test by Nature to do so, but I could think of no better subject for it.

Invested: /u/theSaltiestBanana [Skills: Average in Sacred Architecture],  
/u/bantha-food, 2 PPG, 1 PPF

Modifiers: *Nature's Path*, *Ancestral Beginnings*

Results:

- (1) Gain the Mausoleum of Halicarnassus in Great Zimbabwe
- (2) Gain a source of Marble directly under Great Zimbabwe and make the tile into a grassland hill.
- (3) Improve Colo's skill; Bantha gains skill in Ancestor Veneration

**SUCCESS:** You gain the Mausoleum of Halicarnassus in Great Zimbabwe, but the marble is created in the tile adjacent on the left, turning it flat. Colo's skill goes up one level to Good and Bantha gains Average skill in Ancestor Veneration.

## **PLOT 2: A Vision in the Ice**

RP: Before setting out to conduct diplomacy with the desert-dwelling peoples of the west, the *mambo* filled a bathtub with pure water. In the quiet of his private chambers in Great Zimbabwe, Mutota recited a spell taught him by Teku, and the water in the tub froze solid, the ice perfectly clear like that upon a mountain lake in winter. He sat before the ice and meditated until his thoughts were quiet. Slowly, he opened his eyes.

In the reflection of the ice, he saw a battle. Two warring peoples, competing over cattle-grazing land and access to copper mines, the conflict growing ever more violent. But then, seizing upon the chaos, came a horde of newcomers with white skin wielding wooden staves which they held braced against the shoulder, felling men at what seemed like a hundred paces just by pointing at them, but these weren't bows and arrows. And they did not stop with the combatants—the horde barbarically

murdered or enslaved women and children, poisoned wells, and seized the livestock for themselves.

Terrified at this possible future, Mutota realized the urgency with which the desert peoples to the west needed to set aside their differences and work together (and indeed, with not only each other but with his kingdom). He shaped the ice in the tub into bricks which were easier to carry, and loaded them up with his entourage, explaining to them what he had seen as they travelled into the sparse country of Namib.

In their travels, the royal entourage distributed ice-cold water to those in need of refreshment and spoke to clan leaders across the country, translating with the help of local guides the prophecy of terrible fate which would befall the peoples of the desert if they continued to forsake their humaneness and fight with one another:

“First they came for the San, but I did not fight back, because I was not San. Then they came for the Herero, but I did not fight back, because I was not Herero. Then they came for the Nama, but I did not fight back, because I was not Nama. Then they came for me—but there was no one there to fight back for me.”

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Meanwhile, the Penguins of Zimbabwe came across something truly intriguing - the ocean near the territory of the Desert People was bursting with crabs! As penguin lore discussed a previous iteration of the world that had been overrun by crabs, the penguins made sure to eat lots of crab. You know, to save the world and stuff. But when they returned to land, they were shocked to find not one group of humans angry with them, but two. Luckily, the penguins had been enrolled in communications classes, and the humans' squawking and wing waving was starting to make some sense. It appears the humans, in addition to whatever disputes they had between them over who owned the crabs, had never seen such a large catch before. On the flip side, the penguins were surprised to see the humans bring tools for smashing the crabs open. Apparently, the humans did not swallow stones to help digest the hard shell of the crabs. It seemed there was a lot the two populations could learn from each other. Once the main Zimbabwean mission had ended the conflicts between the various Desert People, the penguins were brought on as Crab Optimization Consultants by the newly created unified Desert People government, furthering their ties to Zimbabwe. The penguins, meanwhile, would not have to swallow stones with the new tools shown to them by the Desert People. And they began to wonder if there was another use for the Crab Smasher 4000 (as they had taken to calling it), perhaps to help construct some sort of machine?

Invested: /u/Quaerendo\_Invenietis [Skills : Average in Diplomacy, Average in Icecraft], /u/brisky [Skills: Average in Communication], 1 PPG, 1 PPF

Modifiers: *Harmony in All Things, Ice & Stone Covenant*

Results: Vassalize the Desert People (Namibia) and convert them to our religion. QI gains skill in liberation theology, briu improves skill in communication or translation.

References:

Oliver, R. & Atmore, A. (2001). *Medieval Africa, 1250-1800*. Cambridge University Press.

Sarkin-Hughes, J. (2011). *Germany's Genocide of the Herero: Kaiser Wilhelm II, His General, His Settlers, His Soldiers*. UCT Press

"All about Penguins - Diet & eating Habits | United Parks & Resorts," n.d.  
<https://seaworld.org/animals/all-about/penguin/diet-and-eating-habits/>.

