

TECH AND SUCH:

EDUCATION spreads slowly. It is held by the **Hosokawa, Takeda, Hojo, Imagawa, Uesugi, and Ashikaga**, and **Ouchi**.

ASTRONOMY spreads slowly. It is held by the **Takeda and Ogasawara**.

CHIVALRY spreads slowly. is held by the **Nanbu, Mogami, Yamana, and Matsudaira**. A Yamana strategic educational program in **Miyoshi-Hosokawa** territory spreads it to Kobe as well.

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AS TO THE EVENT RESULTS:

FOR THOSE WHO CHOSE OPTION 1: THE BIDDING WAR - SCORES:

OUCHI - YAMAGUCHI: 30 - Yamaguchi's holder gains 'Imperial Cultural Capital', giving +5 PPC per part and boosting Imperial Authority by 15, if applicable (this may be conferred upon their recognised Claimant at the holder's prerogative); The city gains the Forbidden Palace.

MATSUDAIRA - TOYOHASHI: 15 - Target city's holder gains 'Imperial Cultural Centre', giving +3 PPC per part and boosting Imperial Authority by 5, if applicable (this may be conferred upon their recognised Claimant at the holder's prerogative);

NANBU - NODA: 10 - Target city's holder gains 'Imperial Cultural Centre', giving +3 PPC per part and boosting Imperial Authority by 5, if applicable (this may be conferred upon their recognised Claimant at the holder's prerogative);

FOR THOSE WHO CHOSE OPTION 2: THE INVESTING - EFFECTS:

<10 PPG - **FAILURE**: Faced with the task of forging a cultural centre out of your own works alone, your artisans have not captured Empire-wide attention, let alone the world.

10-15 PPG - **MILD SUCCESS**: Your intelligentsia and artisans are well-regarded for their particular niche across Japan, if not often spoken of. Gain +1 PPC and the modifier '*Artisanal Centre*', boosting plots regarding one particular trade of your choosing.

16-20 PPG - **PARTIAL SUCCESS**: Your intelligentsia and artisans have risen to acclaim rivalling the *kuge* of old, lessen the Artless Land malus by 1 PPC per part and the holder of your current capital gains '*Minor Cultural Centre*', giving an additional +1 PPC per part and boosting Imperial Authority by 1, if applicable (this may be conferred upon their recognised Claimant at the holder's prerogative)

≥30 PPG - **SUCCESS**: Your intelligentsia and artisans have put the *kuge* of old in their place, and are renowned in Japan and beyond, and your capital is a veritable hub of Japanese culture, and metropolitan spirit. Lessen the Artless Land malus by 3 PPC and the modifier '*Imperial Cultural Centre*', giving +3 PPC per part and boosting Imperial Authority by 5, if applicable (this may be conferred upon their recognised Claimant at the holder's prerogative); The city gains a Forge, Workshop, Ironworks, and Factory if these are not present already.

SCORES:

Imperial: 3 PPG -> 6 PPG

Kyoto: 5.85 -> 11.7 PPG

Hatakeyama: 26 -> 34 PPG

Hojo: 3 PPG

Takeda: 5 PPG

Uesugi: 15 PPG

Yamana: 8.5 PPG

個人的 陰謀: 詩への頌歌

Personal Plot: An Ode to Poetry

RP:

What is poetry?

It is not ink on paper,
Not words on a page,
But a manner of speaking
With an aesthetic cadence.

What doth poetry?

Poetry makes rhetoric
Far more effective.
It makes speech memorable
Without the need for singing.

Poetry helps too

In mastering a language:
For one must find words
Which fit together rightly
Into each line and stanza.

Pleasing to the ears

Of both *kami* and mortals,
Poems win their love.
Hymns, aubades, and eulogies
In every season, enchant.

Invested: /u/Quaerendo_Invenietis (see
Mōri Clan doc for traits/skills)

Player Location: Hiroshima

Results:

1. The Mōri Clan NFE gains the
modifier *Abode of Poets*,
conferring PPC each part. Gain
skills in poetry and rhetoric.

**SUCCESS AS DESCRIBED; Gaining 2
PPC per part**

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Personal Plot : I Was Reincarnated as a Daimyō in Sengoku Era Japan, and It Turns Out My Older Brother Knocked Up a Goddess Before Dying and Now I'm the Emperor's Uncle?

RP : Ōuchi Shinsuke was a busy man. Being the most important person in the nation – the universe, even – did tend to keep one occupied. However, being busy with work didn't mean that Shinsuke didn't love his family; they were related to him, after all, which made them almost as important as him. And so, when the Hatakeyama's request that he make a pilgrimage to the nation's most prominent shrines to Amaterasu was presented to him, Shinsuke saw it for what it was: an opportunity to connect with his wife, his siblings, and siblings-in-law on a road trip. At least the ones he liked and cared about.

Of course, there was one sibling of Shinsuke's who could not join them on this fun family adventure. One whose life had tragically been cut short by Hosokawa terrorists. Hatakeyama Shura, Shinsuke's elder half-brother, had been long dead. But that does not mean he was forgotten. Nay, Shura's memory lived on in the hearts of all his beloved half-siblings, but recent evidence uncovered by Shinsuke's investigators had revealed that he lived on in another, more tangible way. For you see, Emperor Seinaru, the son of Amaterasu, was not in fact also the son of the late Pseudo-Go-Tsuchimikado; he was, in fact, the posthumous son of Hatakeyama Shura, delivered to Pseudo-Go-Tsuchimikado for safekeeping by Amaterasu before her return to her heavenly realm of Takamagahara, where the deified spirit of Shura awaited her.

Led quickly and safely across the land by Ōuchi Yoshioki, an expert in pathfinding and survival, and protected by the Old Guard led by Ōuchi Yoshiko, Shinsuke and his party would arrive at their clan's very big and fancy palace in Kyoto – bigger and fancier than Seinaru's, even – and begin their work. While Yoshioki headed off into the mountains and countryside of Kansai to meet up with his various contacts among the *shugenja* and other sages, mystics, and esoteric yet respected religious figures, Shinsuke would host a series of great galas and parties at his palace, quickly rebuilding his family's acclaim and esteem among the aristocracy of Kyoto and Kansai. This would all build up to a grand ceremony, attended by all – even the Emperor, probably – at which Shinsuke would reveal the true nature of the relationship between Shura, Seinaru, and Amaterasu. Yoshioki's assembled sages and mystics would all confirm it, as would a delegation of Sanjoshin-Kannon-Shūkyō priests and monks led by Mōri Chiyo.

Of course, not all are satisfied with spiritual evidence. A collection of Japan's greatest physicians, natural philosophers, and genealogists, supplied with lavish gifts by Shinsuke in exchange for their participation in spreading the good word, would provide an overwhelming battery of evidence that Seinaru must be related to Shura and cannot be related to Pseudo-Go-Tsuchimikado. From their heights, gaits, skull shapes, digit ratios, vocal ranges, palmprints, and innumerable other physical proof, it would be made clear to even the most unrelenting skeptic that Shura at least seems like a far more likely father to Seinaru than Pseudo-Go-Tsuchimikado. But that's not all: across the land, well-paid eyewitnesses, led to the truth through a series of carefully-crafted questions, from the time of Shura's schoolhood days

and Pseudo-Go-Tsuchimikado's time in exile would confirm that Shura had indeed been seen with a divinely radiant young woman during his time at Daimyo Highschool, and that a divinely radiant young woman of identical description had been seen, with a newborn, travelling from the school's campus to the Uesugi facility outside which Pseudo-Go-Tsuchimikado stood T-posing all those years, curing diseases and restoring ailing crops as they went, until that woman reached Pseudo-Go-Tsuchimikado and handed the infant over.

However, despite the obvious truthiness of this revealed truth, deceivers are everywhere. To ensure that the deceivers do not succeed in their wretched quest to suppress and deny the truth, Nanbu Hōpa would obsessively stalk them, and engage in acts of sabotage such as mixing their ink with water before they attempted to write falsehoods to paper, or surreptitiously tripling their sake doses the night before they were scheduled to orate a false screed. Yoshiko, meanwhile, would beat up anyone who tried to declaim the truth through more direct means, both humiliating them by defeating them as a woman and injuring them sufficiently that they cannot move and object any more.

With the truth unambiguously established, Shinsuke and his party would continue on their pilgrimage, to the Ise Shrine, to Yoshisada's religious academy in Kamakura, and elsewhere, magnanimously proclaiming the good news and decisively suppressing the spread of falsehoods wherever they went.

[REDACTED]

Invested : Ōuchi Shinsuke (/u/Tefmon) [Traits: Student of Strategy, The Sun Prince; Skills: Magnanimity (Great), Organization (Minor)]; Nanbu Hōpa [Skills: Obsession (Great), Sabotage (Minor)]; Ōuchi Yoshiko [Traits: Student of Strategy; Skills: *Kenjutsu* (Great), Leadership, Romance (Minor)]; Ōuchi Yoshioki [Traits: Student of Strategy; Skills: Ranging (Great), *Shugendō*, Romance (Minor)]; Mōri Chiyo; 4,000 Gold; 4,550 Faith; 500 Culture; 6 Missionaries; 2 Horsemen; 2 Crossbowmen; the Old Guard [bonus to tactical operations in Kansai]; bonus to plots in and around Kyoto from the Palace of Unmatched Noblesse; bonus to social plots from the Palace of Unmatched Noblesse; bonus to internal religious plots from Domain of the Omnipotent Battle Leader; **[REDACTED]**.

Results : Greatly popularize the belief that Hatakeyama Shura is the true father of Emperor Seinaru (/u/lucky52903) and is now Amaterasu's divine consort in Takamagahara. This belief should be near-universally adhered to by followers of Sanjoshin-Kannon-Shūkyō, and at least broadly accepted as plausible and legitimate by followers of other Shintō, Buddhist, and syncretic sects. The greater this plot's degree of success, the more widespread and strongly held the belief should be across Japan.

This newly revealed relationship has a number of implications:

- Emperor Seinaru, while a son of Amaterasu, is not a member by blood of the Imperial House of Japan founded by Emperor Jimmu, which has been the sole ruling family of Japan for over two millennia.
- Emperor Seinaru inherits Hatakeyama Shura's claims to the Hatakeyama clan's holdings that were thought extinguished upon his death, reopening disputes once thought settled.
- Emperor Seinaru's betrothal to Hatakeyama Amesaka means that both the Emperor and the future Empress are members of the Hatakeyama clan by blood, unprecedentedly centralizing the Imperial family in one clan.
- Ōuchi Shinsuke is the half-uncle of the Emperor, and Shinsuke's family are similarly close kin of the Emperor (notably, Mariko is the Emperor's grandmother and Shōgun Ashikaga Yoshihisa is the Emperor's half-uncle-in-law through Ōuchi Tokuhime), rightfully according them prominent positions of honour and authority at the Imperial Court.
- Ōuchi Shinsuke is the half-brother-in-law of Amaterasu, closely associating him and his family with Japan's tutelary goddess.
- The almighty kami-Buddha Ōuchi Masahiro is the stepfather-in-law of Amaterasu, associating him with her and his worship with her worship. This should increase the prevalence of Masahiro worship throughout Japan broadly, and subordinate Amaterasu and her worship to Masahiro and his worship among followers of Sanjoshin-Kannon-Shūkyō (as the Omnipotent Battle Leader formally outranks his stepdaughter-in-law on the filial piety ladder).

Ensure the safety of Ōuchi Shinsuke and his family while abroad, counteracting any efforts to assassinate, injure, abduct, obstruct, or otherwise harm or impede them.

[REDACTED]

Also gib and boost skills.

PARTIAL SUCCESS: The claims are outlandish, and the evidence is flimsy at best, especially since there is very little of a corpse, or even skeleton, to directly compare Seinaru and Pseudo-Go-Tsuchimikado on account of his manner of death. However, the extensiveness of your efforts establishes a firm core of supporters and believers, mostly amongst Buddhist sects, especially your own and those of the Shimazu school. More Shinto-leaning sects are off-put by your effort to subjugate Amanterasu, amongst other things, and reject your efforts.

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北条新司

Hōjō Shinji

PERSONAL PLOT: Future Sense

RP: I think I am cursed.

I am walking on a road that was paved a long time ago. I cannot change where it leads. I try to take a shortcut through the forest, but no matter how deep I go, or how far I feel I've finally strayed from my original path, I always end up back on the road. The trees are high, and I can't see where the road leads, but I have an idea of where it ends. Sometimes I think about running so that I can get to the end sooner, but it always seems too difficult. Every so often, archers will show between the trees and shoot me with arrows, and the arrows will hit me and I will bleed. I can get angry and chase them through the forest, but I can never catch them, because they're free to go deeper and deeper into the woods, while I will always end up back on the road. Then I start walking again, and I wait patiently to be shot again. Some day I'll make it to the end of the road, and then, I'll have reached the end of the road. It will be unceremonious and effectively pointless, and my chest will be full of arrows.

Nothing in my life is my own. I am living the life of others' projections, and the lived memories of those who came before me. I don't think I'd be able to live a life that was truly my own unless everybody else in the world was dead. But that wouldn't be fair.

I live a worse version of my father's life. He lived the way he did because he could. I follow his footsteps because I must. So goes the curse. I have to be regent, because if I wasn't regent, I would be shogun, and that would be worse. I have to aid Imagawa, because if I didn't, my family would suffer, and that would be worse. I've been given the ability to care, just enough that I am upset by loss, but not enough that I can be happy with what I do, or could have. My life has been thirty years of mitigation, of choosing the lesser pain, and it always culminates in something worse than before. I am always kicked while I am down. I am always bleeding. And yet it has been thirty years of walking down the road and never running.

I sometimes fantasize about catching the archer and strangling him to death. Then, I could walk into the woods, and keep walking, until it got dark and I could make a shelter and fall asleep. But I know it's not right. The archer only shoots me because I am on the road. If I could leave the road, I would be happy. If I could wander into the forest and find a clearing, then I could live. Maybe there's a clearing at the end of the road. Maybe I should start running. Then I think, maybe the road wants me to start running, and I want to prove it wrong. So I keep walking.

I live in spite of those who pay me no thought. I am everything and nothing to people who will never exist. They control every part of my life and they do not even know.

Father, help me. Mother, help me. Your son has forgotten how to stop dying.

INVESTED: Hōjō Shinji, *Connections* Skills

RESULTS: Hōjō Shinji receives a pleasant surprise of some kind this part.

FAILURE: In Edo, one morning, in the depths of your despair you go for a very long walk in the rain. Standing over the harbour, your fingers glide up and down upon the tanto blade at your side. Seppuku would be too aimless a death for you, but a quick slitting of the throat... or indeed, as you watch the waters... the peace of them entices you.

A voice calls out to you, barely audible in the tempest of your thoughts... and the thunder of the storm. A woman waves to you from further back. It is not your mother, who is occupied with business of the court, the only reason you've not been stopped so far, and it is not your wife, who, frankly, could not seem to care less about you, taking care of the children and paying you no mind at all. It is a random woman. You ignore her.

She runs up to you, calling out to you to come inside, out of the storm. In her eyes, as she nears, you see genuine worry, before... Recognition.

The young woman before you is a woman called Minako. You used to play with one another, when Edo was young and the metropolis of today was the castle town of yesteryear. She had grown into a beautiful woman, so much so you almost failed to recognise the friend you had long since lost contact with, far more reckless and graceless in youth, standing before you now as a veritable princess, even if a city-commoner. But something in her eyes, they had pierced you even then. It was a sensation you long forgot the name to, but had never forgotten the feeling of. And it was something your young infatuation with Dota had never borne.

“Jiro, by heaven, it is so good to see you!”

She recognised you also as the gloomy boy you once were, and you, in that respect, had changed far less. Within an instant, she perceived exactly in what depths your mind had dwelt, and she placed her hand upon your arm.

“W-what are...” she glanced back to the shore, “Come in, Jiro, we must catch up, if you'll permit a mere commoner your time.”

What followed was the most comfortable day of your life since your father's passing. Somehow, this old friend revived in you some semblance of that time, that wondrous time, when the world had not weighed yet on your shoulders, when there was that goliath beyond you who held up the sky and let you still pretend your fate was yours to carve...

In the midst of the night, as you laughed over sake and smiled wider than e'er before, your hands grazed one another. You retreated immediately, but then... for once you put aside your life, your fate, your duty. You knew what this would mean, but you did not care. Gently, you clasped her hand...

...and she withdrew.

"J-jiro, no. You have a wife..." she glanced away, "and I have a husband."

Awkwardly, you resumed the night, but the spark was muted. There was a dull ringing in your ears. With a smile, you departed, leaving rich gifts in her home, watching in the rain as... as the One, your heart now knew it, closed the door behind you. You wished things that you knew you shouldn't. You planned things even worse. You scratched your head and waved the thoughts away...

It was futile. That life was never yours to live, and it was not yours to seize now.

Even if you were to, Fate had ordained you couldn't. It would never be the same.

You don't want to be this kind of animal anymore.

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PERSONAL PLOT: Continuing the Works.

[Redacted]

SUCCESS: DM for details.

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The heavy wooden gates of the Shimazu stronghold slammed open as Go-Ōse Nanbu arrived like a thunderstorm, leading a procession that had the entire south of Japan talking. The Daimyo of the North didn't do anything half-hearted, and this trip to the legendary warriors of the Shimazu clan was no exception. He brought an undeniable energy, a massive retinue, and most importantly, a brilliant line of his many unmarried Nanbu daughters. Each one was sharp, fiercely educated, and ready to turn the southern political landscape on its head. The Shimazu were famous for their fiery martial pride, but Go-Ōse knew that matching that fire with the

absolute prestige, wealth, and sharp wit of his bloodline would make his clan completely inescapable.

The main banquet hall erupted with music, laughter, and flowing sake as Go-Ōse stepped forward to greet the Shimazu head. There was no slow, tense political dancing here; the northern daimyo matched the southern energy note for note, laughing loudly and raising his cup to the legendary courage of his hosts. Right beside him, his daughters commanded the room, perfectly blending northern grace with an undeniable strength that instantly earned the respect of the hardened southern warriors. Before the night could even reach its peak, Go-Ōse smoothly finalized the ultimate prize: a high-profile marriage between the Shimazu head himself and one of his most brilliant daughters.

The hall roared with approval as the match was sealed, but Go-Ōse was already looking at the bigger picture. This wasn't just a wedding; it was an absolute takeover of soft power. With a Nanbu daughter sitting right at the heart of the Shimazu leadership, northern ideas, northern trade networks, and northern influence began spreading through the southern clans like wildfire.

Invested:

Go-Ōse Nanbu: Daimyo, 50

Skills: faith-building, architecture, harassment, perplexion (forgot about parts 2-> 10),

Traits: special bonus to plots in the South, especially diplomatic plots

Significantly more valuable in plots which focus on the creation of monuments. Upon seeing success in such a plot, Go-ōse grants a bulk sum of PPC to whichever civ he's currently visiting.

Raised to Irreproachable face, and is universally regarded as the single greatest living contributor to the well-being of Japan. All diplomatic plots will receive massive bonuses (practically auto-successes) this part(part 7), and all such plots within the famine-affected regions will be extremely easy for the extent of Go-Ose's life.

When Go-ōse dies, depending on the decree and number of successes in such plots, Nanbu will gain the modifier 'Danzoū-chan's Legacy', potentially granting bonuses such as:

- * 1 random free cultural Great Person each part
- * One plot each part can be dedicated to Danzoū-chan, improving the value of PPC in that plot
- * PPC for monuments to Danzoū-chan in other civs' territory
- * Improvements to fertility for couples in Nanbu territory
- * Or other options if Max feels like it!

(Current success: Burial tombs in all capitals, Topkapi palace in Ouchi)

- All my unmarried daughters, to have one picked as a bride for Shimazu based on the age of their heir.

Result:

- Marry the Shimazu into the Nanbu.
- Create The “Custodial Shimazu NFE” which is a specifically Shimazu plot slot NFE that allows me, the player Das, to invest Shimazu's resources into its own prosperity up through the point they have a player again or can be vassalized
- Build the Oracle in the Shimazu capital.

[Redacted]

CRITICAL SUCCESS: DM for details.

Personal Plot : A Warrior's Death

###I DENOUNCE RIGGED RAIMOND###

RP : He sighed.

The doctors had, in the end, saved his life.

As he heard word of the peace, he chuckled. Of course, now that all was said and done, there was no longer a use for this old man.

Still, he had gotten what he needed. His sons were safe, in their seats in Nagasaki and in Matsuyama.

It was time that he paid the price for his failure.

In youth I fought well

To death I greet thee well now.

But what of my heirs?

They must make a new future.

Be loyal and true, my sons.

Invested : Sue Hiromori (/u/Andy0312) [Skills: Intelligence]; 500 Culture, the political influence of the Sue Family in Nagasaki and the Chosokabe branch family in Shikoku

Results : Commit Seppuku. As part of my dying words, create the Sue Clan NFE, with at least one plot slot, and some form of income.

On a particularly great success, immediately begin playing as Sue Takemori without having to wait a part dead, and transfer my skills to him.

SUCCESS, hell, GREAT SUCCESS: You die flawlessly, your practiced, long-desired, death manifesting in a technically impeccable seppuku, despite your injuries. Everybody claps.

The Sue Clan is created with an income of 3 PPG and 1 PPF per part.

Beyond Journey's End

[REDACTED]

SPIRITUAL FAILURE: DM for details.

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EmeraldRange's Personal plot: No mpreg? What about regular preg?

RP: As we all know, the only true masters of the universe, who can protect the real Dharma are the descendants of the Sakya clan, of which in Japan there is only left the Chiba clan.

Chiba Muromune, hearing of what his father got up to on the way to Chiba in order to mirror the Journey to the West, decided that he needed to shore up the image of the true faith of Buddhism even more. While the Miraiha remained a strong force, he was happy to work with, he wanted to provide a real answer to the evil and dishonourable Hojo's destruction of Chiba. Naturally, while Chiba was, of course, the centre of the universe, the Chiba clan needed to go out and multiply. If there were more descendants of the Sakya clan, clearly, the true faith of Buddhism would be kept safe even with evil forces like that of Hojo.

As such, Muromune issued an official interpretation of the symbolism behind Chiba Muro's trials and tribulations en route to reclaim Mount Meru. The Buddhists of the true sect were glorious and needed to propagate- the Chiba clan chiefly amongst them, to preserve the direct connection to the Buddha. That was the true meaning of the... journey to the well of pregnancy that Chiba Muro had undertaken.

Then too the bowing of Chiba Muro was to be interpreted with the Right Thought. While under the occupation of the evil Hojo over the Chiba area, the natural state of the world was disrupted with the churning of merit that would naturally emanate from the glorious Chiba city was cut off. And hence, it was critical that all true believers of the Buddhist faith gather in their own communities, and recite the Pali Canon weekly, slowly working through the entire canon once every seven years (there was a lot of words). These would become a place for the Buddhists cut off from the destruction of the Holy City to keep the traditions strong and alive.

Invested: ~ER~ (Chiba Muromune), skills in Tactful Statecraft, 4 PPF

Results: Force Raimond to roll for children, at least for Chiba Muromune; enhance Buddhism with the Synagogues Follower belief and Populous Piety

PARTIAL FAILURE: I was going to roll anyhow, ha. No enhancements, however.

Democracy research by Rie and Shuen

She was free. Rie was freed. Now what? There were so many things she needed to sort out. But the first thing on her mind drew her to the north. These lands were almost as peaceful as she remembered them, when she was following her crush here. Now she was here to see little Shuen. She was playing with the letters from him in her hand. He has such terrible handwriting. But it's easy to see how hard he's trying and how quickly he grows.

"Greetings, Bikki" Rie bowed. "I am here to thank you for the care you provided to my son." Bikki smiled. "No problem at all. It's been a pleasure to teach someone with such potential. You care to stay with us for a while, or are you leaving immediately?" Rie raised her head. "I was hoping we could stay a bit longer with Shuen." "Of course, Rie. Please stay. I am sure Shuen will be thrilled too. Oh by the way, you don't mind Shuen getting married, right?" Rie's face turned to shock. "My little boy already found himself a girl? Who's she? Can she

cook? Is she pretty?” Bikki put her hand on Rie’s shoulder. “Don’t you worry dear. Chiisana’s great girl. I am sure you’ll love her. Plus you shouldn’t worry yourself with this now. I am sure you’re dying to see Shuen?” Rie realized she could finally see her son. She dashed towards the palace.

“SHUEN!” she rushed. “SHUEN, LOVE WHERE ARE YOU?” The boy sprung from scrolls he was researching. “MOM?” Tears started to fill his face. Then the door opened and in them stood his mom. Rie stood there her face filled with happiness. Shuen sobbed. “Mom, you’re here. Did you get my letters? I am having so much fun here, but I thought I would die. I haven’t seen you for so long.” Rie rushed and hugged. She whispered into his ear. “Oh Shuen, my boy, of course I got your letters. They were the only thing keeping me sane. Oh, how I missed you. I hear you’ve been growing so much. I mean look at you rummaging through these scrolls at your age? I am so proud and happy to finally see you. Maybe we can rummage through some scrolls together, what do you say?” “Oh mom, I would love that, what will we research? Not like it matters. The important part is that you’re here.” Rie laughed. “Well, I do have an idea what we could look into.” They locked eyes and laughed together. “Eeeh, Shu-chan, who’s this?” Shuen turned to the girl sitting in the corner who was probably having tea with him. “Tha...” “So, that’s the girl. I was interested in who you found yourselves. Don’t you think that Bikki hasn’t enlightened me. Greetings good lady, I am Rie Kyobo Hosokawa, Shuen’s mom.” “Nice to meet you, lady Rie. I am Chiisana. I am Shuen’s...friend.” “Now, bashful, are we?” “MY KYOBO!” A tall red-headed woman appeared in the doors. “Oh Akakane, I am sorry I just had to rush to my son. Shuen, Chii, this is my most loyal attendant Akakane. I know she looks scary, but don’t worry she’s friendly.” Rie sighed. “This really soothes my soul. People I love, these peaceful lands and winds of freedom.”

Invested: Rie, Shuen, Akakane; 2AP; 5PPC; 2PPG

Result:

- Combine the beat of the two systems to get/alter democracy modifier to be even better and with less of a downside.
- Improve general relations between Matsumae and Miyoshi-Hosokawa

PARTIAL SUCCESS: In researching the primitive governance of the villages on the northern frontier, you reach some greater understanding of the material circumstances in which democracy flourishes: small towns with familiar folks governed by consensus and a tradition of trust for elders to a degree. The prospect of replicating this on a provincial scale remains very difficult to draw up, however, without offending every noble retainer in your employ. For now, though, you return and reorganise these local councils in every town and village you can. The modifier's stability malus is reduced, and now gives +1 PPC per part

Jmangelo's Personal plot:

RP: Akio Yamamoto is the self-proclaimed Master of Mt. Fuji. His resistance force seeks to retak Mt. Fuji from its oppressors. He, as a Prophet of Shintoism, summons all the Shinto faithful who have been downtrodden by the local whatshisname that controls the Mountain and raises an even greater force of peasant rebels.

Invested: ~jmangelo~, 1 PPF

Result: To take Mt. Fuji and give it to mine & Emerald's faction. Akio Yamamoto will become a great leader and find freedom for his people.

PARTIAL SUCCESS: The effort is attempted... the mountain is presently under Hojo control. Whilst your forces are beaten and driven off, some, including Akio Yamamoto, retreat *upwards*, find refuge on the barely liveable heights and cliffs of the great mountain. It is ostensibly under your control.

Personal Plot - Yakyu

A stick and a ball. Four bases. 12 innings. Strikeout! Foul ball! HOME RUN!

Everyone, everywhere is enamored by the game. From young to old, nobleman to peasant. It even receives a name - literally, *field-ball*. So simple and yet so elegant. How pleasant it is to spend an evening, after backbreaking work in the fields, to play a nice game of **baseball**?

Invested: So Sadamori

Result: Despite the wars, calamities, famines, and natural disasters, baseball spreads like wildfire throughout Japan

FAILURE: Take me out to the ball game, take me out to the crowds, buy me some peanuts and cracker-jacks... oh, those don't exist yet? Don't bother, I bet this game sucks then. Peasant garbage for the unenlightened.

