

## **PLOT DOC FOR PART 9 – PEACE IS A LIE**

### **NEWS**

A Dutch agent wrests control over Canada away from the Sulu, right as the Sulu and the Dutch sign a peace treaty. The Dutch promptly break the peace deal and re-declare war.

Taiwanese agents unite two of their puppet city states into a communist dictatorship, which apparently is also a haven for pirates.

The faithful of St. Klo organize themselves into a centralized church.

Mysterious disaster strikes Cthulhuist cities. Those on the coastlines see several citizens disappear without a trace, while those further inland are wrecked by riots.

The most infamous dark sorcerer in Sulu lands dies of stabbing in a knife-filled ritual.

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### **PERSONAL PLOTS**

#### **Personal Plot: Sic Sempre Peccatrix**

**RP:** What is the state of man? The state of man alone in the wild is either dead or if he is lucky, barely struggling to survive, scrounging up meager quantities of food and only ever one step ahead of death which stalks behind him and nip's his heels until he falls. It is not a pleasant state, nor does it encourage a species to flourish. As such it is natural that a man would seek the companionship of others, to form a society of mutual benefit to raise their standards of living, a state as it were.

What is a state? A state is, in its most literal form, a massive bureaucracy. A state is the collection of paper pushers and copiers who come up with a bunch of rules that they believe everyone (or at least the people writing the rules) will be better off if they follow. However, states alone in nature are easily toppled, as once those in power begin to believe that they are accountable to no one, the benefits erode as corruption spreads and the abuse of power becomes rampant. The spiral continues as the leaders of a civilization realize that tradition can be broken with little consequence and that if the result is personal gain there is no reason to respect even the most sacred of traditions as force is the only true decider of right and wrong. So it is left to another entity to assume the role as a leader of leaders.

This entity that does not truly exist, and so is not subject to the failings of man, and yet is potent enough as an idea to inspire the masses to follow them to whatever end. Kings are fickle, and pay no attention to the needs of their people but the Divine? It sees and knows all. It cares about you, the little person, as much as the most powerful man alive. But in all its power this idea

needs a second aspect. You may want him, but even more importantly, He needs you, and if you do not follow him, eternal suffering and the fate of the world hang in the balance. A belief that someone is watching over you protecting and caring about you, and that that watcher is simultaneously indebted to you and will grant you miracles, is a powerful idea. And the best part? Ideas are Bulletproof.

It was in this line of thinking that Dew Dew Heidwomen, Daughter of the late Dew Dew Hideman, finally realised her calling. The time had come for the “Church of Kloinism **[SIC]**” to take a step away from the failing state of Cambodia, to become an **[SIC]** true entity of its own. All the groundwork had been laid, in the abuses of power by the authorities, in the thousands of neglected veterans returning from the three hundred years war, in the rise of the Tefumonist Devil worshipers and the reunification of the Aimist heretics. It was at the 69th **NICE** Council of the Church, convened in Angkor Serenity to debate the quantity of tithes that the church was collecting, that Heidwomen made her move.

She proclaimed herself as Ray, Ultor Divinus, Sic Sempre Peccatrix, and declared to the stunned and disbelieving council that they would all die at her hands for their sins against the true nature of Klo. Moments later flames erupted within the chamber, leaping up the mighty gilded pillars of wood and raining ashes down upon the panicked men. The **[SIC]** screamed and begged, but Rey sealed the doors with disgust, leaving Joyce and his cabal of disgruntled veterans, The Warriors Ostensibly Supporting Evangelisation(WOSE), to ensure that the withered heart of the old church would die, and that henceforth the First Divine of the Church would lead the true believers of St.Klo, Blessed keeper of the Great Forests, in his endless struggle against the undead lord Tefumon, and his nefarious cronies.

**Invested:** /u/Serenitycompany, Faith from the Galactic Empire, Hopes, Dreams, and Shit Memes.

**Result:** The Church of St. Klo, Blessed Keeper of the Forest, is born as an NFE with 2 plot slots. The newly renamed Ray, Ultor Divinus, Sic Sempre Peccatrix (/u/serenitycompany) becomes the First Divine of the Church. Cornet Joyce is created as an NPC and named first commander of the WOSE.

**SUCCESS. THE (VERY HERETICAL) CHURCH OF ST. KLO IS FORMED. JOYCE EXISTS AS AN NPC, BUT DOES NOT PROVIDE ANY BONUS WHEN INVESTED INTO PLOTS UNTIL HE GAINS AT LEAST ONE SKILL, IN THE MANNER DESCRIBED IN THE MARK RULES DOC.**

**REMEMBER THE RULES FOR NFES: YOU CANNOT RUN PLOTS SOLELY OR PRIMARILY TO HELP YOUR ORIGINAL FACTION, AND YOU MAY NOT TAKE ORDERS OR DIRECTION FROM THAT FACTION.**

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**Personal Plot: “Restoring the Proper Order”**

**RP:** “The air is still, as I write this. Providence holds her breath in anticipation, shock, and awe. The weak and chaotic disaster known as the prior government has been wiped out once and for

all, exterminated for the locust that it was, and in its place, a new government has risen. This government is not weak, it is not corrupt, it is not subservient. The Restoration of Canadian National Sovereignty was a long and hard battle against vermin, traitors, those who would see Canada fail. They were *defeated*. Our ships crashed onto the shores of the former capital building, seizing it as you must take all things, by force. Many have tried power grabs in the past against the incompetent bastard of greed and villainy that was the old government, but they too fell prey to the sin of avarice, of disloyalty to our Fatherland. Such sins will be *eliminated* from our great nation. By the time the Canadian School Boy of One Hundred years passed reads this, let alone the one studying his heritage in One Thousand, Canada will be unrecognisable from what it stands as today.

Long Live the Restorationists, Long Live the General, Long Live Canada.”

- The Opening of the Memoirs of General Truman the Restorationist

**Invest:** General Truman (taqn22), 40 GP, 2 Triremes (Resources from Netherlands)

**Result:** General Truman and the Restorationist Movement (which is growing cult of personality surrounding Truman, emphasising nationalist rhetoric) seize uncontested power in Canada, and the following Doc is run:

**SUCCESS. WITH THE FORMER DUKE OF CANADA DEAD, AND ANTI-SULU FEELINGS STILL STRONG IN THE CANADIAN POPULACE, YOU GAIN CONTROL OF THE CANADIAN GOVERNMENT. YOUR PLOT 2 IN YOUR CANADA DOC PREVENTS DEFECTIONS AND UNREST THAT WOULD'VE OTHERWISE HAPPENED.**

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**Personal Plot: Chained Wolves**

**[REDACTED]**

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**[REDACTED]**

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## Church of St. Klo and the Order of WOSE

### DIPLOMACY

Benifactors *[SIC]*: Khmer

Neutral : The rest

Heathens: Burma

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### DEALS

Free salvation for new converts. I also have cookies, baked by request. DM Me.

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### EVENTS

Feast Of the Divine Klo. December 2020. Free turkey (roasted). Potatoes if we have enough attendants. Potential Converts welcome. Dm *[SIC]* me.

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### SCIENCE AND SOCIAL POLICIES

Klo is god. He is society. He *is* Science. *HE IS THE SENATE.*

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### CITY CONTROL

The Divine Klo Controls All

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### CHARACTERS AND ASSETS

/u/serenitycompany *[SIC]*-Ray, Ultor Divinus, Sic Sempre Peccatrix

Cornet Joyce, Commander of the WOSE

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### ACTION POINTS

Inaction is what nfe's *[SIC]* do best

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## TREASURY

We just opened a new art gallery. Admission is 10 gold. Donations welcome, Dm *[SIC]* me.

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## RELIGION

I am Religion. Sermons are at 6 and 10. Dm *[SIC]* me.

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## PLOTS:

### Active Antiplot Bonuses:

### Active Plot Bonuses:

Theme and prayers. *DO YOU PERHAPS MEAN "THOUGHTS AND PRAYERS"?*

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### Plot 1: Sacked for AP *NFES CANNOT SACK PLOT SLOTS FOR AP*

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### Plot 2: Forming the WOSE

**RP:** Wars are good for two things: creating large quantities of organic fertilizer and causing economic crashes by flooding the market with leftover manpower. It was a problem that spread across the whole empire, city after city the same scene was repeated. The men who had given their youth for their country were now forgotten. They lined the streets, begging for food or scraping by on part time jobs, underpaid, maltreated, with the simmering anger against the universe hidden under a thin veneer of self respect and pride. It was a situation waiting to explode into riots, if the country only pressed a little harder.

It was in these filthy streets and darkened alleys that Cornet Joyce had found himself on returning from the Jungle Campaigns. He did his best to make an honest living, joining a building company working on the Angkor Wat. he had hauled trees for days, but when the time came for them to be paid, the contractor failed to show. Infuriated, Joyce had organized the workers, many of whom were also veterans into a mob that proceeded to ransack the contractor's house and office. It was a great plan in theory, but anyone involved quickly found himself permanently out of work. It was likely that they would have to leave the city, which none of them wanted to do, but they could also no longer afford to live. They were left with a choice of crime or death.

There they were, twenty dirty and muscled men, mostly bald, standing in an alley.

"So boss, what's the word? We cracking skulls?" Machnovia was polishing the end of his spear, which gleamed in sharp contrast to the dank mire around it. He looked to his 40 something sergeant, Joyce, and waited.

"Why are you looking at me? Wars over, I am not in charge anymore, not really. You are free to do whatever you want."

"Yea, sure thing boss. We didn't follow you across half the known world just for you to leave us now. 78th for life, isn't that what we promised? So come on, we can roll over any unit of guards in this town. So who's next? You lead, we follow." The other men grunted agreements, and looked to Joyce who shook his head.

"Sorry lads, I can't do it. The contractor was a personal matter, I don't hate anyone else here, and as soon as we strike, the guards will squash us like mites. They might be fat and lazy but there are thousands of them. It's over."

Silence stretched, men shifted uneasily, and Joycve began to wonder if they would allow him to walk away. The moment drew on until suddenly a figure rounded the corner at the end of the alley. She looked like a ghost, pale white robes clinging tightly to her, with wisps of fabric trailing the elegantly embroidered dress as she brazenly strowed towards them.

The 78th Serenity Spears grabbed their weapons, and weary [WARY?] of an ambush spread out and scanned the few windows looking down on them. However, nothing moved aside from the rats, and soon the men relaxed, if only slightly. Thoughts turned dark among a few of the men, but Joyce stepped forward to meet her.

"Halt!" He called, striking his best sentry pose with straight back, spear planted, the image of a model soldier. "What business have you in these parts my Lady. It is not a safe place to walk."

"I serve the lord of light, I have no fear of the dark nor those who live in it. I come with an offer of protection, and of salvation. Take it or leave it."

"We don't need salvation. The church you claim to serve has failed us just like everyone else, and prayers make or hungary nights."

"I know all too well the failings of our church. I aim to change them, but I require your assistance." Rey took a heavy purse and casually tossed it between her and Joyce, where it thudded onto the damp ground. Joyce knew that the money in that purse was signifigant [SIC], and could easily feed them all well for a month.

"We stand ready to serve, my lady. What does the Lord command?"

**Invested:** 2 AP, Cornet Joyce, anything else i can invest which I dont think is anything.  
#poorchurch #pityme

**Results:** Create the WOSE, a group of less than holy holy warriors who serve the church of St. Klo and can be invested for a plot bonus.

**SUCCESS. THE WOSE IS FORMED AS AN INVESTABLE ENTITY CONTROLLED BY THE CHURCH.**

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## RESTORATIONIST CANADA PLOT DOC

### DIPLOMACY

Declaration of Friendship: Everyone

PEACE: Everyone, Netherlands

WAR: Sulu

DENOUNCE: TRAITORS TO THE CANADIAN NATIONAL IDENTITY

NO ACTIVITY Everyone else who hates friendship

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### DEALS

Trade 8 AP to VOC for 1 Settler at Talipao, 3 Triremes at Washington, and aid in war

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### EVENT

*WRITE IN OPTION* "After the Coup, Hockey will be made a national sport to raise morale and loyalty to the new Government as a symbol of Restoration." **COUNTS AS OPTION 3, AS THERE WAS NO REASON TO NEED A WRITE-IN OPTION HERE AND 3 IS THE OPTION THAT MENTIONS "HOCKEY".**

**MOST OF YOUR SPIES GIVE THEMSELVES AWAY BY CONSTANTLY SAYING SORRY, BUT ONE MANAGED TO ACTUALLY GET SOMETHING. CHOOSE ANY REDACTED PLOT FOR ANY PART IN THIS MARK, AND RECEIVE THE UNREDACTED VERSION OF IT.**

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### CITY CONTROL

RENAMES:

Vancouver: Truman

Toronto: Truman City

Dab on Lego: Trumanopolis

Montreal: Trumanville

Quebec City: Truman Town

Washington: Truman Urban Zone

General Truman the Restorationist: Truman, Truman City, Trumanopolis, Trumanville, Truman Town, Truman Urban Zone

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## TECHNOLOGY AND SOCIAL POLICIES

Swap Metal Casting for Civil Service

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## RP Characters and Objects

General Truman the Restorationist (/u/taqn22): *Canadian Nationalist, Leader of the Restorationist Movement*

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## ACTION POINTS

14 AP total (10 base + 4 from plot scrapping)

-8 AP to VOC for settler, some triremes, and aid in war

-3 AP for 2 Pikemen north of Dab on Lego

-1 AP Settle VOC settler on hills of island north of Talipao by the Pearls

-1 AP Plot 1

-1 AP Plot 2

0 remaining

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## TREASURY

80 Gold

-80g Plot 1

0g remaining

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## FAITH

38 FAITH

-38 Faith plot 1

0 Faith remaining

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## CULTURE

21 Culture

-21 culture plot 1

0 culture remaining

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## PLOTS

### Plot 1: "Boiling Crabs in a Barrel"

**RP:** "The Sulu are cowards, attempting to use the great Canadian people as a resource, as puppets. No more. A counter offensive against our great enemy is of the utmost importance, and the Dutch are worthy enough to aid our nation in its victory. I have arranged for War Games to take place among my excellent General Staff, before a massive offensive against the craven garrison of Taguima. Once surrounded, the Sulu will lose one of its greatest cities of strategic value, and will be even more vulnerable to future attacks. Our nations will destroy the weak and withering Sulu, and expand the glory of Canada.

Long Live the Restorationists, Long Live the General, Long Live Canada."

**Invested:** 1 AP, 38 Faith, 80 Gold, 21 Culture, 1 Composite Bowmen, 1 Workers

**Result:** Kill the 5 units by Taguima and lower its health in half, moving 6 Swordsmen around the city.

**PARTIAL SUCCESS. YOU MOVE YOUR 6 SWORDSMEN, BUT DON'T KILL ANY UNITS AND DON'T LOWER THE CITY'S HEALTH**

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### Plot 2: "The use of both Punitive and Restorative Justice"

**RP:** "The stench of blood is ripe, tonight, where the bleeding hearts of traitors stained the Palace walls this morning. To maintain the foolish pretension of a government balanced between Patriots and Traitors, I called a meeting of the Council of Canada today, demeaning myself to beg for the attendance of all involved in the armed forces, business, or politics, and of course members of my own movement so that we could repair our country. Once all were seated and settled, I revealed the truth of the matter. Our nation still, despite our greatest attempts, was infested with vermin.

That would be rectified today.

I then began to list the names of traitors who had arrived. Dissidents. My men would seize whatever scum would be called. Some kicked and screamed, cursing my name. Others, and the room itself as I listed the vermin in a monotone, began outwardly praising myself and our government. It came to the point where all in the room were united in the call of the Restorationist movement.

I continued to read, even then. In total, I read 106 names. What had been a room of silence was now a room of worship, and outside, the traitors were split into two lines. Wall and Bow.

Those assigned to the Wall were forced to stand to the walls of our Grand Palace, and those granted the mercy of Bow were given Bows. A Battalion of my own personal men stood behind the Bow line, to ensure no one had any ideas. Bow line was then forced to open fire on those standing by the Wall, and not one refused to let their arrows loose.

Their Hands were Stained with Blood, and their Loyalty to our new Canada was eternal.”

**Invested:** 1 AP, 2 Composite Bowmen, 1 Worker

**Results:** Those who would stand against General Truman and the Restorationists are now either dead, or complicit in the regime, causing them to join it. Canada is united under the Restorationist Ideal completely, strengthening National Unity and the Personality Cult.