**SUCCESS:** You successfully tribute Namibia and can pay 3 PPG next part to make them a vassal, and 5 PPG (inc 3 PPG) to make them follow your religion. Briu goes up to Good in Comms, and QI gains average skills in liberation theology.

### **PLOT 3: Mineral Rights**

RP: Governor Togwa saw that the kingdom was rapidly expanding—and its population along with it. There were many more people to feed, house, employ, and keep loyal. Believing that the ancestors might have advice concerning how the wealth of the land might help sustain the population, now and in future generations, Togwa traveled from town to town as a spirit medium, playing the didgeridoo near tombs and asking the ancestors to guide him.

In visions, the ancestors revealed that the gems of the land were not confined to diamonds alone, but all manner of semi-precious minerals lay beneath that might find use in beautiful jewelry and art, and thereby bring the people joy. Careful to obtain and distribute these resources with due consideration to both nature and human settlement, Togwa obtained mining rights in several settlements by consulting with local elders and chiefs. This was a time-consuming process, but it paid off: Not only were the new settlements pleased that they could now use the new mineral resources, but they also developed cottage industries of artists who could sustain themselves with the distinctive new styles made possible through their access to new media.

Invested: /u/SandBandShark [Skills: Average in Prospecting], 4 PPG

Modifiers: *Ancestral Beginnings, Yidaki Didgeridoo,*

Results: Spawn the following luxury resources under the respective cities: Jade (Harare), Lapis Lazuli (Bulawayo), Amber (Chitungwiza). Gain the modifier *Cottage*



*Industries*, providing 1 PPG for every four cities directly on top of a luxury resource. Improve skill.

**GREAT SUCCESS:** SBS becomes an NPC (SBS Dies) called *Muchinda Nyahuma Mukombero* with no skills, they still look the same visually. Jade and Lapis are spawned under the respective cities.

# Zunbil Dynasty

## Diplomacy & Deals

**NAP:** Kroraïna, Ostrogoths

**Friendship:** Ostrogoths, Pegu, Ethiopia

**Defensive Pact:** Pegu

**Friendly:** All the other civs :D

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## Events

**National Event:** We choose Option 2, paying 2 PPG.

**FUN ALLOWED:** Gain a colosseum in your two largest cities without one, and a slight bonus towards city state diplomacy plots for the next 2 parts

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## Tech & Policies

Swap **Drama and Poetry** for **Philosophy**.

Buying the final Liberty policy with AP.

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## Players & Characters

Player Characters:

u/**ThyReformer**: Zun-Bandag

Skills - Expert [*Sun Worship, Syncretism*], Great [*Theopolitics*], Intermediate [*Long-Distance Travel*]

u/**OfBleedingRoses**: Deva

Skills - Mediocre [*Handling Insects*]

u/**MetalmindStats**: the Zūnbil\*  
u/**The-Civs-Diplomat**: Lado-Hri [**NOT DEAD**]  
Holder of **MONKEY SEE MONKEY DO**  
u/**Bohemian\_Blasphemy**: Wiraz-Finz  
Skills - Poor [*Pioneering*]

\**Note*: As per plotrunner approval, this is a position (see Plot 2 in our Part 1 doc) rather than a specific character. This part's Zūnbil is unnamed. By default, each Zūnbil stays in that position for a single part, and each Zūnbil inherits the previous Zūnbil's skills. If a Zūnbil gets murdered or otherwise disrupted in a way that would cause a typical player to lose skills and (for one part) plot investment value, those skills and that part of plot investment value will also be lost to the Zūnbil.

NPCs:

N/A

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## City Control

u/**ThyReformer**: Ghazni, Sakawand  
u/**OfBleedingRoses**: Dartall  
u/**MetalmindStats**: Bost, Rakhwad  
u/**The-Civs-Diplomat**: Kandahar  
u/**Bohemian\_Blasphemy**: Rudwan, Tang-I Safedak

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## Modifiers, Objects, etc.

**LET'S BEE!:** Bees are more prevalent in Zūnbil lands.

**CHILDREN OF THE SUN:** Your population are all descended from one, due to this communal origin, your people are more willing to take care of their own and weather unhappiness. Happiness buildings cost 1 AP but if you ever reach 0 happiness you gain a malus to all plots.

Happiness at the end of Part 2: **6**

**HOLY COW:** For each improved cattle resource you have, you get +.5 PPF per part.  
Producing: 0 PPF this part

**MONKEY SEE MONKEY DO:** The holder of the statue seems to pick up and mimic what others do with much more ease.

Holder this part: [u/The-Civs-Diplomat](#)

**SUN ORIGIN:** Your people owe all to the sun, it is the life giver, without it there is nothing. Due to this, your people are able to have faith much easier, a PPF of faith is now worth 1.5 PPF.