PERSONAL PLOT: In the White Plover's Wake [REDACT EVERYTHING AFTER TITLE!]

GREAT SUCCESS: DM for details.

His Imperial Regency's Part 11 Reign

/u/lucky52903 (Nara, Gojo)

Treasury: 3ppg (3PPG per part)

-3 to event

0ppg

PPC: 5PPC (4 from cities)

-3PPC to plot 1

-2PPC to plot 2

PPF: 5

-1 to plot 1.

-4 to plot 2

We shall merge with Mega's Ashikaga Shogunate, to make a dual-imperial-shogun faction. (presuming he put this in his doc)

Event:

Option 3. A new age of artistry must begin. This one guy, Manga Taro, is creating a new art style called "Manga." The Emperor Seinaru sponsors this man. We invest **3 PPG - Gain 'New Men', giving -3 PPC next part, -2 PPC the part after, and so on until you reach +2 PPC per part. Most kuge artisans, however, are not won over by coin, nor impressed, and move en masse to Yamaguchi; Lose substantial IA.**

Burgeoning Imperial Bureaucracy'

Imperial Guard

Imperial family financing skills

Plot 1: Where do the Terrorists Lurk?

RP: With the present possibility and likelihood that the Ouchi were not responsible for the attack on Nara, we must find out where this threat actually comes from. The head of the Imperial Guard inspects the original attack site at Nara and forms an investigation force to root out any information and evidence that will lead us to who committed this horrible act of Yokai terror.

With this declaration, the investigation task force heads out to find any and all information relating to the attack several years ago and seek to arrest any possible perpetrators or collaborators of the act. The dead in Nara must be avenged.

Sources Cited: [Weeb Speak Translator](#)

Investments: Imperial Guard, 3PPC, 1PPF.

Result: Figure out who bombed Nara.

SUCCESS: Curiously, some weeks after the landslide, it had been noted that there was a small, hidden cache of explosives in the highlands of Gojo. Deemed to insignificant to be important at the time, given the nationwide earthquake, they were overlooked, however, Furanko Korombo, and investigator from the Hatakeyama-Imperial Court, suspects that they may have been part of a wider cache across the whole of the highlands, inciting the landslide that devastated the city so. After all, he argues, the earthquakes were merely aftershocks in most of the surrounding area...

In the course of the subsequent investigation, a series of witnesses, mostly maimed survivors, deliver contradictory and confusing testimonies, but there is some commonality in that there were reportedly strange monks

Plot 2: Imperial Agenda: I made a severe and continuous lapse in my judgement, and I don't expect to be forgiven. I'm simply here to apologize **NEW**

SEPPUKU SWORD MERCH!! <https://www.comixx.com/what-you-get.html>

RP: Issue no. 1: The Emperor Seinaru makes an address to the nation regarding the recent Hatakeyama-Ouchi war and the declaration of peace. The Emperor Seinaru formally apologizes and acknowledges his mistake regarding the Ouchi's role in the bombing of Nara. The Emperor recants any and all statements regarding their reputation, role, and character. Furthermore the Emperor administers an imperial pardon to Ouchi Shinsuke who he had demanded to commit seppuku several years ago.

Issue no. 2: The Imperial family knows the markets and furthermore they know what all people want and need. Specially-made seppuku swords! Working with the best smiths in the land, the Imperial Family concoct a new trendsetting sword

specifically for committing seppuku and begin promoting it and financing it. The blade will have more of a curve to it than other blades to promote more self-gut-spilling while also making the act of seppuku slightly more easy and efficient for the user. Buy a seppuku blade today, you can even seppuku your dog. The best things in life are free, and \$19.95! After you purchase one seppuku blade, you get a free "I bought a blade in case I need to restore my honor according to the bushido code" tunic for free!

Investments: Imperial family financial skills, 2PPC, 4PPF, /u/lucky52903, the captured /u/Andy0132 aka Sue Hiromori.

Results: Sue Hiromori tests our first seppuku blade and we begin a new business.

SUCCESS: His death, being a widely acclaimed work of exquisite technique and drama, makes your *seppuku* blades the veritable Wogdons of honourable suicide. Gain a one-time 6 PPG, as well as the modifier '*Tennō Heika & Sons, Artisanal Tantō Smithing*', granting 4 PPG and 4 PPC each time a player commits *seppuku*.

The Kyoto(?) Shogunate

Part 10

Diplomacy:

Alliance: Ise, Hatakeyama

Defensive Pact: , Ise, Hatakeyama

Non-Aggression Pact Ise, Hatakeyama

Declaration of Friendship: Ise, Hatakeyama, Matsumae

Peace: All

Denouncing: Matsudaira

WAR:

Deals:

Ashikaga Yoshisada, assuming a deal is struck between Hojo and Hatakeyama, returns to Kyoto. Out of respect for his brother's contested claim to the throne, he shall refrain from entering the city proper, but instead locates himself at the [Fushimi Inari-taisha](#), where he participates in the day to day activities of a normal shinto priest, insofar as his schedule allows.

2.7 PPG to Hojo, in exchange for the ability to expand trade in Hojo & Imagawa lands.

The Ouchi have agreed to provide spiritual texts for Ashikaga Yoshisada to peruse.

Event:

Option 2: Having no money, we shall refrain from chasing the culture of old. See Plot 2.

Characters:

u/Megaashinx1: Shogun Ashikaga Yoshisada, a/k/a Ōe Otomuro (27)

Wife: Matsumae Kimyo (22)

City Control:

u/Megaashinx1: Kyoto?

Plots:

Modifiers:

"Ashikaga Trading Privileges" - .05 PPG per pop in the following cities:

- Osaka
- Tsuruga
- Gojo
- Aisho
- Nara
- Hotoka
- Miko

'Mono no Aware' which gives bonus to religious and cultural plots, particularly the most wistful and nostalgic. Like the Emperor had, this modifier will also give a massive malus to plots to restore direct Ashikaga rule, with the memory of the ill-fate of the Shogunate in recent memory.

Gold:

Base: 2 PPG

+3.7 From Ashikaga Trading Privileges

+1 From Kyoto

6.7 PPG

2 PPF

2 AP

Plots:

Plot 1:

RP:

An old man toiled in a field, working his meagre crops. The earthquake had destroyed the villages surrounding Edo. Several months later, when the aftershocks had subsided, the villagers still felt the pain. Their wells had been destroyed, their crops trampled, and their livestock fled into the hills. The hunger had begun to set in among the village. Just the other day, the elder saw a child near death, bloated. His mouth was stained green. Resorted to eating grass for sustenance. The merchants had stopped coming by. Not even the most well off among them could afford their prices.

It was early that morning that he saw them. A band of men, a wagon train a half-mile long. At the front – the banner of the shogun. A man in front, grizzled and battle-worn, led the pack. The elder scoffed. More soldiers and supplies for the lord, surely.

Unexpectedly, though, the train stopped. Porters began unloading goods. As villagers began to leave their horses, the elder approached.

"I'm sorry, sirs, but we do not have money to pay for your goods," the man stated.

"No payment necessary," the grizzled leader replied. "A gift, from Shogun Yoshisada. Several more convoys follow."

The elder was shocked. The words barely registered in his mind. In his state, he could only reply “but.... why?”

The grizzled man smiled. “Well, the Shogun considers this the beginning of a... long and bountiful friendship.”

Invested: 2 PPG, 2 AP, Ashikaga Trading Privileges

Double Down:

Result: Assist in the rebuilding of Hojo’s cities, and expand the Ashikaga Trade Privileges modifier to as many Hojo & Imagawa cities as possible, starting in Edo and radiating outwards. On great success, raise Imperial Legitimacy

GREAT SUCCESS: Edo and Kamakura regain 3 pops each and have some tiles repaired; Edo, Kamakura, and Narita are given Ashikaga Trade privileges; Imperial Authority increases.

Plot 2: Synergy

RP:

News of the “Priest-Shogun” had not brought many artists or writers to Kyoto, but it did bring something else: the spiritual classes. While many believed in the strength of the kami and the devilry of the yokai, there were a select few who truly pondered their nature. As the poets left, the philosophers moved in. The streets thronged with would-be priests debating the nature or history of the yokai present, or the relationship between the emperor and the other ‘living kami’ which had been proclaimed throughout the land.

And throughout it, no individual was more involved than the shogun himself. Anyone who made the trip up to see him could, after some frisking from the guards, engage in debates over the issues of the day. The city buzzed and flitted.

Invested: 2 PPG, 2 PPF, Ashikaga Yoshisada, ‘Mono no Aware’ [REDACTED], Ouchi/Hatakeyama texts.

Double Down:

Result: Replace Kyoto’s dying cultural scene with a vibrant philosophical forum, perhaps reminiscent of the Athens Acropolis. Give Ashikaga a similar modifier to the trading privileges to gain extra PPF. Give Ashikaga Yoshisada skills in religious studies and debate.

SUCCESS: A school of philosophers establish themselves within a minor shrine to Omoikane, soon called the 思金宮 (‘Omoikanemiya’), a veritable Lyceum of Kyoto. Gain ‘Omoikanemiya’, giving 0.025 PPG per pop in every city with Ashikaga Trade Privileges, as well as a bonus to constructing the Parthenon.

Yamaguchi Shōgunate

DIPLOMACY

ALLIANCE	: Ōuchi
DEFENSIVE PACT	: Ōuchi
NON-AGGRESSION PACT	: Ōuchi.
FRIENDSHIP	: Ōuchi, Yamana, Hosokawa, Nanbu, Takeda, Imagawa, Hōjō.
DENOUNCING	: N/A
WAR	: N/A
PEACE	: Yes!
CLAIMANT	: Ōuchi.
VASSALS	: Everyone!

Deals and Notes

This is my official statement that I am opting IN to natural births. Copy and paste this to 10 plot docs to show #RiggedRaimond that you know your rights and will be having babies whether he likes it or not!

[REDACTED]

—

EVENTS

Option 1, attached to Ouchi.

SCIENCE, SOCIAL POLICIES, AND RELIGION

CITIES

City Control

Player Locations

Ashikaga Yoshihisa: Yamaguchi.

—

CHARACTERS

Player Characters

Ashikaga Yoshihisa, Sei-i Taishōgun, Lord of the Ashikaga, son of Ashikaga Yoshimasa and Hino Tomiko [Traits: Connections in the Shinano Province; Skills: N/A].

Non-Player Characters

Ōuchi Tokuhime, Kyobo, Lady of the Ashikaga, Princess of Paekche, principal wife of Ashikaga Yoshihisa, daughter of Ōuchi Masahiro and Mariko, b. 1473 [Traits: **gib**; Skills: **gib**].

Gib babies.

Hosokawa Rie, lesser concubine of Ashikaga Yoshihisa (/u/zofia_unnamed).

Gib babies.

Ashikaga Yoshihiro, Heir to the Shōgunate, Hereditary Lord of the Ashikaga, son of Ashikaga Yoshihisa and Ōuchi Tokuhime, b. c. 1492 [Traits: **gib**; Skills: **gib**].

Ashikaga Yoshihime, daughter of Ashikaga Yoshihisa and Ōuchi Tokuhime, b. c. 1492 [Traits: **gib**; Skills: **gib**].

Ashikaga Yoshiko, daughter of Ashikaga Yoshihisa and Ōuchi Tokuhime, b. c. 1492 [Traits: **gib**; Skills: **gib**].

Ashikaga Yoshimori, son of Ashikaga Yoshihisa and Ōuchi Tokuhime, b. c. 1494 [Traits: **gib**; Skills: **gib**].

Hino Tomiko, Dowager Lady of the Ashikaga, wife of Ashikaga Yoshimasa.

Ashikaga Yoshisada, son of Ashikaga Yoshimasa and Hino Tomiko.

[REDACTED]

ASSETS AND MODIFIERS

Modifier : The Regal Roaches

- Having somehow managed to carve yourself a surviving, quite independent, existence, but cut down to size substantially, gain a bonus to plots within your designated territory (the Kansai region, roughly), but a malus to stability and face any time your orders are ignored/rejected.

-

[REDACTED]

ACTION POINTS

2 AP total [2 base]

2 AP on Plot 1.

—

TREASURY

0 initial Gold

2 PPG from NFE Income

0 initial Faith

2 Faith from NFE Income

0 initial Culture

0 total Culture

PLOTS

Plot 1 : Bridenapping!

RP : Ashikaga Yoshisada cursed his younger brother! A rival shogun could not do. While he did not have the hate in his heart as he did for Hojo Shinji, he could not allow this to stand. If only there was some way to kill two birds with one stone...

But of course! There was a way to frustrate the plans of both Hojo and his brother. The Imagawa had recently risen up against his illegitimate rule, and had been brutally crushed by it. Of course, the lords may have bent the knee, but there were many who held bad blood among them against the upstart lord. A small group of soldiers under the Ashikaga banner would go to them in their hour of despair, and offer them a new home, a new, better, cooler lord. All they had to do was one little, tiny favour.

Yoshisada's wife. She had been brought down from the north just a few years ago. She could not be allowed to lay with the man. Luckily, there was a new, cool Harem in Yamaguchi with her name on it! So long as the retainers assisted the troops in... extracting her from Kamakura, they'd be invited to join the new lord's service.

Ashikaga smiled, and ordered his men to leave at once. Man, it was good to be shogun!

Invested : Ashikaga Yoshihisa (/u/Megaashinx1); 2 AP; 2 PPG, [REDACTED]

Results : Imagawa NPCs enter into the service of Ashikaga Yoshihisa, embarking on a mission to kidnap Yoshisada's Matsumae bride. Give Ashikaga Yoshihisa skills in kidnapping women.

GREAT SUCCESS: A number of former allies of the late Ujichika, having no interest in continuing their vassalage under the Hojo, participate in the plot and kidnap Yoshisada's wife, forcing her into your harem. I'm sure this can only bode well. Ashikaga Yoshihisa gains Skills in Kidnapping Women.

Plot 2 : Splendourous Palaces.

RP : "These silks, honey, *really*?"

The stern Hino Tomiko judged lady Tokuhime under her gaze. The ladies of the imperial harem watched on, expectantly.

"This ceremony must be top of the line to convince those men of culture to travel here. Don't disappoint me." The woman walked away, chatting with a retainer to continue preparing.

An elegant feast was to be thrown in the shogunal hall, for all to see. As a part of the Ouchi celebrations and festivities, it was vital that the people believe that everything was going according to kekaiku in the household of the most powerful family in the city.

The ladies ran about with silks, the priests walked beside them, blessing the ground they walked with incense. The sickly-sweet smell of the blossoms outside was wafted throughout the mansion, all in service of creating an illusion of prosperity.

The Shogun's mother waited until she was alone. When she was certain no one could see her, she laughed. All was perfect in the world, and she was on top.

Invested : Hino Tomiko; Ōuchi Tokuhime, *Imperial Harem*, 2 PPF

Results: Assist with the Ouchi's plots to make Yamaguchi into the cultural capital of Japan. Give Hino Tomiko and Ouchi Tokuhime skills in party planning.

GREAT SUCCESS: The Ouchi's plot is boosted, and Tomiko and Tokuhime gain Skills in Revelry.

—

CHIBA-DATE



NAP: Uesugi clan (enforced by treaty rights until Part 12)

Overlord: Chiba / Vassal: Date

Denouncing: Mogami League, **THE SO CALLED “hojo” CLAN**

Defensive Pact: Nanbu

Peace: All

Recognising the Claimant of Ouchi as Shogun

Actions:

- + 8 AP from Daimyo income
- 1 AP to move 1 missionaries near Fukushima to near Koriyama and 1 missionary and the Great Merchant to Sanjo
- 2 AP to activate those missionaries (2 charges in Koriyama, 2 charges in Sanjo)

- 1 AP to activate the Great Merchant in Sanjo
- 2 AP to buy a Gompa in a city that doesn't have one
- 2 AP on Plot 2

Event

Global THE MEIO EARTHQUAKE: wow no options for us. We applaud the earthquake for bringing righteous justice to the evil forces who allow the despicable Hojo to continue to exist

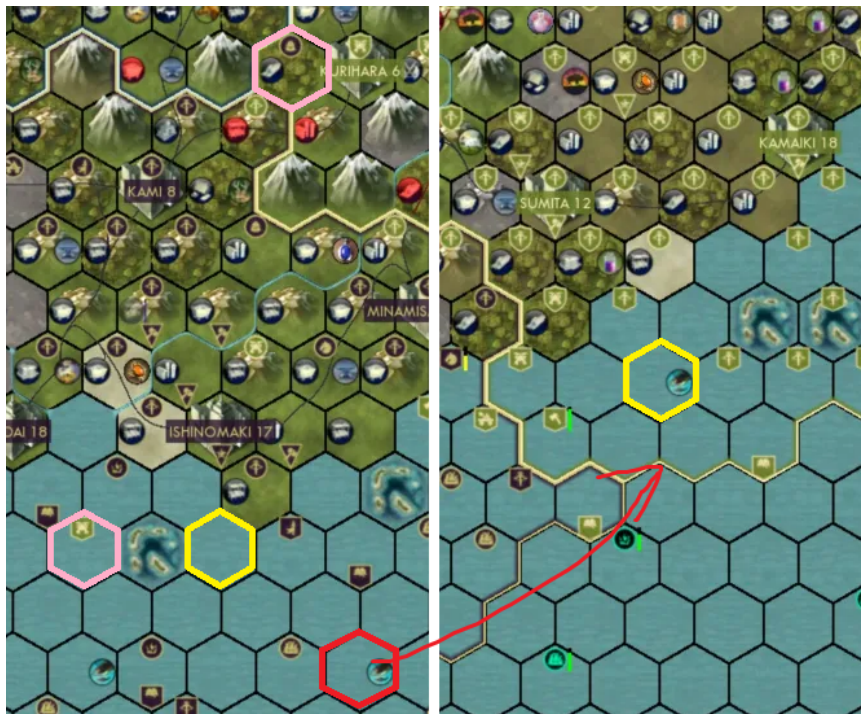
Global THE NOBLE ARTS Option 3:

What do you mean,
we have the best arts,
Go fuck your mother
it's the most traditional art

Gain 'Proudly Artless', giving a further -1 PPC per part, but a minor boost to all military plots.

Deals

Whaling and Soldier Exchange with Nanbu



Sell Nanbu the Longswordsman near Kurihara in exchange for their Samurai near Ishinomaki.
Sell Nanbu our whale for their whale, placing their whale near Ishinomaki in the marked yellow tile.

Characters:

Chiba Muro Age: 50, Skills in Buddhist Thought, Learning

- Chiba Mei - age 48, skills in balancing plates on her head, peaceful proselytisation wife
- Children:
 - /u/EmeraldRange - Chiba Muromune - 28, ruler of Date, skills in Tactful Statecraft
 - Tokioka Sakiko - 26, married to Muromune

- MUROMUNE AND SAKIKO TRY TO HAVE KIDS

/u/jmangelo67 - Akio Yamamoto (30) - severe burn victim, Master of Mt. Fuji

City control: all by the will of the universe. (ER: Chiba)

Date dependency:

Chiba Muromune: Sendai, Ishinomaki, Fukushima, Yonezawa, Tendo and Kami;
Osaki Chojiro: Minamisanriku

The Future, Today!: Gain a substantial malus to face and stability, but a bonus to assassination plots; Until unification with the Date is achieved, gain a bonus to all plots within the North, however when the two clans unite, there may be complications.

Leader of the Sect: 0.1PPF per Buddhist population in Japan

Treasury:

1403 Gold

483 Faith

- + No PPC from pops cuz of rigged event
- + 8.5 PPG from taxes
- + 13.7 PPF from Buddhist Leadership

This becomes:

8203 Gold (10.3 PPG)

9388 Faith (14.4 PPF)

- 400 gold on 1 Barrack in any Date city that doesn't have one
- Fallback: Library > Walls > Galleass

- 1400 gold on 2 Armouries in any Date city that doesn't have one
 - Fallback: Granary and Watermill in Chiba
- 4 PPF on Emerald's Personal Plot
- 1 PPF on Jman's Personal Plot
- 3 PPF on Plot 1
- 4 PPF on Plot 2
- 1 PPF on Plot 3
- 1 PPG on Plot 1
- 2 PPG on Plot 2
- 4 PPG on Plot 4

3 Gold left

288 Faith left

Plot 1: The Glory of Chiba cannot be contained

RP: Akio Yamamoto, Master of Mt. Fuji, Prophet of the Sacred Peak, who owned precisely none of Mt. Fuji, arrived in Ishinomaki looking to own a boat to take his army of faithful peasants ready to reclaim the mountain from its oppressors.

There he met General Masatsugu Kuroda, a former Chiba commander who possessed a similarly dangerous amount of confidence and some grumbling Miraiha attaches. After three cups of sake, the two men reached the obvious conclusion: reclaiming one impossible holy site was not enough.

“Fuji is yours,” Masatsugu declared. “But Chiba calls to me. The glory of the Tenrinjōō cannot be contained behind enemy walls.”

Thus was born the entirely reasonable plan:

Akio would sail with Masatsugu for Chiba with his followers, stopping in Chiba along the way to pay their respects to the Tenrinjōō. The wicked Hojo demons of Narita still held the city proper, but this mattered little. They would seize the lands adjacent to the sacred Mt. Meru Monastery and transform it into a fortress-temple for the glory of the Tenrinjōō.

The universe belongs to Chiba, and naturally all the peasants would see the unison between the Shinto holy man, the Most Holy Monk of Mount Meru and the esteemed general of yesteryear to be too glorious to not submit to the newly built walls around the Mount Meru Monastery, and naturally submit to the glorious union of the kami, the Dharma and worldly power.

Invested: Chiba Muro (NPC), skills in Buddhist thought and Learning, Akio Yamamoto (u/jmangelo67), 1 Great General (from Ishinomaki), 1 PPG, 3 PPF

Results: Spread Buddhism to Chiba city (remembering that 1 PPF is enough to buy 3 missionaries), use the Great General to place a “citadel” on Mount Meru, fortifying the city with farmers’ tributes - mechanically represented by giving Chiba a Castle and various food dummy buildings (e.g. granary, hanging gardens, any mod-added dummy buildings etc)

SUCCESS: Narita and Chiba convert to Buddhism, and adjacent tiles to Chiba are seized, except Narita proper. Chiba gains a castle and granary (or one similar food building if a granary is already present). This will probably start a war.

Plot 2: The Not So Secret Proxy War

RP: The ruling family of Date was seemingly always busy. Although they had expected to be, moving into ruling more land than back in Chiba with many other interests, the evil Hojo’s illegal and dishonourable attack had made much more work to do. One of them was the grumbling Miraiha who took objection to her peaceful proselytisation efforts.

Now, Mei, being a master at this point at balancing plates on her head, balanced the Miraiha with the less... deranged... direction that her son and heir wanted to funnel the efforts of the true Buddhist sect. And so, with Muromune’s help in meeting with the disgruntled Miraiha, suggested that they go help out in the current ongoing holy war against the evil demonic Hojo.

She described the current situation in Chiba, that many righteous Miraiha had risen up but had been continually hit down by the evil demonic Hojo. And to keep the holy land Buddhist, she was intending on sending a peaceful mission to keep spreading the faith.

The Miraiha representatives started to roar in anger, but Mei balanced their anger on her head and said plainly- peaceful just means that you don’t need to fight... yet. Then she detailed the plan of this very public and very peaceful mission to send thousands of Miraiha troops back to Chiba, but as “reformed” missionaries. They just needed to follow the lead of some real missionaries for a bit and then they’d be well in behind the enemy line; then they just need to spread the true faith- which is naturally always a bit violent, recruiting more people to the true faith ready to rise up against Hojo if they do anything more despicable- which they surely would do.

With that very long-on sentence, Mei finished twirling her words and captured the spirit of the rambling Miraiha forces as well.

Invested:, Chiba Mei (skills in balancing plates on her head, peaceful proselytisation), 2 PPG, 4 PPF, 2 missionaries from near Sendai, 2 AP

Results: Spread Buddhism to Chiba city, and other nearby cities (remembering that 1 PPF is enough to buy 3 missionaries). Create an automatic trigger for the Miraiha to rise up, under the Chiba flag or their own flag, if anyone tries to convert or take Chiba city away from Buddhism.

FAILURE: Mei never finishes describing her plan as, upon beginning with “peace”, the audience erupts in heckling and rioting, fighting amongst themselves in a demonstration of rebellious piety. Dozens lie dead, granting you 1 PPF in your treasury.

Plot 3: The Northern Alliance Grows

RP: Although Muromune would’ve liked to deal with the Miraiha issue, he had to trust that his mother was more than capable enough as well. While he was also busy Woohooing for a baby, he still had a clan to run.

Surveying his surroundings, he learnt of the treachery and tragedy that had befallen the Ashina a couple decades ago. Like Chiba and many other smaller states, the extremely large and seemingly unstoppable Uesugi had bullied the Ashina clan out of land.

While sending missionaries to spread the message of the true Buddhist sect, Muromune also saw an opportunity to convince them to join in with the Date, pointing at the shared security that the entire north should eventually strive for to stop any funny ideas from Uesugi, who continue to associate with and have an unexplainable close relation with the Hojo. He would tactfully imply that the Hojo demons had possessed the Uesugi clan to use their noble prestigious lineage for their own evil Hojoish aims.

Invested: Chiba Muromune (u/EmeraldRange, skills in Tactful Statecraft), *The Future, Today!*, 4 PPG, 1 PPF

Results: Vassalise Ashina, spread Buddhism to Sanjo (remembering that 1 PPF is enough to buy 3 missionaries)

SUCCESS AS DESCRIBED.

—

Hatakeyama Clan - Part 11

DIPLOMACY

ALLIANCE : The Emperor

FRIENDSHIP : Uesugi, Kitabatake, Shimazu, Mori, Matsudaira, Hosokawa, Miyoshi, Hojo, Takeda, So, Nanbu, Ouchi, Matsumae, Nanbu, Yamana, Ikko Ikki

DEFENSIVE PACT : Matsudaira, Hojo

NON-AGGRESSION PACT : Ouchi

DENOUNCING :

WAR :

PEACE : Ouchi, Takeda

NOTABLE VASSAL CLANS: **Matsudaira**, Jinbo, Asakura, Suzuki (Kii Ikki), Oda, Kitabatake, Rokkaku, Isshiki

RECOGNIZED CLAIMANT: Emperor Seinaru

- *Recognized Shogun: Ashikaga Yoshisada (Kamakura Shogun)*

DEALS

We recognize the authority of Ashikaga Yoshisada as Shogun, under the regency of the Hojo. We reserve the right to revoke this support should Hojo not back the authority of the Emperor in Kansai

We are granting the Imperial Administration some autonomy, and combining their direct rule with that of Ashikaga Yoshisada as agreed with the Hojo. Once the new administration is landed Kyoto, Gojo, and Nara are returned to the Ashikaga Civ to represent this new semi-autonomous admin faction

We are returning Osaka and Wakayama to the Miyoshi as per Takenaga's final will – *Note: Osaka was a territory of the late Rokkaku Takayori. This is received poorly by his supporters.*

We are giving Isshiki and Maizuru to Yamana as per Takenaga's final will

We are making peace with the Takeda in exchange for reparations of 3 ppg & 3 ppc

We are making peace with the Ouchi in exchange for all of the details listed out in the Treaty of Shirahama (Relevant for us: Smooth out border between Shirahama and Kaiyo, pay net 4 ppg/c to Ouchi, Hatakeyama Sasuko is sent to Ouchi, Ouchi Kohime is sent to Hatakeyama, NAP for 3 parts/20 years)

EVENT

The Noble Arts: *Option 2:* Who needs the kuge anyways, time for the Arasaka family to return to their roots! (26 ppg invested)

The Meio Earthquake 1498: *Option 1:* Susanoo's rage cannot tear down the almighty Son of the Sun! (6 ppg invested) - **Increase IA slightly, decrease stability slightly; many tiles around Gojo and Nara are repaired.**

City Location & Control

/u/Frodo0201 : **Located at** - Gojo

- Kaga Province (Kanazawa, Koga)
- Ecchu Province (Toyama)
- Echizen Province (Fukui)

/u/Redlink259 : **Located at** - Nanao

- Noto Province (Wajima, Suzu, Nanao)
- Hida Province (Hida)

/u/Gerogaga: **Located at** - Nagoya

- Owari Province (Nagoya, Nishio)

Emperor Go-Tsuchimikado: **Located at** - Nara(?)