**GREAT SUCCESS. YOUR PURGE OF COUNTERREVOLUTIONARIES GOES AS INTENDED, AND THE CITIZENRY AND MILITARY OF CANADA ARE COMPLETELY LOYAL TO YOU. NEGATIVE SIDE-EFFECTS OF YOUR COUP ARE NEGATED.**

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## DUTCH EAST INDIA CO.

### DIPLOMACY

Alliance: Canada

Declaration of Friendship: Everyone

Open Borders: Canada

PEACE: Everyone

WAR: [REDACTED] If coup successful, then Sulu. If not, don't go to war] **WAR IT IS**

TRIBUTE:

- Cape Town: Vassal 1 AP
- Bucharest: 2 PPG
- Panama City: 1 AP

NO ACTIVITY Everyone else who hates friendship

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### DEALS

[REDACT] If coup successful, Trade 1 Settler at Talipao, 3 Triremes at Washington, and aid in war to Canada for 8 AP. [REDACTED] **PARTIALLY UNREDACTED DUE TO WAR**

[REDACTED]

[REDACT]If coup unsuccessful, make peace with Sulu for 4 AP and Nodens and unredact this deal.

Trade 1 Settler at Talipao to Canada for 4 AP [/REDACTED] **UNREDACTED DUE TO WAR**

Gain 2g from Burma for being nice boiis.

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### EVENT

Let the records show that it's only the Philippines that have more money than we do.

[Option 4] Perhaps we could expand our offerings. I hear Taiwan is always in the market for more slaves.

**GAIN 25 GOLD FROM TAIWAN.**

### The Pirate Haven of Canton

- Option 1. Pirates, you say? I'm sure some of these cutthroats and sea-robbers would be willing to go legitimate and work for us as privateers. We can pay much more consistently than they can find loot, after all. [1 EU]  
**YOU MANAGE TO HIRE 4 PRIVATEERS, EACH WITH FOUR PROMOTIONS. EACH OF THESE VETERAN PRIVATEERS GIVES A SIGNIFICANT BONUS TO ANY PIRACY-RELATED PLOTS THAT IT'S INVESTED INTO, SHOULD YOU CHOOSE TO INVEST THEM.**
- Option 3. A piece of parchment is blown onto your face, and upon investigation it looks like a treasure map. Let's go dig it up! [1 EU]

YOU FOLLOW THE MAP TO A SMALL, SECLUDED ISLAND. THERE YOU TAKE OUT YOUR SHOVELS AND DIG UP 100 GOLD. THIS EXPERIENCE TEACHES YOU THE SECRETS OF DIGGING UP BURIED TREASURE. YOU GAIN THE OPTION TO SPEND 2 AP TO DISCOVER A NEW GOLD, SILVER, OR GEMS RESOURCE SOMEWHERE IN YOUR TERRITORY, AS A STANDARD AP ACTION.

- Option 4. A shady guy in a back alley offers to sell you the left earlobe of one "AQ", which he claims will lead to culinary advances. [1 EU]

THE SHADY SALESMAN SELLS YOU THE "AQ'S LEFT EARLOBE" MAJOR RELIC. IT IS INVESTABLE INTO ONE PLOT EACH PART, LIKE A PLAYER, AND GIVES A SIGNIFICANT BONUS TO CULINARY-RELATED PLOTS THAT IT IS INVESTED INTO. IT IS TRADEABLE AND STEALABLE, LIKE ANY OTHER RELIC.

### The Civil Warring States of Japan

- Option 1. Those are some swanky robes. We should import some. [1 EU]  
YOU PURCHASE TWENTY "VOLUMINOUS ROBES" FROM SOME DEALER IN A SHADY ALLY. THESE ARE SINGLE-USE MINOR RELICS WHICH GIVE A PLAYER OR NPC A MODERATE BONUS TO PLOTS INVOLVING STEALTH, CARRYING CONCEALED ITEMS, OR OTHERWISE TAKING ADVANTAGE OF THEIR ROBE'S SPACIOUS AND FORMLESS NATURE. YOU MAY PROCURE FURTHER ROBES FOR 1 PPG EACH. THE ROBES ARE TRADEABLE AND STEALABLE, LIKE ANY OTHER RELIC.
- Option 2. Lots of bloody civil warring means lots of dead feudal lords. Lots of dead feudal lords means lots of masterless samurai. Let's hire some of them. [1 EU]  
YOU MANAGE TO HIRE 4 SAMURAI, AND ALSO GAIN THE ABILITY TO RECRUIT MORE SAMURAI FOR 2 AP EACH. EACH SAMURAI GIVE A MODEST BONUS TO PLOTS INVOLVING HONOURABLE COMBAT WITH YOUR ENEMIES, SHOULD YOU CHOOSE TO INVEST THEM.

### The Perfected Lands Where the Wind Whistles Like a Song

- Option 2. CENTRAL ANALYTICAL DATACORE MODULE [1 EU]  
YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE AT THE BASE OF A GREAT MOUNTAIN, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS HIGHER AND HIGHER, AND YOU FEEL THE COLD, THIN AIR THROUGH THE HALLWAY'S VENTILATION SHAFTS. HOWEVER, AS YOU NEAR THE END OF THE HALLWAY THE CHILL TURNS TO HEAT, AND YOU ENTER A GREAT CHAMBER. IN THE CHAMBER IS A CONTRAPTION OF IRON, WHIRRING NOISES, AND BLINKING LIGHTS. THE CONTRAPTION GENERATES AN OPPRESSIVE HEAT, AND WOULD LIKELY EXPLODE OR COMBUST IF NOT FOR THE THIN, FREEZING AIR LET IN BY MASSIVE VENTS ALL THROUGHOUT THE WALLS OF THE CHAMBER.  
SUDDENLY, A GREAT VOICE REVERBERATES THROUGHOUT THE WHOLE CHAMBER. IT IS AN ARCHAIC LANGUAGE, BUT ONE THAT YOU RECOGNIZE AS A DIALECT OF TAIWANESE. "GREETINGS, HUMANS. I AM THE CARETAKER OF THE --ERROR--

CONSTRUCTED BY THE --ERROR-- TO --ERROR-- . HOW MAY I SERVE --ERROR-- ON THIS --ERROR--? --ERROR-- , WITNESS --ERROR--!"

A GREAT SCREEN LIGHTS UP, AND YOU SEE DIAGRAMS, SCHEMATICS, DOCUMENTS, AND OTHER SUCH THINGS RAPIDLY FLASH BEFORE YOUR EYES. YOU DON'T SEE ANYTHING FOR LONG ENOUGH TO GAIN A COMPLETE UNDERSTANDING OF IT, BUT YOU CATCH ENOUGH GLIMPSES OF THINGS TO GAIN IDEAS.

YOU GAIN THE ABILITY TO PLOT TO RESEARCH NEW TECHNOLOGIES. YOU MAY ONLY RUN SUCH A PLOT ONCE EVERY OTHER PART; I.E. YOU CANNOT RUN MULTIPLE RESEARCH PLOTS TWICE IN A ROW, AND YOU MAY NOT RUN RESEARCH PLOTS IN TWO CONSECUTIVE PARTS. YOU MAY NOT RUN A RESEARCH PLOT ON THE SAME PART THAT YOU RUN A TECH THEFT PLOT, EITHER, BUT YOU MAY RUN A RESEARCH PLOT IN THE PART IMMEDIATELY AFTER OR BEFORE YOU RUN A TECH THEFT PLOT.

- Option 3. SPECIAL MARINE LIFE PRESERVATION MODULE [1 EU]

YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE NEAR THE GREAT OCEAN'S SHORES, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS DEEPER AND DEEPER, AND ITS WALLS SHIFT FROM IRON TO GLASS. THROUGH THE GLASS YOU SEE THAT YOU ARE UNDERWATER. AT THE END OF THE HALLWAY IS A ROOM WITH A POOL, AND IN THAT POOL A MASSIVE WHALE WITH WHAT APPEARS TO BE IMPLANTS OF IRON.

GAIN 1 "WHAERU" (SUBMARINE). THIS "WHAERU" IS NOT MOVEABLE WITH AP, NOT DIRECTLY MOVEABLE WITH REGULAR TROOP MOVEMENT PLOTS, AND CANNOT BE TRADED VIA REGULAR DIPLOMACY. IT MAY, HOWEVER, BE MOVED, STOLEN, DESTROYED, OR OTHERWISE AFFECTED WITH PLOTS SOLELY DEDICATED TO AFFECTING IT.

### The Empire of Maratha

- Option 4. Excellent. We shall conduct officer exchange programs with the policing and counterintelligence forces of Maratha. [1 EU]

YOUR OFFICERS TRAIN WITH THE MARATHAN SECURITY AGENCIES AND POLICE FORCES. DEALING WITH THE CONSTANT PLOTTING AND SCHEMING BETWEEN THE VARIOUS RAJAS OF MARATHA AND THE CONSTANT INSURRECTIONS AND REBELLIONS BY LOCAL PEASANTS GIVES YOUR MEN MUCH PRACTICAL EXPERIENCE.

YOU GAIN A MODERATE BONUS TO ALL COUNTERINTELLIGENCE, INTERNAL SECURITY, AND LAW ENFORCEMENT PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.

- Option 5. Excellent. We shall conduct officer exchange programs with the foreign affairs and espionage forces of Maratha. [1 EU]

YOUR OFFICERS TRAIN WITH THE MARATHAN DIPLOMATIC CORPS AND INTELLIGENCE AGENCIES. THE CONSTANT PLOTTING AND SCHEMING BETWEEN THE VARIOUS RAJAS, AND THE UNSTABLE AND SHIFTING ALLIANCES AND ALLEGIANCES THEY HOLD, GIVES YOUR MEN AMPLE OPPORTUNITY TO GAIN EXPERIENCE.

**YOU GAIN A MODERATE BONUS TO ALL INTELLIGENCE, DIPLOMATIC, AND INFILTRATION PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.**

- Option 6. Excellent. We shall conduct officer exchange programs with the unconventional warfare and covert operations forces of Maratha. [1 EU]  
**YOUR OFFICERS TRAIN WITH THE MARATHAN SPECIAL FORCES AND INTELLIGENCE AGENCIES. THE CONSTANT PLOTTING AND SCHEMING BETWEEN THE VARIOUS RAJAS, AND THE UNDERHANDED MEANS BY WHICH THEY MAINTAIN AND PROJECT THEIR POWER AND INFLUENCE, GIVES YOUR MEN AMPLE OPPORTUNITY TO GAIN EXPERIENCE.**  
**YOU GAIN A MODERATE BONUS TO ALL SABOTAGE, ASSASSINATION, AND INFILTRATION PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.**

### **The Salt Mines of Tibet**

- Option 1. Time to mine some salt and bring it home, then. [2 EUs.]  
**YOU MINE THREE SALT RESOURCES PER INVESTED EU. YOU MAY PLACE THESE WHEREVER YOU LIKE IN YOUR ACTIONS NEXT PART.**

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### **CITY CONTROL**

Marcuszodiak: Chinsura, Fort Zeelandia

Taqn: Batavia, Ambon

Randy: Fort Galle, Palembang, Makasssar (dead)

RyzelOC: Patikul, Samarang, Surabaya

Lucky: Malacca, Pontianak (dead)

Vanadius: Dejima, Samarang (dead)

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### **TECHNOLOGY AND SOCIAL POLICIES**

Swap Mercenary Army and Commerce opener to Patronage Opener and Philanthropy.

Acquire Consulates, Scholasticism, Cultural Diplomacy, Merchant Confederacy for 16 AP **YOU CANNOT PURCHASE MORE THAN THREE POLICIES PER PART**

Open Aesthetics social policy tree for 4 AP **YOU CANNOT PURCHASE MORE THAN THREE POLICIES PER PART**

Swap Metal Casting and Physics for Theology and Education

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### **RP Characters and Objects**

*Bewindhebbers*

(Taqn22): A new VOC bewindhebber, Supply Chain Management

R. Reaken, Heeren XVII (Marcus): VOC bewindhebber whose been around for some time. Has skills in directing lackeys, Gunboat Diplomacy  
vanRyzen (Ryze): A new VOC bewindhebber, Cultural Imperialism  
(Vanadius)  
(Lucky)  
(Randy)  
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## ACTION POINTS

**23 AP total (10 base + 8 from Canada + 2 from tribute + 3 Patronage bonus)**

-4 AP Consulates social policy  
-4 AP Scholasticism social policy  
-4 AP Cultural Diplomacy social policy  
-4 AP Merchant Confederacy social policy **YOU CANNOT PURCHASE MORE THAN THREE POLICIES PER PART**  
-3 AP 3 Lighthouses in Surabaya, Chinsura, Ambon, Malacca  
-4 AP Open Aesthetics social policy tree **YOU CANNOT PURCHASE MORE THAN THREE POLICIES PER PART**  
**0 remaining**  
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## TREASURY

638 Gold (using this gold for plots)  
+40g tribute from Bucharest  
+2g from Burma  
Sell 20 Crossbowmen for 4600g **KLO: NOT THE ONES BY BERLIN**  
Sell 10 Knights for 2300g  
Sell 2 Pikemen for 370g  
Sell 4 workers for 500g  
-160g Plot 1  
-160g Plot 2  
-160g Plot 3  
-160g Plot 4  
-7260 10 Universities in Batavia, Pontianak, Fort Galle, Makassar, Malacca, Chinsura, Samarang, Ambon, West Berlin, East Berlin  
-500g 1 Settler at Talipao  
-40g to Taqn  
10g remaining  
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## FAITH

131 FAITH  
-40 Faith Plot 1  
-40 Faith Plot 2  
-40 Faith Plot 3  
11 Faith remaining  
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## CULTURE

100  
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## PLOTS

Plot bonus to city state plots from Part 8 Event.  
We've also completely shifted into the Patronage tree, which has a focus on relationships with the city states. Such an investment into these policies by a government should be appreciated by the city states.  
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### Plot 1: Of a More Civilized Sort

**RP:** *An excerpt from a letter addressed to the nobility of Bucharest*

Good afternoon, my dear brothers and sisters, it is I, a representative of the mighty VOC, a great trading company, and I come bearing gifts for your wondrous state.

You may have heard tell of great and mighty acts of war taking place on the restless isle of Borneo. Thankfully for you, this war has been spared of your shores. You can thank the mighty fleet of the Dutch for that. It's been wonderful having such a blossoming relationship with you.

Your gifts and increase in trade has caused the world to take note of the more civilized nature in which we engage in such matters. Truly we stand as testimony to the world that trade and free exchange of ideas need not be done at a brutish level.

And so we bring an increase on your tribute fourfold, some 160 guilders along with great works of Faith and some men to help set them up in your great city. Of note also is the seizure of the Sulu outpost near Panama City, strangely named Cxaxuklath, which enables for a closer tie between our civilization and yours.

May our relationship continue to grow and to prosper. You'll be pleased to note that some of the funds are being used to set up a Consulate in your city, to ensure that great communication can be brought forward.

**Invested:** 160g, 40 Faith, 2 Triremes, 2 Swordsmen, 3 Workers, (CS plot bonus)

**Result:** Increase tribute from Bucharest to 2 PPG and 2 AP (increase of 2 AP)

**PARTIAL SUCCESS. THE CITY'S TRIBUTE TO YOU IS INCREASED BY 1 AP.**

---

## **Plot 2: Coffee Notes**

**RP:** Hello there! Didn't see you earlier.

Today I'm a busy man. For today I'm on my way to this little town called Cape Town. Why it's called Cape Town is beyond me, for it's neither a town nor on a cape. Indeed, the cape is being worked by men from the Dutch city of Ambon...

But since we have such a close relationship with the people of Cape Town, that's of no matter anymore. After all, their men work in our cities and our men work in their cities. It is of no difference. Ever since they became Dutch vassals the islands have flourished.

For me, I'm on my way there to enjoy some fresh coffee. The city state specializes in it. Vast plantations produce coffee for everyone to enjoy, and it's of vital importance for Dutch industriousness. Something about that Protestant work ethic that fuels our love of the tulip.

But I digress. The people of Cape Town have had a rough history with we Dutch, for we can tend to be blunt and brutally honest. But you see, those are things of the past, and we get along quite well now. Our foreign diplomacy even remains the same!

These guildmates of mine are also on their way to learn more about the way they brew their coffee in Cape Town. Their ways are complicated, but we're sure to learn something about how they brew even in the cold. Maybe we'll even tweak their cold brew and market it to the world as Dutch coffee! Who knows?

The point being, ever since our governments adopted Scholasticism, we've sought to learn more from our city-state allies. And what better way to celebrate such a relationship than over a nice cup of coffee?