**THE SUN:** Your people feel much better in the sun's light, plots during the day have bonuses but anything at night is considered to be unliked, and you gain a malus.

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## Action Points

### 12 AP base

4 AP to finish liberty [gain a Great Engineer as our free great person]

1 AP to spend the Great Engineer to build the Temple of Artemis in our capital

5 AP to purchase a settler southeast of Rudhan, on the ivory resource.

2 AP to settle two of our settlers, see maps

Maps:





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## Treasury

### Gold:

1 PPG = 40 gold

363 gold in treasury

Normal rounding applies, we have 9 PPG available.

2 PPG spent on event

7 PPG invested in plots

3 gold remaining

### Faith:

1 PPF = 30 faith

120 faith in treasury

Normal rounding applies, we have 4 PPF available.

0 faith remaining

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## Plots

### Plot 1: A ray of light

#### RP:

She'd done it before, and Zun-Bandag was assured - she could do it again. Wiraz-Finz had spent her time in Rudhan since her success in rousing the people of Sakawand to launch an expedition eastward. Her talent would be needed again - much of the riches of India were still up for grabs.

Wiraz-Finz would speak of her experience on the journey to what would become Rudhan, and Zun-Bandag would spread the word of **Zhun**. He would gladly join the next journey, as he was no stranger to travel...and, of course, it would be a great opportunity to bring the light of **Zhun** to bear against darkness.

A problem Wiraz-Finz had faced before, in Sakawand, was that people were not so eager to uproot themselves, despite the magnificent opportunity. I was decided that the people simply needed more resources, a safety net against the very real risk involved with such a journey. From the wealthy coffers of the capital, gold would be offered to all those willing to take the journey. This, of course, on top of the already lucrative opportunity of claiming a plot of land for yourself in India.

The sun will shine on our brave, forevermore.

**Invested:** u/ThyReformer (Skills: **Long-Distance Travel [Intermediate]** ),  
u/Bohemian\_Blasphemy (Skills: Pioneering), 6 PPG, 1 pop from Rudhan

**Bonuses:** **The Sun [Daytime bonus]**

**Result:** Gain 3 settlers near Rudhan. Cities we gain this part (including the AP-settled ones) are converted to our religion.

Players gain/improve skills in pioneering.

**SUCCESS:** You gain three settlers near your capital, you lose two pop from your capital. All players go up a skill level in Pioneering or start at average.

### Plot 2: The domain of god

#### RP:

To what do we owe the blessing of life?

What single warmth ties us together, giving us strength to thrive and please?

**Zhun** himself watches through the beams of the sun, which touch every part of our earth.

Every part of us.

To believe this is to fall into the truth.

To fall into the truth is to let the sun bless us.

To let the sun bless us is to become the chosen ones of **Zhun**, knelt beside the great stones we erect to praise him.

Thus, we praise again.

We praise, we are blessed, we spread the word of truth.

To his domain we are bound, and in it we will thrive.

**Invested:** , u/MetalmindStats, , u/OfBleedingRoses (Skills: Handling insects), 4 PPF [=6PPF], 1 PPG

**Bonuses: The Sun [Daytime bonus], Sun Origin [1.5 faith]**

**Result:** Rush the Stonehenge in our capital (five turns from finishing). Spread our religion to as many cities as possible, starting with our own cities. Gain a cow resource near the capital on a tile without a resource.

Players gain skills in Worship.

**SUCCESS:** You build Stonehenge in your capital, you spread your religion to the three closest cities to your capital and gain a cow 15 tiles from your nearest city. Metal, Rose is gains average skills in Worship.

**Plot 3: CONSUMED FOR AP**

# Kingdom of Pegu

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## Part 3

### Diplomacy

Alliance:

Friendship: Zimbabwe, Zunbils, Goths

Defensive pact: Zunbils

Denouncing: Kroraina

War:

Peace: All else

### Deals

[REDACTED]

### Events

**Aimeism:** Option 2- while this new religion is despicable, what's even more despicable is that they got the Aimeist texts wrong. It's clearly "slave labour is the way" not slavery. We shall show them the truth of their claimed beliefs by enslaving the Aimeists and making them do labour for us! Only Aimeists can be slaves! So it's more fair y'know. **RELIGIOUS REFORM:** Grants a bonus towards plots to spawn great prophets/reform the religion or gain piety policies for the next 2-3 parts, however lose 1 shrine building and 1 pop from any city as a result of aimeist zealots