- Yamato Province (Gojo, Nara)
- Yamashiro Province (Kyoto)

Suzuki Kobayashi

- Kii Province (Shirahama, Shingu, Fushimoto)

Kitabatake Kichika

- Ise Province (Ise, Owase, Suzuka)

Rokkaku Ujitsuna

- Omi Province (Tsuruga, Aisho)

Isshiki

- Tango Province (Toyooka, Maizuru)

CHARACTERS

/u/Frodo0201 : Hatakeyama Takenaga [Age: 29], Daimyo of the Hatakeyama, Prince of the White Plover **DED**

- *The Errant Prodigy:* Gain a boost to plots of a wandering nature
- Greatly Skilled in Leadership, Living a Legend
- *Connections in the Mino Province*

[Opting **in** to Natural Births this part]

/u/Redlink259 : Jinbo Gureggu [Age: 24], Daimyo of the Jinbo clan

- *Connections in Iyo Province*
- *Connections in Tosa Province*

/u/Gerogaga : Oda Nobusada [Age: 24], Daimyo of the Oda Clan

Important NPC's:

- Hayato Arasaka [Age: 58], Minister of the Arts, Location: Kanazawa
 - Skilled in Artistry
- Hatakeyama Hisanobu [Age: 63], General and Marshal of the Hatakeyama, Location: Kanazawa
 - Skilled in Strategic Withdrawals
- Sunako Nakahara [Age: 33], Leader of the Mononoke Ju-Ryu, Location: Nanao
 - Hatakeyama Amesaka [Age: 12], Daughter of the Daimyo, (betrothed to Emperor Seinaru)
 - Hatakeyama Kiyuki [Age: 6] Daughter of the Daimyo
 - Hatakeyama Satsuko [Age: 6] Daughter of the Daimyo, *Hostage in Ouchi Court*
 - Hatakeyama Suzume [Age: 2] Daughter of the Daimyo
 - Hatakeyama Chidori [Age: 2] Daughter of the Daimyo
- Kitabatake Kiriko [Age: 22], Wife of Oda Nobusada, Daughter of the Kitabatake Daimyo (OPTING IN TO KIDS THIS PART), Location: Nagoya
- Rin [Age: 34], Fireflies Advisor, Location: Nanao
- Suzuki Kobayashi [Age: 50], Voice of the Kii Ikki, Location: Oita
- Rokkaku Ujitsuna [Age: 7], Kit of Kansai, Daimyo of the Rokkaku, Location: Gojo
 - *Errant Prodigy*
 - *Princely Education: Bonus to Admin Plots*
- Satoru Gojo [Age: 26], Teacher at the Mononoke Ju-Ryu School, Location: Nanao
- Ouchi Kohime [Age: ???], Daughter of the Ouchi Daimyo, Diplomatic Hostage, Location: Nanao

ACTION POINTS

10 AP base

-8 AP on moving 24 units from Osaka, Wakayama, and Shirahama to around Ise and Nagoya, prioritizing land units

-2 AP on moving 6 units from near Azumino to Fukui

0 AP remaining

TREASURY

7535 (9.4 and a bit ppg) initial Gold
+39120 (48.9 ppg) from pops (.1 per pop) [.2 per pop in cities of over 20 pops]
+4800 (6 ppg) from Miyoshi for *The Noble Arts* event

-20800 (26 ppg) to *The Noble Arts* event
-4800 (6 ppg) to *The Meio Earthquake* event
-2400 (3 ppg) to Takeda for restitution payment
-1600 (2 ppg) to Ouchi for compensation
-6400 (8 ppg) to Plot 1
-5600 (7 ppg) to Plot 2
-4800 (6 ppg) to Plot 3
-4800 (6 ppg) to Plot 4

255 Gold (and a bit ppg) remaining

RELIGION

STATE RELIGION: Shinto Revivalism

3059 (4.7 and a bit ppf) initial Faith
-1950 (3 ppf) from *Divine Wrath*

-650 (1 ppf) to Plot 3

459 Faith remaining

CULTURE

0 (0 ppc) initial Culture
+56 ppc from cities (1 per 6< pop city, 2 per 10< pop city, 3 per 15< pop city)
[Base rate w/ no Kutani Workshop 1 - 8<, 2 - 15<]
+1 ppc from *Palace of Art and Ceremony*
+1 ppc from Hatakeyama Revivalism
-6 ppc from *Artless Land*
-3 ppc from *Divine Wrath*

-400 (4 ppc) to the Emperor

- 300 (3 ppc) to Takeda for restitution payment
- 200 (2 ppc) to Ouchi for compensation
- 1000 (10 ppc) to Plot 1
- 1000 (10 ppc) to Plot 2
- 1000 (10 ppc) to Plot 3
- 1000 (10 ppc) to Plot 4

0 ppc remaining

MODIFIERS

-*The Feudal Heroes*: Gain a bonus to plots against Claimant factions at the cost of a malus to stability; Gain a reduced risk of player character death via event and critical failure, but a reduced value of player character investment in administrative or non-heroic plots.

-*Mononoke Ju-Ryu*: Bonus to subterfuge plots and antiplots against it, and a large bonus to any plots involving the supernatural. This modifier goes away with consequences should we lose the Imperial Regalia

-*The White Plover Migrates Home*: Bonus to plots appealing to the Lower Classes

-*Hatakeyama Revivalism*: +1 ppc per part, Bonus to cultural-religious plots which invoke folk tradition and Shinto beliefs

-*Shoki-Kutani*: Enhance the rate of ppc gain in every city that contains our UB, the Kutani Workshop (6< pop for 1 ppc, 10< pop for 2 ppc, 15< pop for 3 ppc)

-*The Palace of Art and Ceremony*: +1 ppc per part, Minor bonus to quashing rebels in Ashikaga territory while it stands

-*Revitalised Cities*: Tax rate becomes .2 per pop, for cities with over 20 pop.

-*Kansai Self-Defense Force*: Unpuppet Kii Province during any defensive war, or any war with the Ouchi, and spawn a large army on war declaration

A Watchful People: Antiplot to redacted and hostile plots targeting us when in Matsudaira lands

PLOTS

Plot 1 : Arasaka: A Family Company

RP : It was nearly midnight as Hayato Arasaka listlessly stared at the stack of papers on his desk. Nearly the height of a small child, revision after revision of his "*Tale of Shojun*" dating back to when the late Takenaga was a mere boy that had found a legendary sword sat, all unfinished as everytime Hayato put a pin in one chapter the lad would do some other mighty deed worth rewriting the entire structure of the story. Now he was gone, and Hayato had no more reason to

delay. He hadn't imagined the final chapter would come anywhere in his lifetime, that the boy he had so loved and so infuriated him in equal measure would burn out brighter than the flickering candle on the table next to him. Perhaps he should have known. The reckless endangerment Takenaga constantly found himself in would have killed an unluckier person ten times over by the time he came of age. Perhaps Hayato had truly believed in the legend he had tasked himself with writing. Who could say.

What he did know was that his promise of old to serve Miyohime was fulfilled, and he was absolutely sick to death of politics. In his youth he had been one of the greatest artists the nation had seen; that had been how the merchant son-of-a-nobody had entered the clan court in the first place. While he had kept it up as a hobby he had been forced to set his dream to the side in service of another's, and had lost the prime years of youth because of that. No longer.

The Hatakeyama court had transformed dramatically in his years there. From a military camp in civil war to a swarm of feral children to a trained court of "sorcerers", it had been a lot to keep up with. These youthful friends of Takenaga's were smart and strong, they could take up his burden now that he was old. They had been trained from youth to be advisors, and magistrates, and spies; everything a proper court needed. If Hayato dropped dead right then and there he figured it would be a mere bump on the road into the future of the clan.

That isn't to say he intended to retire into obscurity just yet. In taking a step back from politicking, Hayato would finally have time to return to the many artistic crafts he had let languish. Following Miyohime's death he had found a wife, had kids. He could finally take time to sit with them, train them in the family traditions of painting, ukiyo-e and kutani porcelain. He could leave his own legacy on the world distinct from the clan he had served for so long. While not equivalent to the great noble houses of the *buke*, he hoped that one day Arasaka would be a name renowned across Japan.

While Hayato had spent his time in politics, establishing the governmental connections necessary for his family to rise to prominence, he was not the only Arasaka at work. His older brother Saburo had taken up the family mantle as a merchant of some success, and through some leveraging of his sibling's connections had established trading posts across most of Kansai and the surrounding area. With the renewed focus of the state on the arts in an attempt to create a lasting cultural epicenter outside of the Imperial Court, the brothers Arasaka found themselves at the cusp of one of the greatest opportunities they would ever see. With Hayato's prodigious skill and governmental connections, and Saburo's ruthless business acumen, they would be the spear point by which Kanazawa proves itself culturally on a national stage.

For making fine art is only one step of the process. The remaining kuge may paint a fine picture, write a nice poem. But without the ability to market it the art will never leave the small elite circle it was created in. Culture by and for the masses will always be more eternal than some court the majority of the nation only ever knows as a concept. And the first work produced en masse and distributed by the Arasaka's will be a piece that cuts deep for any citizen within Kansai or the

greater Hatakeyama sphere, a callback to the harder times that they made it through together, *The Tale of Shojun*.

Invested : 8 ppg, 10 ppc, Hayato Arasaka [Skilled in Artistry], 3 workers by Shirahama, *Hatakeyama Revivalism, White Plover Migrates Home*

Results : Expand the Arasaka artisan network throughout Hatakeyama lands and Kansai as a whole, assisting our attempts in “The Noble Arts” event to establish our own premiere cultural center. Construct bazaars (Arabia UB) in every city the Arasakas are able to establish themselves in, focusing on our biggest cities first.

SUCCESS: Hayato Arasaka and his kin found the 荒坂 磁器座 (“Arasaka Jiki-za”), or “Arasaka Porcelain Guild”. Gain “Arasaka Jiki-za”, giving a bonus to artistic plots and gain a bazaar in your 3 largest cities.

Plot 2: Fort of a Thousand Dreams

RP : Sunako and Satoru stood on a hill outside of the city of Gojo, watching the dichotomy of flooded streets and smoking ruin that their home had turned into. The warrior-monks of the Mononoke Jujitsu school had proven instrumental in rescuing many survivors, but they were simply too few to save everyone from the destruction brought on by the great Earthquake. But as were the Fireflies before them, the Mononoke were survivors, and already they were looking into how to rebuild.

As the towering pagoda that once held their school finally succumbed to the damage, collapsing in a heap and sending dust across the skyline, the two teachers determined that their new facilities would need to be sturdier, bigger, built to withstand whatever their enemies may throw at them. With constant bombings and nature itself seeming to have turned against them, they would simply have to work harder to ensure a safe facility to train the youth in mastering their inner demons.

Looking for where best to reestablish the school, it was eventually decided that the coastal fortress city of Nanao would serve them well. It was prosperous and near the calm core of the Hatakeyama lands in Noto, which had dodged the worst of the constant fighting. Additionally it hosted one of the largest castle complexes in central Japan, after the recent renovation efforts of the local magistrate Hatakeyama Yoshifusa. From its location halfway up a mountain it was secure against hostile attack, and would put the spritualists amongst the Mononoke close to nature, where they can better commune with and control the yokai they find. Sunako and Satoru immediately set to work, laying the groundwork for the expansions that would make their school one of the most notable Japan has ever seen.

While the Mononoke Ju-Ryu go about setting up their encampment in Nanao Castle, the local Shugo Jinbo Gureggu will set to work expanding the castle complex to be more intricate and

defended than it already was, elevating the fortress from local note to one of national prominence. From the great mines of Toyama iron will flow in to reinforce the walls, built of stone from quarries as far afield as Aisho and Shingu. What was one large castle shall become a network, branch castles being established in a chain reaching all the way to Kanazawa and turning Noto Province nearly into one large fortress of its own, as the mighty armies of the Hatakeyama finally take a moment to rest and fortify their homeland.

Invested : u/Redlink259, 7 ppg, 10 ppc, Sunako Nakahara, Satoru Gojo, 3 workers by Shirahama, *Mononoke Ju-Ryu*, *Hatakeyama Revivalism*

Results : Construct the Great Wall (or other appropriate wonder that has not been taken) in Nanao, establishing a secure fortress behind which the Mononoke Ju-Ryu can practice without external threat. Modify the *Mononoke Ju-Ryu* modifier to include a large antiplot against any attempts to steal the Imperial Sacred Treasures

SUCCESS AS DESCRIBED.

Plot 3: The White Plover Flies Home

RP : All across our lands, from Noto to Kii, the disappearance of Hatakeyama Takenaga has led to a yearlong period of mourning. The young daimyo had done what many had deemed impossible dozens of times over in his short tenure as a leader. From reuniting the Imperial Regalia as a child, to bringing a clan back from the brink of utter collapse to one of the undisputed powers of the Empire, to restoring the Emperor to some semblance of direct control in government, Takenaga had developed quite the legend. Perhaps it was only fitting then that he left on a high note, while the assembled lords and vassals of the Hatakeyama would fondly act in his memory instead of immediately bickering for power as they are so often wont to do.

The nature of his presumed death also lent itself well to the mythical status he had always sought. By disappearing into the woods with no body found, even after weeks of searching, the exact nature of what happened became a matter of national debate. The more devout claimed he ascended to Heaven, mirroring Akisada in his status as a living Kami leaving the mortal realm. Others claimed he had gone into a kind of hibernation, and would return from whatever cave he slumbered in when the nation most needed him. Some assumed he had simply lost it, and the feral child finally met an ignominious end he had always deserved. This debate would fade over time, but remain a pivotal legend for years to come amongst the Hatakeyama lands.

One theory that particularly struck the fancy of Oda Nobusada, who had long admired his lord for his ability to spin fantastical tales, was that Takenaga truly was Yamato Takeru reborn and had returned to the skies of old. When Takeru died millennia ago, the myth goes that his soul transformed into a great white plover and flew away, hence the title Prince of the White Plover that Takenaga had taken on. This theory of Takenaga's death went such that the very same thing had happened to him as had happened to Takeru, and where a man had entered the woods of Iga Province, a mighty bird had left until such time as he saw fit to grace their world

again. While quickly dismissed as hearsay, a number of reports from near Iga did mention seeing a plover fly over them, which would be quite odd as they are coastal birds.

Deciding this would be the best way to honor his late lord, and seeing the opportunity such tragedy represented, Nobusada set to work in establishing a number of shrines praising Takenaga as the legendary Kami he had claimed to be in life. In every major coastal town on both sides of the island, Hatakeyama would have shrines dedicated in his honor. These shrines would serve double duty as well, as in memory of Takenaga's love for the common man, they would be built so as to contain communal gardens, both for food and for recreation. The plover, now a revered bird amongst the Hatakeyama, would be honored and given roost in any such shrine that they deemed fit to grace with their presence. By bringing this faith and praise of their late lord to the commonfolk, they could ensure a near fanatical loyalty along the coasts to the great Kami, Prince of the White Plover himself, Takenaga.

[REDACTED]

Invested : u/Gerogaga, 6 ppg, 10 ppc, 3 workers by Kyoto, *Hatakeyama Revivalism*, *White Plover Migrates Home*, *Mononoke Ju-Ryu*

Results : Build a series of new Shinto Shrines in memory of Takenaga [Floating Gardens (Aztec UB)] in each of our coastal cities.

Raise stability as the clan unites under Takenaga's mission to restore glory to both our name and the Imperial Lineage

[REDACTED]

GREAT SUCCESS: Gain Floating Gardens in every coastal city and stability rises to prosperous. DM for details.

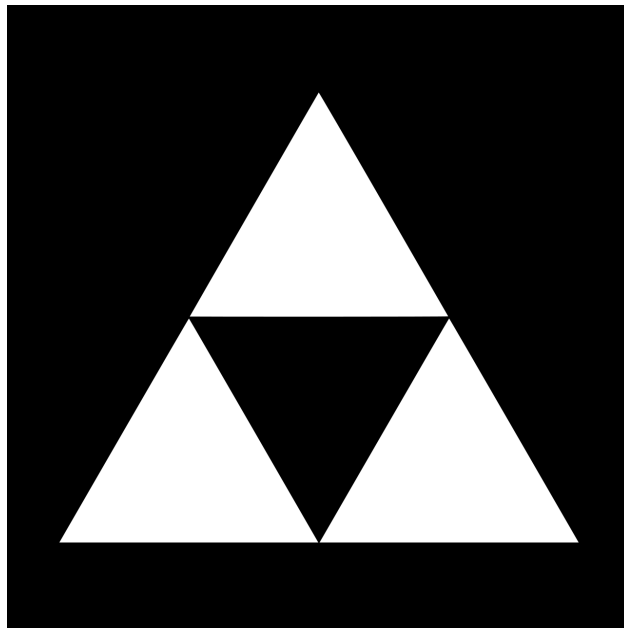
Plot 4: Pots Make the World Go Round

RP : Now that we have finally reached a moment of peace, we are looking at the best methods by which to rebuild the devastation that has wrought our lands for decades at this point. To that end, our friends in the Miyoshi have proposed a mutually beneficial deal to help raise up both of our clans to higher glory. Seeing the magnanimity of our cultural prowess, they have asked us to train their artisans in the finery of Shoki-Kutani, that porcelainwork that has long dominated Kansai in recent years. Led by our advisor Rin who had grown quite fond of Rie in her captivity, some of our finest artisans that are not busy working under the Arasakas will venture to the Miyoshi lands to train them up and help establish workshops throughout the region. In this way we shall forever tie our cultural prowess to the Miyoshi, such that both of us may reach greater heights.

Invested : 6 ppg, 10 ppc, Rin, 3 workers by Wakayama, *Hatakeyama Revivalism*

Results : Build our UB (Kutani Workshop) in as many Miyoshi cities as possible, and boost our efforts to make a new cultural center as we spread our cultural influence into their lands

PARTIAL FAILURE: Whilst your efforts are generous and kind, the ascendancy of the Arasaka Jiki-za leaves these competitors without much of a chance. Gain 1 Kutani Workshop in Kobe.



北条氏

Hōjō Clan

DIPLOMACY:

ALLIANCE : None

VASSALS: Imagawa

FRIENDSHIP : Hatakeyama, Nanbu, Hosokawa, Yamana, Takeda, Ōuchi, Uesugi, Chiba

DEFENSIVE PACT : Ōuchi, Nanbu, Hatakeyama, Takeda

NON-AGGRESSION PACT : Uesugi (2 Parts), Nanbu, Takeda

DENOUNCING : None

WAR : Imagawa Rebels

PEACE : None

RECOGNIZED CLAIMANT: Hojo

DEALS:

[The Treaty of Edo](#) with Uesugi (renewed for 2 more parts).

Receive 1 PPC and Dyes near Edo from Nanbu in exchange for Whales near Katsuura

Receive 3 PPF from Nanbu

Receive 2.7 PPG from Ashikaga Yoshisada. In exchange, grant his administration trade permissions in Hojo and Imagawa territories.

EVENTS:

Rigged Typhoon Event: Option 2, Invest 5 PPG – **Very slightly increase IA, decrease stability slightly; Tiles around Edo will be repaired.**

Rigged PPC Event: Option 2, Invest 3 PPG

CHARACTERS:

/u/Leris1 - *Shikken* Hōjō Shinji 執権北条新司, *Kantō Kubō, Daimyō* of the Hōjō Clan, *Shugo* of Izu, Sagami, and Shimōsa Provinces | Age: 30 | Located in: Edo | Skills: *Unification, Poetry, Swordsmanship, Direct Command, Strong Connections in Kii and Kinai*

/u/Megashinx0 - Ashikaga Yoshisada 足利義貞, *Shogun* of Japan | Age: 30 | Located in: Kamakura

NPCs:

Hōjō Mayuko 北条真由子, Mother of Hōjō Shinji | Age: 54 | Located in: Edo

Hōjō Dota 北条土田, *Seishitsu* of the Hōjō Clan | Age: 30 | Located in: Edo | Skills: *Unification*

Hōjō Ujinori 北条氏規, Heir of the Hōjō Clan | Age: 10 | Located in: Edo

Hōjō Chiyo 北条千陽, Daughter of Hōjō Shinji | Age: 12 | Located in: Edo

Nanbu Fura 南部普羅, Retainer of Hōjō Shinji | Age: 26 | Located in: Edo

Secretary-kun II 秘書くんニ, *Hisho* of Hōjō Shinji | Age: 49 | Located in: Kamakura

Hayashi Tatsuoki 林達興, Ally of Hōjō Shinji, Connection in Kinai Province) | Age: 65 | Located in: Kyoto

Ise Kitagawa 伊勢北川, Former *Seishitsu* of the Imagawa Clan | Age: 64 | Located in: Edo

Ōuchi Yoshiko 大内佳子, *Seishitsu* of the Imagawa Clan | Age: 29 | Located in: Edo | Skills: Student of Strategy

Imagawa Ujiteru 今川氏輝, Heir of the Imagawa Clan | Age: 8 | Located in: Edo

Imagawa Yoshimoto 今川義元, Son of Imagawa Ujichika | Age: 1 | Located in: Edo

CITY CONTROL:

/u/Leris1 - Odawara, Shimoda, Kawagoe, Edo, Shimoda, Chiba/Narita, Katsuura

/u/Megaashinx0 - Kamakura

OBJECTS:

Tozawa Shizume 戸沢鎮目 : A sword in the possession of Ashikaga Yoshisada. “Its edge is a mirror of frozen lightning, its curve so lethal it could slice the veil between honor and oblivion. The finest katana ever hammered in the islands of the rising sun.”

MODIFIERS:

Eastern Capital?: Edo’s taxation rate can be counted as .3 PPG per pop, and provides an additional 2 PPC per part.

The Unbothered Blossoms: Investment of the clan head will carry more significance. Gain a minor negative modifier to your character's face, but a substantial bonus to plots involving investigation or direct intervention.

Renowned Romantic Poet: +1 PPC per Part and a Bonus to Cultural Plots. Expires upon the death of Hōjō Shinji.

Sword of the True Shogun: The owner of the *Tozawa Shizume* gains a significant boost to Shogunal authority and legitimacy.

The Twin Shogunal Bodaiji: Hōjō Sōun's tomb in Kyōto grants +2 PPF and +2 PPC per part.

Embroidered Uniform Guard: All assassination attempts against the Hōjō clan have disadvantage.

ACTION POINTS:

10 AP Base (Claimant)

-3 AP to Plot 1

-2 AP to Plot 2

-2 AP to Plot 3

-2 AP to Plot 4

-1 AP to move and activate a Great General as seen below.



0 AP Remaining

TREASURY:

2405 Gold (3 PPG)

+14.4 PPG from Pops

+2.7 PPG from Ashikaga Yoshisada

20.1 PPG Total

-8 PPG to Events

-5 PPG to Plot 1

-3 PPG to Plot 2

-2 PPG to Plot 3

-2 PPG to Plot 4

300 Gold Remaining

FAITH:

694 Faith (1 PPF)

+2 PPF from *The Twin Shogunal Bodaiji*

+3 PPF from Nanbu

3 PPF Total

-1 PPF to Plot 1

-3 PPF to Plot 2

-1 PPF to Plot 3

-1 PPF to Plot 4

44 Faith Remaining

Culture:

1100 Culture (11 PPC)

+1 PPC from Nanbu

+2 PPC from *The Twin Shogunal Bodaiji*

+2 PPC from *Eastern Capital?*

+1 PPC from *Renowned Romantic Poet*

-6 PPC from *An Artless Land*

11 PPC Total

-3 PPC to Plot 1

-3 PPC to Plot 2

-2 PPC to Plot 3

-2 PPC to Plot 4

0 Culture Remaining

PLOTS

Plot 1: City of Graves

RP:

打ち倒す

Blood soared past Hōjō Shinji's eyes. His blade followed.

切り裂け

Metal clashed. The field that had been tranquil just hours before was now blanketed in the oppressive stench of decay. Insects writhed eagerly beneath the grass.

突き刺せ

Injured men grasped at wounds that would never close. Already dead, they curled and cried and prayed for more life that they would never have. The grass was stained red.

殺せ

A person died violently, and painfully. Hōjō Shinji withdrew his blade from a corpse.

“NORIYOSHI! IM GOING TO KILL YOU, YOU FUCKING COWARD! SHOW YOURSELF!”

An arrow buzzed by Hōjō Shinji's head, striking the neck of a soldier behind him. He moved forwards and killed somebody else. Much of the same continued as gentle rain fell on the fresh spring grass. Hōjō Shinji continued to scan the battlefield with weary, almost tearful eyes. He strained his vision, almost convincing himself that if he looked hard enough, he could cause a non-present Noriyoshi to simply appear on the battlefield. He didn't need to, however.

Noriyoshi, prideful as ever, was fighting not far away. Hearing his name called by a man he wished to kill with his own blade, he began fighting his way towards his enemy. Shinji waited as his soldiers advanced. Bodies moved. Battered steel covered in scattered raindrops shifted about. Noriyoshi and Shinji saw one another.

“SHINJI-KUN! I THOUGHT YOU WOULDN’T SHOW!”

“I’LL CARVE YOUR TONGUE OUT OF YOUR DAMN SKULL!”

The two men’s shouting began to call the attention of their soldiers. Officers on each side began to draw back their soldiers. It was somehow understood to these men that the mass-killing should stop, if only to preserve the spectacle of a death deemed more valuable. Noriyoshi slowly began to approach Shinji.

“It’s just like I said. You’re as dumb as your father.”

Shinji pointed the end of his blade to his opponent’s, which lay casually unreadied in his right hand.

“You’re wasting time because you know I’m going to kill you. Enough talking. Ready your weapon like a real warrior.”

Noriyoshi scoffed.

“I won’t be lectured by trash like you. Someone of my standing deserves to talk down to you. I shouldn’t even be indulging you with a duel. It’s beneath me.”

“I guess you just can’t help yourself. You’re kind of like an animal in that way.”

Now close enough to build up a strike, Noriyoshi readied and raised his blade. Shinji prepared his own. Before he could make a proper swing, an arrow pierced Noriyoshi’s side. He stumbled forwards. The battlefield went quiet. Shinji stepped forwards and struck Noriyoshi in the chest with the butt of his katana. Another arrow plunged into Noriyoshi’s leg. Shinji leaned in close to his enemy, who now knelt on the wet grass.

“Animals aren’t warriors. They don’t get proper duels. We don’t show them honor. We just kill them.”

The Hōjō armies had already attacked their unexpected opponents as soon as the first arrow had struck. Shinji looked down at Noriyoshi and allowed himself to fade into the storm of soldiers advancing past him. Noriyoshi was helplessly dragged from the heat of battle by two of Shinji’s retainers. He said nothing after the first arrow struck. His pride was gone. The fighting continued. More people were killed. Combat reached Sunpu’s walls, and eventually the officers

on the side with the most people dead decided it was enough and surrendered. The city was captured by the Hōjō. Only an hour after the battle, Oga Noriyoshi was hanged from a tree just outside of town. On the city's opposite end lay the hill where Imagawa Yoshitada was buried. As Oga Noriyoshi hung lifeless from the end of a rope, Hōjō Shiji wondered if his father had ever gotten the chance to visit Yoshitada's grave. He wondered if Noriyoshi had even given Ujichika a grave. He didn't plan on giving Noriyoshi one.

Shinji didn't feel anything. He wondered why. He'd already left the execution site of his enemy, and he didn't want to ever go back. He didn't feel proud, or happy. He didn't even feel relief. He still felt bad. He shook his head. He didn't want to think about it anymore. He didn't want to think about anything.

INVESTED: Hōjō Shinji (Skills in *Unification*, *Direct Command*, *Swordsmanship*), Hōjō Dota (Skills in *Unification*), Hayashi Tatsuoki, Imagawa Ujiteru, 3 AP, 5 PPG, 1 PPF, 4 PPC

RESULTS: Flip Sunpu, ensuring Oga Noriyoshi is captured. Destroy *all enemy units* around the city, and replace them with Hōjō ones.