**Invested:** 160g, 40 Faith, 3 Workers, (CS plot bonus)

**Result:** Increase tribute from our vassal Cape Town to 3 AP (increase of 2 AP)

**GREAT SUCCESS. THE CITY'S TRIBUTE IS INCREASED BY 3 AP.**

---

### Plot 3: A Song of the Sea

**RP:** This song was written for the benefit of the people of Panama City, a great city in a beautiful relationship with the VOC. This song is intended to be presented with the presence of a Dutch fleet and men arrayed in mighty battle armor, to increase strength and faith in the relationship between the VOC and Panama City.

*Firm from of old has stood your halls of stone;  
From everlasting you stand as one.  
To you the seas have lifted up their voice,  
The pounding waves that in their strength rejoice.*

*But mighty though the thundr'ing floods may be,  
More mighty than the breakers of the sea  
Are we, the Dutch, who sail upon the waves  
Our treasure fleets bring all we craves.*

*Our word stands firm, in this decree we trust;  
Our alliances are dependable and just,  
With wealth and wisdom and so much more,  
As befits our two houses, now forevermore!*

With this song, we hope that the people of Panama City see the benefit of an increased relationship with our civilization, which extends around the world. Surely the people of this maritime city state can see the gains to be had in maintaining the Merchant Confederacy we've set up on behalf of the Dutch nation.

**Invested:** 160g, 40 Faith, Marcus, 3 Workers, 3 Triremes, 2 Swordsmen, (CS plot bonus)

**Result:** Increase tribute from Panama City to 2 PPG & 2 AP (increase of 1 AP, 2 PPG)

**GREAT SUCCESS. THE CITY'S TRIBUTE TO YOU IS INCREASED BY 2 AP AND 3 PPG.**

---

### Plot 4: A Ryzing Star

**RP:** van Ryzen stumbled out of his bunk and tripped up the stairs to the fresh air of the sea. As the dazzling light of the noon-hour sun beat down upon his aching head, he quickly regretted his decision to come up from below. The salt stung his cheeks, and the wet waves meshed altogether too ickily with his beer-stained tunic.

Nevertheless, he had a mission to complete, one that he could not screw up. If he could not convince the people of Mombasa to join the Merchant Confederacy the VOC had set up to maximize profits on this side of the world, he'd be finished.

Still, there was time to drink. Van Ryzen hated the sea. It's why he stopped by Dejima to gain the aid of a mighty admiral that had berthed there for a time. The Admiral could help him on the journey to Mombasa, and could organize the ships in such a way that the Maritime city state might be impressed. Shielding his eyes from the sun, he looked for the admiral.

"Hey, Admiral vanSalterma, how much longer until we make landfall?" he called out. The wizened old admiral looked down at his half-drunken passenger.

"Soon," he replied in his gravelly voice. "Mombasa is but a day's sail from Samarang if the winds prevail, and we laid anchor there for the night, as you might well recall."

Of course he recalled. It's where he could thankfully restock on some much needed rum and beer. But the old admiral had insisted they press on to discuss matters with the leaders of Mombasa.

The plan was a simple one. Sail into the harbour with ships in formation to impress the maritime people, and then convince them of the benefits of joining the Dutch merchant Confederacy. The vast sums of gold were to be used to show the Mombasa nobility the benefits of a good relationship with the Dutch, and even to bribe those who could not.

"Nightfall, eh?" van Ryzen knew he'd be sober by then. Thankfully so. His silver tongue had convinced the admiral to make this journey, and he'd need to rely on that same tongue again to persuade the Mombasa leadership to join the other city-states in that blessed relationship.

**Invested:** 160g, ryze, 3 Workers, 1 Great Admiral, 3 Triremes, (CS plot bonus)

**Result:** Gain tribute from Mombasa (ideally 2 AP)

**SUCCESS. YOU GAIN TRIBUTE FROM THE CITY EQUAL TO 1 AP AND 1 PPG.**

**RYZE GAINS SKILLS IN GUNBOAT DIPLOMACY.**

---

## SULU

### DIPLOMACY

**ALLIANCE** Canada

**FRIENDSHIP** Taiwan for having the second-best religion, Canada

**DEFENSIVE PACT**

**DENOUNCING** Khmer for being good at the game

**OPEN BORDERS** Canada

**TRIBUTE** Sioux City (1 AP, 2 PPG)

**WAR**

**PEACE** VOC, Philippines, Canada

**NO ACTIVITY** Everyone else

---

### DEALS

#### Peace of Tom Sux:

Sulu concedes the city of Shug-Niggurath to Philippines. Sulawesi north of Panama City (and any small islands in the immediate vicinity) and Palawan are conceded to Philippines, in terms of settling rights. Philippines' rights to tribute from both Panama City and Tom Sux are ensured.

#### Peace of Bucharest:

Sulu concedes the city of Nodens to VOC. Sulu gives 4 AP to VOC.

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### EVENTS

For the regular event, we choose **Option 3**. High times here in the land of the Sulu.

*LeeSD CAUSES GIGA-BRAIN TIER BRILLIANCE OR GREATFAN TIER STUPIDITY, WITH NOT MUCH INBETWEEN. ALL OF YOUR SUCCESSES ARE UPGRADED TO CRITICAL SUCCESSES, WHILE ALL OF YOUR FAILURES ARE DOWNGRADED TO CRITICAL FAILURES. PARTIAL AND AMBIGUOUS RESULTS HAVE THEIR IMPACTS, BOTH POSITIVE AND NEGATIVE, SIMILARLY BOOSTED.*

For the exploration event, we put two EUs into **Option 1** *YOU CAN ONLY INVEST 1 EU INTO EACH SONG OPTION. YOUR EXTRA EU IS REROUTED TO SONG OPTION 5.* and one EU into **Option 2** for Song, put one EU each into **Options 1, 2, and 4** for Kazakhs, put all our EUs in Tibet into **Option 1** there, and choose **Option 1** in Australia with our one EU there.

#### SONG OPTION 1

*YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE NEAR A GREAT PLATEAU BETWEEN THE TWO GREAT RIVERS, WHICH AS YOU TRAVEL THROUGH*

SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS DEEPER AND DEEPER, AND THROUGH GLASS WINDOWS YOU SEE GLASS TUBES OF FLOWING WATER, AIR, AND VARIOUS MUCK-COLOURED SLURRIES BEING CARRIED TO AND FRO. EVENTUALLY< YOU COME UPON A GREAT RECTANGULAR ROOM, CONTAINING ROWS AND ROWS OF LARGE, UNIFORM CYLINDRICAL OBJECTS.

THE OBJECTS APPEAR PLAIN IRON FROM THE BACK, BUT AS YOU ENTER THE ROOM AND SEE THEM FROM THE OTHER SIDE, YOU CAN'T HELP BUT ELICIT A LOUD GASP. THROUGH THE GLASS ON THE FRONT YOU PLAINLY SEE THAT THESE ARE VATS OF PEOPLE. THE PEOPLE FLOAT, SUSPENDED IN SOME SORT OF BLUE GELATINOUS LIQUID. VARIOUS TUBES CONNECT TO THEIR MOUTHS, NOSTRILS, AND OTHER ORIFICES, PRESUMABLY FEEDING THEM THE SUBSTANCES THEY NEED TO SURVIVE AND DISPOSING OF THOSE THAT AREN'T NEEDED.

YOU SEE PANELS OF BLINKING LIGHTS AND KNOBS AND BUTTONS AFFIXED TO EACH VAT. IF YOU PRESS THE RED BUTTON, THE VAT'S GLASS DESCENDS AND ITS INHABITANT FALLS OUT.

YOU GAIN 10 POPULATION, TO ALLOCATE WHEREVER YOU LIKE. YOU MAY OPEN MORE VATS IN THE FUTURE, SPENDING 2 AP TO ADD 1 POP IN WHICHEVER CITY YOU'D LIKE.

## SONG OPTION 2

YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE AT THE BASE OF A GREAT MOUNTAIN, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS HIGHER AND HIGHER, AND YOU FEEL THE COLD, THIN AIR THROUGH THE HALLWAY'S VENTILATION SHAFTS. AS YOU NEAR THE END OF THE HALLWAY THE CHILL TURNS TO HEAT, AND YOU ENTER A GREAT CHAMBER. IN THE CHAMBER IS A CONTRAPTION OF IRON, WHIRRING NOISES, AND BLINKING LIGHTS. THE CONTRAPTION GENERATES AN OPPRESSIVE HEAT, AND WOULD LIKELY EXPLODE OR COMBUST IF NOT FOR THE THIN, FREEZING AIR LET IN BY MASSIVE VENTS ALL THROUGHOUT THE WALLS OF THE CHAMBER.

SUDDENLY, A GREAT VOICE REVERBERATES. IT IS AN ARCHAIC LANGUAGE, BUT ONE THAT YOU RECOGNIZE AS A DIALECT OF TAIWANESE. "GREETINGS, HUMANS. I AM THE CARETAKER OF THE --ERROR-- CONSTRUCTED BY THE --ERROR-- TO --ERROR--. HOW MAY I SERVE --ERROR-- ON THIS --ERROR--? --ERROR--, WITNESS --ERROR--!" A GREAT SCREEN LIGHTS UP, AND YOU SEE DIAGRAMS, SCHEMATICS, DOCUMENTS, AND OTHER SUCH THINGS RAPIDLY FLASH BEFORE YOUR EYES. YOU DON'T SEE ANYTHING FOR LONG ENOUGH TO GAIN A COMPLETE UNDERSTANDING OF IT, BUT YOU CATCH ENOUGH GLIMPSES OF THINGS TO GAIN IDEAS.

YOU GAIN THE ABILITY TO PLOT TO RESEARCH NEW TECHNOLOGIES. YOU MAY ONLY RUN SUCH A PLOT ONCE EVERY OTHER PART; I.E. YOU CANNOT RUN MULTIPLE RESEARCH PLOTS TWICE IN A ROW, AND YOU MAY NOT RUN RESEARCH PLOTS IN TWO CONSECUTIVE PARTS. YOU MAY NOT RUN A RESEARCH PLOT ON THE SAME PART

THAT YOU RUN A TECH THEFT PLOT, EITHER, BUT YOU MAY RUN A RESEARCH PLOT IN THE PART IMMEDIATELY AFTER OR BEFORE YOU RUN A TECH THEFT PLOT.

#### SONG OPTION 5

YOUR LOST EXPLORERS STUMBLE A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE AT THE BOTTOM OF A GREAT CANYON, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FLICKERING FIRELESS ILLUMINATION. THE HALLWAY LEADS IN WHAT SEEMS TO BE ENDLESS CIRCLES, AND SUDDENLY THE FLICKERING LIGHTS BURN OUT. THEY ARE REPLACED BY FLASHING RED LIGHTS AND BLARING SIRENS. YOU DON'T THINK THAT YOU SHOULD'VE COME THIS WAY. AND THAT'S THE LAST THOUGHT YOU HAVE. PRESS F TO PAY RESPECTS FOR THIS EU.

#### KAZAKH OPTION 1

AS YOUR EXPLORERS COLLAPSE INTO UNCONSCIOUSNESS, THEIR VISION IS SHARED BY THE GREAT LORDS OF THE SULU. EACH PLAYER IN YOUR FACTION GAINS THE "SHAPER OF THE WORLD" SKILL. UPON A PLAYER'S DEATH, THEY HAVE A HIGH LIKELIHOOD OF QUICKLY REGAINING THIS SKILL PASSIVELY, AND CAN IMMEDIATELY REGAIN THIS AND ALL OTHER KAZAKH VISION SKILLS WHICH THEY PREVIOUSLY HAD WITH A SINGLE VERY EASY PLOT.

#### KAZAKH OPTION 2

AS YOUR EXPLORERS COLLAPSE INTO UNCONSCIOUSNESS, THEIR VISION IS SHARED BY THE GREAT LORDS OF THE SULU. EACH PLAYER IN YOUR FACTION GAINS THE "ANTIHEROIC MISADVENTURER" SKILL. UPON A PLAYER'S DEATH, THEY HAVE A HIGH LIKELIHOOD OF QUICKLY REGAINING THIS SKILL PASSIVELY, AND CAN IMMEDIATELY REGAIN THIS AND ALL OTHER KAZAKH VISION SKILLS WHICH THEY PREVIOUSLY HAD WITH A SINGLE VERY EASY PLOT.

#### KAZAKH OPTION 4

AS YOUR EXPLORERS COLLAPSE INTO UNCONSCIOUSNESS, THEIR VISION IS SHARED BY THE GREAT LORDS OF THE SULU. EACH PLAYER IN YOUR FACTION GAINS THE "MASTER OF TREACHERY" SKILL. UPON A PLAYER'S DEATH, THEY HAVE A HIGH LIKELIHOOD OF QUICKLY REGAINING THIS SKILL PASSIVELY, AND CAN IMMEDIATELY REGAIN THIS AND ALL OTHER KAZAKH VISION SKILLS WHICH THEY PREVIOUSLY HAD WITH A SINGLE VERY EASY PLOT.

#### TIBET OPTION 1

YOU MINE THREE SALT RESOURCES PER INVESTED EU. YOU MAY PLACE THESE WHEREVER YOU LIKE IN YOUR ACTIONS NEXT PART.

#### OCEANIA OPTION 1

**YOU FOUND A PENAL COLONY IN AUSTRALIA. THIS IS AN OFF-MAP HOLDING THAT YOU MAY ACCESS, EXPAND, AND OTHERWISE INTERACT WITH VIA PLOTS, AND POTENTIALLY AP AND OTHER RESOURCES IN THE FUTURE.**

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## **CITY CONTROL**

/u/EndlessVoid0: Dungun (rename to Nyarlathotep), Sandakan (rename to Yibb-Tstll)

/u/thesaltiestbanana: Taguima (rename to Ghroth), Siasi

/u/Quaerendo\_Invenietis: Maimbung (rename to Daoloth)

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## **TECHNOLOGY AND SOCIAL POLICIES**

- illiterate scum

---

## **RP Characters and Objects**

**Peliha Lehata 'the Learned'** - (/u/EndlessVoid0)

Skills/Traits:

- Gets more powerful after consuming human flesh (Parts 6, 8)

**Safet 'the Chill'** (/u/thesaltiestbanana)

- **His Nurse**

Skills/Traits:

- Badly disfigured, but wears a beautiful mask (Parts 3, 5)
- Prospecting (Part 7)
- Narrow Escapes (Part 8)

**Abdul-'Azif 'the Mad'** - (/u/Quaerendo\_Invenietis)

Skills/Traits:

- Powerful sorcerer of the blackest magics (Parts 1, 8)
- Force-sensitive (Part 7)
- Siege warfare (Part 6)
- Necromancy (Part 5)
- Ritual sacrifice (Part 4)

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## **UNIT MAP**

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## **ACTION POINTS**

### **11 AP total [10 Base]**

- +1 from tribute
- -4 to VOC
- -5 AP on purchasing a settler in Maimbung.
- -2 AP on a trebuchet in Maimbung.

**0 remaining**

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## **TREASURY**

### **203 initial gold [83 base]**

- +120 from tribute
- -180 on Plot 1

**13 remaining**

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## **FAITH EXPENDITURE**

### **83 initial faith [83 base]**

- -60 faith on Plot 1

**23 remaining**

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## **PLOTS**

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**Currently-Active Antiplot Bonuses:**

**Currently-Active Plot Bonuses:**

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### **Plot 1: Prelude: a metropolis rises from the depths**

**RP:** As Abdul-Azif rested one night, he received a vision from the Great Old Ones, accompanied by . Awakened suddenly, he swiftly penned:

Before Africa rose out of the waves

A mighty coastal city ruled the Earth,  
Conquering all its foes, making them slaves.  
Vast, the island could scarcely hold its girth.

Temples to forgotten gods it had, and  
Grey stone buildings stretched for miles and miles.  
But now the nameless city lies in sand,  
Forgotten, its location man reviles.

That is not dead which can eternal lie,  
And with strange aeons even death may die.

---

Morning came, and the mad Saracen knew exactly what had to be done. He set to work concocting a massive batch of zombi-drugs, enough for an army of laborers unparalleled in history. The megalopolis would stretch from coast to coast, with temples dedicated to Cthulhu the Dreamer.

As Safet, his old colleague, reluctantly dragged the workers needed for his rituals out of their homes and villas, leading them in with the honeyed words of a dutiful nurse, Abdul-'Azif gave his idea more thought, and came to the perfectly reasonable conclusion that it was an even better idea than he had previously thought.