### City Control

**Hongsawatoi, Dagon, Bassein:** /u/EmeraldRange: Queen Mi Supaya, 51st of the Dynasty; Skills in Librarian (great)

**Muttama, Sadhuim:** gerogaga (/u/Pay08): High Priest Hkun Law III of the Tablets of the Great Knowledge

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



# Technologies and Social Policies

**SWAP** Mandate of Heaven (in Piety) for Aristocracy (in Tradition)

**SWAP** Organised Religion (in Piety) for Landed Elite (in Tradition)

## 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 child being trampled, a man being shot with an arrow.

## Resources

### AP: 10 AP

- 5 AP to buy a settler in Bassein (pink tile)
- 1 AP to settle the blue settler in the lighter blue tile
- 1 AP to settle the pink settler in the red tile
- 1 AP for Walls in Sadhuim
- 1 AP for Walls in Dagon
- 0.5 AP for a Circus in Dagon
- 0.5 AP for a Circus in Muttama [Tradition finisher bonus]  
(contingency; instead of walls, buy barracks; place a circus in Sadhuim potentially or invest into Plot 1)



**Treasury: 124 (3 PPG)**

+2 PPG from Trade Herbs (1 PPG next part thereafter)

**5PPG Total**

-1 PPG for [REDACTED]

-1 PPG for Plot 1

-2 PPG for Plot 2

-1 PPG for Plot 3

**Religion: 19 (0 PPF)**

## Plots

### Plot 1:

RP: They called it the Yathābhūta Bronze, the Mirror of As-It-Is, though none could say where it came from. Unearthed in the silty ruins beneath an old hearth, its surface bore no inscription, no etching of Hamsa wings or Thaton glyphs. And yet when villagers stared into it, they did not see themselves. They saw visions they could not place: a child crushed beneath elephants' feet, a man felled by an arrow not of local make, a shrine burning with no known fire.

High Priest Hkun Law III was not a man prone to mysticism, though his bloodline traced back to the first high priests of Hongsawatoi. Since the last churning, he had become a man of the books and knowledge, as commanded by the Hamsa birds. Yet even he saw a river blocked by foreign rafts and shadowy figures when he looked at the old bronze mirror. He quickly understood, despite his reluctance, that this was a lost piece of the Great Knowledge. The images- the elephants were showing potential enemy movements, the arrow was pointing him to the Temple of the Hunt that was under construction and the burning shrine was showing displeasure to the Aimeists taking over.

Hkun Law III brought the bronze back to the temple in Hongsawatoi. Since the last churning' Mandir had since been supplemented by the evil cult of Aimeism, the city had been working on a even grander temple to corral people back to the Truth of the Hamsa Birds. It was a pretty large temple that focused specifically on the male Hamsa, being a temple to the hunt and the plenty food of the wild provided by the body of the Male Hamsa in contrast to the incessant desire for "slavery" from the Aimeists.

With the dire warnings from the bronze, he diverted more funds to build the temple. And cunningly, as part of a larger initiative of the government, Pegu had been rounding up the Aimeist cultists and making them build these critical projects quickly. So he could use these bronze mirror showings to divert the Aimeist slave labour

force to build the temple that goes against their so-called goddess. That's kind of the fun thing they'll discover about slavery, you don't get to choose what you do.

But more importantly, the temple would now become a hub for hunters to gather and rest after long hunting expeditions. It would be a great place to describe the latest scrying of the Yathābhūta Bronze and interpret it based on rumours or strange things that the hunters would've noticed going around. Even more so, this place would also invite people who dislike Aimeism to discuss their concerns, and in doing so attract people who are in touch with various anti-Aimeist extremists. This would be strategically important as it would also attract potential enemies from the Kroraina, who, upset about not being able to break treaties without consequence, might have sent some to destroy the Aimeists due to their FemKlo beliefs. While true spies and agents might be wiser than to show up at a state-sanctioned temple to spill secrets, their friends and associates might not and through that we would be able to learn even more about the world and what its inhabitants are doing.

Results: Finish the construction of the Temple of Artemis and reveal the secrets of Kroraina's redacted plots to us

Investments: u/pay08, 1 PPG, bonus to finding out secrets, Bronze Mirror

**GREAT SUCCESS:** The Temple of Artemis is not built due to AP usage by the Zunbils, however ping me for more details.

## Plot 2: Yet More is Needed for Proper Worship

RP: Our mission to spread the Great Knowledge requires more resources. More money, more horses, and most crucially, a larger information network of merchants. To that extent, they require more of the indulgences others desire. More silk, gold, jewels and wine, sold equally to both nobility and commoners, for both talk just as much as the other when delighted. Bassein is a great stride forward for our efforts within Panama City, and perhaps toward the mythical lands beyond it, if they exist at all, but advantage must not be wasted.