PARTIAL FAILURE: You underestimate Noriyoshi once again. The first arrow is cut out of the air, and the second never flies as your opponent draws in close to make such a shot too risky. You briefly exchange steel, though your officers and soldiers have already attacked. After receiving the butt of his katana to your jaw, you are dazed for a moment, deflecting his last blow and taking three steps back. He realises he is quickly surrounded and throws his short sword at you before roaring in fury and fleeing, shouting insults all the while, against you and your whole family. Sunpu is half-surrounded and reduced to 40% HP, but it seems this is not so easy as you thought.

Plot 2: Storm

RP: While Hōjō armies advanced on Sunpu in pursuit of the vile criminal Oga Noriyoshi, Nanbu Fura was tasked with the parallel capture of Minobu, or, if possible, the negotiation of its surrender from rebel hands. However, the nobles of Minobu refused to speak. Hōjō diplomats, who arrived to politely request the surrender of the rebels, even offering pardons for the local nobles should they accept, were not even dignified with a response. Thus, the city would be put under siege, and no quarter would be given to the rebels within. Fura's army amassed beyond the gates of Minobu, ensuring nothing entered or exited the city. For weeks they waited, and Minobu's garrison starved. Nanbu Fura, clever as he was, made sure to hold regular feasts and encourage great merriment amongst the troops, displaying to the enemy the bounty they enjoyed and sending the clear message that the siege would not break. Sooner or later, the city would fall. It was only a matter of when.

INVESTED: Nanbu Fura, Ōuchi Yoshiko, 2 AP, 3 PPG, 3 PPF, 3 PPC

RESULTS: Lower Minobu's health and move Hōjō melee units to surround it. Destroy or displace *all enemy units* in the way.

SUCCESS: Minobu is reduced to 20% HP and Hojo units surround it. Most Imagawa units are displaced.

Plot 3: Waves

RP: The sea had swallowed Kanto. For a few moments, the ocean had reminded the land of its supremacy, and, fickle as ever, it spit up that which it did not want. In its wake, the uncaring typhoon left behind hundreds of miles of battered and devastated coastline, littered with husks of houses and stains of roads. Kamakura was hit the hardest, though the damage in Edo and Odawara was quite severe as well. Relief would have to be swift and major to salvage what remained of Kanto, and the reigning Hōjō clan, tasked by the *Kami* with the region's protection, would be forced to act quickly.

In the years following the great typhoon, over a third of the Hōjō treasury would be spent to restore the Kanto coast. Reconstruction efforts would be heavily subsidized, and overseen by the clan's most trusted administrators. Secretary-kun, heir to the famed Secretary-kun who had famously designed the great Edo Castle, would oversee Edo's reconstruction, Ashikaga Yoshisada would refurbish Kamakura and his shogunal holdings, and Hōjō Mayuko would manage Odawara, her first home beyond Kyōto. In the aftermath of the great devastation, despite the ache seen throughout the region, there was yet a silver lining. The destruction of key infrastructure served as the opportune incentive for the creation of new, modernized roadways and city frameworks. These crucial renovations, only achievable in the wake of such a large-scale crisis, would turn the three cities of the Hōjō core into a deeply connected and urbanized bloc. Edo's growth, for years the ire of eastern Japan, could now be jointly shared with its sister cities.

Thus, there were now three pearls of the Hōjō clan: The luxurious capital, the prestigious seat of the shogunate, and the noble birthplace of the clan.

INVESTED: Ashikaga Yoshisada, Secretary-kun, Hōjō Mayuko, 2 AP, 2 PPG, 1 PPF, 2 PPC

RESULTS: Renovate Kamakura, Edo, and Odawara, restoring their population and buildings, and changing the *Eastern Capital?* modifier to *The Three Dragonscales*, applying its benefits to all three cities instead of only Edo.

SUCCESS: Some pops and buildings are restored; *Eastern Capital?* is improved to *The Three Dragonscales*, applying to all three cities, but is reduced to 0.2 per pop and extra 1 PPC per part.

Plot 4: Honor

[REDACT]

GREAT SUCCESS AS DESCRIBED.

—

Ikkō-Ikki <1499>

DIPLOMACY

FRIENDSHIP: Hatakeyama, Matsudaira, Nanbu, Matsumae, & Sō

WAR: The Mogami League

DEALS

> Renewing loan of... however many Sōhei we've loaned to Nanbu for at least this following part, possibly more.

> Now accepting foreign aid, pls thx

STABILITY & SOCIETAL STATUS

Daimyo-Rank, ????? Stability

EVENT(S)

THE NOBLE ARTS: Option 2... ...And-a-Half. Culture? Art? We have our own culture, thank you very much; our faith in the Amida Buddha and the tenets of our creed. Our 'art' is the words of Rennyo, Tennyō, and Shinran, and the exercises of our meditations... And also, the majestic displays of our Firebirds. Yes, **especially** the Firebird displays! (Investing 3 PPG... AND SEE PLOT 1!) – **See Plot 1.**

WAR, WAR ALWAYS CHANGES: Option 4[!]. Tennyō has a... rather radical alternative proposal; given our ludicrous (over)investment in Firebird production... perhaps instead of **throwing bodies** at the Mogami, we ought to be **launching Firebirds** at the Mogami, and see if the blessing of the Firebird yields any results. (SEE PLOT 2!) - **Gain *'Firebird: Barrage Tactics'*, allowing the**

purchase of cannons with faith as a part of the Inculcator Count. They count for double (2/15 per cannon) and cost double faith (740 per cannon).

CITY CONTROL, CHARACTERS, & MISC. RESOURCES

/u/Lurking_Chronicler_2 | Tennyo (41) <Face: Pragmatic>

> Location: The Iga Commune; overseeing a certain... *test*... that was going on there.

> Controlling NO cities.

> [CHARACTER MODIFIER] Connections in Kyoto:

+ Boost to plots in this (<https://i.imgur.com/WBSAyaQ.png>) region, and in the Imperial & Yamana Courts.

+ Massive Boost to plots that specifically involve spreading the faith in the above!

[NPC LIST]

> Hongan-ji Deputy Noruki (46) <Coordinating Ikkō-Ikki military operations in Semboku>

> Leading Adjudicator Gozimazu <Serving as effective Ikkō-Ikki Head of Government based in Semboku>

> Semboku Commune-Adjudicator Haruno <Overseeing local administration in Semboku>

[FACTION MODIFIER] The Flaming Wings Spread: Bonus to all NFE plots to spread religion to cities near Holy Sites or in Unstable Lands.

[FACTION MODIFIER] Radical Mysticism: Bonus to plots to improve religious modifiers and/or PPF income.

[FACTION MODIFIER] Enlightening in Kansai: Bonus to spreading religion in the region (IN ADDITION TO 'Connections in Kyoto!')

[FACTION MODIFIER] Radical Autonomism: MASSIVE MALUS to ALL PLOTS BY THIS (LANDED) FACTION that are NOT focused on plots not focused on direct landed-faction priorities (martial/economic material priorities of on-map Ikkō-Ikki city communes!

[FACTION MODIFIER] Communal Labor: Large bonus towards construction; buildings, roads, etc.

[FACTION MODIFIER] Voluntarism: 0.2 PPF per citizen in Ikkō-Ikki-owned cities, and 0.2 PPF for each global Jodo Shinshu follower.

[FACTION MODIFIER] The Phoenix's Ashes v2: Major Bonus to plots involving Rockets, AND massively increased production capacity for manufacturing gunpowder.

[FACTION MODIFIER] Early Gunpowder

[FACTION MODIFIER] Religious Communes

[FACTION MODIFIER] Shisō Keisatsu

[FACTION MODIFIER] Inculcator Count (84[!!!]/15)

ACTION POINTS

8 AP to start

+1 AP from 'Imperial Disengagement'

-9 to build three Holy Sites on the tiles highlighted in yellow here (<https://i.imgur.com/YPbNF9H.png>);
thx Piety finisher

TREASURY

4265 Gold to Start

+1020 Gold from 'Religious Communes'

+0 Gold (0 PPG) from Charitable Donations

-2400 Gold (3 PPG) on the Event

3005 Gold Remaining

CULTURE

80 Culture to Start

+100 Culture from Population

+5440 Culture from 'Religious Communes'

-300 Culture (3 PPC) due to 'Imperial Disengagement'

-600 Culture (6 PPC) due to 'An Artless Land'

-800 Culture (8 PPC earmarked for the Hongan-ji NFE Plot)

-1500 Culture (15 PPC earmarked for Tennyo's Personal Plot)

-1000 Culture (10 PPC on Plot 1)

-1000 Culture (10 PPC on Plot 2)

-1000 Culture (10 PPC on Plot 3)

20 Culture Remaining

FAITH

164 Faith to start

+2600 Faith (4 PPF) from Core PPF Income

+4760 Faith from 'Religious Communes'

+11,960 Faith from 'Voluntarism'

+6,866 Faith (10.56 PPF) from Charitable Donations

-26,000 Faith (40 PPF) on Plot 2

-288 Faith to purchase 2 Sōhei... Assuming there's any space to *fit* them; see Plot 2, again. – *I would count this as equivalent to increasing Inculcator Count, and thus **VERBOTEN**. Return the PPF to treasury.*

62 Faith Remaining – +288 = *350 faith.*

PLOT 1: Firebird Hyperscaling

RP: First order of business;

We must triple-down (quadruple-down?) on our Firebird industry.

To the uninitiated, this might seem like an odd thing to prioritize in the middle of an ongoing war,

But it is my firm belief that this pursuit will allow us to kill two birds with one stone- or rather, two stones with one Firebird.

I have plans on how the Firebird can be used to potentially put an end to this war, which I'm about to expand upon shortly,

But it is also my belief that Firebirds might also have non-military applications as well; if we can refine the art of controlling their explosions, we might be able to use them as a sort of inspiring display; particularly in the darkness of night.

It'll take some work, but if it succeeds... Well, I think it could be highly useful for ceremonies or other rituals when we need to instill a certain sense of awe or wonder.

So, let's get crack(l)ing! We'll need a lot of Firebirds, and sadly they're not going to build themselves.

Invested: 'The Phoenix's Ashes v2' Modifier {INCLUDING its major bonus to rockets & rocket-production!}, 1000 Culture (10 PPC)

Result: In order of Priority;

- a) Greatly improve the martial readiness of the Semboku Commune by building a shitload of Firebirds- for the purpose of boosting Plot 2's chances of success as much as possible.
- b) In conjunction with our 'THE NOBLE ARTS' event, establish a spectacular new art in the Ikkō-Ikki lands; the art of majestic fireworks displays!
- c) If possible, boost 'The Phoenix's Ashes' bonus(es) towards gunpowder-related plots *even further*!

SUCCESS: Plot 2 is boosted; Gain 'The Firebird's Celebrations', granting +0.5 PPC per part and a boost to artistic plots.

PLOT 2: A Chance for Peace... Once Our Enemies Are Dead.

RP: Every sword that is made, every warhorse charged, every arrow fired signifies, in the final sense, a theft from those who hunger and are not fed, those who are cold and are not clothed.

This is not a way of life at all, in any true sense. Under the cloud of threatening war, it is humanity hanging from a cross of iron.

The war with the Mogami threatens to extinguish the fire of the Single-Minded; if they win, they will kill us all. If they do not win, but *we* do not, the slog will continue, slowly grinding down even the diamond will of the Faithful; as well as our material ability to sustain our communities.

Therefore, it is essential that this war be brought to a close, and soon. Only once our enemies have been defeated, and their ability to threaten us removed, can we focus fully on our Revolution, and bringing closer the Purification of the lands.

And I have a solution. Countless soldiers have died in the mountain passes; their sacrifices tragic, but unfortunately necessary, as the Mogami forces repeatedly assaulted our citadel.

But no longer will horrific levels of blood need to be spilled by our Faithful.

For years, we have worked to amass a considerable stockpile of Firebirds of all shapes & sizes.

The material cost was tremendous; not quite as much as the cost in blood paid by our troops, but our (literal) boom industry required great sacrifices to be made in order to be funded.

But at last, we have achieved a truly staggering stockpile, and the experience of war has given us the experience needed to crank out more at scale.

With these, we shall make one last push, and shatter our foes utterly. Our Firebirds will light up the sky; their screeches terrifying our enemies, and their impacts and explosions blowing them to smithereens.

We will unleash a truly apocalyptic bombardment upon our foes; blow them from the fields, dislodge them from the passes, and drive them all the way back to the warrens of their strongholds.

For every one of us, we shall carry ten, twenty, a hundred Firebirds;

And no more will the Faithful have to die in droves.

It will be us, making our foes do the dying.

And once they have died...

...Then, we will have peace, to purify.

Namu Amida Butsu!

Invested: 'The Phoenix's Ashes v2' Modifier {INCLUDING its major bonus to rockets & rocket-production!}, 26000 Faith (40 PPF), 1000 Culture (10 PPC)

Result: Kill as many of the Mogami units between Semboku and the Mogami cities as possible, and move as many Sōhei as the leftover Faith invested in this plot can purchase (i.e., ~180 Sōhei if this plot somehow crits and none of the 26k Faith we [over]invested in this plot actually needs to be spent on it in order for the plot to succeed; likely rather less than 180 in reality) into Mogami territory to surround their cities with a sea of Sōhei; ideally, damage the cities they surround a bit too. Additionally, in conjunction with our "WAR, WAR ALWAYS CHANGES" event, establish a bold new military doctrine based around apocalyptic rocket bombardments

INVESTMENT-BASED GREAT SUCCESS: The horrific warfare of an endless slog is ended, and a new horrific warfare is introduced to Japan. The *Creeping Firebird* became the tactic of the day. With the disciplined forces of the Ikko-Ikki marching at a steady pace, the Firebirds were organised such as to constantly devastate the territory just before them, allowing them to merely perform cleanup the whole march along. The dyes tile and the hill northeast of it are reduced to a resourceless desert, all Mogami units in the region are destroyed, and Mogami is dropped to 1 pop and 0 HP. The lord of the Mogami dies, as well as the Yamana princess married into their kin (the sister of Yamana Kirika, Yamana Katsura, and much of the rest of the Mogami Clan. 15 units are taken from the Inculcator Count and placed around Mogami and the Mogami Holy Site.

PLOT 3: Land Reform

RP: The question of land reform is one that has been broached many a time since the Revolution first took and held land.

Our communes grow; and with that growth, so does the need to support them.

The war, of course, is the biggest bottleneck here. To better support our communities, we will need to be able to focus all our attention on our lands, with no diversions towards the war.

But until then... There are still some things that can be done.

First, we must properly delineate the new commons; which lands can be most effectively worked upon by which communities, and where the communities can best apply their efforts.

Second, hydraulics. How each community can efficiently divert the water necessary to keep their fields flooded, and how to dam the streams and fortify the ground to keep water still rather than draining away.

Thirdly, how these new flooded fields can best be planted with the hardiest breeds of Manchurian wild rice; and preparation for the purchase and breeding of thousands, perhaps even millions of ducks; they shall eat the pests that would destroy our crops, produce valuable niter that can both fertilize the rice and make our black powder, and in a pinch, serve as valuable nutrition and down.

Fourthly, the matter of salt. Finding out how to manage salt-water that would turn our marshes too brackish... And learning how best to draw salt from the salt-water, to preserve our stores of rice as long as possible.

Fifthly, other plants as well; chestnuts & bamboo; the former for nuts and solid wood, and the latter for many uses; many recruits from down south have ingenious methods to make use of it; from simple Firebird-casings to building material for new villages to establish; hidden and secluded amidst vast groves of the bamboo used to construct them.

And sixthly... Charcoal. One of the underappreciated aspects of bamboo is the ease of which it can be made into charcoal; valuable for heating, cooking, smoking, boiling, black-powder production, and making furnaces to further make even *larger* amounts of charcoal; enough that we never need run short.

We must look into these; the war will not last forever, and when its end comes... We must be ready to make the fullest use of the peace; to build up our communes as much as we can.

Invested: 'Communal Labor' Modifier, 1000 Culture (10 PPC)

Result: In order of Priority;

- a) First, turn all of the Holy Sites in Ikkō-Ikki that *don't* already have Marshes on them into *Marsh* Holy Sites.
- b) Secondly, try to give the Ikkō-Ikki the ability to spend gold to *pillage* Improvements instead of *repairing* them like in the basic rules, and the ability to spend gold to establish Marsh features on our tiles, and enable us to establish Kakurezato tile improvements (from our Iga & Kōka recruits!) in addition to the normal Farm tile-improvements; maybe even Polders as well. If none of this works, at least try and give a bonus towards trying this same plot *next* part.
- c) In the unlikely chance that this plot is a critical success, build a Candi, Stele, & Pyramid (the Indonesian, Ethiopian, & Mayan UBs) in Semboku.

SUCCESS: Ikko-Ikki Holy Sites are made sure to be marshes; Gain 'Land Reforming' granting the ability to pillage tiles at the cost of 100 gold per tile, as well as a bonus to a similar plot to improve this modifier next part.

MATSUDAIRA PART 10

Diplomacy

Supporting: Hatakeyama **DoF:** Shimazu **DP:** Hatakeyama **War:** Peas in our thyme **Peace:** Takeda

Keep the captured Takeda city (Ina); give 4 PPG to Takeda as peace settlement. Give 1 PPF to ER.

Event

Global Event: Option 1 (15 PPG invested)

Faction Event: Option 3 – **See plot 3 result. After that modifier expires, however, gain “Chikanori: Strategic Maneuver” allowing units to be moved twice as far for the same AP cost and gives a 10% discount to the purchase of Samurai.**

All factions gain 'An Artless Land' (-6 PPC/part, indefinite). Kyoto loses cultural primacy; Northern and Southern Courts emerge. Abolishing the modifier improves Imperial Authority.

Clan Information

Clan Head: Matsudaira Nagachika **Age:** 46 **Player:** Klo **Cities:** Toyohashi, Azumino, Tanijuku, Gujo, Yogaiyama **Face:** Noble **Location:** Toyohashi

Clan Heir: Matsudaira Nobutada **Age:** 18 **Cities:** Hamamatsu, Toei **Location:** Toyohashi **Spouse:** Vulpix (of the Nanbu)

Clan Member: Matsudaira Harutada **Age:** 40 **Branch:** Koromo-Matsudaira **Cities:** Koromo (governor in name) **Location:** Koromo

Clan Member: Matsudaira Tadakage **Age:** 20 **Branch:** Koromo-Matsudaira **Cities:** Koromo (administers in practice) **Location:** Koromo

Clan Member: Matsudaira Chikamitsu **Age:** 36 **Branch:** Nakatsugawa-Matsudaira **Cities:** Nakatsugawa, Takayama **Location:** Nakatsugawa

Retainer: Ishikawa Chikayasu **Age:** 59 **Location:** Nakatsugawa

Retired NPC: Matsudaira Chikatada **Age:** 66 **Location:** Wandering (Jōdo Shinshū missionary; co-heads the Mission NFE)

NPC: Toda Munemitsu — leader of the Toda Trading Clan **Location:** Toyohashi

Opting in to natural births for all males aged 18–30.

Matsudaira Nagachika — Children

Name	Age	Sex	Skills
Matsuhime	19	F	Secretarying
Nobutada	18	M	Administration (Major)
Kamehime	15	F	Trade
Norimoto	12	M	—
Kiyomitsu	11	M	—
Ichihime	10	F	—
Tokuhime	7	F	—

Matsudaira Harutada — Koromo-Matsudaira — Children

Name	Age	Sex	Skills
Tadakage	20	M	Theology

Name	Age	Sex	Skills
Nobutaka	16	M	—
Mitsushige	14	M	—
Furihime	14	F	—

Matsudaira Chikamitsu — Nakatsugawa-Matsudaira — Children

Name	Age	Sex	Skills
Chikanori	19	M	Strategy (minor)
Takehime	9	F	—

(Odaihime married into the Nanbu and is no longer on the Matsudaira roster.)

Modifiers

The Winding River — Bonus to plots pleasing Tanijuku and the priests, malus to those displeasing them; doubled for internal/religious plots.

Winded Triumphal Procession — 1 PPC per city conquered or war won; improvable.

A Watchful People — Large antiplot to redacted and character-hostile plots; extends to Hatakeyama in Matsudaira territory.

Model Clan Administration — +2 PPF, +2 PPC, +4 PPG, and a boost to plots investing a Matsudaira character with established skills.

Revitalised Cities — +0.2 PPG per pop in cities over 10 pops (0.3/pop total).

An Attentive Tradition — Auto-repairs all improvements after a war ends.

Model Customs Process — +3 PPG per part.

Imperial Disengagement — +1 AP, -3 PPC.

Toda Trading Clan — +3 PPT per part (convertible 1:2 into PPG or PPC); large bonus to one economic plot per part when the organisation's leader (Toda Munemitsu) is invested.

Models of Piety — 0.1 PPF per Jōdo Shinshū follower in Matsudaira territory; bonus to plots in territories where Jōdo Shinshū dominates.

An Artless Land — -6 PPC per part, indefinite (from this part's event).

Clan Stability: Prosperous

Purchasing

Rates: 1 PPG = 800 gold | 1 PPF = 650 faith | 1 PPC = 100 culture

Resources: 9 AP | 24.9 PPG (276 gold leftover) | 6 PPC | 7.4 PPF (66 faith leftover)

Diplomatic transfers: 1 PPF to ER; 4 PPG to Takeda (peace) 15 PPG on Global Event (Option 1)

Remaining for plots: 9 AP | 5.9 PPG | 6 PPC | 6.4 PPF

Plot allocation (priority order: Plot 2 > Plot 3 > Plot 1):

Resource	Plot 2	Plot 3	Plot 1
PPG	2.9	2	1
PPC	2	2	2
AP	4	3	2

Resource	Plot 2	Plot 3	Plot 1
PPF	4.4	—	2

(Plot 1 also draws the Toda Trading Clan economic-plot bonus via Toda Munemitsu's investment.)

Plots

Plot 1: Articles of Incorporation

RP:

The trading house has been running for two years on a charter everyone agreed was provisional and nobody got around to making permanent. This is how most institutions come into being. You build the thing, it works well enough that you stop questioning it, and then you realise it has been running half a province's commerce on a document that was meant to be a first draft.

Toda Munemitsu is the reason it has held together, and I will admit I did not appoint him so much as find him already doing the work. A minor coastal lord with an obsessive interest in building things, the kind of man who would rather draw up a warehouse plan than attend a banquet. When the provisional house needed someone to run the branch network he was the only candidate who treated the prospect as a pleasure. He has views about jetty construction and which roads to widen first and the correct ratio of warehouse space to dock frontage, and he will share all of them with anyone who stands still long enough. Formalising the house is mostly a matter of giving him on paper the authority he has already been using.

Kamehime has been working alongside him most of the year. The trade sense came as a surprise to the family, which mostly runs to administration and the occasional bout of theology. She and Munemitsu argue about margins. She usually comes out ahead, or he allows her to think she has, and I cannot reliably tell which, which I take as a point in her favour.

The charter fixes the share split between the house and the clan, which had been a steady source of low-grade friction. It sets the branch hierarchy properly, Toyohashi as the central node with named factors in each city. It gives the house standing to negotiate abroad in its own name rather than mine. A trading house that overreaches embarrasses itself. A clan head who overreaches starts a war. And it sets out, in language nobody will enjoy reading, what becomes of the house's assets if the charter is ever revoked.

I do not intend to revoke it. I would simply rather the question already have an answer before anyone thinks to ask it.

Invested: Matsudaira Nagachika, Matsudaira Kamehime, Toda Munemitsu, Toda Trading Clan, Model Clan Administration, Model Customs Process, Revitalised Cities, 2 AP, 1 PPG, 2 PPC, 2 PPF

Result: Fully establish the Matsudaira Trading House / Toda Trading Clan as a permanent chartered Non-Factional Entity, completing last part's partial founding. Formalise branch hierarchy, clan revenue share, foreign-negotiation standing, and revocation terms. The NFE operates with its own interests, slots, and personnel. Gib skills.

CRITICAL SUCCESS: The Toda Trading Clan is established as an NFE with 2 plot slots and a 5 PPG per part income and the modifier '*Model Trade Organisation*', giving a major bonus to foreign trade plots and NFE self-improvement. It also begins with Toda Munemitsu as a member (leaving the Matsudaira Clan) who gains Great Skills in Trading and Organisation.

Plot 2: The Ground Gives Way

RP:

The earth moved in the autumn and did not stop for a long count of breaths, and when it was done the coast was not where it had been.

I was in Toyohashi for it, which means I felt the worst. The harbour works my grandfather's retainer built, the port, the warehouses we formalised barely a season ago. The sea pulled back and then came in over the lower town. The early reports are what they are and I will not dress them up. People are dead. More are without homes with winter coming. The figure for the warehouses would make a quartermaster weep, the figure for the fishing fleet is worse, and the figure I do not have, because no one can count it honestly yet, is the one that matters.

Matsuhime took the relief. She has the particular skill of standing in a square full of frightened people and making them believe someone trustworthy is in charge, which is a thing I cannot do and have stopped pretending I can. She runs the shelters, the grain, the registry of who is missing and who is accounted for. She does the part that is about people. I do the part that is about timber and money and the order in which quarters get rebuilt, and that part would go badly if it were the only part being done.

Vulpix worked harder than I had any right to expect. She came to us from the Nanbu less than a year ago, a stranger to the coast and to this family, and she could have spent this quietly out of the way and no one would have said a word. Instead she put herself under Matsuhime. The Nanbu know hard winters in a way the soft Mikawa coast does not, and she had practical knowledge of cold-weather shelter and rationing that our people lacked, and she offered it without making anyone feel stupid for needing it. My son chose better than he knew. I have not asked whether he knew.

The rebuilding will take years and I am under no illusion it begins well. We have the roads, the repair tradition, the trading house, the means. What we are trying to do is get the lower town standing again

before the worst of the cold, and to set the next harbour down in a way that loses less the next time the sea decides to take it.

Invested: Matsudaira Nobutada, Matsudaira Matsuhime, Vulpix, Model Clan Administration, An Attentive Tradition, Revitalised Cities, 4 AP, 2.9 PPG, 2 PPC, 4.4 PPF

Result: Repair and rebuild Matsudaira lands following the Meiō Earthquake, focused on Toyohashi and the coastal towns hardest hit. Restore infrastructure, shelter and provision the displaced, rebuild the harbour and warehousing to a more resilient standard. Mitigate the disaster's effects on the clan as far as possible. Gib skills.

GREAT FAILURE: Though the plans are drafted most professionally, and works begin well, Nobutada dies in a freak accident in Toyohashi Harbour when, being left alone by Matsuhime for a rare moment in preparation for Nagachika's arrival to inspect their project, he was reviewing the warehouses and a shipment from Nanking exploded some distance away. A piece of shrapnel lodged itself in his head, and though doctors attempted the most cutting-edge of surgeries to save him, he died soon after, never waking up. So dies a rising star of the clan.

With his death under strange circumstances, the operation loses his superhuman affinity for the administrative tasks, and his ambitious reconstruction effort rapidly turns into a money sink for the administration, with none of his successors being able to keep up with his work ethic and timeline. Over time, the project does more harm than good, with half-built repairs scattered haphazardly as Matsuhime and Vulpix desperately try where they can to be as perceptive, present, and intuitively brilliant as he was. Gain *'Overambitious Revitalisation Project'* for 2 parts, giving -3 PPG/part.

Plot 3: Know Your Ground

RP:

After Ina I decided the next war we fight will not be one where any of our commanders has to ask where he is standing.

Ina worked. Partly because the knights caught the Takeda off guard, and partly because Nobutada and Chikayasu had read the ground east of Toei until they could have crossed it blind. The difference between those two things is that one is luck and the other can be taught. The Takeda have been the finest cavalry in Japan for a century, and the way you beat horsemen that good is not by out-riding them. It is by choosing where the fight happens before they do. We managed it against them once. I would rather not leave it to chance the next time.

So we are making it a teaching.

Chikayasu is past riding out the way he did, and exactly the right age to instruct. No man living knows more about how a Matsudaira army actually moves and feeds itself in this country. He has spent his life keeping the registers that tell him to the day how far a column travels on which road in which season. Chikanori has the strategy mind in the family now, and he can take what Chikayasu carries in his bones and shape it into something a captain learns in a season instead of a lifetime. Between them they are writing the actual instruction. Where to fight in the mountains. Where to fight in the river valleys. How to read an approach, how to hold high ground, how to know to the hour where your own force is and where the enemy's must therefore be.