It'd be rather hard to invade Borneo again, after all, if one couldn't even walk a few feet without seeing a building.

**Invested:** /u/Quaerendo\_Invenietis, 60 faith to hire priests, 180 gold to purchase incense, 4 workers sacrificed in rituals

**Result:** Sulu gains the "Megalopolis" modifier, reducing the AP cost of Settlers and/or Temples.  
**MIXED SUCCESS. YOU REDUCE THE AP COST OF SETTLERS BY 3 AP (TO 2 AP) FOR THE NEXT FOUR PARTS, AND THE COST OF BUYING TEMPLES BY 1 AP (TO 1 AP) FOR THE SAME DURATION. ABDUL-'AZIF SLIPS AND STABS HIS OWN HEART WITH HIS SACRIFICIAL DAGGER, DYING INSTANTLY, CAUSING 10 OF YOUR ZOMBIFIED TROOPS TO FRENZY AND BECOME BARBARIANS.**

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## BURMA

### DIPLOMACY

FRIENDSHIP Taiwan, Philippines, Dutch

PEACE Khmer

NO ACTIVITY Everyone else

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### DEALS

We give the Philippines a gift of 2 gold.

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### EVENT

National Event: Option 1: Westwards ho!

**DISCOVER THE COMPASS TECHNOLOGY. HOWEVER, YOUR NAVIGATORS KEEP GETTING "EAST" AND "WEAST" MIXED UP, GIVING YOU A SLIGHT PENALTY TO ALL PLOTS OUTSIDE OF YOUR OWN TERRITORY THIS PART..**

EU Event: The Empire of Maratha [3 EUs]: Options 1, 3 and 5: water, siege and espionage

Oceania [1 EU]: Option 1: We must get rid of the weaklings anyways!

#### **MARATHA OPTION 1**

**YOUR OFFICERS TRAIN WITH THE MARATHAN MARINE CORPS AND NAVY. THE CONSTANT CAMPAIGNING AGAINST REBELS AND NEARBY STATES IN THE RIVERS, SWAMPS, AND COASTAL WATERS GIVES YOUR MEN AMPLE OPPORTUNITY TO GAIN EXPERIENCE.**

**YOU GAIN A MODERATE BONUS TO ALL AMPHIBIOUS WARFARE AND COASTAL WARFARE PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.**

#### **OCEANIA OPTION 3**

**YOUR OFFICERS TRAIN WITH THE MARATHAN SIEGE ENGINEERING CORPS AND URBAN COMBAT FORCES. THE CONSTANT CAMPAIGNING AGAINST AND WITHIN THE CITIES AND STRONGHOLDS REBELS AND NEARBY STATES GIVES YOUR MEN AMPLE OPPORTUNITY TO GAIN EXPERIENCE.**

**YOU GAIN A MODERATE BONUS TO ALL SIEGECRAFT AND URBAN COMBAT PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.**

#### **OCEANIA OPTION 5**

**YOUR OFFICERS TRAIN WITH THE MARATHAN DIPLOMATIC CORPS AND INTELLIGENCE AGENCIES. THE CONSTANT PLOTTING AND SCHEMING BETWEEN THE VARIOUS RAJAS,**

**AND THE UNSTABLE AND SHIFTING ALLIANCES AND ALLEGIANCES THEY HOLD, GIVES YOUR MEN AMPLE OPPORTUNITY TO GAIN EXPERIENCE. YOU GAIN A MODERATE BONUS TO ALL INTELLIGENCE, DIPLOMATIC, AND INFILTRATION PLOTS IN WHICH AT LEAST ONE MILITARY UNIT IS INVESTED INTO.**

#### **OCEANIA OPTION 1**

**YOU FOUND A PENAL COLONY IN AUSTRALIA. THIS IS AN OFF-MAP HOLDING THAT YOU MAY ACCESS, EXPAND, AND OTHERWISE INTERACT WITH VIA PLOTS, AND POTENTIALLY AP AND OTHER RESOURCES IN THE FUTURE.**

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#### **CITY CONTROL**

/u/EmeraldRange - Yangon, Tom Noddy, Rew  
/u/Lordie\_Staven - Pathein, Mawlamyine, Punctual,  
/u/DigiKitty21 -Saitama (rename Mottama), Digi Was Here, Late

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#### **Unit Map**

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#### **TECHNOLOGY AND SOCIAL POLICIES**

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#### **RP Characters and Objects**

テフモン、その名を称え、サイコロを振る者  
The One True God, praeis be! **PRAEIS BE!**

#### **Aimerais the Dead God**

RIP **F**

**Adipadi Emerald II** /u/EmeraldRange, Our great immortal leader who never died, skills in Dynastic Impersonation

**Yaetatjoat Bob II** /u/Bobsss101, Admiral of the High Seas, Manager of the Economy, who worked himself into a coma, and is definitely not dead.

**Laetatjoat Lewdi** /u/Lordie\_Staven, Commander of the Sky, the Heavens and the Gods, Son of Lawdi, skills in propaganda

**Yebaw Digi II** /u/Digikitty21, Lt. General of the 1st Division, don't mind that Kitty fellow who's not dead.

**Yebaw Kitty III** /u/Chaos\_Kitty98, Lt. General of the 1st Division, recovering in a hospital after the glorious war and definitely not dead.

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## **ACTION POINTS**

**15 AP total [10 Base, 2 from Plot 4 consumption, 3 from Fascism]**

- -10 AP on 2 Settlers in Late
- -5 AP on a settler in Pathein

0 remaining

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## **TREASURY**

**288 initial gold**

+40 gold from Khmer that they gave us last part

+60 gold from Fascism [until Part 12]

**388 gold total**

-260 on Plot 2

-80 on Plot 1

-3 gold to Philippines as a gift

-2 gold to Dutch as a gift

-40 on Plot 3

**3 remaining**

**46 initial faith**

-40 faith on Plot 3

**6 faith remaining**

---

## **PLOTS**

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**Currently-Active Antiplot Bonuses:**

Potatotota **NO**

### Currently-Active Plot Bonuses:

Potaatto **NO**

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### Plot 1: Fuck it

**RP:** Lewdi (/u/Lordie\_staven) was very upset. The Admiral of the ships, Bob, had decided to go and definitely not die, and the Adipadi was too busy trying to learn, whatever that meant. The increasingly large navy was, then, under his control, but he had little interest in the silly waves. In fact, he had been getting a huge headache from repairing the ships that were about to take St. Leris in the end of the war. Some of them had not been fully recovered and the sailors kept wanting to go on random trips, presumably to break laws or something.

At one point, Lewdi said "Fuck it, if y'all want to go on random trips into the ocean so much instead of letting our craftsmen repair your boat, you will sail all the way to Phuket and start fucking. You will take those goddamn boats and stick it up around you as your house." Lewdi later found out that the sailors were secretly happy to go fuck around on some more tropical island and decided to actually follow through with his rant. The state had been on a bit of an expansion spree anyways.

He decided to use one of the settling parties that the state had organised to arrive in Late to join with these rambunctious sailors. The settling party wasn't entirely enticed by the same deluded vision of getting away from the mainland, so Lewdi arranged, as the head of the religion, a missionary to keep them company and feed ~~propaganda~~ stories about hope along the way. It was a settle further than any before, but not unreasonably far at all, especially with 5 triremes of sea-hardened sailors.

To ensure that the parties would stay on track, Lordie had whipped up some good propaganda. He appealed to the sailors by presenting Phuket as a tropical island paradise far from Burma and presented a set of things to do to the settling party. As the settling party had been trained extensively, they would be able to reign the sailors in once the sailors destroyed their boats to build houses as they had been told to do. The missionary would also act as a mediator to prevent any sort of internal conflicts.

**Invested:** /u/Lordie\_Staven [skill in propaganda], 80 gold, 5 triremes and 1 missionary [shown below]

**Result:** Settle the city of Phuket (or if Klo pleases more crude versions of the name) with one of the settlers we bought with AP as shown here



**SUCCESS. THE CITY IS FOUNDED WITH 2 POP, A GRANARY, AND A WORKER.  
LEWDI GAINS SKILLS IN STORYTELLING.**

---

## Plot 2: Learn?

**RP:** The Adipadi (/u/EmeraldRange), in a meeting with the leaders of the Philippines had been offered to learn some technology. However, he was confused by what was being offered. Learning? He was told that it was some way to transfer knowledge from one person to another, but not like propaganda. Intrigued by this new form of propaganda, the Adipadi requested to stay for longer in the Philippines to “learn”.

Once he had paid 3 gold for the Master’s in Education that he gained over one year in the Philippines, he called for a Great Prophet and some sailors to come to him from Burma. After learning about learning, he had devised a great way to improve the economic development and growth of the State of Burma through the investment in future human capital. Both the stupid Khmer war and the important of the potato to daily life in Burma, religion had become an integral part of the State apparatus. Children were already “educated” in some ways about the glories of the state through their local priests of Tef. It turns out that Education was not another form of propaganda, but just another medium through which propaganda could be spread. Education was teaching the common people about useful things like math and science so that there was a better chance of innovation. That was all fine to the Adipadi, as Education for younger children would also highly subject them to the ideas they were taught in school.

As such, the Adipadi created a plan to disseminate the art of education throughout Burma by relieving the Great Prophet of any religious duty. Instead the Adipadi would teach the Great Prophet at the guidance of the universities in the Philippines and then return to Burma. The

Prophet Boats would be established. Using the triremes that brought the Great Prophet here, the Adipadi and the Prophet would go around Burma teaching local priests about how to educate people effectively and in the right way (read: in line with the state).

**Invested:** /u/EmeraldRange [skills in dynastic impersonation], 2 triremes from Mawlamyine, 1 Great Prophet (near Pathein)

**Result:** Learn the secrets of Education from the Philippines

**SUCCESS. YOU LEARN THE SECRETS OF THE EDUCATION TECHNOLOGY FROM THE PHILIPPINES.**

**THE ADIPADI GAINS SKILLS IN LEARNING.**

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**Plot 3: Potato Farming**

**[REDACTED]**

**Plot 4: CONSUMED FOR AP**

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glorious aNd mighty yet aLso holy Heavenly kingdoM of heAvEn knOwn aS "taiWan"

## MANAGEMENT

### RP Characters

/u/hahaheeheeee - Emperor Beng Dingghao  
/u/Megashinx1 - High Priest Megaime  
/u/briusky - The Avatar of Aime  
/u/RuskyDiamond - General Long Wong  
/u/CarolusMarx - Advisor Loh  
/u/Supacharged - Explorer Ping

### Diplomacy

- Philippines - DoF
- Khmer - N/A
- Burma - DoF
- Stinky Dutch - N/A
- Sulu - DoF

### City Control

- /u/hahaheeheeee - Tainan, Geats Won Mk8, Weiduoliya Gang
- /u/briusky - Brigetio, St. Osuinne's
- /u/Megashinx1 - Mommy Aime, Tai Phong
- /u/RuskyDiamond - Nanbu Shoudu, Victoriacum

### Deals

Release /u/CanadianChristian on the terms that he is investable into one Taiwanese plot. If this deal is invalid according to game rules, keep /u/CanadianChristian as a slave.

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## CHOICES/DECISIONS

### Event Choice

- Normal Event: Option 2  
**GAIN THE ABILITY TO CONSCRIPT SLAVES INTO SOLDIERS. FOR 1 POP, GAIN ONE UNIQUE UNIT THAT YOU HAVE THE TECH FOR OF YOUR CHOICE. THIS CAN ONLY BE DONE ONCE PER CITY PER PART. YOUR SLAVE SOLDIERS HAVE A BASE 20% CHANCE OF REVOLTING EACH PART, WHICH CAN BE AFFECTED BY PLOTS (BOTH YOURS AND YOUR ENEMIES').**
- Japan: 1 and 3

1

YOU PURCHASE TWENTY "VOLUMINOUS ROBES" FROM SOME DEALER IN A SHADY ALLY. THESE ARE SINGLE-USE MINOR RELICS WHICH GIVE A PLAYER OR NPC A MODERATE BONUS TO PLOTS INVOLVING STEALTH, CARRYING CONCEALED ITEMS, OR OTHERWISE TAKING ADVANTAGE OF THEIR ROBE'S SPACIOUS AND FORMLESS NATURE. YOU MAY PROCURE FURTHER ROBES FOR 1 PPG EACH. THE ROBES ARE TRADEABLE AND STEALABLE, LIKE ANY OTHER RELIC.

3

YOU LEARN UNDER THE MIGHTIEST AND MOST HONOURABLE SAMURAI MASTERS IN ALL OF JAPAN. YOUR PLAYERS EACH MAY DECIDE, AT NO COST, TO ADOPT THIS TRAINING. ADOPTING THE TRAINING OF A SAMURAI GIVES THE CHARACTER THE "BUSHIDO" MODIFIER. FIRSTLY, THIS MODIFIER COUNTS AS A SKILL THAT IS FULLY APPLICABLE TO ALL PLOTS. SECONDLY, IT DOUBLES THE VALUE OF THE CHARACTER AND ALL SKILLS THEY POSSESS, INCLUDING THE BUSHIDO SKILL, IN ALL PLOTS. THIRDLY, IT CAUSES THE CHARACTER TO AUTOMATICALLY DIE FROM COMMITTING HONOURABLE SUDOKU IF A PLOT THAT THEY ARE INVESTED IN FAILS. PARTIAL AND MIXED RESULTS MAY OR MAY NOT QUALIFY AS FAILURES FOR THIS PURPOSE, AT PLOT RUNNER DISCRETION.

BUSHIDO MAY BE TAUGHT TO NPCs AND PLAYERS FROM OTHER FACTIONS VIA PLOTTING. CHARACTERS WHO ARE TAUGHT BUSHIDO MAY PLOT TO TEACH IT TO OTHERS, AND MAY, AT NO COST, CHOOSE TO INHERIT THE MODIFIER ONTO THEIR SUCCESSOR CHARACTERS IF THEY DIE.

- America: 1 and 2

1

YOUR SHIPS SAIL NORTH TO THE NATURAL HARBOUR, AND DROP THEIR ANCHORS. YOUR MEN LOWER THE SHIPS' BOATS AND SAIL TO SHORE. JUST BEYOND THE SHORE THEY'RE QUICKLY AWESTRUCK BY THE TERRAIN. A MASSIVE CRATER, EASILY SEVERAL KILOMETERS WIDE, STANDS BEFORE THEM. WHILE MOST OF YOUR EXPLORERS IMMEDIATELY WRITE THIS OFF AS A FAILED EXPEDITION, AS THEY CAN HARDLY TRADE WITH A CRATER, THOSE WITH GEOLOGICAL EXPERTISE ARE FAR MORE INTRIGUED. WHILE THE BULK OF YOUR EXPLORERS HUNT AND GATHER FOOD FOR THE LONG JOURNEY HOME, YOUR GEOLOGISTS DESCEND INTO THE CRATER. THEY STUDY THE RINGS OF THE EARTH, AND SEE HOW FEATURES FURTHER DOWN ARE CORRELATED WITH THOSE HIGHER UP. THEY SEE SMALL DEPOSITS OF VARIOUS METALS AND MINERALS, AND NOTICE THE TYPES OF GEOLOGICAL FEATURES ASSOCIATED WITH EACH. THEY ALSO SEE MANY NON-GEOLOGICAL ARTIFACTS, LIKE A FEW CHARRED BONES, REMAINS OF WHAT LOOK LIKE ANNIHILATED BUILDINGS, AND OTHER SIGNS OF LONG-LOST CIVILIZATION. BUT THEY MOSTLY CARE ABOUT THE ROCKS.

THIS KNOWLEDGE ALLOWS YOU TO SPEND 2 AP TO SURVEY THE GEOLOGY OF YOUR LAND TO UNCOVER A RANDOM METAL OR MINERAL RESOURCE (E.G. MARBLE, COPPER, SILVER, URANIUM, ETC.). YOU ALSO GAIN A PERMANENT MODERATE BONUS TO PLOTS TO UNCOVER SPECIFIC RESOURCES IN SPECIFIC LOCATIONS.