As such, the newest queen Mi Supaya established Academy of the Whitesmiths, a way for the most wizened of the jewelers of Dagon to share their knowledge in accordance with our sacred mission, and for the newly-minted apprentices to strike out and make a living and with the abundant resources of Bassein, and using the help of our experienced explorers and colonists, utilize the surrounding Southern Lands. While no such institution exists for our brownsmiths yet, they have made great contributions to the library of the Academy of the Whitesmits, and preliminary planning has already begun for a wing of the Academy dedicated to copper and eventually, to interdisciplinary study.

Results: Spawn Settlers. Gib skills in education.

Investments: u/EmeraldRange (skills in Librarian, Great), 2 PPG

**SUCCESS:** You gain three settlers in your capital, however the city loses three population, Emerald becomes average in Education.

## Plot 3: The Great Spawning (I have been playing Starcraft)

RP: Commissioner Wareru and his entire noble lineage had been mostly dedicated to practical matters. Being mostly there to oversee river traffic, tolls and transportation, he had been on his father's invention of this thing called a train where longer and better boats could transport people more efficiently through rivers and waterways.

But as he was trying to find his own way in this noble lineage, the High Priest summoned him to the Temple to speak of visions. He expected ritual, not urgency or real purpose. But he came across the newest discovery- the Bronze had been showing several visions and images. While the High Priests were content with building a temple, showing the Aimeists the folly of their ways and intercepting messages, Wareru was a bit more practical and felt a need to do something more... hard.

"They see danger," he muttered after leaving the temple, "and they sing to it."

Raised among the boat-clans of the delta, descended from generations of marshwardens, Wareru had long trained in the quiet craft of moving people and preparing for floods. Now he turned those same skills to flood the kingdom with readiness. Calling on his authority as Commissioner of Boats, he summoned the Rafter Levy and instituted a civil draft to find military sailors for watch, defense, and reconnaissance. He laid out patrol sectors and repurposed some of the funding towards this newfound purpose building up the capability for ferry points to become rapid-deployment docks.

He knew that with the passage of time, so many things could happen and they would not always be ready. But at least for the time being he would be on high alert building out a fleet and a contingent army to protect trade routes, monitor foreign movements and intercept hostile rapid deployments. With the gold from the prior train project, which he didn't really like anyways, he would use the Bronze Mirror as a practical guide to scry towards intercepting hostile military action and recruit true faithfuls of the Great Knowledge to help staff his defensive fleet.

He was Commissioner of the Boats, it was about time he commissioned some boats and the necessary troops to go along with it to be ready for this imminent threat from the snakish Kroraina.

Results: Spawn Triremes, Spearmen in our northern cities. Debuff any military plots targetting us this part.

Investments: Bronze Mirror (**ARTIFACT ALREADY INVESTED IN P1**), u/LynnWinn (skills in population organisation), 1 PPG,

**SUCCESS:** Spawn 2 Triremes and 3 Spearmen in Northern cities, no debuffs created. Lynn gains average skills in Population organisation.

# The Goths

## DIPLOMACY

ALLIANCE : [REDACT] N/A [END REDACT]

FRIENDSHIP : Kingdom of Zimbabwe, Zunbils, [REDACT] N/A [END REDACT]

DEFENSIVE PACT : [REDACT]

NON-AGGRESSION PACT: Zunbils, [REDACT] N/A [END REDACT]

DENOUNCING : [REDACT] N/A [END REDACT]

TRIBUTE: [REDACT] N/A [END REDACT]

WAR : [REDACT] N/A [END REDACT]

PEACE : [REDACT] N/A [END REDACT]

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## DEALS

[Treaty of Jerusalem \(Gothic-Zunbils Border Treaty\)](#)

Receive 4 gold from Zunbils

Trade 1 citrus to Maldives in exchange for 2 PPG

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## EVENT

**National Event:** Option 1. **BABY BONUS:** You get the opportunity to give up to 3 population to cities or as an investable resource each part but for each one you gain a malus to plots that part.

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## SOCIAL POLICIES

Swap the Honor Opener for Meritocracy. Gain a Great Scientist from finishing Liberty.