We are tying it to the frontier. Every commander holding a stretch of the Matsudaira border learns his own ground and the ground beside it, so that no part of our edge is held by a man who is guessing. It wins no battle on its own. It is the kind of work that only shows when someone rides at us and finds we were waiting in the right place.

Invested: Matsudaira Chikamitsu, Ishikawa Chikayasu, Matsudaira Chikanori, Model Clan Administration, Maintained Roads, A Watchful People, 3 AP, 2 PPG, 2 PPC

Result: Establish a standing military doctrine of terrain mastery, positioning, and manoeuvre across all Matsudaira commanders, anchored to the clan's borders. Each frontier commander gains intimate knowledge of his ground and its surroundings. Secure the borders against incursion; gain a defensive/positioning modifier tying into the event's note on the Matsudaira siege-masters' developing interpretation of defence and mobility. Gib skills.

CRITICAL FAILURE: It is a novel strategy, and one that has much promise to it, but its implementation is tragically botched. Why? The young Chikanori, whilst patrolling the border for recruits, envisioning a farmer-soldier organisation of border forces, falls from his horse in the highlands near Koromo-Tanijuku after failing to recruit locals who still hold quiet resentment for the administration. As they heckled the young officer, and drove him from their village, he swore justice and vengeance until his horse was frightened when one of the members of the mob slashed across its rear, dashing off, tripping, and tossing the noble Chikanori into a ravine. Within three days he was dead, and the guilty party was lost in the faceless mob.

With his death, the other officers, lacking an interest in his idea, barely try to implement it, attempting to reform the sections of the army under their control as they saw fit to begin with. Gain '*Disjointed Military Doctrine*' giving a malus to military plots and increasing unit movement AP costs by 50% for 2 parts.

Matsumae Clan - Part 11

DIPLOMACY

ALLIANCE : Nanbu!

FRIENDSHIP : Shimazu, Takeda, Ikko-Ikki, Ouchi, Hosokawa

DEFENSIVE PACT :

NON-AGGRESSION PACT :

DENOUNCING :

WAR : Mogami

PEACE :

RECOGNIZED CLAIMANT:

DEALS

EVENT

City Location & Control

Matsumae, Hakodate - OfBleedingRoses

Otobe, Yokohama - BitterPastries

CHARACTERS

Kamuy - OfBleedingRoses, aged 23

Married to Hakura

- Holding Fertility Blessing

BitterPastries, aged 27

Important NPC's:

Kamuy, son of Kamuy and Hakura, Aged 3

Chiisana, daughter of Kamuy and Hakura, Aged 1

- Married to Shuen (son of Rie)

Bikki - Mother of Kamuy

Kamuy - Husband of Bikki, father of Kamuy

Kimyo, sister of Kamuy, is sent to Edo to be married to Oe Otomuro

4 other children of Bikki and Kamuy, aged 21, 21, 16, and 14

[REDACTED]

ACTION POINTS

5 AP base

- 2 AP on Plot 1
- 2 AP on Plot 2
- 1 AP on Plot 3

0 AP remaining

TREASURY

(5 ppg) initial Gold income

(4.7 ppg) from pops (.1 per pop)

(.3 ppg) bank from last part

Gold (9 PPG) total

- 3 PPG on Plot 1
- 3 PPG on Plot 2
- 3 PPG on Plot 3

RELIGION

STATE RELIGION: Nanatsu no Atama

(5 ppf) Faith income

- 1 PPF on Plot 1
- 2 PPF on Plot 2
- 2 PPF on Plot 3

0 Faith remaining

CULTURE

4 ppc from cities (1 per 8< pop city, 2 per 15< pop city)

0 PPC from item sales and creation

- 2 PPC on Plot 1
- 1 PPC on Plot 2
- 1 PPC on Plot 2
- -6 PPC from An Artless Land

MODIFIERS AND ITEMS

Mother's Envious Silk- Wearer is more prone to harm, and diplomatic plots are minorly improved.

Lucky Mirror - Gives +1 towards coup prevention plots

'*Hokkaido Renaissance*': Gives a flat, one-time 2 PPC every time an item is created and sold via the craftsman slot

'Top Trade' which, at present, grants 0.05 * 1d20 worth of PPG; This may be improved.

Fertility Blessing, a pendant that guarantees at least one birth per part - Held by Hakura

'Well-supplied Forge', granting the artifact plot a scaling boost based on PPG/PPF/PPC invested into it.

Talisman of Faith, an item that gives a character a minor bonus in religion spread when held.

PLOTS

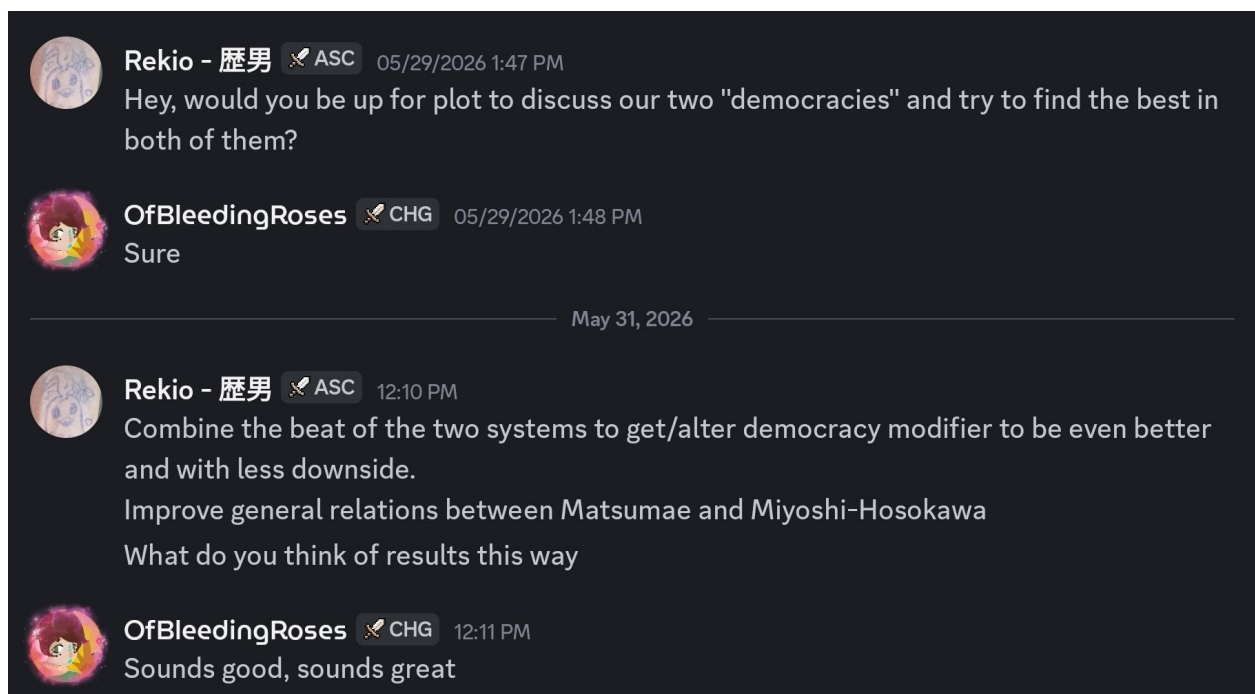
Plot 1 : No Taxation without Representation

RP : In Hokkaido, Matsumae Kamuy was considered next to holy. He was a large, kind, brave, and wise man who listened to his people, and he listened well. It pleased him, even, to be able to give his people a voice and what they wanted.

Then, he met Rie. He offered to care for her son, and in the meanwhile, tended a relationship between them and their families. Come to learn, they had similar, strange ideas of new ways to run a government, and often talked long hours about their concepts and ideals. It was encouraging, having someone else who would stand beside you.

Invested : 2 AP, 3 PPG, 1 PPF, ~~2 PPG~~, OfBleedingRoses, [REDACTED]

Results: Get a modifier to improve the public vision of Matsumae's emerging democracy and the democracy as a whole. Improve relations with Miyoshi-Hosokawa



The screenshot shows a Discord chat interface with a dark background. At the top, there is a header bar with a blue gradient. The chat history shows two messages from Rekio (profile picture: a blue and white anime-style character) and one from OfBleedingRoses (profile picture: a pink and white anime-style character). The messages are dated 05/29/2026. A separator line with the date 'May 31, 2026' is visible. Below the separator, there are two more messages from Rekio and one from OfBleedingRoses, dated 12:10 PM and 12:11 PM respectively. The messages discuss a plot to improve democracy and relations between Matsumae and Miyoshi-Hosokawa.

Rekio - 歴男  05/29/2026 1:47 PM
Hey, would you be up for plot to discuss our two "democracies" and try to find the best in both of them?

OfBleedingRoses  05/29/2026 1:48 PM
Sure

May 31, 2026

Rekio - 歴男  12:10 PM
Combine the beat of the two systems to get/alter democracy modifier to be even better and with less downside.
Improve general relations between Matsumae and Miyoshi-Hosokawa
What do you think of results this way

OfBleedingRoses  12:11 PM
Sounds good, sounds great

CRITICAL SUCCESS: Don't make me make democracy real, this can only end poorly...

Matsumae gains 'Hub of Democracy', as the intelligentsia within your territory begin to dream of expanded democracy, taking the council, consensus governance of their villages and expanding it to the provincial level. As a

consequence, the modifier reduces the value of player investment, however it grants +3 AP per part and a bonus to internal and democratic plots.

Plot 2 : Hokkaido Renaissance Pt. 1

RP : New friends, new goals, and new adventures drove the Matsumae, but still they stayed close to their roots, art and family thriving still in the cities. As men visit home from war, they celebrate these roots, planting strong families to carry on the Matsumae nation.

Invested : 2 AP, 3 PPG, 2 PPF, ~~4PPG~~, BitterPastries

Results: Increase the population in each Matsumae City

SUCCESS: Gain 1 pop in each city, and 2 in the capital.

Craftsmen Slot

Plot 3: Hokkaido Renaissance Pt. 2

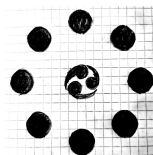
RP : More prospering, more people, more art for the Matsumae. The various inventions of the people grow more and more popular, and soon, everyone learns to create the cultural staples.

Invested : 3 PPG, 2 PPF, ~~4PPG~~, 1 AP

Results : Create a modifier that allows for duplicates of created items to be made for a set amount of PPF, PPG, or PPC. For cheaper, these items are single part use.

SUCCESS: For 10 PPF/G/C, any item can be replicated, for 5 PPF/G/C, they can be made as single-part replicas.

—



Miyoshi-Hosokawa (+Friends)

DIPLOMACY

ALLIANCE :

DEFENSIVE PACT : Takeda, Hatakeyama

OPEN BORDERS	:	Takeda, Hatakeyama
NON-AGGRESSION PACT	:	Shimazu
FRIENDSHIP	:	Takeda, Hatakeyama, Nanbu, Uesugi, Shimazu, Ouchi, Kingdom of Ryukyu (who cares its not on the map),
DENOUNCING	:	
WAR	:	
PEACE	:	All Yamana factions, Hatakeyama, Ouchi
SUZERAIN	:	
SUBJECTS	:	

Deals and Notes

Hatakeyama: we give 6 PPG and recognise Seinaru as claimant
we get Wakayama and Osaka

Matsumae: Shuen and Chiisana marry

So: we no longer denounce So and recognise their trade in Ryukyu as long as
their recognise our now heritable right to it

—

EVENTS

Meio earthquake

No option for us 😞

Noble arts

Option 1 kind of. We will simply support hatakeyama in these endeavors – **Even still you invested nothing; Gain ‘Proudly Artless’, giving a further -1 PPC per part, but a minor boost to all military plots.**

CITY CONTROL

/u/sandbankshark: Tokushima, Awajii, Mima, Wakayama, Osaka

Hosokawa Masamoto: Kobe, Nantan, Tamba, Sanuki

Akamatsu Masanori: Himeji, Shiso, Okayama

Changes due to getting cities

CHARACTERS

Player Characters

/u/sandbankshark : Miyoshi Nakayuki, located in Osaka (69),

/u/zofia_unnamed : Hosokawa Rie, located in Yokohama (50)



Non-Player Characters

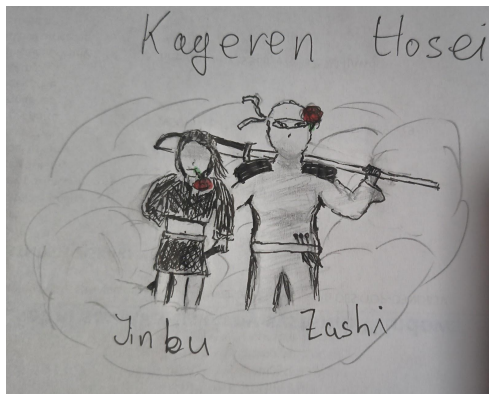
Hosokawa Masamoto, located in Tokushima (47), mating season with Ogiyaka

Akamatsu Masanori, located in Himeji (68)

Ogiyaka Ryukyu, located in Nagoya (45), mating season with Masamoto

Umi-kun; located in Tamba (65)

Kageren Hosei; located in Nagoya (62 both of them) mating season with themselves
please I need incest child.



Akakane, located in Yokohama (don't ask woman her age)



Kids

Shuen [終焉] Ashikaga Hosokawa, located in Yokohama with his mom 😊 (6)

- Plain appearance; average strength; 183 cm once he fully grows up; Smart; straight
- + moderate; 0 pure; - unappreciative

Nikako Ryukyu Hosokawa [二界子], located in Nagya, (2)

Nikairo Ryukyu Hosokawa [二界郎], located in Nagoya, (2)

Dead Characters [Wall of Honour]

Hosokawa Katsumoto

Miyoshi Yukinaga

ASSETS AND MODIFIERS

- Our people have knowledge and basic education. Look at that. [We get bonus 2 PPC and PPF, but mostly our people are smart]
- Ryukyu tributary, afterall their queen does need some finances to act on behalf of her people in Japan. [we get 3PPG and 2PPC per part]
- Cup raising and democracy baby! [decreasing stability and giving a malus to internal plots, but reducing the risk of revolt and giving a bonus to external plots.]
- An Artless land [-6PPC, how mean]

ACTION POINTS

10 AP Base

- 2AP on Rie's personal plot
- 3AP on plot 1
- 4AP on plot 2
- 1AP on plot 3

Remaining 0AP

—

TREASURY

Gold: 18(,455) PPG (6 124+800*[108*0.1 from taxes]=8 810) + 3 PPg form modifiers

- 6PPG to Hatakeyama as per our deal
- 2PPG on Rie's personal plot
- 4PPG on plot 1
- 4PPG on plot 2
- 5PPG on plot 3

Remaining 0 PPG (,455)

Faith: 5(,35) PPF (3 480) + 2 PPF from modifiers

-3PPF on plot 1

-4PPF on plot 2

Remaining 0(,35) PPF

Culture: 10 PPC (1000) + 4 PPC from modifiers -6 from modifiers

-5PPC on Rie's personal plot

-1PPC on plot 2

-2PPC on plot 3

Remaining 0 PPC

PLOTS

Plot 1 : Crisis emerges along with allies

RP:

The casualties. They are terrible. Ogiyaka was looking from her window. She heard that Rie, her rival in love she never met, was imprisoned here in Hatakeyama base. So after spending some time with her hottie husband she sadly again set on journey along with these two little guys. Weren't they just the cutest. Anyways the most important thing on her mind was finding a way to get outta here. Once she heard that Rie already left for the north she immediately wanted to follow her, but some stupid Kami threw an earthquake and now she is stuck here in Nagoya. Guess I gotta help fix up stuff over here first. Already sent letters to that annoying duo of Kageren Hosei. They are super showy, but they can get the work done. The problem is it will take time for them to arrive so until then she's stuck here. Oh well, Miyoshi also promised help so we can just start fixing stuff here, so when they arrive from Ryukyu we can already start working on harder stuff. "Ain't it right my little treasure's, gotta spread the love as they say in my new household?"

Invested: Ogiyaka; Yukinaga; Kageren Hosei; 3AP; 4PPG; 3PPF

Result:

- Repair damages of meio EQ on good enough success also restore some population
- Increase relations with Hatakeyama

Also gib and boost skills.

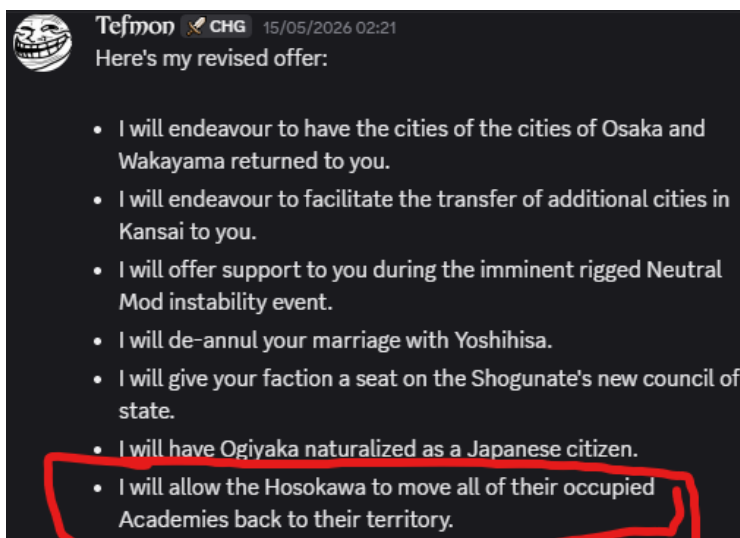
SUCCESS AS DESCRIBED.

Plot 2 : March of the Enlightened

RP:

Hosokawa's head really became obsessed with science. After spreading education through the lands and using that knowledge to help defend from invasions of past years. Now the scientific community and he were in a very close relationship. The most enlightened brains of the land considered Masamoto part of the educated community. Now the enlightened community was dealing with quite a big problem, so of course everyone expected Masamoto to solve it as the most influential member. The problem? Masses of material, scrolls, structures and people stuck in uneducated Ouchi lands. Based on the peace deal, they were allowed to transfer back to Hosokawa, now Miyoshi lands, but transporting such a big amount of things ain't easy. Masamoto sat and pondered for a solution. They can't just send a massive army into Ouchi lands to help move things. He needed someone skilled and dependable. Someone who wasn't working for many or glory, but for the good of others. Wait, that's right. Protectors of Love. They were a very capable bunch. Plus such a mission which didn't encourage killing, but saving would be right up their alley. And they were good at working with people, since they had to keep order in Hosokawa lands, since Masamoto's childhood. He just had to inform the Ouchi and everything will go down without a hitch.

Invested : Masamoto; 4AP; 1PPC; 4PPG; 4PPF



Tefmon CHG 15/05/2026 02:21
Here's my revised offer:

- I will endeavour to have the cities of the cities of Osaka and Wakayama returned to you.
- I will endeavour to facilitate the transfer of additional cities in Kansai to you.
- I will offer support to you during the imminent rigged Neutral Mod instability event.
- I will de-annul your marriage with Yoshihisa.
- I will give your faction a seat on the Shogunate's new council of state.
- I will have Ogiyaka naturalized as a Japanese citizen.
- I will allow the Hosokawa to move all of their occupied Academies back to their territory.

Results :

- Move universities from former Hosokawa lands into current ones .
- Move pops from said cities representing the educated masses flocking back to Miyoshi-Hosokawa educated lands

Also gib and boost skills.

SUCCESS: The universities are moved and 1 pop from each former Hosokawa city is moved into Miyoshi-Hosokawa territory.

—

Plot 3 : Good relations starts with fair deals

RP :

Time to strengthen our bonds with Yamana even further. They got knowledge we don't and we have knowledge they don't. We will simply trade our knowledge. Umi-kun and Masanori as founders of our education system will do their absolute best to help our friends. Maybe then we can all finally have lands filled with love and not war. And once they're done they're finally goin' to meet Rie again.

Invested : Umi-kun; Masanori; 1AP; 2PPC; 5PPG

Results :

- Introduce Yamana to technology of education and build universities based on success
- Improve our relations even further

Also gib and boost skills.

PARTIAL SUCCESS: Education continues to slowly spread to the Yamana, however they gain a university in Asago.

—



毛利氏：第11部

Mōri Clan: Part No. 11: 1499 CE

国交 | **DIPLOMACY**

SUPPORTED CLAIMANT - Ōuchi

SUZERAIN - Ōuchi

ALLIANCE - Ōuchi

DEFENSIVE PACT - Ōuchi

FRIENDSHIP - Ōuchi, Yamana

NON-AGGRESSION PACT - Ōuchi, Yamana

DENOUNCING

WAR

PEACE

協定 | **DEALS**

—

事件 | **EVENTS**

—

宗教 | **RELIGION**

We uphold the Sanjoshin-Kannon-Shūkyō.

Our clan tutelary deity is Susanoo no Mikoto, also known as Gozu Tenno.

As samurai, we naturally care for Rinzaï Zen.

莊園 | CITY CONTROL

/u/Quaerendo_Invenietis - Akiōta, Hiroshima, Imabari, Kawanoe, Kochi (under the Ōuchi banner)

人格 | RP CHARACTERS

毛利 豊元 (**Mōri Toyomoto**) (/u/Quaerendo_Invenietis), deputy constable (*shugendo*) of Aki province.

Traits: ~~Strict Upbringing~~ *A Brother's Benediction, Warrior's Kenshō, Haunted by the Past, Connections with Kaizoku*

Skills: Fleet Maneuvering (Great)

Age: 55

妙珠 禪定尼 (**Myōjū Zenjōni**) (NPC), wife of Mōri Toyomoto.

Traits: *Connections with Kaizoku*

Skills: Administration

Age: 49

あぐり(**Aguri**) (NPC), shrine-maiden of Miyazaki-jinja Shrine.

Skills: Proselytizing

Age: 44

~~毛利 元家 (**Mōri Motoie**) (NPC), younger brother of Mōri Toyomoto. 死者~~

~~Age: 22~~

~~Skills: Military Training~~

~~毛利 弘元 (**Mōri Hiromoto**) (NPC), son of Mōri Toyomoto and Myōjū Zenjōni. 死者~~

~~Trait: *A Brother's Benediction, Student of Strategy*~~

~~Age: 26~~

毛利 千代 (**Mōri Chiyo**) (NPC), daughter of Mōri Toyomoto and Myōjū Zenjōni, wife of Ōuchi Yoshioki.

Trait: *A Brother's Benediction*

Age: 29

~~兼重 元鎮 (**Kaneshige Motoshige**) (NPC), son of Mōri Toyomoto and a concubine. 死者~~

~~Trait: *A Brother's Benediction*~~

~~Age: 25~~

毛利 元孝 (**Mōri Mototaka**) (NPC), son of Mōri Toyomoto and Myōjū Zenjōni.

Trait: *A Brother's Benediction*

Skills: Fleet Maneuvering, Naval Combat

Age: 13

毛利 勝晴 (**Mōri Katsuharu**) (NPC), son of Mōri Toyomoto and Myōjū Zenjōni.

Trait: *A Brother's Benediction*

Age: 2

祥室 妙吉 (**Shōshitsu Myōkitsu**¹) (NPC), wife of Mōri Hiromoto.

Age: 31

毛利 絹 (**Mōri Kinu**) (NPC), daughter of Mōri Hiromoto and Shōshitsu Myōkitsu

Age: 12

毛利 宮 (**Mōri Miya**) (NPC), daughter of Mōri Hiromoto and Shōshitsu Myōkitsu.

Age: 9

毛利 興元 (**Mōri Okimoto**) (NPC), son of Mōri Hiromoto and Shōshitsu Myōkitsu.

Age: 7

毛利 元就 (**Mōri Motonari**) (NPC), son of Mōri Hiromoto and Shōshitsu Myōkitsu.

Age: 5

NATURAL BIRTHS:

Mōri Toyomoto and Myōjū Zenjōni:

—

特性 | OBJECTS AND MODIFIERS

The Plagued House - Investment of the clan head will carry more significance. The faction which houses you loses more stability for every plot failure you are invested in.

Foundations of a Tatara Forge - Spawn a large, unimproved, source of Iron west of Miyoshi under your ostensible control. When improved, you may receive the income, though until you attain the status of an independent, whichever in-game civ controls the territory may freely choose to take that income from you.

¹ This character's given name may actually be pronounced "Myoyoshi"

Yoshida-Kōriyama Castle - AntipLOT against assassination, kidnapping, infiltration, and sabotage

Patrons of the Noshima Murakami - Bonus to maritime commerce and naval plots.

Treatise on Naval Warfare - Allows for the purchase of Kobaya UUs for 400 Gold each. Allows two characters per part to gain skills in Fleet Maneuvering or Naval Combat or the *Connections with Kaizoku* trait (this part, give Mototaka Naval Combat and Zenjōni *Connections with Kaizoku*).

宝庫 | **TREASURY**

1 AP (NFE)

-1 AP on Plot 1

2 PPG (NFE)

+9.5 PPG stolen from Sō last part

-11 PPG on Plot 1

-400 Gold on Walls in Kawanoe or Imabari if either city lacks them, or a Lighthouse in Imabari or Kawanoe should one be lacking; otherwise, retain for next part.

陰謀 | **PLOTS**

PLOT 1: Prosperity through Industry

RP: Along with large quantities of gold, the Mōri and their Noshima Murakami allies captured notable new goods with which the people of the Ōuchi lands, and the Mōri domains in particular, were unfamiliar, such as Hagi porcelain vessels (萩焼) made by Korean artisans, and devotional statues made of pure white Shandong marble. Eager to make such goods more available in Japan, and well aware of the danger of losing access to these resources should trade with the Chinese or Koreans be interrupted, the Mōri saw to it that their artisans could learn to produce such fine things themselves and spread their use throughout their domains and beyond, so that the rest of Japan would know them for their craftsmanship.

Toyomoto would relieve any Korean Hagi-yaki artisans and Chinese sculptors willing to serve his court from their impressment in the navy and resettle them in his domain, funding workshops where they might impart to the locals their knowledge of the crafts. Then, Myōjū Zenjōni and Aguri would use the community infrastructure they built to encourage the adoption of the new wares by local nobility and clergy, so that the Hagi-yaki would become widely used in tea ceremonies and marble statuettes of Kannon

and the Sanjoshin, crafted using marble from nearby quarries in northern Shikoku, used to adorn shrines, temples, and palaces. Finally, leveraging their *kaizoku* connections, the Mōri will ensure safe shipping of these goods throughout the Seto Inland Sea, making them available throughout the region.

Invested: Mōri Toyomoto (/u/Quaerendo_Invenietis) [Traits: *A Brother's Benediction*, *Warrior's Kenshō*, *Haunted by the Past*, *Connections with Kaizoku*; Skills: Fleet Maneuvering (Great)], Myōjū Zenjōni (NPC) [Trait: *Connections with Kaizoku*; Skill: Administration], Aguri (NPC) [Skill: Proselytizing], 1 AP, 11 PPG

Modifiers: *Patrons of the Noshima Murakami*

Results:

1. Gain Hagiyaki Workshops, Ceilidh Halls, Satrap's Courts, and Workshops in each of our cities.
2. Gain 1-2 improved sources of Marble in Kawanoe.
3. Gain the modifier *Kannon Icon Trade*, providing PPG, PPF, and/or PPC scaling with the number of followers of the Sanjoshin-Kannon-Shūkyō.
4. Gain skills related to industry/manufacturing/shipping as appropriate.

PARTIAL SUCCESS: Gain the buildings described in Akiota, Hiroshima, and Kochi only, and a marble on the farm 2 tiles SE of Kawanoe; Myōjū Zenjōni gains skills in Industry.

—

Nanbu Clan

PPG: 800

PPF: 650

+400 gold Soma tribute
+9470 from Treasury
+1600 from Namioka mod
+22480 from pops

-800 on #2
-100 on #5
-9060 on #6
-6400 on #7
-100 on #8
-100 on #9
-100 on #10
-100 on #11
-100 on #12

-700 on #15
-800 on #16
-3200 on #17
-3200 on #18
7230 left

9 PPG on plot 2

AP:

8 AP base
+1 AP from imperial disattachment
+2 AP from Rigid class Hierarchy
-8 AP on #6
-1 AP on #8
-1 AP on #10
-1 AP on #12

PPC:

Total cities: 15
Above 8: 14
Above 15: 9
Total PPC: 23
-3 PPC imperial disattachment
-6 PPC artlessness event modifier
-1 PPC on #9
-1 PPC on #11
-12 PPC on plot 1

+2966 total faith
+13650 from Nanbu mod
-1950 on #20
-1950 on #21
-650 on #8
-650 on #12
-650 on #10
-16 PPF on plot 3

Events:

Having not invested in either: Gain '*Proudly Artless*', giving a further -1 PPC per part, but a minor boost to all military plots.