YOUR SHIPS SAIL FORWARDS TO THE NATURAL HARBOUR, AND DROP THEIR ANCHORS. YOUR MEN LOWER THE SHIPS' BOATS AND SAIL TO SHORE. JUST BEYOND THE SHORE THEY SEE WHAT LOOKS TO BE A COMPOUND OF BUILDINGS, WHICH LOOK TO BE BUILT OF IRON AND CONCRETE INSTEAD OF STONE OR WOOD. AS YOUR MEN APPROACH THE COMPOUND, THEY SEE MOVEMENT. NOT MOVEMENT OF PEOPLE, BUT MOVEMENT OF SOME SORT OF AUTOMATONS BUILT INTO THE VERY STRUCTURE OF THE COMPOUND ITSELF. UPON A PINTLE MOUNT ATOP ONE OF THE WALLS A METAL CROSSBOW ROTATES TOWARDS YOU, AND EXPLOSIONS ERUPT FROM ITS FRONT. BUT THE METAL BOLTS IT FIRES FLY FAR ABOVE YOU. ANOTHER PINTLE-MOUNTED METAL CROSSBOW AIMS TOWARDS YOU, STALLS, AND THEN EXPLODES. A THIRD FLIES OFF OF ITS MOUNT AS SOON AS IT FIRES, SPITTING FIRE AND LEAD IN ALL DIRECTIONS. THE ONCE-MIGHTY ARCAINE DEFENCES OF THIS FACILITY ARE CLEARLY NO LONGER FUNCTIONING AS DESIGNED.

YOU SEE WHAT APPEARS TO BE AN OPEN GATE IN THE COMPOUNDS WALLS, LARGE ENOUGH FOR A LARGE CARRIAGE OR CHARIOT TO PASS THROUGH. AS ONE OF YOUR MEN WALKS THROUGH IT HE IDLY STEPS ON A FUNNY-LOOKING ROCK, WHICH EXPLODES AND INCINERATES HIM. YOUR MEN, NOW WATCHING WHERE THEY'RE STEPPING, HEAD TOWARDS THE SOLE EXTANT BUILDING WITHIN THE COMPOUND. SEVERAL OTHER BUILDINGS ONCE EXISTED, BUT HAVE BEEN REDUCED TO RUBBLE LONG AGO.

THE IRON DOOR TO THE MAIN BUILDING FALLS OPEN AS YOU KNOCK ON IT; CLEARLY IT'S ABOUT AS FUNCTIONAL AS THE REST OF THE COMPOUND'S DEFENCES. THE INSIDE OF THE BUILDING HAS DIM, FLICKERING FIRELESS LIGHTS. YOU CAN MAKE OUT SEVERAL CORPSES WEARING TATTERED FATIGUES AND ARMOUR, ALBEIT ARMOUR OF A SORT THAT YOU'VE NEVER SEEN BEFORE. ODDLY, YOU DON'T SEE ANY DIRECT SIGNS OF COMBAT – NO UNHOLSTERED WEAPONS, NO SPENT PROJECTILE CASINGS, NO MARKS ON THE WALL. BUT THEY CLEARLY DIED ON-DUTY, AND SEVERAL OF THEM ARE IN POSES THAT LOOK AS THOUGH THEY WERE RECOILING IN AGONY BEFORE DEATH. MODERATELY UNNERVED, YOU MAKE YOUR WAY THROUGH THE BUILDING TO ANOTHER DOOR, THIS ONE MUCH MORE FUNCTIONAL. THERE IS WHAT APPEARS TO BE A LOCK FOR A KEY, EXCEPT THE LOCK IS A LONG SLIT INSTEAD OF A KEYHOLE. ONE OF YOUR MEN SEES A CARD OF SORTS ATTACHED TO A LANYARD OF A SKELETAL NECK, AND TAKES IT AND SLIDES IT THROUGH THE LOCK. THE LOCK BEEPS AND FLASHES GREEN, AND THE DOOR OPENS. INSIDE THE DOOR IS A DARK ROOM, WHICH LIGHTS UP IMMEDIATELY AS YOU ENTER IT. WHATEVER SYSTEM RUNS THIS IS CLEARLY MUCH MORE ADVANCED – OR SIMPLY EXPOSED TO MUCH LESS DAMAGE – THAN WHATEVER RAN THE EXTERIOR. AFTER A FEW MOMENTS OF NOTHING, THE ROOM'S DOOR SUDDENLY SHUTS, AND YOU FEEL THE FORCE OF RAPID ACCELERATION DOWNWARDS. THE ROOM IS MOVING. AFTER SEVERAL MINUTES YOU AGAIN FEEL A FORCE, THIS TIME OF RAPID DECELERATION, AND WITH A DING THE DOOR OPENS.

A CORRIDOR, WHICH LIGHTS UP AS YOU ENTER IT, STANDS BEFORE YOU. THIS AIR IN THE AIR IN CORRIDOR IS STALE, AND SMELLS VERY OFF. THERE ARE MORE CORPSES, AND THEY ARE MUCH LESS DECAYED THAN THOSE YOU SAW BEFORE. THEIR FACES CLEARLY SCREAM OF PAIN AND SUFFERING, THEIR SKIN IS COVERED WITH BOILS AND BLISTERS, AND ALL OF THEIR HAIR AND NAILS HAVE FALLEN OUT. THE FACTS DAWN ON YOU: THIS WAS A DELIBERATE ATTACK, WITH A WEAPON FAR MORE GRUESOME AND FAR MORE CRAVEN THAN ANY SWORD OR BOW. WHAT HAPPENED HERE WOULD SURELY QUALIFY AS A WAR CRIME IN THE EYES OF ALL CIVILIZED PEOPLE.

FURTHER DOWN THE CORRIDOR OPENS INTO A ROOM. THE ROOM IS FULL OF MORE AGONIZED CORPSES, INCLUDING SEVERAL WHICH SEEM TO BE WEARING FORMAL DRESS UNIFORMS RATHER THAN COMBAT FATIGUES. IN THE CENTRE OF THE ROOM IS A TABLE, WHICH AS YOU APPROACH LIGHTS UP AND PROJECTS AN THREE-DIMENSIONAL IMAGE INTO THE AIR. THE IMAGE IS OF A ROTATING GLOBE, UPON WHICH YOU CLEARLY RECOGNIZE SOUTHEAST ASIA. THE MAP HAS WHAT YOU PRESUME TO BE POLITICAL BORDERS AND MAJOR CITIES LABELLED – YOU DON'T RECOGNIZE ANY OF THEM, BUT YOU NOTICE THAT THERE'S ONE NEAR THE NORTHERN HARBOUR LABELLED "CORGI TOWN, CORGILAND – TARGET CONFIRMED DESTROYED" AND ONE NEAR THE SOUTHERN HARBOUR LABELLED "EL DORADO, GEORGIA – NON-HOSTILE". AROUND THE GLOBE YOU SEE SEVERAL OBJECTS AND THEIR ORBITS TRACKED. MOST OF THEM ARE HIGHLIGHTED IN RED, AND HAVE LABELS LIKE "CONTACT WITH ASSET LOST – ESTIMATED COURSE SHOWN", "INACTIVE ASSET – ALL ORDNANCE EXPENDED", AND "INACTIVE ASSET – CONFIRMED TERMINATED BY HOSTILE FIRE".

YOU ARE STARTLED INTO ATTENTION BY A SUDDEN SYNTHETIC VOICE, WHICH STATES, IN A LANGUAGE SIMILAR TO THAT USED BY THE DUTCH: "CONTACT WITH GUN STAR UNIT 311S-THETA RE-ESTABLISHED OVER NORTHERN OCEANIC – EASTERN PARTHIAN – SOUTHERN PRIAMURYAN SECTOR."

YOU SEE AN ORBIT ON THE MAP SUDDENLY SHIFT DOWNWARDS, AND ITS CORRESPONDING OBJECT SHIFT EASTWARDS. THE OBJECT AND ITS ORBIT CHANGE FROM RED TO GREEN, AND THE OBJECT'S LABEL CHANGES TO "ACTIVE ASSET – ALL SYSTEMS OPERATIONAL".

THE SYNTHETIC VOICE CONTINUES SPEAKING: "CONNECTING TO PRIMARY DATABANK. UNABLE TO CONNECT TO PRIMARY DATABANK. CONNECTING TO AUXILIARY DATABANK. CONNECTION ESTABLISHED TO AUXILIARY DATABANK. PLEASE STAND BY." A BRIEF PAUSE ENSURES, FOLLOWED BY: "TACTICAL STATUS CONFIRMED. ALL ENTITIES IN TARGET AREA DESIGNATED: HOSTILE. GLOBAL STRIKE AUTHORIZATION: GRANTED."

THE IMAGE OF A GLOBE DISSIPATES, AS DO THE ORBITS, AND IN ITS PLACE A MORE DETAILED IMAGE OF SOUTHEAST ASIA IS PROJECTS FLAT, JUST ABOVE THE TABLE'S SURFACE. THE SYNTHETIC VOICE EXPLAINS: "INPUT TARGET REGION FOR KINETIC BOMBARDMENT."

CHOOSE A TILE ON THE MAP IN YOUR ACTIONS NEXT PART.

- Kazakhstan: 2

**AS YOUR EXPLORERS COLLAPSE INTO UNCONSCIOUSNESS, THEIR VISION IS SHARED BY THE GREAT LORDS OF TAIWAN. EACH PLAYER IN YOUR FACTION GAINS THE "ANTIHEROIC MISADVENTURER" SKILL. UPON A PLAYER'S DEATH, THEY HAVE A HIGH LIKELIHOOD OF QUICKLY REGAINING THIS SKILL PASSIVELY, AND CAN IMMEDIATELY REGAIN THIS AND ALL OTHER KAZAKH VISION SKILLS WHICH THEY PREVIOUSLY HAD WITH A SINGLE VERY EASY PLOT.**

### **Gold**

- 247
- -60 to plot 1
- -60 to plot 2
- -60 to plot 3
- -67 to plot 4

### **Faith**

- 66
- - 66 to plot 5

### **AP**

- 16 AP (+6 from tribute)
- -4 AP to plot 1
- -2 AP to plot 2
- -3 AP to plot 3
- -5 AP to plot 4
- -2 AP to plot 5

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## **PLOTS**

### **Plot 1: Victoriacum 2, 2**

#### **RP:**

[https://docs.google.com/document/d/1mwq2b889i0r85dMnp3\\_MOxyW-KQq-emooRCY3liam\\_w/edit?usp=sharing](https://docs.google.com/document/d/1mwq2b889i0r85dMnp3_MOxyW-KQq-emooRCY3liam_w/edit?usp=sharing)

**Invested:** 3 AP, 60 gold, /u/Supacharjed, 3 triremes, 2 spearmen from Brigetio, 1 swordsman from Brigerio, 1 worker from outside Life

**Result:** Antiplot all hostile actions done on behalf of Khmer towards any Taiwanese cities or troops.

**SUCCESS. ALL NONEXISTENT ACTIONS BY THE KHMER TOWARDS YOUR CITIES AND TROOPS ARE NEUTRALIZED.**

## SOUP GAINS SKILLS IN PROPAGANDA AND COUNTERINTELLIGENCE.

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### Plot 2: The Cardboard Dome of Tainan

**RP:** The new Khmer prisoner, Aime's so called "prized Taiwanese Whipping Boy" showed a surprising lack of will to rebel in the name of his father nation. One might think that this was good, and that Aime had simply whipped him into submission, however this slave had received far too few lashings to be this compliant. In fact, this prisoner actually requested *\*more\** lashings. He also tended to let out odd noises when lashed, reminiscent of how women sound when they have long yellow cone-like objects inside their orifices. A moan perhaps? Truly strange. This slave acted particularly strange around the Emperor however. Frequently he would act in ways that could only be described as seductive when in the Emperor's presence. Now, the Emperor had a predicament on his hands, clearly. Either this slave was attempting to trick him into giving less lashings because of how fucking weird he was being, or he was genuinely into this sexually. And then a new predicament arose. What if he had been doing this the whole time just to get on the Emperor's good side, just to strike when the time came? The Emperor did not want anything remotely similar to that happening. This slave was put under constant surveillance, and given the exact average amount of lashings as slaves should be given. Other slaves were put under surveillance as well, and the Emperor sent for spies to watch important areas where wrongdoings against the state could be committed. Conspiracy, slave rebellions and the likes. None of that would take place under Aime's gaze. Eventually, the very horny slave was released back to his homeland, however his mark on the other slaves would be closely monitored still. While issues at home were being dealt with, the Filipino islands directly south of Taiwan also posed a threat. Although relations had been decent for the most part, diplomatic ties had been decreasing more and more, and with the Filipinos' new sticks that go boom which seemed to be quite deadly, defensive measures had to be taken against them as well. Triremes were sent out to scout the oceans until specified otherwise to ensure that the Philippines would not set sea towards Taiwanese territory. If any Filipino fleets were sighted, nearby cities would be alerted, and defenses would be readied.

**Invested:** 4 AP, 60 gold, 3 triremes, 2 pikemen from Geats/Mommy, 1 swordsman from Mommy, /u/hahaheehhhh, 1 pop from Tai Phong, 1 swordsman from Brigetio, 1 horseman from Tainan

**Result:** Antiplot hostile actions on behalf of the Philippines towards any Taiwanese cities or troops, and also antiplot hostile actions from within Taiwan, be it slave rebellions or other mishaps. Apprehend any responsible for committing these acts. If /u/CanadianChristian is behind any of these acts, execute him. If it is a different Khmer agent or agent of another faction, enslave them.

**GREAT SUCCESS. ALL NONEXISTENT HOSTILE ACTIONS DESCRIBED ARE COMPLETELY NEUTRALIZED. YOU GAIN A SIGNIFICANT ANTILOT AGAINST THE MENTIONED THREATS FOR THE NEXT TWOPARTS.**

**THE EMPEROR GAINS SKILLS IN PARANOIA.**

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### Plot 3: sugma balls lol

**RP:** Informants had done their jobs and informed the Taiwanese of a Cambodian invasion in the near future. And, as some say, the best defense is defense, but the best offense? Also defense. So, as a defensive measure, a secret siege team, entitled the Cambodian-Obliterating Crazy Kids, or C.O.C.K. for short, were sent to the city of Angkor Bandy in disguise. By night however, they would tunnel beneath and around the city, laying deliberate explosives throughout the city's underground, linking each explosive to a separate point of detonation, however including wicks below the designated ones which were all connected to each other, allowing all explosives to be detonated from one single place if necessary. These operatives were given orders to, when given the command, detonate each and every one of these explosives, bringing the city and its surrounding forces to the mercy of the Taiwanese forces. However, the command was only to be given if the Khmer struck against Taiwan. [REDACTED] Taiwan was truly the greatest nation in all the east. Praise Aime.

**Invested:** 3 AP, 60 gold, /u/Megashinx0, 2 workers from Mommy Aime, 2 comp bowmen from Little, 1 trireme, 1 swordsman from outside Tainan

**Result:** Prepare a demolition team in and around Angkor Bandy, making it so that if the Khmer are to attack Taiwan, the city's defenses are destroyed, including as many troops as possible. If Khmer does not declare war on Taiwan, invest all of this plot's investments into plot 4.

**KHMER DID NOT DECLARE WAR ON YOU, SO THIS PLOT DID NOT OCCUR. [REDACTED].**

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### Plot 4: Comrade Tomathy

**RP:** Slaves. Ain't they just cool? Little maggots just do whatever you tell 'em to when you bring out the whip. Fucking naisu. Slaves are awesome. Like, real awesome.

...

We could make a country outta this shit.

Okay, okay, maybe there's more involved than that, but, like, c'mon, man! Like, seriously. Imagine that. A whole country built off slave labor. It'd be fucking sick. Aime knows we've stolen enough people from other countries to make it feasible, we could easily just wake up one day, boom, slave country, we're golden.

Alright, alright, but like, how are we gonna do this shit? It's kinda hard. Like, I mean, Sulu did Canada, but that didn't go too well, so how do we make this feasible?

...

I know. Hell yeah I motherfucking know. We gonna make slave country. It's going to be great.

Okay so first we get the city-states we've bullied into being our friends and ask them to do something for us. Life? Iowa City? Y'all run pirate shit now. Yep, that's right, y'all are pirates. Canton are above us, we'll just ask them how to do this shit, then go down and tell Iowa City and Life what to do. Ships come from Iowa City, people come from Life. Tell them they're allowed to just capture anything. The entire sea is free real estate. That's your land. Be free, young city-states. Be free.

We should have them cowed into submission enough to where we can do that, and we made a guy in Khmer lands die after we did something with Iowa City, so... People's Republic of Iowa City. That's right, communist pirates. You fucking heard me. Communist. Pirates. The Khmer are going to hate this so much, it'll be hilarious.

...

I guess we need someone to run it now.

I mean, I guess Rusky isn't doing much, so congratulations? You now own a civ. Good luck, have fun.

...

God, I need to lie down. And buy less potent beers.