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## SCIENCE

Gain Philosophy tech by activating Great Scientist for 1 AP

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## CITY CONTROL

**Dear Das: plz rename Arheimar to Tours, Reccopolis to Noviomagus, Gothiscandza to Trevorum, Victoriacum to Portus Cale, and Lugco Id Est Luceo to Serdica**

/u/Prince-Partee - Ravenna, Messana, Arles (Kingdom of Italy)

/u/Canadian\_Christian - Caesaraugusta, Gades, Portus Cale (Kingdom of Iberia)

/u/Leris1 -Tours, Noviomagus, Trevorum (Province of Gaul and Germania)

/u/JacobS\_555 - Corinth, Serdica (Province of Macedonia)

/u/swankysquirrel21 - Pelusium (Province of Aegyptus)

**Subdivisions of the Gothic Realm:**





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## CHARACTERS

/u/Prince-Partee - Theoderic, King of the Goths, King of Italy, Imperator and Princes of Rome

/u/leris1 - Visellius, Advisor to the King and Magister Militum of the Res Publica

/u/Canadian\_Christian - Helchen, Theoderic's big tiddy goth gf

/u/JacobS\_555 - Osuinne, Exotic dancer, berserker, influencer

/u/swankysquirrel21 - Fritigern, Captain of the King's Guard

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## NPCS

N/A

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## OBJECTS



**STORM IN A TEACUP:** You can confer the title “world’s strongest” onto one person, they are famous around the world for their ferocity – given to Theoderic (/u/Prince-Partee)

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## BONUSES

**MIGRATORY USURPERS:** Your people have come to be known as migrants, conquering as they go, that is until now. As they wish to now usurp the Roman Empire and continue its legacy, they use their experience from migration to improve their logistics. When using AP for movement, you get an extra tile for each movement.

**IMPERIO RENOVATII:** In the desire to restore the glory of the decayed empire they have come to inherit, the Goths have gained increased vigor towards any construction process with visible benefits. However, if the empire starts to shrink once again and lose cities, the people will be less than pleased.

**GOTHIC-ROMAN IDENTITY:** With the merging of Goths and Rome into one new united culture, comes dispute and unrest for those who prefer the old ways. This blending of culture allows for new thoughts and ideas however and you find it much easier to institute new policies, but with any new culture it can be easy to lose what you have just gained. You also gain the ability to lose policies from policy plots.

**ALL ROADS LEAD TO ROME:** You now can build roads from any city to Ravenna for half the cost.

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## ACTION POINTS

10 AP Base

- 1 AP Activate Great Scientist for Philosophy technology
- 5 AP on a Settler on the Wine tile in Messana
- 1 AP on settling the Settler between the Gold & Citrus in North Africa



- 1 AP improving 3 tiles side-by-side in the new city: Citrus, mountain (moot), Gold
- 1 AP improving 3 tiles side-by-side in Arhomar: Wine, Wine, Cattle
- 1 AP improving 3 tiles side-by-side in Pelusium: Silk, city, Wheat

0 AP Remaining

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## TREASURY

20 Gold (4 from Zunbils) (1 PPG rounded up)  
 +2 PPG from Maldives in exchange for 1 citrus.  
 1 PPG Total

-3 PPG to the Loan Whale

0 PPG Remaining

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## RELIGION

166 Faith (6 PPF Rounded Up)  
 6 PPF Total

-2 PPF to Plot 1

-2 PPF to Plot 2

-2 PPF to Plot 3

0 PPF Remaining

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## CULTURE

83 Culture (0 PPC)

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## FACTION PLOTS

Plot 1: And on the Third Part...

RP:

Indeed, even though there may be so-called gods in heaven or on earth—as in fact there are many gods and many lords/masters—yet for us there is one God (Gk. *theos* – *θεός*), the Father, from whom are all things and for whom we exist, and one Lord/Master (*kyrios* – *κύριος*), Jesus Christ, through whom are all things and through whom we exist.

- Corinthians 8:5-6

The First Council of Ravenna ended in abject failure. Bishop Wulfila, his head hung low as he walked the streets of the ancient city, pondered his own misgivings. He wept for the people of the realm, their faith now shattered into pieces and their souls further removed from God. With great sorrow in his heart, he sat upon the steps of the Basilica Ursiana, and held his head in his hands. He wondered if he would ever be able to convince the straying Goths to put their faith in the true gospel and commune with Christ. In a sense, he felt his own faith begin to falter alongside them in the face of such hardship. As he sat and thought, the Basilica's door opened, and a priest descended to sit beside the Bishop, his movements cautious but ultimately undeterred by the man's grief.