Diplomacy:

Allies: AJ, New-Tozawa (Ikkō-ikkī)

Defensive Pact: ER, Ouchi, Hojo

Best friends: Takeda, Kō, Hojo, Takeda

Vassals: Soma, Akita, Sō

War: Mogami

Actions:

1. In the interest of the common defense of Soma, I transfer them units. At 5 AP, they can accept 15 units. I give them 13 crossbowmen, from among those I have embarked in the East. I additionally give them 2 Galleas from near Noda.



2. -800 gold de-pillaging the 8 pillaged improvements across Kitakami and Kurihara
3. In the interest of the common defense of the realm, I transfer units to Akita. I transfer them the 13 naval units marked in blue, as well as the 2 crossbowman identified. They can use their AP to place these troops into their territory.



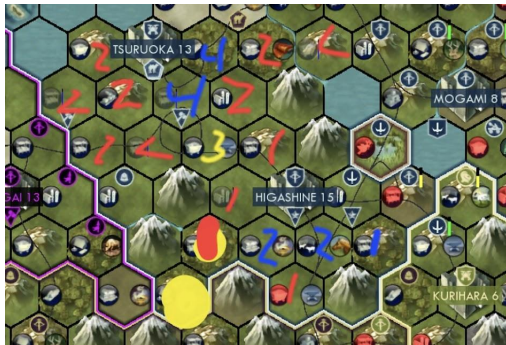
4. I trade this samurai circled in cyan with the Date longswordman circled in cyan, per a deal with ER.



5. -100 gold using whisperstone to upgrade that longswordman to a Samurai.
6. Spend 8 AP making 36 unit movements as below: advancing from the position of my traded-for longswordman who I upgrade to a samurai, purchase Samurai and move them to the tiles marked in blue. This will be 5 new samurai (leaving the samurai on origin tile)
purchase a crossbowman and move to the tile marked with a 3 in yellow. Purchase 12 Nanbu Calvary and move to the tiles in red. Note, Nanbu Calvary have 3 promotions which affect movement speed and those are factored into these movements.

Ignore the one bug yellow dot I realized i over committed and had to move back one of my unit buys. The red one on top of a yellow dot is meant to be a red one, aka a place I move a horseman to.

Total troop cost: 9060



7. On the 16 tiles marked in purple below, buy a galleass. This costs 6400 gold.



8. A deal with Frodo where I give him 1 Bison tile, 1 PPF, and 100 gold in exchange for a whale tile. Using 1 AP to replace the bison traded away (pick any). Place the whale on the tile marked with white below. I tried to draw a whale but it failed lol.



9. A deal with Leris where I pay 1 PPC, 100 gold, and 1 dyes, in exchange for a whale tile.
I place the whale tile on the image below marked with a red whale.
The dyes I'm trading away (tile NW of Kamiaki)



10. A deal with Tom where I send him 100 gold, 1 PPF, 1 Bison resource in exchange for a whale tile. Place the whale on the tile marked below in purple. Spend 1 AP spawning a bison to replace the bison traded away (pick any)



11. A deal with AJ (Matsumae/Ainu) where I trade 1 Perfume, 100 gold, and 1 PPC for a whale tile, to be placed on the tile marked in pink below.



The perfume I trade away (to be replaced by a silk, see #18): Near Noda

12. I trade 100 gold, 1 PPF, and 1 Bison for a whales tile, to be placed on the tile marked with a black whale like drawing in the image below. This is a deal with Tefmon/Ouchi. The Bison can be taken from any tile I have bison on, then I spend 1 AP replacing the Bison with a new bison.



13. A deal with ER where I trade him a whale resource, in exchange for a whale resource. The whale resource should be placed on the tile marked with green in the image below.



The whale resource I trade to date is located:



14. A deal with Yamana, Canadahuntsyou, to trade 1 Dye and 1 copper for 1 silver and 1 pearls. Place the pearls on the tile with a pearl drawn in the image below.
Give the copper in NODA, and place the silver on the exact same tile.
Give the dye next to Kamaiki



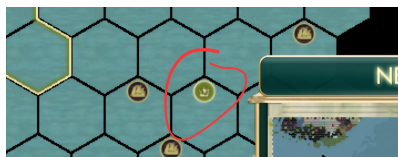
15. -700 gold buying fishing boats on the tiles I received whales and pearls on, with the exception of the pearl bought after this line item..
16. A deal with Don where I give them 800 gold (1ppg) in exchange for control of this tile, adding the tile to my territory



17. A deal with SO where I give them 4 PPG in exchange for a silk and a pearls. Place the silk on the tile I had a perfume on, see #11, and place the pearls on the orange marked square in the image below



18. A deal with Tefmon/Ouchi where I pay them 4 PPG to augment our ability to resolve the artlessness crisis of Japan, resolve ongoing issues related to war weariness, and satisfy the terms of the Peace of Kokura
19. In the interest of the common security of the realm, I give troops to my vassal, the Sō. They're a bit split out, so forgive the multiple photos.
The 9 ships marked in Red below.



20. I give 3 PPF + 366 faith to Ikko -ikki

21. I give 3 PPF to Jiro (Leris)

Nanbu Family:

<https://docs.google.com/document/d/1q58Hb7Qg7xXhNLdHVvRDhGw1eSuDPdKOgt6zgBSCTv0/edit?usp=drivesdk>

Nanbu Modifiers:

https://docs.google.com/document/d/1zaiEtMoJxGKpEzmC7IV-oAoCNkVKPIVmz_OKO9vyZu0/edit?usp=drivesdk

City Control

Hakura: Sai, Mutsu, Aomori, Hachinoe
Oversight of Namioka and Ainu

Go-Ōse: Morioka, Noda, Tono, Otsuchi
Oversight of Soma

Go-Āt: Kurihara, Kitakami, Sumita, Kimaiki
Oversight of upcoming Mogami acquisition

Falafel-Waffle: Takko

Oshi Nanbu: Kazuno, Noshiro
Oversight of Akita

Plots:**Plot 1:**

Go-Ōse had a problem. Out of 26 children, it was bound to happen that at least *one* of them would be afflicted with the same type of attraction as Go-Ōse himself. Sure, Hakura was seemingly only interested in women—at least sexually—but a woman's interest in sex was not altogether important in matchmaking, at least in the eyes of feudal Japan.

The problem was Zola Nanbu. He was 26, the oldest unmarried son of the Nanbu, and he was refusing every match Go-Ōse tried to arrange for him. A lovely Tozawa bride. A distant Ando cousin. Nobles allied with the Nanbu for generations from Mutsu. All rejected. He was entirely unapproachable, a fortress of polite but icy deflections.

Eventually, Go-Ōse took the time to investigate this issue, and his spies came back with a straightforward report: Zola was of *Nanshoku*, and was deeply struggling to overcome this aspect of himself out of a misplaced sense of duty.

Ah! Perfect. It just so happened a vassal of the Nanbu—one who resisted marriage as part of their vassalhood—had a leader of... similar predilections. A scheme grew in Go-Ōse's mind. He was already bound for the south, and he decided to make a stop in Soma along the way. He brought gifts, troops, and ships to help defend them, knowing the Soma people already loved him for his good deeds across Japan. He also brought many of his marriageable children. In particular, Zola and Dabble, who were good friends.

Yukimura Soma, the 24-year-old leader of the Soma and younger brother of the deceased Kojiro, was also *Nanshoku*. And Go-Ōse was ready to play matchmaker.

~~

The banquet hall of the Soma estate was warm, filled with the scent of roasted pheasant and sweet plum wine. Go-Ōse, perfectly calculating, had arranged the seating so that Zola was placed directly beside their host, Lord Yukimura.

Zola sat with his usual rigid, statuesque posture. He had dreaded this dinner, assuming his father was about to parade another line of blushing maidens before him. But as he turned to offer a polite greeting to the Soma lord, his breath caught in his throat.

Yukimura was not what Zola had expected. He was rugged yet bright, with an earnest, sun-kissed face and eyes that crinkled at the corners when he smiled. As Yukimura turned to pour Zola a cup of sake, their sleeves brushed.

"I hope the journey from the north was not too taxing, Lord Zola," Yukimura said. His voice was warm, but there was a sudden, distinct waver in it. Yukimura's eyes darted from the sake cup to Zola's sharp, elegant jawline, then quickly down to his own lap, a faint dusting of pink appearing on his cheeks.

Zola's stoic mask slipped. He felt a sudden, uncharacteristic heat rise in his chest. "It was... quite pleasant, Lord Yukimura. Thank you."

As Zola reached for the cup, his long fingers accidentally grazed Yukimura's knuckles. Both men flinched as if burned, pulling their hands back. Go-Ōse, watching from the other head of the table over his own cup of tea, hid a deeply satisfied smirk. *Hook, line, and sinker.*

~~

A few days later, acting on Go-Ōse's "casual" suggestion, the two young lords found themselves deep in the forested hills of Soma. It was a manly, noble activity—a hunt. Yet, somehow, they had managed to outpace their guards, leaving them entirely alone beneath the canopy of ancient cedars.

Zola, usually graceful, was painfully distracted. He spent more time watching the way the dappled sunlight caught in Yukimura's hair than looking for tracks.

"The deer often gather near the lower creek," Yukimura whispered, leaning close. His shoulder brushed against Zola's arm, sending a jolt of electricity through the older man.

Zola took a step back, flustered, his foot catching on an exposed root hidden beneath the moss. He stumbled backward toward a steep, muddy embankment.

"Zola!"

In a flash of movement, Yukimura dropped his bow and lunged forward. He caught Zola firmly by the waist, pulling him flush against his own chest to stop the fall. The momentum sent them both crashing gently into the soft trunk of a cedar tree, Yukimura's arms wrapped protectively around Zola's waist, their faces mere inches apart.

The forest fell entirely silent. All Zola could hear was the frantic, hammering rhythm of his own heart—and the equally frantic beating of Yukimura's chest against his.

"Are you... are you hurt?" Yukimura breathed, his dark eyes wide, searching Zola's face. He made no move to let go.

"No," Zola whispered, his voice incredibly soft. His hands had reflexively clutched the lapels of Yukimura's hunting jacket. The air between them was thick, charged with an undeniable, dizzying tension. "Thanks to you."

Yukimura swallowed hard, his gaze dropping momentarily to Zola's lips before he gently, almost reluctantly, helped the older Nanbu heir stand upright. "We should... we should probably head back," Yukimura stammered, his face now the color of a ripened persimmon.

"Yes," Zola agreed, though he didn't let go of Yukimura's sleeve for a long, lingering moment.

~~

That evening, the tension had reached a boiling point. Zola found Yukimura in the estate's sprawling library, patching up a small scratch on his forearm he'd gotten from a branch during the hunt.

Without a word, Zola stepped into the room, took the linen bandage from Yukimura's hands, and began tending to the scratch himself. His touch was incredibly gentle.

"You do not have to marry the women your father brings," Yukimura said softly, watching Zola's focused expression. "I... I know the burden of duty. But I also know what it is like to look at a woman and feel nothing, while looking at..." He trailed off, his courage faltering.

Zola finished tying the bandage. He didn't look up, but his thumb gently stroked the inside of Yukimura's wrist. "While looking at a man, and feeling everything?" Zola finished for him, his voice a low, velvety murmur.

Yukimura gasped softly, his hand turning to lace his fingers with Zola's. "Yes."

"My father will not stop," Zola admitted, a rare vulnerability in his eyes. "He's obsessed with marrying off his children, absolutely obsessed. I must secure alliances."

Yukimura's eyes suddenly lit up with a brilliant, desperate idea. "What if you married a Soma? Not me—we cannot, of course—but my sister, Okoge? She spends all her time in this library. She has absolutely zero interest in marital relations. It would be a political union in name only."

Yukimura squeezed Zola's hand, leaning in close. "You would stay here. With us. With *me*." Zola's eyes widened, a beautiful, genuine smile finally breaking across his stoic features. "A political union," he echoed softly. "To ensure I never have to leave your side."

~~

Go-Ōse waited exactly three weeks. He let the seeds he sowed bloom in the quiet courtyards and whispered conversations of the Soma estate.

Finally, Yukimura approached him in the main hall, bowing deeply. He nervously pitched his proposition: a political marriage between Zola and Okoge, ensuring Zola would remain in Soma as an honored resident.

Go-Ōse took a slow sip of his tea to hide his victorious grin. His scheme had worked flawlessly.

"An excellent proposal, Lord Yukimura," Go-Ōse said smoothly. "And to cement this bond entirely, I offer my daughter, Dabble, as a bride for you in return. A double marriage."

Yukimura's face broke into a massive, relieved smile, eagerly accepting the offer. The two marriages would take place by the end of the month, joining the Nanbu family to the Soma more strongly than ever—and leaving two very happy, hopelessly in love young lords to enjoy their happily ever after behind closed doors.

Result:

- Canonize the rp.
- Create a monument of some sort in Soma to celebrate these twin weddings. Perhaps Stonehenge? It's a pointless wonder especially in CS hands but somebody gotta build it.
- Greatly enhance the relationship between Nanbu and Soma
- Create a "Soma Plot Slot" which is only to be used to enhance Soma and their interests.
- Give skills to NPCs mentioned herein.

Invested:

- Zola Nanbu
- 12 PPC! That's more than 10! It's a lot of culture tbh.
- Dabble Nanbu
- Go-Ōse Nanbu: Daimyo, 50

Skills: faith-building, architecture, harassment, perplexion

Traits: special bonus to plots in the South, especially diplomatic plots

Significantly more valuable in plots which focus on the creation of monuments. Upon seeing success in such a plot, Go-ōse grants a bulk sum of PPC to whichever civ he's currently visiting.

Raised to Irreproachable face, and is universally regarded as the single greatest living contributor to the well-being of Japan. All diplomatic plots will receive massive bonuses (practically auto-successes) this part(part 7), and all such plots within the famine-affected regions will be extremely easy for the extent of Go-Ose's life. see Nanbu family for rest, this is too long for one person.

SUCCESS: Zola and Yukimura gain Minor Skills in Hunting; Go-Ose gains Skills in Shipping; Gain the Soma plot slot as described. No Stonehenge, though.

Plot 2:

The coast of southern Honshu was in ruins. The catastrophic earthquake had torn the southern lands apart, and the devastating tsunami that followed had swallowed thriving ports, leaving a wasteland of splintered timber, mud, and despair. Famine and disease were already sharpening their claws. While the northern heartlands of the Nanbu remained safe, protected by distance and geology, their crucial southern allies were teetering on the edge of total collapse.

In her war room in the north, Hakura Nanbu, at twenty-nine, the formidable Regent of the Nanbu, did not hesitate. Her own lands were secure, but true dominance meant projecting power when others were powerless. At her hip rested The Blade, the ancient symbol of Nanbu legitimacy.

She did not send empty promises down the coast. Acting with the decisive precision of a master of sword fighting, Hakura mobilized a massive expeditionary force. Leaving the safe borders of the north, she marched south, bringing a stunning display of wealth and logistics: thousands of skilled Nanbu civilian workers carrying heavy tools, flanked by guarded supply wagons laden with chests of pure Nanbu gold.

Arriving on the ruined southern coast, Hakura stood among the devastated local lords and displaced peasants. The Nanbu do not abandon their allies, she declared, her voice carrying across the wreckage. We will rebuild what the sea took.

Wielding her sharp mind like a well-balanced katana, a trait inherited from her mother, Lady Fuj, Hakura took absolute control of the disaster zones. Leveraging her bonus to industrial plots, she organized the reconstruction with terrifying efficiency, bringing northern order to the chaotic

south. The gold was distributed directly to purchase regional grain and medical supplies, instantly staving off the impending famine and disease. Meanwhile, the workers cleared choked southern harbors in a matter of days, re-establishing vital trade routes and constructing sturdy, reinforced shelters that stopped the rising death toll in its tracks.

During the third week of the relief efforts, a desperate faction of southern bandits and opportunistic rogue samurai attempted to ambush the command tent to plunder the Nanbu gold. But The Blade protected its master. Hakura's flawless combat skills turned the tide in seconds. Because of the ancestral weapon's mystical protection, the assassination plot failed completely; she was entirely unable to die in martial plots, emerging from the fray untouched. The southern clans watched her cut down the assassins, and rumors spread like wildfire that the Nanbu Regent was immortal, protected by the very heavens.

Looking on from their nearby domains, the rest of the southern daimyos were stunned. Their own neighbor states were broken, yet this northern Regent had marched down and utterly neutralized a historic crisis with unlimited wealth and unmatched organization. They saw a ruler who could not be assassinated, backed by a homeland that was entirely safe from disaster. Hakura, masterfully deploying her bonus to cultural plots, used this stark contrast to her absolute advantage. She did not force these reeling southern clans into vassalhood; she simply let them see what it meant to be part of her family.

A house standing alone is easily swept away by the sea, Hakura mused to a powerful southern lord as they watched Nanbu engineers raise a new seawall. But a house joined by blood to the Nanbu stands on an unbreakable foundation.

The message resonated across Honshu with thunderous clarity. Suddenly, the political and strategic value of marrying into the Nanbu clan skyrocketed. Feudal lords realized that a Nanbu bride or groom was no longer just a standard alliance; it was the ultimate insurance policy. To marry a Nanbu meant gaining the literal backing of the safest, wealthiest clan in Japan, an army of engineers, and the invincible protection of the Regent herself.

By the time the reconstruction was complete, the southern coast had been saved from death, the crisis was entirely mitigated, and the line of southern suitors begging to marry into the Nanbu line stretched all the way back to the north.

The ripple effects of Hakura's swift, gold-backed relief effort soon reached the highest corridors of power in southern Honshu, specifically within the lands of the Hojo clan. It was here that Dota Nanbu, another of Go-Ōse's daughters, found her moment. As the wife of the Hojo Daimyo and the sister-in-law to the Shogun himself, Dota occupied a position of immense prestige, but she had yet to find the leverage needed to truly solidify her independent influence within her husband's traditionalist court.

Recognizing the golden opportunity, Hakura did not distribute the northern aid blindly. Instead, she deliberately routed the massive shipments of gold, grain, and the commands of the Nanbu civilian workers directly through Dota. Working in perfect coordination, the Regent of the North allowed her sister to act as the face and hand of the relief distribution on the ground in the Hojo territories.

Dota embraced the role completely, stepping into the ruined southern provinces not as a detached noblewoman hidden behind silk curtains, but as a hands-on savior. She walked through the mud-slicked refugee camps, personally handing out Nanbu grain, comforting grieving mothers, and ensuring that the gold was spent transparently on medicine and local reconstruction. She possessed a natural warmth and empathy that stood in stark contrast to the rigid, militaristic lords of the Hojo who had struggled to manage the chaos. The desperate populace quickly noticed that while their local Hojo lords offered only tax demands and martial law, it was the Nanbu daughter who brought them food, rebuilt their homes, and listened to their grievances.

Almost overnight, a powerful narrative took hold across the Hojo. Dota became a beloved, mythic figure among the commoners and lower samurai alike—the people's princess. Songs were sung in the markets about her kindness, and her image as a selfless protector of the vulnerable spread like wildfire across Honshu.

This overwhelming adoration from the populace fundamentally shifted the balance of power inside the Hojo clan. The Hojo Daimyo and his council found themselves entirely unable to dismiss or sideline Dota; to anger her was now to risk a massive popular revolt from a peasantry that viewed her as their ultimate champion. Even the Shogun took notice of her immense, stabilizing popularity in the region. By serving as the bridge for Hakura's industrial and financial might, Dota transformed herself from a mere political bride into the most influential, untouchable political figure within the Hojo domain, cementing the Nanbu clan's soft power over the south for a generation to come.

Invested

- 9 PPG
- Hakura Nanbu: Regent of Nanbu, 29
- Skills: Sword Fighting
- Traits: Swordcerer's Apprentice, bonus to industrial and cultural plots
- Equipped: The Blade ,
Signifies rule over Nanbu and the North and grants legitimacy.
Bonus to plots against former allies and blood ties
'The Blade' giving resistance to assassinations and the inability to die in martial plots.
'The Blade' may gain modifiers as time passes depending on its use.

Result:

- Mitigate the effects of the earthquake and corresponding Tsunami and other crisis, giving aid to those in need and preventing death.
- Boost the value of marrying a Nanbu, incentivizing people to do so.

SUCCESS: Some pops are restored to all cities which lost them (between 1-3) and some tiles are repaired; Hakura will, when possessed of player status, start with a higher face;

Plot 3:

Fuego Akita was a complicated dude. The second eldest son of the sister's Oshi and Fuj, he once enjoyed the premise of Nanbu heritage. He was the adopted son of Go-Ōse, and Go-Ōse was rather strict about ensuring that his adopted children were treated like his children. They all looked... so similar anyways. Some rumored that they were all born of Go-Ōse, and his appetite was so voracious he secretly had two wives. Others rumored.... Other things.

Either way, that's neither here nor there. With Hasta dead by Hakura's hands, that left Fuego in a strange position: he was now the eldest living son of Go-Ōse, even if that's only a legal fiction. Of course the Nanbu aristocrats had quickly declared the end to the strictly patrilineal succession to appease Hakura's claim, and appointed her regent, but with the reinstatement of Go-Ōse as Daimyo, the idea that the Patrilineal succession had ended was....shaky. Hakura was not Daimyo, and had not really "inherited".

This meant, if all things had been left the same, Fuego would be heir to Go-Ōse, and a strong contender to replace him once he passed. Hakura might not even challenge it, since she only stepped up to solve the crisis. In particular, Hakura was wedded to a foreign clan, and while wedding to another clan was common in the Nanbu, all the other Daughters of Go-Ōse were treated as "Part" of that clan. Just see Hopa, Vulpix and Dota.

Anyway this ramble has gone on long enough to confuse even the much ardent practiced of Riamondism, but there is a point:

All these things would be true if Fuego HADN'T declared that Hasta was a fraud, and led a rebellion against the Nanbu, surrendering his cities to the most evil enemy of the Nanbu: Mogami.

To make matters worse, Fuego had married a Mogami girl, only to learn later that the Mogami girl was only a Niece of the Mogami Daimyo. Additionally, the Mogami had been stripped of all their noble heritage in the eyes of most of the North: both Hatekeyama, Ouchi and Hojo had all denounced them, through the shrewd politicking of Fuego's Father. No Shogun recognized that the Mogami were a Daimyo anymore. So Fuego's Mogami wife might as well be a commoner. And an enemy at that. Alas he had two children with the Mogami girl and he was not going to annul the marriage now.

Anyway, all of this and a point: While Fuego was a very noble son of Go-Ōse, and a very good leader of admiral tactics (see skills), he was not quite.... Trusted in the moment to lead a naval charge against the Mogami. So instead he was in Noda, working on his poetry.

Noda was a city of chanting monks and salt spray, a place where the Buddhist unifiers sought harmony while the waves crashed in an eternal, chaotic rhythm against the hulls of the docked Nanbu fleet. Fuego sat at the edge of the piers, a fishing rod resting limply in his calloused hands. To the casual observer, he was a sidelined nobleman sulking by the sea, dreaming of the naval charges he was forbidden to lead against his wife's kin. But beneath that quiet exterior, his mind was an ocean storm of verse and meter. Fuego did not just possess a talent for poetry; he possessed a preternatural, doubly-refined mastery of the art—*poetry squared*, as it were. Reading the Cloistered Imperial Prince's lamentation over a lost tradition, Fuego pulled a struggling mackerel from the water, watching it gasp. The old 'kuge' were exactly like this fish, he mused: pulled from their serene, stagnant ponds of Kyoto, suffocating in the harsh, violent air of a new era.

While the Emperor scrambled to hoard the surviving traditionalists and rival factions bled their coffers dry in desperate bidding wars to capture a ghost of the old court, Fuego saw a different tide turning. The old ways were dead, crushed under the rubble of Gojo. To attempt to reclaim them would be pointless; to chase them was to chase the wind. Noda, with its pervasive Buddhist Unification Theory, provided the perfect foil for Fuego's own steadfast adherence to the Emperor's Shinto. Where others saw theological contradiction, Fuego found artistic friction—the exact kind of friction that sparks a wildfire. He began to write. He blended the solemn, earthy veneration of the *kami* with the transient, suffering-focused tenets of the local monks, all woven together through the harsh, practical vocabulary of naval command, maritime survival, and the reeling of the day's catch.

It was not the delicate, cherry-blossom-scented drivel of the old Kyoto elite. It was salt, divine winds, and iron. Fuego began gathering the local artisans, the weathered sailors, and the displaced outcasts who had fled the southern purges, effectively championing the creation of a new, avant-garde culture right under the noses of the Nanbu aristocrats who had benched him. Let Hakura play regent; let the Daimyo fret over the shaky legal fictions of patrilineal succession. Fuego would conquer the cultural vacuum of this "Artless Land" not with a sword, but with a brush dipped in squid ink and seawater. His latest poem circulated through the docks, a defiant testament to an untamed northern art:

*Torn nets bleed the catch
As the old courts turn to dust
Kami guide the prow.*

Meanwhile, an important event was occurring: Fuj was visiting the Ouchi. She was visiting her daughter Hopa, and was teaching her the skills of Ikebana, the secret art of meaning in flowers. It was true that simply making a bouquet could itself become an entire poem. This was a refined art that needed to bloom if the secrets of Culture were to blossom across Japan.

Through her closest connection to her daughter, she coordinated across the Nanbu family to ensure that the prosperity of the Nanbu family, including those like Ouchi Shinsuke, who was Nanbu through marriage, would prosper.

Result:

- Convert the 16 PPF invested in this plot into an investment in the global event.
- Boost Ouchi's bid to win the global event, synergizing such that Nanbu is more likely to win too.

Invested:

- 16 PPF
- Fuego Akita (Nanbu): 29, skills in Poetry, skills in Fishing, Skills in poetry (again), skills in Naval Command
- Fuj Nanbu
- Skills in Ikebana

SUCCESS: The PPF invested will count for 10, and both the Ouchi and Nanbu investments will be increased.

Akita Plot:

The Akita were proud. They were also excellent naval fighters. They had actually defeated the Nanbu in naval warfare, and while integrated with the Mogami, also learned all of their ways and tactics. Many Akita generals were extremely happy when the Akita rejoined the Nanbu, for the relationship with Nanbu was deep and harmonious (see roots of North and various mods) while the relationship with Mogami was filled with strife.

Anyhooz the Akita generals use this knowledge to help rout the Mogami naval ships. Many Mogami troops actually surrender to the Akita. With the shoguns denouncing the Mogami, few wanted to be on their side and loyal samurai of Japan saw an opportunity to survive by agreeing to uphold the Shoguns authority: and side with Akita/Nanbu in this war, instead of Mogami.

Mass desertions plagued the Mogami military, as they fled Mogami control and the risk of Ikkō-ikkī conquest, and many troops decided to stay loyal to Akita when Akita rejoined Nanbu.

The Akita is able to use this to dominate the oceans of Mogami.

Oshi Nanbu, esteemed Fisher herself, definitely lends her aquatic experience to this effort, as well as the knowledge she is the widowed daughter of the previous clan chief, Muro Ando, and in many ways his heir.

Falafel Waffle the Sexy, who had successfully been involved in several military campaigns, also helps with his inventiveness being used to help invent solutions to problems.

Result:

- Convert a large number of Mogami Naval ship to Akita control
- Delete those that failed to be deleted
- Weaken Mogami coastal cities (delete walls, delete health)

Invested:

- Jazamurai income of Akita (8 PPG, 5 PPF)
- Oshi Nanbu
- Skills in Tenkara
- Skills in Fishing
- **Falafel Waffle** the Sexy, Governor of Takko, 52
- Skills: Invention
- Traits: invented Chilvary

PARTIAL SUCCESS: A large number are converted, but none are deleted and the cities remain unweakened.