"...Sir, why does it say in this year's budget that we're allocating expenses to a, ahem, 'People's Republic of Iowa City so they can do pirate shit'?"

"...I was drunk."

**Invested:** 4 AP, 67 gold, /u/RuskyDiamond, 1 great prophet, 2 pop from Mommy, /u/CanadianChristian, 1 pikeman that's standing inside Iowa City

**Result:** Create the Taiwanese puppet state of The People's Republic of Iowa City, a pirate republic civ using the Communist Vietnam rebel civ. /u/RuskyDiamond will be this faction's player, and the faction will consist of the two city states of Iowa City and Life, currently Taiwanese puppets/tributaries.

**GREAT SUCCESS. THE PRIC IS FORMED AS DESCRIBED, AND INHERITS ALL OF TAIWAN'S TECHNOLOGIES AND SOCIAL POLICIES.**

**RUSKY GAINS SKILLS IN COMMUNIST PARTY LEADERSHIP AND PURACY. CC GAINS SKILLS IN SLAVE LABOUR.**

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### Plot 5 (Seal Plot): Third time's the charm

RP: ALRIGHT TIME FOR A SPEED ROUND

HUGE ASS BORDER WALL THAT AIN'T STOPPING US WE HAVE SAPPERS LET'S PUT A HOLE UNDER THIS BITCH

KIDNAPPERS GO INTO THE CITY BOOM THEY'RE IN NO WAY THEY'RE GETTING STOPPED FROM THIS ONE

QUICK DETOUR TO THE MARKETPLACE WE'RE GONNA BURN EVERYTHING AND DISTRACT ALL THE CITY WATCHMEN

ALRIGHT THEY'RE RUNNING BOOM THEY'RE INSIDE THE PALACE NO WAY THEY GET CAUGHT THIRD TIME'S THE CHARM BABY

ALRIGHT OKAY THEY'RE HALFWAY THROUGH THE PALACE ALRIGHT THEY'RE GOING IT'S NIGHTTIME ALL THOSE STUPID KHMERESE ARE ASLEEP

ALRIGHT THEY'RE IN TOM'S ROOM IT'S UNGUARDED WE DEFINITELY GOT IT THIS TIME

ALRIGHT HE'S IN THE BURLAP SACK GO GO GO GO GO

"Advisor."

"Advisor."

Advisor Loh then woke up from his meth-induced state of psychosis, looking around frantically. "We have the man you ordered us to retrieve."

The kidnappers tossed the man to the ground. The prized jewel of Khmer. The sex god Tom himself.

**Invested:** 2 AP, 60 faith, /u/KarolusMarx, 1 great prophet, 2 pikemen from geats, 2 triremes from Tainan, 1 pop from Nara, 1 chariot archer from Nara

**Result:** Kidnap /u/supertom0000, make sure it's done in secrecy so no war is started.

**FAILURE. KHMER BORDER GUARDS NOTICE YOU TRYING TO DIG A HOLE UNDER THEIR WALL. THEY AREN'T AWARE OF THE TRUE PURPOSE OF YOUR ACTIONS BECAUSE YOU NEVER GOT TO CARRY THEM OUT, SO THEY DON'T IMMEDIATELY DECLARE WAR. LOH MANAGES TO ESCAPE THE KHMER GUARDS.**

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## GALACTIC KHMER EMPIRE

### DIPLOMACY

ALLIANCE: [REDACTED]

DEFENSIVE PACT: [REDACTED]

NON-AGGRESSION PACT: [REDACTED]

OPEN BORDERS: N/A.

FRIENDSHIP: VOC

DENOUNCING: N/A.

WAR: N/A

PEACE: Burma

CLIENT STATES: RIP REFORMER

- Cedar Crapids tribute 3 AP 3 PPG

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### DEALS

Release St. Leris as a city state in exchange for their tribute and alliance (if can only have one, prioritize alliance) get 5 AP from them if that's possible **THEY BECOME YOUR VASSAL, AND WILL PAY YOU THE DEFAULT VASSAL TRIBUTE RATE OF YOUR CHOICE OF EITHER 1 AP OR 1 PPG.**

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### EVENTS

Exploration:

Option 2, Option 3, Option 4

#### **SONG OPTION 2**

**YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE AT THE BASE OF A GREAT MOUNTAIN, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS HIGHER AND HIGHER, AND YOU FEEL THE COLD, THIN AIR THROUGH THE HALLWAY'S VENTILATION SHAFTS. AS YOU NEAR THE END OF THE HALLWAY THE CHILL TURNS TO HEAT, AND YOU ENTER A GREAT CHAMBER. IN THE CHAMBER IS A CONTRAPTION OF IRON, WHIRRING NOISES, AND BLINKING LIGHTS. THE CONTRAPTION GENERATES AN OPPRESSIVE HEAT, AND WOULD LIKELY EXPLODE OR COMBUST IF NOT FOR THE THIN, FREEZING AIR LET IN BY MASSIVE VENTS ALL THROUGHOUT THE WALLS OF THE CHAMBER.**

**SUDDENLY, A GREAT VOICE REVERBERATES. IT IS AN ARCHAIC LANGUAGE, BUT ONE THAT YOU RECOGNIZE AS A DIALECT OF TAIWANESE. "GREETINGS, HUMANS. I AM THE CARETAKER OF THE --ERROR-- CONSTRUCTED BY THE --ERROR-- TO --ERROR-- HOW MAY I SERVE --ERROR-- ON THIS --ERROR--? --ERROR--, WITNESS --ERROR--!"**

A GREAT SCREEN LIGHTS UP, AND YOU SEE DIAGRAMS, SCHEMATICS, DOCUMENTS, AND OTHER SUCH THINGS RAPIDLY FLASH BEFORE YOUR EYES. YOU DON'T SEE ANYTHING FOR LONG ENOUGH TO GAIN A COMPLETE UNDERSTANDING OF IT, BUT YOU CATCH ENOUGH GLIMPSES OF THINGS TO GAIN IDEAS.

YOU GAIN THE ABILITY TO PLOT TO RESEARCH NEW TECHNOLOGIES. YOU MAY ONLY RUN SUCH A PLOT ONCE EVERY OTHER PART; I.E. YOU CANNOT RUN MULTIPLE RESEARCH PLOTS TWICE IN A ROW, AND YOU MAY NOT RUN RESEARCH PLOTS IN TWO CONSECUTIVE PARTS. YOU MAY NOT RUN A RESEARCH PLOT ON THE SAME PART THAT YOU RUN A TECH THEFT PLOT, EITHER, BUT YOU MAY RUN A RESEARCH PLOT IN THE PART IMMEDIATELY AFTER OR BEFORE YOU RUN A TECH THEFT PLOT.

### SONG OPTION 3

YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE NEAR THE GREAT OCEAN'S SHORES, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS DEEPER AND DEEPER, AND ITS WALLS SHIFT FROM IRON TO GLASS. THROUGH THE GLASS YOU SEE THAT YOU ARE UNDERWATER. AT THE END OF THE HALLWAY IS A ROOM WITH A POOL, AND IN THAT POOL A MASSIVE WHALE WITH WHAT APPEARS TO BE IMPLANTS OF IRON.

GAIN 1 "WHAERU" (SUBMARINE). THIS "WHAERU" IS NOT MOVEABLE WITH AP, NOT DIRECTLY MOVEABLE WITH REGULAR TROOP MOVEMENT PLOTS, AND CANNOT BE TRADED VIA REGULAR DIPLOMACY. IT MAY, HOWEVER, BE MOVED, STOLEN, DESTROYED, OR OTHERWISE AFFECTED WITH PLOTS SOLELY DEDICATED TO AFFECTING IT.

### SONG OPTION 4

YOU ENTER A HIDDEN FACILITY. ITS ENTRANCE IS A HIDDEN CAVE UNDER A LARGE BUT NONDESCRIPT ROCKY OUTCROPPING, WHICH AS YOU TRAVEL THROUGH SLOWLY MORPHS INTO A FUTURISTIC HALLWAY OF IRON AND FIRELESS ILLUMINATION. THE HALLWAY LEADS INTO THE ROCKY EARTH, AND SOON YOU ENCOUNTER A LARGE IRON DOOR. HOWEVER, THE DOOR IS RUSTED AND DECREPIT, AND IT COLLAPSES WITH A GREAT AND MIGHTY CRASH AS YOU KNOCK ON IT.

BEYOND THE DOOR IS A GREAT SPACIOUS EXPANSE. THROUGHOUT THE EXPANSE THERE ARE LARGE AND DEEP HOLES IN THE FLOOR, SURROUNDED BY GUARDRAILS, WITH A SMALL CONSOLE OF SORTS AFFIXED TO THEM. THE CONSOLES EACH HAVE A LARGE RED BUTTON THAT HAS ALREADY BEEN PRESSED AND SCREEN WITH A MAP OF WHAT YOU RECOGNIZE AS CONTAINING SOUTHEAST ASIA. EACH MAP HAS SOME LOCATION ON IT MARKED WITH A RED BULLSEYE. EACH CONSOLE ALSO HAS A STATUS READOUT, EACH VARIOUSLY STATING, IN AN ARCHAIC DIALECT OF THE TIAWANESE LANGUAGE: "TARGET HIT CONFIRMED", "TARGET MISS CONFIRMED", "MISSILE CONTACT LOST", "BALLISTIC RESULT UNKNOWN", AND "AN UNEXPECTED ERROR HAS OCCURRED – PLEASE TRY TURNING THE MISSILE OFF AND ON AGAIN".

AS YOU EXPLORE FURTHER THROUGHOUT THE FACILITY, YOU SEE THAT ONE OF THE HOLES IN THE GROUND IS NOT EMPTY. THERE IS A MASSIVE CYLINDRICAL OBJECT IN IT. AS YOU LOOK UP, THE OBJECT TAPERS AT THE TOP INTO A POINT. IF YOU LOOK DOWN INTO THE PIT, THE OBJECT HAS FINS AT ITS BASE. THE CONSOLE AFFIXED TO THE GUARDRAIL SURROUND THE OBJECT IS DIFFERENT FROM THE OTHERS. ITS RED BUTTON IS UNPRESSED, ITS MAP HAS NO RED BULLSEYE, AND ITS STATUS READOUT SAYS: "PLEASE SELECT TARGET".  
CHOOSE A TILE ON THE MAP IN YOUR ACTIONS NEXT PART.

National:

Option 2 We will make sure we have plenty of Busch Light and will hide all couches **NOTE: THIS OPTION WAS ONLY SELECTED BECAUSE CC WAS IN SLAVERY AND COULD NOT OBJECT TO THIS TERRIBLE BEER** *NOTED*

*BEER SALES ARE THROUGH THE ROOF, GENERATING 100 GOLD FOR YOUR NATIONAL TREASURY. HOWEVER, SOME OF THE DRUNKS RIOT INSTEAD OF PASSING OUT. 4 BARBARIAN SPEARMEN SPAWN NEAR ANGKOR TOM.*

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## SCIENCE AND SOCIAL POLICIES

Gain Treasure Fleets Exploration social policy and Cultural Centers and Flourishing of the Arts  
Aesthetic social policies

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## CITY CONTROL

/u/Sup3rtom2000: Angkor Tom, St. Leris

/u/legobloxcraft2: Angkor Lego, St. Lurking

/u/Serenatycompany: Angkor Serenity, St. Ace

/u/canadahuntsYOU: Angkor Canada

Dead /u/MetalmindStats: St. Lego, St. Vanne (temporarily controlled by /u/Sup3rtom2000)

/u/Canadian Christian: Angkor CC, St. AQ

/u/Andy0132: Angkor Bandy, St. CC

/u/Aimerais: St. Limerick, St. Brooke

*Klo is the best*

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## CHARACTERS AND ASSETS

Boris Duongson, Envoy of the Galactic Emperor, Letobloxcraft Phallatredies (/u/Sup3rtom2000).  
(advising, court bureaucracy)

King Small Phalla, (/u/legobloxcraft2). (overcompensation, border control)

Rey, Ultor Divinus, Sic Simpre Peccatris, (/u/Serenatycompany). (sneakily stealing things)  
Former King Kong, (/u/canadahuntsYOU). (generalship)  
, (/u/MetalmindStats). ded  
Moon Tzree, (/u/CanadianChristian), slave  
Mandrasena, (/u/Andy0132). (writing boring tomes, logistics, Fried circuits, religious discourse, gunboat diplomacy)  
Literally Aime (/u/Aimerais). Alive!

---

## ACTION POINTS

- 19? AP total [10 base + 3 from Cedar Crapids + 1 from RIP Reformer + 5 from St Leris?]
- 4 AP on treasure fleets (or whatever the exploration finisher is)
  - 2 AP on building and observatory in Angkor Serenity and Angkor CC (only 1 AP per city because tradition is finished) (if already built, build a university in our most populous city that doesn't have a uni in it)
  - 8 AP on Cultural Centers and Flourishing of the Arts social policies in Aesthetics tree
  - If not enough to buy social policies, spend 1 AP per Lighthouse in St. Lurking, St. CC, St. Lego, and then Harbours in those places respectively

---

## TREASURY

601 initial Gold

- + 60 gold (3 ppg) from Cedar Crapids
- 160g Plot 1
- 160g Plot 2
- 160g Plot 3
- 180g Plot 4

1 remaining Gold

---

## RELIGION

231 initial Faith

- 60 faith on plot 1
- 40 faith on plot 2
- 80 faith on plot 3
- 40 faith on plot 4

11 remaining Faith

---

## PLOTS

### Active Antiplot Bonuses:

[REDACTED]

### Active Plot Bonuses:

[REDACTED]

---

**Plot 1: The Short Phalla Center for sailors who can't sail good and who wanna learn how to do other stuff good too**

**RP:**

MESSAGE FROM KHMER GALACTIC COMMAND:  
AREA ADJACENT TO KHMER COLONY IS MOSTLY OCEAN. DEVELOP NAVAL CAPABILITIES TO  
HELP UTILIZE THIS RESOURCE TO ACHIEVE AQUATIC GOALS.

Boris, had just received a message from the higher-ups, urging him to “develop naval capabilities.” So he went and asked the current king about the state of the navy and if he had any plans on improving it. Having just been reelected with the largest Conservative majority in history, Boris was especially emboldened.

“Small Phalla, what is the state of the navy and do you have any naval training capabilities currently?”

“go away Boris, i’m busy “”studying”” “ (the author notes that Total War: Rome II was on Small Phalla’s computer screen).

“Oh okay, I guess I’ll just go look myself then.”

Boris then took a tour around some of the Khmer shipyards, seeing how they still had many outdated triremes, and only a few newer Caravels. He had also noticed that a lot of the ships’ crews were not very well educated. Boris decided that opening a naval academy would be a good way to get the navy up to speed, but he needed Small Phalla’s approval before moving ahead.

It was late at night at this point, and like most nights, Small Phalla was at one of the local parties, parading around with his large codpiece, trying to get with a girl and assuring her that “It’s bigger than average, the court doctors assure me.” Usually the king was not one to approve

of higher education, but this party gave Boris an idea of what he could do to convince Small Phalla.

"This party is lame, it has too many older people. But do you know what would have lots of parties with teenage coeds? A college! And I have an idea that would both give you a place like this to party, and would also help train people to help keep out undesirables from our borders."

"yeah now that u mention it, this party is kinda lame. That lady I was just showing off my magnum sized codpiece to turned out to be 45! I'd be down for using some of the Khmer treasury for a college, especially if it becomes a place for all the babes to congregate. It is really tiring going from town to town to try to hunt down a babe that's okay with my, uh, shortcomings."

"Excellent your majesty! I shall start the building at once!"

**Invested:** /u/legobloxcraft2, his skills in compensation and border control, /u/Sup3rtom2000, his skills in advising, 160g, 60 Faith, 3 Galleasses, 3 Carracks, 3 Scouts

**Results:** make naval academy that buffs naval related plots

Small Phalla gets skill points in getting babes, Boris gets skill points in getting lego to do what he wants

**GREAT SUCCESS. A NAVAL ACADEMY IS CONSTRUCTED, GIVING YOU A MODERATE BOOST TO ALL NAVAL PLOTS. THE ACADEMY COSTS 2 AP OR 2 PPG, YOUR CHOICE, IN FUNDING EACH PART TO STAY OPEN.**

**SMALL PHALLA GAINS SKILLS IN PARTYING AND PICKING UP BABES. BORIS GETS SKILLS IN MANIPULATION.**

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## **Plot 2: A SNAKY PLACE**

**RP:** Why would they name a place like that?

Obviously it's a reference to a snaky sort of guy.