"Oh Bishop, what brings you such sorrow?" The priest asked softly, removing his cap and setting it down upon the old cobbled step of the church. Wulfila wiped his face against his hands, looking up from his palms with a startled countenance as his unexpected companion viewed him with an understanding pity. Wulfila attempted to calm himself and appear stoic before his junior, gazing out into the Basilica's courtyard and allowing his eyes to rest on nothing.

"It is difficult, brother. I fear for our people. I fear they shall never find salvation through their misguided worship and doctrines. I fear I will never convince them to see the truth of Christ." Wulfila's voice was hoarse. His boisterous, electrifying arguments against his peers at the council's conclusion days prior had left his speech weary and low. Still, he commanded a determined energy as he spoke despite his physical restrictions and the weight upon his conscience. The priest's focus remained on the Bishop, his warm and forgiving eyes resting upon the Bishop's averted gaze.

"You have done all you can, Father. So long as you continue to preach the truth of God our lord, his children shall listen, and you shall shepherd them to his love."

“But the people do not want God’s embrace. They seek impressive feats, and bold, fearless leadership.”

“Well, Jesus rose, no? Have you ever known a man to rise? Perhaps you can focus on this in your sermons, Father.”

“But-”

“And, I am sure that our kinsmen can relate to the dread of Roman crucifixions. That our lord suffered such an ordeal for our salvation and still rose makes him a bolder figure than even the mightiest Goth, does it not?”

The Bishop thought for a moment, before standing from the Basilica’s steps and finally locking eyes with his fellow clergyman.

“Indeed. Perhaps you are right.”

Invested: (/u/Canadian\_Christian) [skills in Proselytism]; 2 PPF

Result: Found the *Arianism* religion (icon should be included in the historical religions mod, it’s the kinda long looking symmetrical cross) with the founder belief “Pilgrimage,” and follower belief “Cathedrals.”

**FAILURE: Instead a cult rises up around the worship of a slice of cheese with holes in it, specifically a statue found in the mountains to the north.**

Plot 2: Ad Ille Campus Elysii

RP: “It’s... it is ‘minimalist monarchy’, sire...!”

An angry shout erupted from the boy-king as he seized the guildmaster of the Corpus Civilis by his throat. “Traitor!” He threw the man to the ground, towering over him as the man looked up in shock and terror. “Not only do you mock me by ‘minimising’ me, giving my name to not even aqueducts and baths, but *trash* canals; but you do so in the name of monarchism! I am not ‘King of Rome’, to the Romans I am but the *princeps*, for the Romans *hate* monarchs!” With a series of sharp kicks, he left the man bleeding, writhing in pain on the floor, and turned away. “But at least there are some half-merits to your designs...

‘Minimalist...’, what nonsense! The people are won over with bread and circuses, with grand demonstrations of spectacle, and I promise them greatness and flourishing under my rule. We aim not for minimalism, but... maximalism!”

Taking a quill from the table, he looked over the modest adjustments, the road projects, infrastructural interventions, etc., many of which only did work where it would cause no disturbance. He dipped the quill in ink and began drawing wide, straight lines. “Yes... hm... yes... ‘*advenire*’...”

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“In light of the recent... ‘unwellness’ of your *collega*, the head of the Corpus Civilis, and his subsequent retirement upcountry to a villa in rural *Italia*, I, Theodericus Caesar, have

determined to take personal interest in this project for the *res publica*, as a matter of state interest. I have been caught up on the outlines of the initial plans... the minor improvements in Ravenna, Messana, Arles, et cetera... but I have come with some... slight adjustments.”

He rolled out a series of maps and drawings (quite amateurish, but still very detailed and evidently effort-intensive), as the assorted members of the guild looked in surprise. “I am calling it ‘Principal Maximalism’, demonstrating the grandeur of our peoples through the glory of our works, proving we’re not merely squatters in the ruins of our forefathers’ wonders, but rather builders of wonders of our own! Behold:” he pointed to a sketch, “the *advenirus*, or *adveniri*, welcoming entries to every city by wide, safe garden-roads and *plateae*, spanning city to city!”

The drawing showed paved roads, wide enough for two great carriages and then some, lined with hedges and trees, dotted with minor monuments along the way, dominating the land. From Ravenna to Arles, for instance, the *advenus* (named “*Campus Elysii*”) cut through the Alps and Alpine foothills alike, remaining equally wide and easily walkable, and (hiring some of the artists from the shunned *Collegium de Motio Decorato*) lined with marble and alabaster sculptures, many of which of Theoderic himself at various ages and in various scenes of work: as a farmer, a carpenter, a smith, et cetera, depending on the industries of the location.