The Most Regal and August

Ōuchi Clan

They Who Will Unify Japan

DIPLOMACY

ALLIANCE	: [REDACTED].
DEFENSIVE PACT	: Nanbu, Imagawa, Hōjō, Masuda, [REDACTED].
NON-AGGRESSION PACT	: Yamana, Hosokawa, Hatakeyama, Shimazu, Takeda, Sō, Masuda.
FRIENDSHIP	: Yamana, Ashikaga, Nanbu, Imagawa, Hōjō, Takeda, Masuda.
DENOUNCING	: None.
WAR	: None.
PEACE	: Hatakeyama, Shimazu, Sō; all except as otherwise noted.
CLAIMANT	: Ōuchi.
VASSALS	: Ashikaga, Sue, Mōri.

Deals and Notes

This is my official statement that I am opting IN to natural births. Copy and paste this to 10 plot docs to show #RiggedRaimond that you know your rights and will be having babies whether he likes it or not!

De-puppet all puppeted cities.

Receive the city of Karatsu and 4 PPG from the Sō clan.

Receive the cities of Hita and Oita from the Shimazu clan.

Send all Ōuchi and Sue children to Daimyo Highschool.

[REDACTED]

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EVENTS

Global Event : The Noble Arts – All Factions

- Option 1 : The traditions of the *kuge* will live on in Yamaguchi! [Invest 10 PPG, and also see our Plot 3, Nanbu Plot 3, and the Japanese Trade Commission's Plot 1.]

[REDACTED]

SCIENCE, SOCIAL POLICIES, AND RELIGION

We possess the Monarchy (Tradition), Meritocracy (Liberty), Military Tradition (Honour), Discipline (Honour), Religious Tolerance (Piety), Cultural Diplomacy (Patronage), and Maritime Infrastructure (Exploration) social policies.

[REDACTED]

CITIES

City Control

/u/Tefmon : Yamaguchi, Hōfu, Hagi, Iwakuni, Kokura, Kushimoto.

Sue Takemori : Nagasaki, Unzen, Karatsu, Hakata, Yanagawa.
/u/Quaerendo_Invenietis : Hiroshima, Akiōta, Imabari, Kawanoe, Kochi.
Sue Okiakira : Matsuyama, Uwajima, Kure, Tosashimazu, Okinoshima.
Ōuchi Yoshihiko : Nakatsu, Kunisaki, Hita, Oita.
Naito Hiroharu : Aki, Kaiyo, Mima.

Player Locations

/u/Tefmon : Kyoto.
/u/Andy0132 : Kyoto. [If I inherit as Sue Takemori, Nagasaki]
/u/Quaerendo_Invenietis : Hiroshima.

—

CHARACTERS

Player Characters

/u/Tefmon : Ōuchi Shinsuke, Kyoto Kanrei, Daimyō, Lord of the Ōuchi, Prince of Paekche, Shugo of Suō, Nagato, Aki, Buzen, Chikuzen, and Hizen, son of Ōuchi Masahiro and Mariko [Traits: Student of Strategy, The Sun Prince (slight bonus to king-maker/grey-eminence-esque plots); Skills: Magnanimity (Great), Organization (Minor)].
/u/Andy0132 : Sue Hiromori, Monk [Skills: Intelligence].
/u/Quaerendo_Invenietis : Mōri Toyomoto, Lord of the Mōri, Shugodai of Aki [Traits: The Younger Brother's Benediction, Warrior's Kenshō, Haunted by the Past; Skills: Fleet Maneuvering (Great)].
/u/Megaashinx1 : Ashikaga Yoshihisa, Shōgun, Lord of the Ashikaga, son of Shōgun Ashikaga Yoshimasa and Hino Tomiko.

Non-Player Characters

Mariko, widow of Ōuchi Masahiro and Hatakeyama Yoshinari [Skills: Administration, Diplomacy, Mobilization].

Nanbu Hopa, wife of Ōuchi Shinsuke, daughter of Nanbu Go-Ōse (/u/Puzzleheaded_Ad_9218) and Fuj [Skills: Obsession (Great), Sabotage (Minor)].

Gib babies.

Ōuchi Yoshitaka, Hereditary Lord of the Ōuchi, Prince of Paekche, son of Ōuchi Shinsuke and Nanbu Hopa, b. 1490.

Ōuchi Danzō, Prince of Paekche, son of Ōuchi Shinsuke and Nanbu Hopa, b. 1492.

Ōuchi Himeko, Princess of Paekche, son of Ōuchi Shinsuke and Nanbu Hopa, b. 1493.

Ōuchi Kohime, Princess of Paekche, son of Ōuchi Shinsuke and Nanbu Hopa, b. 1493.

Ōuchi Yoshiko, Princess of Paekche, daughter of Ōuchi Masahiro and Mariko, b. 1470 [Traits: Student of Strategy; Skills: *Kenjutsu* (Great), Leadership, Romance (Minor)].

Matsudaira Chikamitsu, lord of Nakatsugawa and Takayama.

Gib babies.

Ōuchi Yoshioki, Prince of Paekche, son of Ōuchi Masahiro and Mariko, b. 1470 [Traits: Student of Strategy; Skills: Ranging (Great), *Shugendō*, Romance (Minor)].

Mōri Chiyo, wife of Ōuchi Yoshioki, daughter of Mōri Toyomoto and Myōjū Zenjōni.

Gib babies.

Ōuchi Man, Prince of Paekche, son of Ōuchi Yoshioki and Mōri Chiyo, b. c. 1488-1493.

Ōuchi Woman, Princess of Paekche, son of Ōuchi Yoshioki and Mōri Chiyo, b. c. 1488-1493.

Ōuchi Man, Prince of Paekche, son of Ōuchi Yoshioki and Mōri Chiyo, b. c. 1488-1493.

Ōuchi Woman, Princess of Paekche, son of Ōuchi Yoshioki and Mōri Chiyo, b. c. 1488-1493.

Ōuchi Tokuhime, Kyobo, Princess of Paekche, wife of Ashikaga Yoshihisa, daughter of Ōuchi Masahiro and Mariko, b. 1473 [Skills: Non-Traditional Arts (Great), Literature (Minor)].

Gib babies.

Ōuchi Takahiro, Prince of Paekche, son of Ōuchi Masahiro and Mariko, b. c. 1475.

Yamana Haruko (/u/CanadaHuntsYOU), daughter of Yamana Koretoyo.

Gib babies.

Sue Okifusa, son of Sue Hiromori and Chōsokabe Akohime, b. c. 1475.

Ōuchi Hisaki, Princess of Paekche, daughter of Ōuchi Masahiro and Mariko, b. c. 1476.

Gib babies.

Ōuchi Yoshihiko, Prince of Paekche, son of Ōuchi Masahiro and Mariko, b. c. 1477.

Otomo Heiress.

Gib babies.

Chōsokabe Akohime, Lady of the Chōsokabe, wife of Sue Hiromori, daughter of Chōsokabe Fumikane [Skills: Mobilization].

Gib babies.

Sue Takemori, Lord of the Sue, Shugodai of Chikuzen and Hizen, son of Sue Hiromori and Chōsokabe Akohime, b. 1473.

Shōni Heiress.

Gib babies.

Sue Okiakira, Hereditary Lord of the Chōsokabe, son of Sue Hiromori and Chōsokabe Akohime, b. 1473.

Sagara Heiress.

Gib babies.

Sue Yoshihime, daughter of Sue Hiromori and Chōsokabe Akohime, b. c. 1476.

Sue Inoe, daughter of Sue Hiromori and Chōsokabe Akohime, b. c. 1477.

Sue Motochika, son of Sue Hiromori and Chōsokabe Akohime, b. c. 1495

[Fushimi-no-miya Kunitaka](#), acting Emperor of Japan, Head of Fushimi-no-miya, b. 1456.

Imadegawa Waifu, acting Empress of Japan, daughter of [Imadegawa Noriaki](#).

Gib babies.

[Fushimi-no-miya Sadaatsu](#), acting Crown Prince of Japan, son of Fushimi-no-miya Kunitaka and Imadegawa Waifu, b. 1488.

[Fushimi-no-miya Yasutane](#), Imperial Prince of Japan, brother of Fushimi-no-miya Kunitaka, b. 1458.

Random waifu.

Gib babies.

Fushimi-no-miya Michinaga Nyudo, Imperial Prince of Japan, brother of Fushimi-no-miya Kunitaka, b. c. 1460.

Random waifu.

Gib babies.

[Naito Hiroharu](#), Lord of the Naito, Shugodai of [Eastern Shikoku].

[Naito Okimori](#), Hereditary Lord of the Naito, son of Naito Hiroharu.

[REDACTED]

ASSETS AND MODIFIERS

Clan Spirit Modifier : The Impeccable Palatines

- Gain a bonus to building grand projects (e.g., Palace of Unmatched Noblesse, etc.).
- Ignore the diplomatic maluses caused by being on opposite sides throughout the Ōnin War.

Modifier : Tradition of Pedagogy

- We may submit a short RP piece for each Ōuchi child as they come of age, granting them a relevant trait and skill or two each.

Asset : Palace of Unmatched Noblesse

- Provides a bonus to social and court plots.
- Provides a bonus to all plots in and around Kyoto.
- Provides increased face.
- Impervious to indirect destruction.

Modifier : A New Deal

- Provides a partly income of 0.1 PPG and 0.1 PPC per city.

Modifier : Foreign Trade

- Provides a partly income of PPT (Plot Points of Trade) per foreign polity with which we have regular trade relations. The magnitude of our PPT income per trade partner should depend on our relationship with that partner, the size of our trade fleets, any competition we may face, overall economic conditions, and other factors that the Plotrunner may deem relevant.
- PPT is usable in three ways: it may be converted into PPG at a 2:1 ratio, representing a commercial profit from our trade; be converted into PPC at a 3:1 ratio, representing the direct usage of exotic, prestige goods or services; or be directly invested into plots, representing the leveraging of the foreign influence and connections created and sustained by our trade network.
- We currently gain 1 PPT per part from Ming China and 1 PPT per part from Joseon Korea. *(No longer, starting next part, you will not gain the 1 PPT from Korea)*
- We currently gain 0.5 PPT per part from Uku and 0.5 PPT per part from Matsuura.

Modifier : Kokura Compact

- The Kokura Compact is a military, political, and commercial alliance between the Ōuchi, Masuda, Matsuura, and Uku clans.
- We have the ability to purchase and move units and plot within the territory of each Compact member as if it was Ōuchi territory and increase our influence in and over each Compact member.
- We gain 1 PPG from each Compact member per part to fund the Compact's mutual security and economic development programmes.

Modifier : Well-Run Economy

- Provides a partly income in PPG equal to 2% of our most recent Net Gold value (e.g. if our Net Gold for the previous part was 100, then this would provide 2 PPG).
- Buys our Stability.
- Moderately boosts economic, commercial, and industrial plots.

Modifier : Rapid Pre-Industrialization

- Provides a bonus to construction and engineering plots.

Modifier : Urban Fortifications

- Provides a large antiplot against and significantly increased chance of negative side-effects (e.g. redactions failing, invested characters getting killed, maimed, or captured, etc.) for hostile plots targeting or taking place near Yamaguchi.
- Provides a moderate antiplot against and modestly increased chance of negative side-effects for hostile plots targeting or taking place near our other cities.
- Improves our Stability.

Modifier : Sue Censorate

- A counterintelligence, investigatory, and secret policing apparatus that boosts our and Sue's passive defence against redacted plots (and our chance to passively unredact such plots).

Modifier : Domain of the Omnipotent Battle Leader

- Provides a bonus to all internal military and religious plots.

Modifier : Encouraged Sue Clan

- Each part, you may choose one plot to be boosted by the Sue clan.
- The Sue clan will continue to slowly grow stronger.

Asset : Old Guard

- Can be invested into one plot per part, providing a bonus commensurate with the degree of which a trusted body of veteran military professionals would be of use.

[REDACTED]

ACTION POINTS

10 AP total [10 base]

10 AP on moving the 12 Galleasses, 1 Knight, 3 Samurai, 1 Longswordsman, 7 Pikemen, and 6 Crossbowmen received in our Deals to our eastern Shikoku borders with Hosokawa and Hatakeyama.

—

TREASURY

161 initial Gold

+22,400 Gold from cities.

+1,840 Gold from A New Deal.

+800 Gold from the Kokura Compact.

+3,792 Gold from Well-Run Economy.

+3,200 Gold from the Sō.

+3,200 Gold from the Nanbu.

+1,600 Gold from the Hatakeyama.

36,993 total Gold

-8,000 Gold on The Noble Arts global event.

-4,000 Gold on Plot 2.

-4,000 Gold on Plot 3.

-4,000 Gold on Plot 4.

[REDACTED]

166 remaining Gold

4,919 initial Faith

4,919 total Faith

[REDACTED]

369 remaining Faith

0 initial Culture

+2,500 Culture from cities.

+230 Culture from A New Deal.

+200 Culture from the Hatakeyama.

2,930 total Culture

-600 Culture from An Artless Land.

-1,000 Culture on Plot 3.

[REDACTED]

30 remaining Culture

PLOTS

Plot 1 : Ghosts of Tsushima

[REDACTED]

RP : Sue Takemori strode the halls of his governor's manse wearily.

He had retrieved, of course, his father's bones. A fate too cruel for his father, but one that he no doubt took as his own.

As part of the bones, and his father's sword, he had also received a package - a small booklet, filled with odd scratches. The ramblings of a madman, surely.

The ramblings of a madman, to all but his mother.

When Akohime saw the journal, she gasped.

In truth, these were not a mere madman's scribbles - they were notes regarding the fate that had befallen many a city.

The secret of how to handle the Ikko-Ikki's bombs, and even the location of one of their factories. Of course, his father would have no doubt wanted them to be used on... other pursuits.

Takemori, on the other hand, wanted revenge. It was Sō pirates who had enabled his capture. It was Sō pirates who had ravaged his domain. It was those pirates who had ruined his home. It was those pirates, in his mind, who had driven his father to destruction.

As part of peace negotiations, and the final treaty signed, Sue Takemori escorted some traders, special representatives of his house, to the treaty port. While he finished signing the requisite documents and left, his "traders" went to work.

Specifically, they went to work finding a hidden factory beneath the heart of Tsushima, posing as simple merchants from the Ōuchi - nothing so shocking as to require intervention, for many merchants from the Ōuchi had once plied these shores.

Following the careful instructions they were provided, they made their way into the factory, to trade, of course.

With a careful memory, the agents memorized the diagram schematics, bid their hosts a merry farewell... and set the door of the manufacturing hall on fire with a tragically misplaced firecracker as they ran for the exit.

Invested : Sue Hiromori (/u/Andy0132) [Skills: Intelligence]; Sue Takemori; 4,000 Gold; 3 PPT; 1 Pikeman; 1 Crossbowman; 2 Galleasses; any information and bombs received from the Ikkō-Ikki; boost from Encouraged Sue Clan.

Results : Extract the secrets of bomb manufacturing from the Ikkō-Ikki community in Tsushima and then level the city in an apparent industrial accident, revealing the presence of bombmaking infrastructure on the island and making the Sō the obvious first suspects in any bombing investigations. Ideally kill any Sō characters in the city, too.

Also gib and boost skills.

[END REDACTED]

FAILURE: En route in the Sea of Japan, an Ouchi ship explodes. No persons of import are killed, but your efforts are revealed.

Plot 2 : The Price of Treachery

RP : Mariko would mobilize the Ōuchi army and navy and lead them northwestwards, through the newly-liberated city of Karatsu and across the shores and seas between Karatsu and the domains of the Matsuura clan. With her forces positioned and looming menacingly over the Matsuura's borders, Mariko would negotiate the surrender of the Matsuura clan for their treacherous betrayal of the Ōuchi's trust during the Sō incursions. Should the lord of the Matsuura refuse to accept responsibility for his actions, Mariko would work with his ambitious relatives, disaffected retainers, and others within his clan to establish a pro-Ōuchi administration, and lead it and her assembled forces in crushing the disloyal Matsuura holdouts.

Should the Matsuura be sufficiently crushed, and her forces still in fighting shape, Mariko would then turn her attentions to the Uku clan to the east, and similarly punish them for their perfidy.

[REDACTED]

Invested : Mariko [Skills: Administration, Diplomacy, Mobilization]; 4,000 Gold; 2 Horsemen; 4 Catapults; 4 Galleasses; bonus to social plots from the Palace of Unmatched Noblesse; bonus to internal military plots from Domain of the Omnipotent Battle Leader; **[REDACTED]**.

Results : Annex the Matsuura clan, flipping the city of Iki and all Matsuura units around it to our control. On a partial success, flip as many Matsuura assets to our control as possible and deploy our forces to crush whatever resistance remains (This is a declaration of WAR!). On a great enough success, also subjugate the Uku clan as well.

[REDACTED]

Also gib and boost skills.

GREAT SUCCESS: The city and units of Matsuura are flips, and forces are deployed to crush Uku resistance, surrounding Goto by land and sea and moving ships into the region.

Plot 3 : The Radiant Capital

RP : Ōuchi Shinsuke sat upon his golden throne, positioned upon a great dais overlooking the great court below, and basked in radiant light redirected by the polished silver mirrors strategically stationed throughout the palace. He absentmindedly listened to the reports of his attendants, forced by the blinding light to keep their heads bowed and eyes averted from his glorious visage, but his mind was focused on other matters. He had an upcoming pilgrimage to attend to, of course, but he was also vexed by rumours that Seinaru, the presumptive Emperor in Kyoto, was intending on restoring that city back to its former glory. If Yamaguchi was to become and remain the nation's undisputed capital, the restoration of Kyoto was a thing he could not allow. Thus, while his attendants droned on about crop outputs and military campaigns and other assorted minutiae, Shinsuke schemed and plotted how to secure Yamaguchi's dominance over Kyoto – and every other city, for that matter – once and for all.

Later in the day, after court had concluded, Shinsuke and his sister Tokuhime, the wife of the Shōgun and Kyobo of Japan (nobody precisely knew what that latter title entailed now that the Hosokawa regime that established it no longer existed, but it was probably important), gathered the acting Emperor, the acting Empress, the acting Crown Prince, and the other Fushimi princes in the palace chancery. There they wrote a bunch of letters, using only the finest parchment and the finest inks, in formal courtly style to the various *kuge* survivors, cordially inviting them to visit the acting Emperor and his Court in Yamaguchi, and offering them magnanimous gifts, court offices, complementary palatial accommodations, and other favours upon their arrival.

After the letters had been dispatched, Shinsuke would organize a great campaign of post-war construction and renovation in the city, hiring only the most renowned architects and purchasing only the most lavish supplies to construct new court apartments, country estates, artistic gardens, courtly reception halls, and other such things necessary to house and impress the arriving *kuge* and other notables, ensuring that they will want to stay. With that one final campaign, Shinsuke would then begin his pilgrimage, during which he would personally visit as many *kuge* as he could at the various courts, estates, temples, and shrines he made his way to, hand-delivering to them magnanimous gifts and personal invitations to visit Yamaguchi.

Meanwhile, in Yamaguchi, the Kyobo Tokuhime would be left in charge. While the acting Emperor and his family would busy themselves with personally greeting each arriving *kuge*, and other non-*kuge* notables whose presence would enhance the grandeur and prestige of Yamaguchi and its court, making them feel important and welcome in the city and its court, Tokuhime would be scheming something of her own. For you see, Tokuhime had devised a cunning strategy to draw even more *kuge*, as well as renowned artists, artisans, scholars, and other experts from outside the formal ranks of the *kuge*, to Yamaguchi, and to keep them there.

As everyone knows, if there is one thing that men who consider themselves to be well-educated love more than anything else, it's explaining to women how much smarter and knowledgeable they are than them. Tokuhime, an expert in creating works of literature and other art that are undeniably skillful and aesthetically pleasing yet not conformant with traditional Japanese

styles, would create such works and present them to the *kuge* as they arrived. The *kuge*, aghast at such abominations, would trip over themselves to swarm Tokuhime and mansplain to her about how her works are wrong and bad. However, as Tokuhime's works were objectively skillful and of aesthetic and artistic merit, the *kuge* would find themselves ultimately unable to present a definitive, irrefutable argument against them. Hearing tales of this unorthodox woman artist who other *kuge* and non-*kuge* artists alive were unable to effectively rebut would draw even more *kuge* and other artists into the city, feeling that of course they would be able to succeed where other, clearly inferior, artists and debaters had failed.

Through the combined efforts of Shinsuke, Tokuhime, the Fushimi dynasts, and the Ōuchi state, Yamaguchi would become the cultural centre of Japan, a beacon towards which all artists and aspiring artists would be drawn, and to which those desiring political, social, and economic clout would follow.

[REDACTED]

Invested : Ōuchi Shinsuke (/u/Tefmon) [Traits: Student of Strategy, The Sun Prince; Skills: Magnanimity (Great), Organization (Minor)]; Ōuchi Tokuhime [Skills: Non-Traditional Arts (Great), Literature (Minor)]; Fushimi-no-miya Kunitaka; Fushimi-no-miya Kunitaka's wife; Fushimi-no-miya Sadaatsu; Fushimi-no-miya Yasutane; Fushimi-no-miya Michinaga Nyudo; 4,000 Gold; 1,000 Culture; 4 Workers; bonus to grand projects from The Impeccable Palatines; bonus to economic, commercial, and industrial plots from Well-Run Economy; bonus to construction and engineering plots from Rapid Pre-Industrialization; bonus to social plots from the Palace of Unmatched Noblesse; [REDACTED].

Results : Establish Yamaguchi, now secondarily known by the epithet Kagayaki-kyō (輝き京, lit. "Radiant/Brilliant/Shining Capital"), as *the* city to live in for the nation's socio-politico-cultural elite, synergizing with Nanbu Plot 3, the Japanese Trade Commission's Plot 1, and other applicable plots, actions, and modifiers. Greatly increase the effective value of our bid for The Noble Arts global event, and should we fail to be the winning bidder, secure a portion of the rewards for ourselves regardless. Greatly increase the potency of any rewards earned from that event and abolish or mitigate the An Artless Land modifier for us and any factions that recognize us as their claimant.

On a great enough success, also build a Floating Gardens and Satrap's Court in Yamaguchi and spawn some miscellaneous resources around the city, prioritizing luxury resources that we don't already possess.

[REDACTED]

Also gib and boost skills.

GREAT SUCCESS: Yamaguchi is renamed to 輝京 (Kikyō), the Radiant Capital, also called the 太陽京 (Taiyōkyō), the Solar Capital, and, through the collective efforts of many of the most influential aristocrats, becomes one of THE cities. The *An Artless Land* malus is reduced by 1 PPC for your Claim-supporters, and reduced by half for you. Investments into the event count for double.

Plot 4 : Swords into Ploughshares

RP : Chōsokabe Akohime will mobilize all the goons into doing useful things like repairing farms, roads, and mines across the countryside; restoring damaged and destroyed buildings in the cities; and rekindling their conjugal relationships to repopulate said cities. Naito Hiroharu will hire and work with Japan's best jurists, economists, and other relevant professionals to craft new economic policies to aid the reconstruction efforts and promote the internal trade of luxuries throughout Ōuchi domains, so that everyone can enjoy the fruits of the Ōuchi's postwar economic boom. The Ōuchi army's many retired horsemen would aid in these efforts by tilling fields, pulling wagons, carrying messages, providing security, and so on.

[REDACTED]

Invested : Chōsokabe Akohime [Skills: Mobilization]; Naito Hiroharu; 4,000 Gold; 4 Horsemen; 6 Workers; bonus to economic, commercial, and industrial plots from Well-Run Economy; bonus to construction and engineering plots from Rapid Pre-Industrialization; **[REDACTED]**.

Results : Adopt the Protectionism (Commerce) social policy and repair as many pillaged improvements, regrow as many killed pops, and rebuild as many destroyed buildings from our recent wars as possible. On a great enough success, also enhance our economic and industrial modifiers. This should implicitly boost our Stability.

[REDACTED]

Also gib and boost skills.

SUCCESS: The policy is gained, some improvements are repaired, and a few pops are regained. Stability rises to prosperous.

—



Sō Clan

DIPLOMACY

Alliance: Nanbu

Friendship:

Defensive Pacts:

Non-Aggression Pacts:

Denouncing: Mogami

War:

Peace: Everyone else

Suzerain: Nanbu

The So recognizes the Hatakeyama as Claimant.

DEALS

NANBU

3 AP spent for 9 Nanbu Ships

Trading Silk and Pearls on Karatsu for 4 PPG **before** handing the city over to the Ouchi

Selling a singular ocean tile to the Nanbu for 1 PPG



Ouchi

Karatsu and 4 PPG to the Ouchi **as per** the Peace of Kokura **if** the terms of the treaty are kept

EVENT

AN ARTLESS LAND - **Option 3** - Gain '*Proudly Artless*', giving a further -1 PPC per part, but a minor boost to all military plots.

THE SINKING OF THE LUSITANIA - **Option 1** - 12 ships are spawned, however peace is made. Gain '*Loyal Korean Friends*' causing the Koreans to go to war if any faction engages in unrestricted piracy against you again.

--

SOCIAL POLICIES

CITY CONTROL

Don-Chan - *Tsushima*

PLAYER CHARACTERS

Don-San: So Shigemoto, *Tsushima*

NPCS

Heir: So Sadamori (*Tsushima*)

Wife: Chiba Lumoto

Two kids: So Salami (M) and So Lin (F)

Yamanaka Masahisa - Skills in Naval Warfare

OBJECTS

BONUSES

The Happy Isle - Gain a bonus to stability and trade plots involving the mainland, however military plots against you receive a minor bonus.

The Treaty of Onin - 2 PPG, 2 PPT per part.

Merchant of Tsushima - 2 PPG, 1 PPF per part

Other Sources of Trade - 6 PPG

Militia - Retain a tiny portion as permanent reserves that will be called to fight in case of defensive war once this modifier expires. These units will be of higher quality (additional free promotions).

Controllers of Ryukuan Commerce - 3 PPT per part, bonus to plots for trade with China and the West - **INACTIVE**

AP

5 AP

-3 AP into **transporting 9 naval units gifted from the Nanbu to around the shores of Tsushima**

3 AP into Plot 1

0 AP remaining

TREASURY

5 PPG

+2 PPG, 2 PPT from *Onin Treaty*

+2 PPG from *Merchant of Tsushima*

+6 PPG from *Other Sources of Trade*

+5 total PPG from Nanbu, see deals

-4 PPG to the Ouchi, see deals

-10 PPG to Plot 1

-6 PPG, 2 PPT to Plot 2

0 PPG remaining

RELIGION

5 PPF

+1 PPF from *Merchant of Tsushima*

-6 PPF into Plot 1

CULTURE

2 PPC (from Tsushima)

-6 PPC from event

Plot 1 - Reassessment

REDACTED

GREAT SUCCESS: DM for details.

Plot 2 - Realignment

The Ouchi had woken the hidden dragon. Korea, united in prosperity, had been stirred to action.

Our treaties came in force and with gusto. Questions abounded. Why should those who dare to threaten the peaceful and gainful trade between nations be allowed to partake and benefit from it?

Trust has been broken. They call themselves Princes of Paekche, heirs to the long-forgotten kingdom of yore, yet they circle like vultures in their greed and avarice. Their Kokura Compact, while an admirable venture, had seen failure after failure despite their efforts. And they prey upon foreign ships to buckle and break a humble island kingdom.

Tsushima, loyal Tsushima, had stayed with the Koreans for more than 50 years. Perhaps now, they will gain what they have always desired...

Invested: So Sadamori, So Lin, 6 PPG, 2 PPT

Result: As a result of *Unrestricted Kaizoku Warfare*, all Korean trade will go through Tsushima, as well as all Japanese trade going to Korea. Tsushima reaffirms the prior treaties of Onin, and So Lin (granddaughter of So Shigemoto), is arranged to be married to a Korean prince. PPG and PPT is raised handsomely.

GREAT SUCCESS: Tsushima becomes the exclusive trade port of all things Korean. The holder of the city gains the modifier 'Gateway to Korea', giving +6 PPT per part. All factions which gained PPT from Korea lose said PPT.