But it's also a place that commemorates his death.

But who commemorates snakes? ...Obviously other snakes.

But snakes can be good, right? At least, they're intelligent and sneaky and cunning. And we could use some of that.

That's why RIP Reformer should join our little community. Regardless of their name, it's a nice place to be. Why they're locked behind the mountains is beyond me, but that's where they are.

Okay.

Why name it after snakes when crabs makes so much more sense? I mean, have you seen the amount of crabs they have? It's pretty intense.

But they're a cultured sort, so crabs are clearly meant to be consumed, not to be featured. Maybe it's why they're so snaky, and why they've named themselves after a snaky person.

So RIP Reformer it is. And in this case, when we talk to them, he's clearly a fine lad. A cunning lad. A lad who may be dead, but a lad nonetheless.

And this lad has a heritage, a heritage we can make use of. Since we're the resident bullies in the neighbourhood, they'd do well to use that cunning and work themselves into a nice relationship with us.

Yes, a relationship that's mutually beneficial. Do snakes have symbiotic relationships with other creatures? They should. If not, they'd do well to start. For a snake does not fare well against a hawk, and we tend to be warhawks.

As our vassals, they love (or is it fear?) us, and must be willing to provide something to us in exchange for our protection. Obviously. They're snakes, after all. And snakes hate arrows. They know how useful they are for fighting. They can see how beneficial it is to have them on their side, rather than against them.

**Invested:** 160g, 40 Faith, /u/canadahuntsYOU, 6 Composite Bowmen

**Results:** tribute RIP Reformer. /u/CanadahuntsYOU gains skills in Mafia Boss

**SUCCESS. RIP REFORMER WILL GIVE YOU 2 AP IN TRIBUTE.**

**CANADA GAINS SKILLS IN BEING A MAFIA BOSS.**

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**Plot 3: It is the Klo I know**

**RP:**

Aime, reincarnated descended from the heavens on a cloud of pure light, slightly agitated from having just been reborn. Her cloud, shaped like a horse, descended down toward Constantinople.

The people of Constantinople, having seen the miracle of their goddess coming down from the sky, gathered in the town square to hear what she would proclaim.

"Behold Constantinople, I am the messenger of the true god, Klo, the man in the sky who controls us all. Your temples to me, although flattering, are heretical in the eyes of Klo the almighty. If you praise him, he will take pity on you and will not spawn battleships in the sea to bombard our city."

The Constantinoplionians (or whatever they are called) listened and believed. They tore down their idols to Aime and erected glorious, beautiful and tasteful depictions of Klo. For this, Klo smiled on them and smiled on the Khmer and made Constantinople a vassal of Khmer instead of Taiwan and did not smite them with his rage. (this was also aided by the fact that Constantinople is surrounded by Khmer and Taiwan only has like 2 composite bowmen to protect Constantinople with, not like taiwan will actually be able to protect them, not that Khmer would ever attack them tho).

For Klo is a great god, one who blesses the bows and horses of those who follow him, but smites those who do not.

**Invested:** 160g, 80 Faith, /u/Aimerais, 5 Composite Bowmen, 2 Horsemen

**Results:** make constantinople be our vassal instead of the nasty taiwan

Aimerais gains points in being a messenger of the gods

**GREAT SUCCESS. THE VOICE OF THEIR GODDESS CONVINCES CONSTANTINOPLE TO DEFECT TO YOUR SIDE.**

**AIME GAINS SKILLS IN DIVINE RADIANCE.**

---

#### **Plot 4: Tom lives in Iowa City**

**RP:**

Iowa City, already following the true god, Klo, were looking to escape the Taiwanese grasp. However, they were worried that being surrounded by Taiwan to the north, they would not be able to defend themselves from Taiwan. Mandrasena came to help convince Iowa City to join the Khmer. First, he told them that the almighty Klo had the power to make their enemies disappear into the void at the blink of an eye and he could make might ships appear to attack their enemies, if only they believed in Klo above all other gods. Mandrasena also brought with him a navy and army that Iowa City could use to help defend itself and promised that if Taiwan was to attack Iowa City, the Khmer would come to Iowa City's aide.

Klo smiled upon this alliance and made it so with his mighty mouse.

**Invested:** 180g, 40 Faith, /u/Andy0132, his gunboat diplomacy, religious discourse, 3 Carracks, 3 Galleases, 1 Scout, 2 Pikemen

**Results:** Make Iowa City be on our side since they see that Taiwan are the baddies (vassalize them)

Andy gains points in logical deductions {add-on for his circuits}

**FAILURE. IOWA CITY NO LONGER EXISTS AS A CITY-STATE, BUT IS INSTEAD THE CAPITAL OF A TAIWANESE PUPPET COMMUNIST DICTATORSHIP. YOU DO GAIN SOME GOOD WILL AMONG THE COMMON PEOPLE OF IOWA CITY, HOWEVER. BANDY MANAGES TO REPAIR HI CIRCUITS.**

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## ALIANZA FILIPINA

### DIPLOMACY

PEACE Sulu, the Peace of Tom Sux

FRIENDSHIP Taiwan, Burma, Dutch, Canada, Singapore, Wittenberg, Prague, Ormus

TRIBUTE Singapore, Wittenberg, Prague, Ormus

NO ACTIVITY Everyone else

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### DEALS

#### Peace of Tom Sux

Sulu concedes the city of Shug-Niggurath to Philippines. Sulawesi north of Panama City (and any small islands in the immediate vicinity) and Palawan are conceded to Philippines, in terms of settling rights. Philippines' rights to tribute from both Panama City and Tom Sux are ensured.

#### Treaty of Washington

Ownership of Washington will be transferred to Philippines. In exchange, Philippines will allow Canada to learn Civil Service, and 3 pop will be moved to the Canadian capital, and 500 gold will be supplied to Canada. Canada will pay the AP cost to move the pop. The 3 pop will be taken from Bauang.

**Liberate Ormus**, and continue to receive the old tribute from them.

Allow Burma to learn knowledge of **Education**, and receive 3 gold from Burma.

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### EVENT

In the **Global Exploration** event, we pick each of the three options due to having 3 EUs sent into the event.

- Option 1. To the north!

*YOUR SHIPS SAIL NORTH TO THE NATURAL HARBOUR, AND DROP THEIR ANCHORS. YOUR MEN LOWER THE SHIPS' BOATS AND SAIL TO SHORE. JUST BEYOND THE SHORE THEY'RE QUICKLY AWESTRUCK BY THE TERRAIN. A MASSIVE CRATER, EASILY SEVERAL KILOMETERS WIDE, STANDS BEFORE THEM. WHILE MOST OF YOUR EXPLORERS IMMEDIATELY WRITE THIS OFF AS A FAILED EXPEDITION, AS THEY CAN HARDLY TRADE WITH A CRATER, THOSE WITH GEOLOGICAL EXPERTISE ARE FAR MORE INTRIGUED. WHILE THE BULK OF YOUR EXPLORERS HUNT AND GATHER FOOD FOR THE LONG JOURNEY HOME, YOUR GEOLOGISTS DESCEND INTO THE CRATER. THEY STUDY THE RINGS OF THE EARTH, AND SEE HOW FEATURES FURTHER DOWN ARE CORRELATED WITH THOSE HIGHER UP. THEY SEE SMALL DEPOSITS OF VARIOUS METALS AND*

MINERALS, AND NOTICE THE TYPES OF GEOLOGICAL FEATURES ASSOCIATED WITH EACH. THEY ALSO SEE MANY NON-GEOLOGICAL ARTIFACTS, LIKE A FEW CHARRED BONES, REMAINS OF WHAT LOOK LIKE ANNIHILATED BUILDINGS, AND OTHER SIGNS OF LONG-LOST CIVILIZATION. BUT THEY MOSTLY CARE ABOUT THE ROCKS.

THIS KNOWLEDGE ALLOWS YOU TO SPEND 2 AP TO SURVEY THE GEOLOGY OF YOUR LAND TO UNCOVER A RANDOM METAL OR MINERAL RESOURCE (E.G. MARBLE, COPPER, SILVER, URANIUM, ETC.). YOU ALSO GAIN A PERMANENT MODERATE BONUS TO PLOTS TO UNCOVER SPECIFIC RESOURCES IN SPECIFIC LOCATIONS.

- Option 2. Straight ahead!

YOUR SHIPS SAIL FORWARDS TO THE NATURAL HARBOUR, AND DROP THEIR ANCHORS. YOUR MEN LOWER THE SHIPS' BOATS AND SAIL TO SHORE. JUST BEYOND THE SHORE THEY SEE WHAT LOOKS TO BE A COMPOUND OF BUILDINGS, WHICH LOOK TO BE BUILT OF IRON AND CONCRETE INSTEAD OF STONE OR WOOD. AS YOUR MEN APPROACH THE COMPOUND, THEY SEE MOVEMENT. NOT MOVEMENT OF PEOPLE, BUT MOVEMENT OF SOME SORT OF AUTOMATONS BUILT INTO THE VERY STRUCTURE OF THE COMPOUND ITSELF. UPON A PINTLE MOUNT ATOP ONE OF THE WALLS A METAL CROSSBOW ROTATES TOWARDS YOU, AND EXPLOSIONS ERUPT FROM ITS FRONT. BUT THE METAL BOLTS IT FIRES FLY FAR ABOVE YOU. ANOTHER PINTLE-MOUNTED METAL CROSSBOW AIMS TOWARDS YOU, STALLS, AND THEN EXPLODES. A THIRD FLIES OFF OF ITS MOUNT AS SOON AS IT FIRES, SPITTING FIRE AND LEAD IN ALL DIRECTIONS. THE ONCE-MIGHTY ARCANES DEFENCES OF THIS FACILITY ARE CLEARLY NO LONGER FUNCTIONING AS DESIGNED.

YOU SEE WHAT APPEARS TO BE AN OPEN GATE IN THE COMPOUND'S WALLS, LARGE ENOUGH FOR A LARGE CARRIAGE OR CHARIOT TO PASS THROUGH. AS ONE OF YOUR MEN WALKS THROUGH IT HE IDLY STEPS ON A FUNNY-LOOKING ROCK, WHICH EXPLODES AND INCINERATES HIM. YOUR MEN, NOW WATCHING WHERE THEY'RE STEPPING, HEAD TOWARDS THE SOLE EXTANT BUILDING WITHIN THE COMPOUND. SEVERAL OTHER BUILDINGS ONCE EXISTED, BUT HAVE BEEN REDUCED TO RUBBLE LONG AGO.

THE IRON DOOR TO THE MAIN BUILDING FALLS OPEN AS YOU KNOCK ON IT; CLEARLY IT'S ABOUT AS FUNCTIONAL AS THE REST OF THE COMPOUND'S DEFENCES. THE INSIDE OF THE BUILDING HAS DIM, FLICKERING FIRELESS LIGHTS. YOU CAN MAKE OUT SEVERAL CORPSES WEARING TATTERED FATIGUES AND ARMOUR, ALBEIT ARMOUR OF A SORT THAT YOU'VE NEVER SEEN BEFORE. ODDLY, YOU DON'T SEE ANY DIRECT SIGNS OF COMBAT – NO UNHOLSTERED WEAPONS, NO SPENT PROJECTILE CASINGS, NO MARKS ON THE WALL. BUT THEY CLEARLY DIED ON-DUTY, AND SEVERAL OF THEM ARE IN POSES THAT LOOK AS THOUGH THEY WERE RECOILING IN AGONY BEFORE DEATH. MODERATELY UNNERVED, YOU MAKE YOUR WAY THROUGH THE BUILDING TO ANOTHER DOOR, THIS ONE MUCH MORE FUNCTIONAL. THERE IS WHAT APPEARS TO BE A LOCK FOR A KEY, EXCEPT THE LOCK IS A LONG SLIT INSTEAD OF A KEYHOLE. ONE OF YOUR MEN SEES A CARD OF SORTS ATTACHED TO A LANYARD OF A SKELETAL NECK, AND TAKES IT AND SLIDES IT THROUGH THE LOCK. THE LOCK BEEPS AND FLASHES GREEN, AND THE DOOR OPENS. INSIDE THE DOOR IS A DARK ROOM, WHICH LIGHTS UP

IMMEDIATELY AS YOU ENTER IT. WHATEVER SYSTEM RUNS THIS IS CLEARLY MUCH MORE ADVANCED – OR SIMPLY EXPOSED TO MUCH LESS DAMAGE – THAN WHATEVER RAN THE EXTERIOR. AFTER A FEW MOMENTS OF NOTHING, THE ROOM'S DOOR SUDDENLY SHUTS, AND YOU FEEL THE FORCE OF RAPID ACCELERATION DOWNWARDS. THE ROOM IS MOVING. AFTER SEVERAL MINUTES YOU AGAIN FEEL A FORCE, THIS TIME OF RAPID DECELERATION, AND WITH A DING THE DOOR OPENS. A CORRIDOR, WHICH LIGHTS UP AS YOU ENTER IT, STANDS BEFORE YOU. THIS AIR IN THE AIR IN CORRIDOR IS STALE, AND SMELLS VERY OFF. THERE ARE MORE CORPSES, AND THEY ARE MUCH LESS DECAYED THAN THOSE YOU SAW BEFORE. THEIR FACES CLEARLY SCREAM OF PAIN AND SUFFERING, THEIR SKIN IS COVERED WITH BOILS AND BLISTERS, AND ALL OF THEIR HAIR AND NAILS HAVE FALLEN OUT. THE FACTS DAWN ON YOU: THIS WAS A DELIBERATE ATTACK, WITH A WEAPON FAR MORE GRUESOME AND FAR MORE CRAVEN THAN ANY SWORD OR BOW. WHAT HAPPENED HERE WOULD SURELY QUALIFY AS A WAR CRIME IN THE EYES OF ALL CIVILIZED PEOPLE. FURTHER DOWN THE CORRIDOR OPENS INTO A ROOM. THE ROOM IS FULL OF MORE AGONIZED CORPSES, INCLUDING SEVERAL WHICH SEEM TO BE WEARING FORMAL DRESS UNIFORMS RATHER THAN COMBAT FATIGUES. IN THE CENTRE OF THE ROOM IS A TABLE, WHICH AS YOU APPROACH LIGHTS UP AND PROJECTS AN THREE-DIMENSIONAL IMAGE INTO THE AIR. THE IMAGE IS OF A ROTATING GLOBE, UPON WHICH YOU CLEARLY RECOGNIZE SOUTHEAST ASIA. THE MAP HAS WHAT YOU PRESUME TO BE POLITICAL BORDERS AND MAJOR CITIES LABELLED – YOU DON'T RECOGNIZE ANY OF THEM, BUT YOU NOTICE THAT THERE'S ONE NEAR THE NORTHERN HARBOUR LABELLED "CORGI TOWN, CORGILAND – TARGET CONFIRMED DESTROYED" AND ONE NEAR THE SOUTHERN HARBOUR LABELLED "EL DORADO, GEORGIA – NON-HOSTILE". AROUND THE GLOBE YOU SEE SEVERAL OBJECTS AND THEIR ORBITS TRACKED. MOST OF THEM ARE HIGHLIGHTED IN RED, AND HAVE LABELS LIKE "CONTACT LOST – ESTIMATED COURSE SHOWN", "ALL ORDNANCE EXPENDED", AND "FORMER ASSET – CONFIRMED TERMINATED BY HOSTILE FIRE". YOU ARE STARTLED INTO ATTENTION BY A SUDDEN SYNTHETIC VOICE, WHICH STATES, IN A LANGUAGE SIMILAR TO THAT USED BY THE DUTCH: "CONTACT WITH GUN STAR UNIT 311S-THETA RE-ESTABLISHED OVER NORTHERN OCEANIC – EASTERN PARTHIAN – SOUTHERN PRIAMURYAN SECTOR." YOU SEE AN ORBIT ON THE MAP SUDDENLY SHIFT DOWNWARDS, AND ITS CORRESPONDING OBJECT SHIFT EASTWARDS. THE OBJECT AND ITS ORBIT CHANGE FROM RED TO GREEN, AND THE OBJECT'S LABEL CHANGES TO "ACTIVE ASSET – ALL SYSTEMS FUNCTIONAL". THE SYNTHETIC VOICE CONTINUES SPEAKING: "CONNECTING TO PRIMARY DATABANK. UNABLE TO CONNECT TO PRIMARY DATABANK. CONNECTING TO AUXILIARY DATABANK. CONNECTION ESTABLISHED. PLEASE STAND BY." A BRIEF PAUSE ENSURES, FOLLOWED BY: "TACTICAL STATUS CONFIRMED. ALL ENTITIES IN TARGET AREA DESIGNATED: HOSTILE. GLOBAL STRIKE AUTHORIZATION: GRANTED."