The *advenus*, though, did cut through several villages along the way, and when asked, Theodericus only answered with half-sketches hinting towards some additions to said villages to integrate them more seamlessly into the road and notes about “compensation” and how “in the end, the *adveniri* will bring trade and wealth, so the short-term destruction can be overlooked”.

A younger member of the collegia, listening with visible interest, then stood. “Caesar, I’ve an idea... what if we took the displaced citizens... and offered them more land of their own elsewhere? Our frontiers need evermore hardy bodies to push them, after all, and the riches of Our Known World still await us!”

With a glimmer in his eye, Theodericus looked to the man. “What is your name?”

Suddenly nervous, he glanced away for a moment, “Sanctius Antonius Castor, my Princeps...”

“Collegae,” Theodericus put his arm around Antonius, “allow me to introduce the new Magister of the Corpus Civilis!” He took and shook the hand of the quietly trembling man, “An ingenious plan, Magister! Let it be so, I trust to your overseeing of this project alongside me.”

With this demonstration of goodwill, and as Theoderic’s presentation concluded, the colleagues of the guild began to stand and present their own additions and elaborations upon

the Princeps' plan, and before long, the process of organising the realisation of the project had already started. It was an ambitious project, to be sure, and the Corpus Civilis agreed to only work on the first "phasis" of the project, being strictly the *adveni* roads and a few adjacent little monuments. But already they had drawn up grand, certainly "maximalist" designs. For example, in Arles, a massive, renewed *platea* was planned in the city centre around the arena and amphitheatre; and in Ravenna, extensive gardens between the rivers Vitis and Ronco modelled after Julius Caesar's trans-Tiber donations to the people of Rome. Whether the additions would be funded or not, the result was grand infrastructural allowances, ripe ground for future projects, and popular support.

Invested: (/u/Prince-Partee) [skills in Architecture]; (/u/JacobS\_555) "All Roads Lead to Rome" road-building, 2 PPF, modifier, "Migratory Usurpers" logistics modifier, "Imperio Renovatii" construction modifier

Result: Construct the following road network, connecting all existing Gothic cities to Ravenna. On a greater success, create an additional settler in Ravenna. On a lesser success, only construct roads to the cities directly connected to Ravenna (Messana, Arles, Serdica, Corinth.)



**CRITICAL SUCCESS:** As described, all skills increased to Great of persons included in the plot. Theodoric cannot be invested in a plot next part.

Plot 3: The Punic and Macedonian Peaces

RP:

To the affluent men of Carthage:

We, who have triumphed over all of Europe, must now excel in wisdom. Carthage rises from across the waves, not in arms, but in commerce. Your harbours teem, not with warships, but with merchant sails. Your marketplaces echo not with the class of steel, but with the cries of

trade. Shall Rome, mistress of law and peace, spurn what fate and fortune offer? Shall we who have developed the known world now refuse its prosperity?

For what is the purpose of our civilizations, if not the cultivation of order, and through order, abundance? Consider this, men of Carthage, when we opened up Gaul for development, we did not only gain provinces.... We gained allies, we gained grain, we gained gold. When we secured the East, did not Asia's silks and spices enrich our forums and temples? Even the Greeks, once our rivals in arms and arts, now sit among us as citizens, as teachers, as friends.

Why then should Carthage be an exception?

Let us remember the example of the Romans who have gone before us. Did not our forefather Scipio, though destroyer of Carthage, also weep at her fall, lamenting the ruin of so great a city? That was no sign of weakness, that was of foresight! He saw, perhaps better than his peers, that the fate of Carthage might one day mirror our own, if arrogance overcomes prudence.

Therefore, let trade flourish! Let your law regulate it. Let Roman virtue guide it. Let our merchants trade with one another, bringing olive oil and wine to the Punic coasts, and returning with purple dye, ivory, and knowledge. Let the Carthaginian learn the justice of Rome, not the wrath of her sword.

Let us trade then, not merely in goods, but in goodwill. Let Carthage rise, not as a rival, but as a partner under the watchful eye of Rome. In this, my good men, we honour those who have gone before us, not by repeating their wars, but by securing their peace!

Invested: /u/swankysquirrel21, 2 PPF

Result: Vassalize Carthage and Istanbul.

**CRITICAL SUCCESS:** Both cities are vassalised but they implement the condition that for the next part you must pay them 2 PPG each to continue vassalisation (one off payment). Swanky gains Expert skills in Negotiation.

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