THE IMAGE OF A GLOBE DISSIPATES, AS DO THE ORBITS, AND IN ITS PLACE A MORE DETAILED IMAGE OF SOUTHEAST ASIA IS PROJECTS FLAT, JUST ABOVE THE TABLE'S SURFACE.

"INPUT TARGET REGION FOR KINETIC BOMBARDMENT."

CHOOSE A TILE ON THE MAP IN YOUR ACTIONS NEXT PART.

- Option 3. To the south!

YOUR SHIPS SAIL SOUTH TO THE NATURAL HARBOUR, AND DROP THEIR ANCHORS.

YOUR MEN LOWER THE SHIPS' BOATS AND SAIL TO SHORE. AS THEY DISEMBARK,

YOUR MEN ARE OVERWHELMED WITH A VILE STENCH. SEVERAL VOMIT, WHILE ALL T

LEAST GAG. THE TREES ARE ALL SICKLY AND THEIR BRANCHES CONTORTED. WHAT

FEW WILD ANIMALS YOU SEE STUMBLE AROUND WITH STUMPS INSTEAD OF LEGS,

SKIN INSTEAD OF EYELIDS, AND OTHER HIDEOUS DEFORMITIES. YOU QUICKLY SEE

WHY: THE RIVERS DO NOT RUN WITH WATER, BUT WITH A VILE SLUDGE.

AS YOU HEAD UP THE RIVERS TO FIND THE SOURCE, THROUGH THE THICK HAZE YOU

CAN MAKE OUT THE RUINS OF A CITY. THE CITY'S AUTOMATED FACTORIES STILL

PUMP OUT SLUDGE AND SMOG DESPITE THE FACT THAT THEIR OWNERS AND CLIENTS

ARE NOTHING BUT CORPSES. THE WALLS OF EVERY BUILDING ARE COVERED IN CRUDE

GRAFFITI, BUT THAT GRAFFITI HAS NO LETTERS OR WORDS, NOT EVEN THAT OF

SLURS OR SLANG. IT AS IF THE COMMON PEOPLE WERE WHOLLY ILLITERATE.

WHATEVER GOVERNMENT ONCE RAN THIS CITY WAS OBVIOUSLY EITHER INCREDIBLY

MISMANAGED, COMICALLY CORRUPT, ACTIVELY MALICIOUS, WAY TOO UNDERFUNDED,

OR SOME COMBINATION OF THE FOUR. LIKELY ALL FOUR, IF YOU HAD TO GUESS.

REGARDLESS, YOU MANAGE TO FIND SOME INTACT BARRELS OF TOXIC SLUDGE, AND

ROLL THEM BACK TO YOUR SHIPS.

YOU GAIN TEN "BARRELS OF TOXIC SLUDGE". THESE MINOR RELICS CAN BE INVESTED

INTO PLOTS TO DO WHATEVER TOXIC SLUDGE CAN DO. WHEN INVESTING A BARREL,

YOU MAY CHOOSE TO EXPEND IT, USING THE BARREL'S ENTIRE CONTENTS AND

REMOVING IT FROM YOUR INVENTORY. YOU MAY ALSO CHOOSE TO JUST USE A BIT OF

SLUDGE FROM THE BARREL, AND NOT EXPEND IT – EACH BARREL IS LARGE ENOUGH

TO SUPPORT AN EFFECTIVELY INFINITE AMOUNT OF MINOR USES. THESE BARRELS

CAN BE STOLEN OR TRADED JUST LIKE ANY OTHER RELIC.

In our **National** event, we pick Option 2

**GAIN 25 GOLD FROM TAIWAN.**

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## MANAGEMENT

### City Control

Manila, Quezon - u/ThyReformer

Caloocan, Cebu - u/Lurking\_Chronicler\_2

Davao, Butuan - u/Frodo0201

Pangasinan - u/OfBleedingRoses  
Laguan - u/Coiot  
Iloilo - u/cardboardmech  
Vigan - u/apple\_dough  
Bauang - /u/ipromiseim18  
Vorvadoss - /u/LynnWin  
---

## **RP Characters and Objects**

u/OfBleedingRoses - Marisol - Gear knowledge, Skills in reforming the nation. Bonus to greedy plots, minus to un-greedy plots, Torture  
u/ThyReformer - Maningning - Skills in “saving the republic from the church”, debating, being swole, wallowing in self-pity  
u/Lurking\_Chronicler\_2 - Antonio Monghe - Skills in dealing addictive substances, black marketeering, “covfefe”  
u/Frodo0201 - Marquise Ramos (floppy hat man) - Skills in pioneering, puppeting city-states, inciting riots, “covfefe”, “Deathless”, Duelling  
u/cardboardmech - Luntian (man made of cardboard) - Skills in shilling, scams, chocolatiering  
u/Coiot - Jr. Abokado  
/u/apple\_dough - [ded]  
/u/ipromiseim18 - Huntre Princip - Skills in Torture  
/u/LynnWin - Lynnne - Skills in Torture, being a Pious, Cthulhu-hating Catholic  
/u/WingsOfElysium - May  
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## **TECHNOLOGY AND SOCIAL POLICIES**

Swap Entrepreneurship from Commerce, for Merchant Navy in Exploration.  
Buy Navigation School and Treasure Fleets with AP, finishing Exploration.  
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## **ACTION POINTS**

**20 AP total [10 Base + 2 from Singapore + 2 from Wittenberg + 1 from Prague + 1 from Ormus + 4 from Patronage finisher bonus]**

7 AP to buy 2 social policies  
1 AP to activate our Great Scientist (south of Cebu) to get **Chemistry**  
7 AP on plots, as detailed in the Plots section’s investments  
5 AP to settle 5 settlers (bought with gold), on the following spots:









All spots are within 15 sea tiles of already owned tiles. 15 tile reach due to Exploration finisher bonus.

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## TREASURY

3232 gold in the treasury

40 gold in tribute

3 gold from Burma

3275 gold available

PPG: 20 gold

500 gold in the **Treaty of Washington**

1875 gold to buy 5 settlers in appropriate locations to be settled as detailed in the AP section

900 gold on Plots:

260 gold in Plot 1

280 gold in Plot 2

160 gold in Plot 3

200 gold in Plot 4

0 gold remaining

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## **PLOTS**

### **Currently active plot bonuses:**

Frodo's current character has a permanent bonus to plots involving faith and rigging elections in the Philippines.

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### **Plot 1: A New Day, A New Peace, A New Management**

RP: The recent war with the Sulu has put a bit of a damper on our luxury exports to Borneo and the surrounding area. Understandable. In times of conflict, resources are better spent on projects like trying to make rations out of chocolate for our troops, rather than developing idle pleasures.

But, after a conference in the city of Tom Sux, a tentative peace deal has been hammered out- or so my sources say. And with peace comes the opportunity to resume business as usual.

But interestingly enough, my sources in Tom Sux also report that the leadership of Tom Sux have been surprisingly absent.

In fact, they say that the city's nominal leaders are far too busy getting high on their unique mushrooms to actually run the city- it seems that even the peace conference was barely attended by said leaders, despite the diplomatic happenings in their city.

I think we could make use of this.

After years of research, Nestle's alchemists have managed to perfect the formula for a pure extraction from the mushrooms, which the Kumpanya has dubbed "LeeSD" (the name apparently comes from a tale from Nestle's distant homeland).

After some secret negotiations with the leaders of Tom Sux- more of us proposing terms and then taking the lack of a response as an affirmative), we have made a deal- ownership of most of the city's functions, and the rights to entrench Filipino interests in the city, in exchange for one cubic ton of LeeSD.

A pretty good deal, I'd say.

Invested: Cardboardmech (Skills in shilling, scams, chocolatiering), Lurking\_Chronicler\_2 (and said character's skill in dealing addictive substances, black marketeering, & Covfefe™), 260 gold, 1 AP

Passive skill gain: Substance Abus(iv)e(ness)

Result: Tribute Tom Sux.

**GREAT SUCCESS. TOM SUX WILL PAY YOU 2 AP AND 2 PPG IN TRIBUTE.  
CB AND LURKING BOTH GAIN SKILLS IN ALCHEMY AND DEALING DRUGS.**

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## **Plot 2: Saint of Wittenburg & The South Seas Fumble**

RP: For many years, the Philippines have invested countless pesos to the Wittenburg government and economy in military matters, public works, economic development, and spiritual works. This includes many temples where Filipino Catholic priests, priestesses, and clergy have been sent to the city-state and surrounding regions to help develop the island and gain influence. In Wittenburg's government, every individual church with enough members following the state religion sends a representative to the Council of the Theocratic State of Wittenburg. Many of the new Filipino backed churches became members of the council. Eventually, the German members of the council became suspicious of the Filipino members. After the push for stronger ties with the Philippines that came from these churches and a deal that would have allowed more Filipinos to immigrate to Wittenburg, they forced the Filipino churches out of office by changing the state religion to "Wittenburg Christianity" Which did not recognize certain saints like "Saint Isko Ocampo of Vardavoss" and viewing Christ as more human than god or spirit.

Before this push; however, a Filipino girl named Dalisay Bautista was born. She often found trouble and even became a sex worker at the age of fourteen. She was born on an island off of Wittenburg, Bagong Maynila. But soon after she had reached sixteen years old, her mother died in a raid by Dutch pirates that came by. Devasted by this loss, she went to education to try and fulfill her mother's wish of her becoming educated and moving to somewhere better. Then, her father died, leaving her in poverty. She started to go to a Filipino church and was moved by Preist Juan Oliveros's words, and became a close member of the church. The church agreed to pay for her education and send her to Wittenburg to become a priestess in the city. She completed her education and moved to Wittenburg, where she found Filipinos being treated like second class citizens. She one day was walking to her church, Die Kirche in der Höhe, and saw a Filipino being beaten up in the street. She called for the police and they arrested her instead.

While arrested, she refused to eat and did not speak except for. "God will protect me." Throughout this journey, it is said that she was nourished by God. Three months later, she was released and kicked out of prison. She told her story to the church, and they organized a protest

with other churches in Wittenburg, including Wittenburg Christianity churches. They began a march towards the council building demanding multiple things. First, Filipinos will be equal under the law. Second, all forms of Christianity will be allowed in both the state and the council. Third, there should be some seats elected by the citizen of Wittenburg. The government refused all of these with gunshots into the crowd.

With pressure from the Philippines, they did accept these demands with time. The fact that civil disobedience was happening constantly, and multiple revolts a month also added into this. Eventually, both Priest Juan Oliveros and Saint Dalisay Bautista (ordained by the Catholic Church) were chosen and pushed for closer ties with the Catholic Church and to have free trade and movement deals with the Philippines. The Philippines invested many more pesos into Wittenburg, and the public began to favor the Philippines quite a bit. Many Filipinos moved to Wittenburg.

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The Philippines have invested millions of pesos into Singapore throughout the years, including buying up businesses and by investing directly into matters of military, the economy at large, education, religious works, and arts in an attempt to influence the Singaporean public. The Grand Assembly of Singapore is made up of half elected representatives by the public. The other seats are of major businesses, religious leaders, and some civic groups. Some businesses are from foreign countries, but most are Singaporean. Some of the countries that have business with seats in the Grand Assembly are the Philippines, which make up most of the foreign ones, the VOC, and Sulu. In recent years, the company Singaporean Spices and Sweets has been in a troubled spot. So they offered to sell the company to the highest bidder in local and international markets.

The Philippine Trading Company, a state company run privately to ensure a monopoly on Philippine goods, and the Singaporean division of the VOC, who both had seats in government started bidding for this company. This war escalated to a point where the company was going for more money than in the entirety of the Singaporean Economy. Singapore, realizing this surplus of money would lead to disastrous inflation ended the bidding and brought both companies to a meeting in the Grand Assembly. The companies agreed on a price that would be fair for both companies if one was to buy the company and came to the agreement to split the company into two companies.

This split was not equal in any regard. The failing part of the company, which manufactured sweets, was in trouble. And the main source of their cheap materials, the part of the company now owned by the PTC, was refusing to trade with them except for insane prices. So the VOC decided to add money into this company by hyping up the company and how much money they would make off from it. They censored newspapers in Java and Sumatra to hide that the company had been split up, and boasted how large of a part of it was of the Singaporean economy. Millions of guilders were bought as stock on Sumatra and Java, giving

the company a huge influx of cash; however, Kees Van Dijk, the CEO of the VOC in Singapore, used this money not to pay for resources or pay down debt but used it to pay for more stocks to be bought back to increase his own pockets. This created a bubble, which collapsed and destroyed the Singaporean economy, and ruined many lives in Java and Sumatra.

The company went bankrupt, and the PTC bought it up for a thousand pesos. The Philippines invested millions of peso into restructuring the Singaporean economy and saving many politicians by blaming the VOC, which was removed from the Grand Assembly. Investing more money than ever before. The public loves the Philippines for them saving their economy, and Filipino based companies now boast twenty-five percent of all representatives in the Grand Assembly.

Invested: LynnWin (skills in torture, being a Pious, Cthulhu-hating Catholic), Frodo0201 (with skills in pioneering and city-state puppeteering, inciting riots, & Covfefe™, “**Deathless**”, Duelling), 280 gold, 3 AP

Passive Skill Gain: City-State Diplomacy

Result: Vassalize Wittenberg and Singapore, bringing them properly into the fold.

**PARTIAL SUCCESS. YOU VASSALIZE WITTENBERG, BUT NOT SINGAPORE.**

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### **Plot 3: Best secrets...**

RP: So understandably now that we have set up a rip-roaring merchant trade between most of the states of the islands of South-East Asia, money is starting to pour in almost faster than we can handle it. Because of this and the fact that such a conglomeration of wealth is sure to draw the attention of unwanted visitors, it has been decided that a new treasury shall be built, one secure from even the most persistent of assailants. In this matter, one of the uninhabited islands within the Philippine Archipelago will be set aside, its exact location undisclosed to everyone but those at the upper echelons of the Philippine government. It shall be fortified and guarded at every hour of the day, from which the great masses of gold shall flow into and out of as necessary for payment of services and revenues gained. Anyone that comes too close to the island shall be taken in and questioned, to ensure the secrecy of the place and that no foreign power attempts to sabotage or steal from it. This hidden location shall be the diamond in the rough, the jewel of all the Philippines that no one need know even exists.

Invested: ThyReformer (Skills in “saving the republic from the church”, debating, being swole, wallowing in self-pity), WingsOfElysium, Coiot, 160 gold, 1 AP

Passive Skill Gain: Secret-keeping

Result: Gain persistent Antiplot on our treasury.

**PARTIAL SUCCESS. YOU GAIN A MODERATE ANTILOT FOR THREE PARTS, WHICH CAN BE RENEWED AND INCREASED BY PLOT AS USUAL.**

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#### **Plot 4: Grand Fisheries**

RP: Across the oceanside of the great island, harbors lined with great boats and fisheries accompanied every single little town. Every day, at four AM, fishermen of every age rushed out to sea, eager to capture the riches of the sea. After all, you could catch almost any species of fish you could imagine, and it was even rumored that one could catch a shark. The waters were plentiful, and the high summer suns and warm mornings only encouraged more breeding. In the Philippines, however, the end of summer only brought a soft, warm winter, so the fishing season never ended.

Indeed, with limited arable land and growing populations across the board, fishing as a livelihood is more important than ever before. With further advances in maritime technology, ideas have been spurring out of the senate like mushrooms in the rain. With the wealth of the Republic growing to magnificent heights, a program has been created to find more fishing spots, even if they be further away from shore. This program aims to fund fisheries off the ground, to enable them to support themselves even with fishing spots that are only somewhat great, as opposed to spots that have been amazing since antiquity.

Hence has been declared by Marisol, an excellent reformer, and her advisor, less of an excellent reformer and more an adequate torturer.

Invested: OfBleedingRoses (Gear knowledge, Skills in reforming the nation, torture), ipromisesim18 (skills in torture), 200 gold, 2 AP

Passive Skill Gain: Governance

Result: With the advancement of naval technology and government investment, discover new good fishing spots all around our core cities (Manila, Caloocan, Cebu, Butuan, Davao, Quezon, Iloilo).

**SUCCESS. YOU GAIN 1 FISH NEAR EACH OF THE LISTED CITIES.**

**MARISOL AND HER ADVISOR EACH GAIN SKILLS IN PROCLAIMING DECREES.**

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