—

Takeda Clan - Part 11

DIPLOMACY

ALLIANCE :

FRIENDSHIP : Miyoshi, cheeky Nandu, Hojo, Ouchi, [REDACT]Ainu[/REDACT]

DEFENSIVE PACT : Miyoshi, Hojo, [REDACT]no one[/REDACT], [REDACT]no one[/REDACT]

NON-AGGRESSION PACT : Ouchi, Hojo, [REDACT]no one[/REDACT]

OPEN BORDERS: Miyoshi

DENOUNCING : Hatakeyama, Mogami

WAR : none

PEACE : Hatakeyama, Klo's faction

RECOGNIZED CLAIMANT: Ouchi

DEALS

Accept anyone who wants to apply to *Daimyo Highschool*

I may have agreed to a betrothal of one of my grandkids with one of Das's grandkids but idk how official that is

We denounce Hatakeyama for dishonorable backstabbing

We denounce Mogami for being unintuitive and rigged

Peace with Hatakeyama in exchange for 3 ppg and 3 ppc

Peace with Klo in exchange for 4 ppg

EVENT

Option 2, we were ahead of time with the Takeda Renaissance, let us continue to be on the cutting edge! (5 ppg invested)

City Location & Control

Takeda Hikaru (/u/briusky): Ina, Chichibu, Kofu, Kaizu

CHARACTERS

Yo, wife of the late Takeda Katsunori - located in Kofu, age 55, no skills 😞

Takeda Hikaru (/u/briusky) - located in Kofu, age 34, skills in leadership

- Ogasawara Nira, his wife - located in Kofu, age 32, no skills 😞
- Naomi, his daughter - located in Kofu, age 11, no skills 😞
- Moya, his son - located in Kofu, age 9, no skills 😞
- Daikichimaru, his son - located in Kofu, age 8, no skills 😞
- Biku, his daughter - located in Kofu, age 6, no skills 😞

Takeda Tsuki - located in Kofu, age 34, skills in public speaking

- Mashiro, her husband - located in Kofu, age 34, no skills 😞
- Meme, her daughter - located in Kofu, age 13, no skills 😞
- Takuma, her son - located in Kofu, age 8, no skills 😞

Meme and Naomi will be sent to Daimyo Highschool, where they will learn skills in the visual arts

ACTION POINTS

[REDACT]

TREASURY

[REDACT]

TRADE

2 PPT from Taiwan

1 PPT from Korea

1 PPT from Manchuria

-4 on plot 2

—

RELIGION

[REDACT]

CULTURE

[REDACT]

MODIFIERS

Daimyo Highschool - players can send characters age 10-18 to Daimyo Highschool in Kofu for additional skills

Antiplot against attempts to kidnap people at Daimyo Highschool

Scientific Inquiries - bonus to tech plots

A Man of This World - 2 PPF and PPC per part

Fur Merchants of Japan - 1 PPC per part

Takeda Renaissance

Each part, you may spend 2 PPG and 2 PPC to gain a great person of your choice. (Limitations apply: Great Writers cannot be activated for a Policy; Great Scientists cannot be plopped down ingame nor can they be activated for a Tech; Great Prophets cannot be plopped down ingame.)

PLOTS

Plot 1 : Cultural Expression

RP : With peace coming to Japan if Frodo finally decides to keep his word for once, the Takeda were in a position they had never experienced before. They had no exclaves, and no one to take an exclave off of. Since the dawn of time, Takeda had been known for its exclaves, and the ups

and (mostly) downs that resulted from it drove the faction's fate. But now, a cultural icon, the exclave, was lost. And Takeda Hikaru was not happy about it. The Takeda tradition of exclave spam was even older than the great Daimyo Highschool, his mother's pride and joy. And, kami willing, Hikaru would bring it back. With Takeda investment in the arts growing, Hikaru encouraged great works showing the legacy of Takeda exclaves and honoring the brave defenders who fought off the various radical enemies who sought to end great cultural institutions like the Takeda exclaves. The military would also be drilled on amphibious assaults so that one day they could claim a nice new exclave, and ships and port access were acquired from friendly factions to facilitate that.

Invested : Hikaru (skills in leadership), Nira, 200 culture, 1950 faith, 5 AP, 3200 gold

Results : Gain a big fucking bonus to future plots to acquire exclaves or defend exclaves.

Also gib skills

SUCCESS: Gain a one-time advantage on your next plot to gain an exclave; Gain the modifier 'Cultural Exclaves' giving a permanent bonus to defending exclaves.

Plot 2: Gib wheat

RP : Mashiro was interested in increasing the yield of Takeda farms, as Takeda had an annoying habit of falling behind in pop, which definitely isn't because we're losing wars all the time. In fact, all of Takeda was less populous than the city of Noda, which just a few decades ago was a town with like 3 people and 5 horses living in it. Mashiro decided to learn from Takeda's many trade partners, who introduced innovations like new crops to grow. This boosted Takeda's farm outputs and hopefully their population as well.

Invested : Mashiro, Tsuki, 4 PPT, 5 AP, 1600 gold

Results : All farm tiles in Takeda lands gain wheat resources

Also gib skills

PARTIAL FAILURE: Mashiro spends far too long seething in jealousy at prosperous Noda, hindering efforts to expand farming. Gain only 2 farms in Takeda lands gain wheat.

Plot 3: it's AP now

—

Uesugi Clan - Part 11

DIPLOMACY

ALLIANCE :

FRIENDSHIP : Hatakeyama, Shimazu, Hosokawa, Ise (or whatever civ Leris is in)

JIZAMURAI : none :(

DEFENSIVE PACT :

NON-AGGRESSION PACT: Hojo (or whatever clan Leris is) for three more parts or whatever his doc says

DENOUNCING : N/A

WAR : N/A

PEACE : All

DEALS



mysteryBox 05/24/2026 12:08 PM

Hello!!

I'd like to make a trade with you:

Per Raimond, we can trade resources for free. The resources teleport from one faction to the other.

You have in this photo, a whales tile that is unworkable by the city it's contained in.

I would like to trade for that whale. I would offer the following:

1 Bison tile

100 gold (enough to auto buy camp on the bison tile)

1 PPF or 1 PPC, your choice



(Give the whale tile by Itoigawa that is out of working range and plop the bison down on one of the hills that has a trading post by Itoigawa)
(Also I chose PPF)

[BEGIN REDACT]

[END REDACT]

EVENTS

The Noble arts: option 2, I submit 15 ppg

CITY CONTROL

/u/sup3rtom2000: Kashiwazaki, Katsurayama, Ojiya, Nagaoka, Sado, Myoko, Itoigawa, Yuzawa, Tadami

/u/Hijakkr: Katashina, Miyake, Tsukuba, Kuki, Oyama, Utsunomiya, Hinoemata, Kumagaya, Mito, Takahagi

Uesugi Michi: Miyake

(NOTE PLOT #1): Uesugi Eiji: Mito, Takahagi,

Uesugi Hisashi: Hokota

PLAYER CHARACTERS

/u/sup3rtom2000: Uesugi Tomoyoshi (age 18)

/u/Hijakkr: [Uesugi Sadamasa](#) (age 54), skills in agriculture and corruption

NPCS

Uesugi Michi (age 44)
Uesugi Eiji (age 40)
Uesugi Hisashi (age 40)

OBJECTS

[BEGIN REDACTED]

None

[END REDACTED]

MODIFIERS

Gain a bonus to stability and to religious plots and those perceived to be in accordance with the will of Akisada, which extensive participation in the Empire is deemed not to be;
Gain a malus to all diplomatic plots; Gain minor antiplot against the assassination of your leaders

'Favoured by the Tenno'. For followers of a Shinto-leaning faith, they gain +2 PPF and +2 PPC per part.

'Administration without Nobles': Some cities may become and stay puppeted. Player characters in general are stronger in plots, as long as they are Uesugi.

Gain the modifier 'Authority Enforced': +2 AP. Tomoyoshi is more valuable in plots until he dies. Stability down. This modifier will be lost upon the death of Tomoyoshi.

Internal strife may be on the horizon...

[BEGIN REDACTED]

None

[END REDACTED]

ACTION POINTS

8 Action Points

- 2 AP on plot 1
- 4 AP on plot 2
- 2 AP on plot 3

TREASURY

6688 gold (8.3 PPG)

- + 19360 gold (24.2 ppg from 242 pop)

26048 gold total (32.5 PPG)

+100 gold from das

-100 gold improving the bison with a camp that I got from the trade with Das

- 15 ppg on the event
- 10 ppg on plot 1
- 2 ppg on plot 2
- 5 ppg on plot 3

373 gold left

RELIGION

3493 Faith (5.3 PPF)

- + 1300 faith from 'Favoured by the Tenno'
- + 650 faith from Das from the trade

5443 faith total (8.3 ppf)

-800 faith on 2 missionaries in Itoigawa and 3 in Tadami (I have the mandate of heaven social policy so they are 20% cheaper)

- 7 ppf on plot 2

93 faith remaining

CULTURE

2300 Culture (23 ppc from 17 cities with 8+ pop and 6 with 15+ pop)

- + 2 ppc from 'Favoured by the Tenno'
- 7 ppc on plot 1
- 7 ppc on plot 2
- 11 ppc on plot 3

—

PLOTS

Plot 1 : Trapped in a Prison of my Own Design

What with all of the wars and general banditry happening throughout Japan, there was an ever increasing demand for prison space. Initially every clan expanded their own prison systems, but as time had gone on, more and more clans had decided that the cost and escape risk was too great, so they decided to outsource to a privately run prison. This is where Uesugi Michi stepped in. The city of Miyake was perfectly situated on an isolated island which was difficult to escape (furthermore if you did escape the island, you would likely end up in the land of the Hojo clan which was a harmless place for a criminal). On the island Michi build a complex of prisons of various levels of security. Quickly he had a large number of clients who were very interested in utilizing his services.

Invested: 10 PPG, 7 ppc, 3 workers around Ojiya (yeah I think 7 workers within 2 tiles of the city is excessive), 2 AP

Result : Create NFE called Izu Volcanic Penal Colony that has one plot slot and gets money from housing prisoners and provides a safe place to store prisoners. Perhaps it gives a stability boost to the civs that give it prisoners?

GREAT SUCCESS: Establish the 釜茹岩, gaing the Kamayude-Iwa ('Boiling Rock') NFE; It has 1 plot slot and starts with 3 PPG income, but gains +4 PPG per part for every important PC/NPC imprisoned therein, minorly decreasing/increasing the stability of their home nations depending on their perceived innocence/guilt.

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Plot 2 : Praise the Sun!

Uesugi Tomoyoshi had caught word that some people thought he was kinda lame. He decided that that simply would not do. He decided that he would build some statues of

Akisada, everyone loves Akisada! However, he decided to spice things up a bit. Anyone in a town could build a statue or piece of art involving Akisada. Within each city, a winning statue/piece of art would be chosen, and then the winner from each city would be entered into a tournament. The winner of the tournament would get an all-expenses paid trip to Kashiwazaki where they would be able to lead a team that would create an extremely large version of their piece of art. Everyone enjoyed the competition and the winning work of art was a beautiful statue which inspired many more similar works, starting a whole new art movement. (The statue in question is pictured below)



Invested: Uesugi Tomoyoshi (location Kashiwazaki) 7 ppf, 7 ppc, 2 ppg, 2 workers around Ojiya, 4 AP

Result : increase face of tomoyoshi and create a new style of art (with event 2)

SUCCESS: Tomoyoshi's face rises to Noble; Your investment is treated as doubled.

—

Plot 3 : spread the word!

Many of the nobles had been purged recently which had caused a bit of a hiccup and a sort of gap in middle-level management, so to speak. Uesugi Sadamasa was tasked with filling this middle management gap. Sadamasa thought that successful merchants could be suitable for this role, but he also knew that relative "randos" being elevated to such a place would greatly upset the current nobles. So Sadamasa went through genealogy records and found reasonably close relatives to former nobles who also happened to be

reasonably successful merchants and he elevated those to help administer cities and such things. People weren't perfectly happy at first, but since the people he elevated were generally quite competent, the rumblings fairly quickly calmed down.

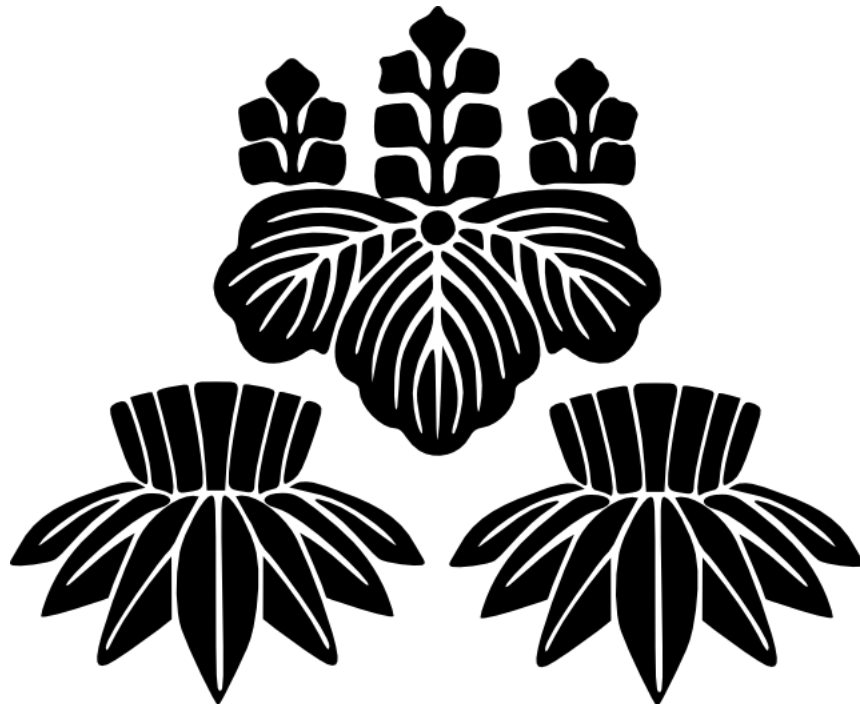
Invested: 5 ppg, 11 ppc, Uesugi Sadamasa (location: Utsunomiya), 2 AP

Result : make the nobles less uppity and upsetti (i.e. get rid of our 'Administration without Nobles' modifier)

PARTIAL SUCCESS: The modifier is lost, however this only further infuriates the nobility, who are not famed for all being not-jealous towards their cousins, especially distant ones. Cities are un-puppeted, however stability decreases to Questionable.

—

Yamana Clan



DIPLOMACY

CLAIMANT: Hatakeyama Emperor, I guess?

ALLIANCE : Western Army, Mogami

FRIENDSHIP : Mori, Ouchi, Masuda, Imagawa, Hōjō, Sō, Mogami, Kasai, Soma

DEFENSIVE PACT : Mori, Ouchi, Mogami, Isshiki, Hosokawa/Miyoshi, Masuda

NON-AGGRESSION PACT : Mori, Ouchi, Sō, Isshiki, Mogami, Masuda

DENOUNCING : Nanbu (ONLY if they try to annex all of Mogami)

WAR :

PEACE :

PLEDGE TO PROTECT : Kikkawa, Isshiki, Mogami, Amago, Masuda

DEALS:

Accept overlordship of Isshiki from Hatakeyama

Trade 1 Silver and 1 Pearls for 1 Dyes and 1 Copper from Nanbu

Further Education development, alongside Hosokawa

...

EVENT(s):

Option 2: Invest 8.5 PPG in creating a new class of artist, like Kirika herself. Particularly focused on Calligraphy.

...

CITY CONTROL:

/u/Canadahuntsyou: (Kirika)

Kirika (Haruko) Asago, Shinonsen, Tottori

Kikkawa NPC: Miyoshi, Izumo, Fukuyama

Amago NPC: Gassantoda, Chizu, Kurayashi, Okinoshima

...

CHARACTERS:

/u/Canadahuntsyou: Yamana Kirika (aka Haruko)

Yamana Kirika (38): Female, Pretty, Scrawny, 5'4", Quick Intelligence, Serious, Grounded, Unloveable

Yamana Koretake (8): Male, Heir to the Yamana. Homely, Average Strength, Average Intelligence, 6'2" (when grown), Hetero, Humorous, Freewheeling, Abrasive

~~Yamana Hirotake (18): Male, Plain, Average Strength, 6'0", Hetero, Persuasive, Freewheeling, Overimaginative~~

~~Yamana Tokitoyo (32): Male, Homely, Avg. Strength, 5'9", Below Average Int., Secure, Strict, Conventional~~

Yamana Katsura (36): Female, Homely, Scrawny, 5'7, Quick Intelligence, Adaptable, Unhurried, Superficial (Married to a Mogami, in Mogami lands) - *Reduced to ash and dust by Buddhist Terrorist Maoists*

Yamana Akihatsu: (34): Male, Comely, Scrawny, 6'1", Below Average Intelligence, Straight, Understanding, Religious, Fanciful - In a Buddhist Monastery on Okinoshima

~~Yamana Takenaga: (25): Male, Comely, Scrawny, 5'10", Average Intelligence, Gay, Persuasive, Noncommittal, Superstitious~~

Kikkawa Mitsunori (68), Lord of the Kikkawa

Amago Tsunehisa (42), Lord of the Amago

...

SCIENCE:

No action.

...

SOCIAL POLICIES

No action.

...

ACTION POINTS

AP: 8

-4 on Plot 1

-3 on Plot 2

-3 on Plot 2

...

TREASURY

16.5 PPG

Base 7.5 PPG (1.5x5)

+1 PPG from Mogami

+8 PPG from the modifier “Rivers of Silver”

-3.5 PPG on Plot 1

-3 PPG on Plot 2

-2 PPG on Plot 3

4 PPF

Base 4 PPF

-2 on Plot 1

-2 on Plot 2

-2 PPC

Base 2 PPC

Haruko: +2 PPC

-6 from “artless land” (YEESH) - *Indeed. Who let that guy kill the artist class?*

...

Plots

Plot 1: Masuda

Kikkawa Mitsunori sat astride his courser on the border, flanked on all sides by banners bearing the Kikkawa striped *mon*, and those bearing the Kiri *mon* of his Lady Kirika. On his personage he bore the same old padded armour that he had borne whilst serving under the old lord Sozen as a youngster, though so much time had passed since the heroic battles he had fought in his youth. Time wore everything down, he reflected there atop of his horse, feeling the aches in his muscles as he waited longer and longer for the opposite diplomatic party to arrive. Time was wearing himself down- like the flow of a steady river, he could feel the erosion of his energy and youth by the month. Soon he would have to ensure the succession of the Kikkawa clan after his long lordship, having overseen a time of great change in his lifetime.

And change it was, across the whole of Japan. Unlike in his youth, there seemed to be no true leader of Japan. Sozen had gotten close, but had seen his ambition ripped away by treachery and war. Hosokawa had failed in their own stead, expelled from the capital. Their traditional ally Ouchi had supported a

branch of the Ashikaga and an Emperor, but were now cast away entirely. And Hatakeyama... supposedly the victors of this bout of war, he could not entirely rid himself of the confusion he felt for their support for an Emperor- gods, an Emperor- and could not help but feel that this crisis over Japan was not yet over.

But that was far from him to decide, not within the current domains of his life. Rumours from the heart of the Yamana domain told him that his Lady was feverishly working on diplomatic means with Lords of all the domains, including those that they had once fought as enemies. Both Hatakeyama and Hosokawa (or what was left of them, anyways) were reported to be sending envoys and deals to the new Arikoyama Castle, and she had adopted that same work ethic of her father- whom Mitsunori had deeply respected- to stabilize her domain. Her son was doing well in his teachings, he had heard- the youngster could expect to find a stable Yamana domain waiting in the far future.

And that was what Kikkawa Mitsunori had been sent to achieve, here at the borders of his own domain. Though Ouchi had been an ally of the Yamana in years past, they had received worrying reports from their southern neighbour of offences and anger directed towards the Masuda clan from their old ally. The tri-pointed leaf of the Masuda *mon* that was slowly approaching together with their Lord Kanehatsu bore witness to these rumours, knowing that the Lord of that city he had under his name would not be engaging in their allyship otherwise.

Mitsunori sighed, and urged his horse forwards. His Lady had taken interest in that southern city and its lord, and had sent Mitsunori as her most trusted general to negotiate and defend it from, of all people, the Ouchi. The world, he thought, was oh so radically different from the one he had grown up in- but if his Lady decreed it so, he would fight for her wishes.

Invested: Kikkawa Mitsunori, 4 AP, 3.5 PPG, 3 PPF

Result: Building upon the Masuda overtones towards the Yamana in the last part (see Ouchi plot), the Yamana antiplot against any Ouchi or Ouchi vassal attempt to annex Masuda, secure an alliance and defensive pact. On high enough success, annex Masuda as a Yamana Vassal.

SUCCESS: An alliance and DP are gained, and you receive a boost to vassalisation plots towards them.

Plot 2: Building Castles

Amago Tsuneshisa felt... strange being back in nominally Hosokawa territory. The land of the Ukita he had last visited just before the outbreak of Yamana Tokitoyo's conquest of his homeland, seeking their aid against the increasingly aggressive Tokitoyo's overtures towards his people. He had failed to

secure support from the Ukita then, of course- though traditionally allies of the Amago, their overlords in Hosokawa were embattled and struggling to hold onto power in the heartland of Japan- but now was back to secure an alliance of an altogether different sort.

He didn't pretend to fully understand the ambitions of his Lady in Arikoyama Castle, though he had heard her instructions when she and her young son had come to visit them in Gassantoda the previous month. "Your experience as a defensive commander is needed in Hosokawa." She had begun, bowing her head as they watched their sons play with sticks in the courtyard of Gassantoda. "The defense of this castle from my wayward brother was nothing short of masterful. The honour of the Amago was proven beyond reproach- the Ukita wish to know that knowledge, and have offered a path forwards for our... benefit."

Tsunehisa remembered feeling odd about that affair. Kirika's soft words had suggested there was a good being done for herself, for her son- but all Tsunehisa could think of was that there had to be something else going on. Ukita was of course on their border- he could not see why she was adamant about raising castles in the domain of a former enemy of theirs. But it was not for him to question- after he had bid his lady good night, he had drawn up his plans and begun preparations to ride for the Ukita borderland. Kirika wished to have castles drawn up in Ukita –no, Hosokawa– territory? He would make it so.

But he would make things easier for himself. Gassantoda had been near the sea, and thus would be ideal to replicate. Okayama would be that first target of his to build a powerful seaborne castle of the Hosokawa to protect the entrance to their straits. The other side of the water, Sanuki, would receive the same treatment, together forming a powerful combination that would surely present any fleet with difficulties as they tried to move in. He did not know why his lady was insistent on this... but he would do so all the same.

Invested: Amago Tsunehisa, 2 AP, 3 PPG, 2 PPF

Result: Build castles in Okayama and Sanuki. Spread (or at least further along the spreading of) the technology of Chivalry to the Hosokawa-Miyoshi faction.

GREAT SUCCESS: Castles are gained as described, and Chivalry spreads to the Miyoshi-Hosokawa; Amago Tsunehisa gains Great Skills in Defensive Tactics

Plot 3: Not Sacrificed to the Kami for AP and luck because I have 15 minutes to spare to write – *Holy shit, a third Canada plot? Praise be.*

[Redact]

SUCCESS AS DESCRIBED.

—

HONGAN-JI

PLOT 1: How 'bout a THIRD firework-related plot this part? [REDACT EVERYTHING AFTER TITLE!]

SUCCESS AS DESCRIBED.

Japanese Trade Commission

DEALS AND NOTES

PARTICIPANTS : Kokura Compact (Ōuchi, Masuda, Matsuura, Uku), Central League (Amago, Isshiki, Miura).

[REDACTED]

—

CHARACTERS

Player Characters

/u/Tefmon : Ōuchi Shinsuke, Chief Trade Commissioner [Skills: N/A].

Non-Player Characters

Tachibana Toyohime, Vice Trade Commissioner [Skills: Traditional Arts, Management].

[REDACTED]

ASSETS AND MODIFIERS

Modifier : Trade Commission

- We are restricted to running plots of a commercial, economic, mercantile, or maritime nature, and have a substantial bonus to such plots.

A boost to further plots of this nature.

This act of good faith has improved efforts in the future.

Imagawa and Hōjō provide 1.5 PPT each.

[REDACTED]

—

TREASURY

0 initial Gold

[REDACTED]

4,000 total Gold

-4,000 Gold on Plot 1.

0 remaining Gold

0 initial Culture

[REDACTED]

500 total Culture

-500 Culture on Plot 1.

0 remaining Culture

PLOTS

Plot 1 : The Oldest Profession

RP : Tachibana Toyohime was in a slump. She had been so focused on trade, on business, and on related shenanigans that she had begun to get rusty as a poet and expert in other traditional cultural arts. This rustiness was eating away at her mental state, and thus had to be addressed. And, from the head office of the Japanese Trade Commission in Yamaguchi, the nation's new *de facto* political, cultural, and economic capital, a lightbulb popped over Toyohime's head (very confusingly for any onlookers, as nobody in 15th-century Japan knew what a lightbulb was, nor the cultural meaning it would later develop) as a brilliant idea took hold in her mind. An idea that would both advance the Commission's mandate and allow her to reestablish her mastery of her original craft.

Toyohime would reach out through her network of commercial and cultural contacts to her former coworkers and professional associates from her time as a courtesan in Kyoto, most of whom had presumably fled elsewhere by now (some of them were probably already in Yamaguchi, even), and invite them to a conference in Yamaguchi. With the promise of revitalized professional success and prestige on the line (as well as complementary room and board), the remnants of Kyoto's once-thriving community of courtesans would flock to the Japanese Trade Commission's offices in Yamaguchi. There, Toyohime would work with them to establish a body of knowledge and personal qualities necessary to be a successful, respectable courtesan, and

develop practical, merit-based ways of scouting for those with the necessary qualities, imparting upon them the required knowledge and skills, and ranking and rating them as they progressed in their careers.

Mirroring the complex system of court ranks used at the Imperial Court, this new community of courtesans would be similarly stratified in a byzantine system of ranks and grades, with specific insignia and privileges accorded to those at each rank, giving every courtesan something to strive for and allowing those with proven excellence to stand out from the rest. The wealth, glamour, and celebrity status of those at the top would make entrance to the profession sought after by women and their families all across Japan, making recruitment steady and easy. However, even those at the lowest ranks, having been carefully selected and trained, would be far and away superior to the pale imitations present at the lesser courts of other magnates, drawing those who want to experience true courtly pleasures away from those inferior courts to Yamaguchi.

Indeed, as the years passed and Toyohime's professional community grew and flourished, it would be commonly said throughout Japan that in Yamaguchi, one cannot go five steps in any direction without running across dozens of the most beautiful women you have ever seen, wearing the most stunning attire you have ever seen, each smarter, wittier, and more learned than you (although polite enough to not show you up, unless that's what you're into), and all ready, able, and willing to make you feel like the most specialist boy in the world (or the most specialist girl in the world; yuri is legal in Yamaguchi, naturally).

[REDACTED]

Invested : Tachibana Toyohime [Skills: Traditional Arts, Management]; 4,000 Gold; 500 Culture; 3 PPT; substantial bonus from Trade Commission; **[REDACTED]**.

Results : Establish a formal system of recruitment, education, licensure, and regulation for courtesans in Yamaguchi, and cause the profession to flourish in the city. Greatly enhance the prestige and glamour of Yamaguchi's court and social life, synergizing with other relevant plots and actions this part (notably Ōuchi Plot 3, Nanbu Plot 3, and the Ōuchi bid in The Noble Arts global event), and restore Tachibana Toyohime's confidence in herself as a high-class woman of culture, wit, and refinement. Abolish or mitigate the An Artless Land modifier for the Ōuchi and any factions which recognize them as their claimant.

[REDACTED]

Also gib and boost skills.

PARTIAL FAILURE: The system is effective, and a boost is provided to Ouchi plots to their capital efforts this part. Moreover, the JTC gains the modifier

‘Oiran-za’ (lit. “high-ranking courtesan guild”), giving +2 (non-tradeable) PPC per part and allowing them to grant 1 PC/NPC skills in Traditional Arts per part; However, tragically, the system is too effective, as Toyohime suddenly realises she is a mid-rank courtesan by her own system, being quickly outmatched by countless prodigies in her own court. Three strikes and you’re out — Toyohime gains *‘Crippling Self-Doubt’* making her value as an investment negative, but requiring her to be invested each part. If she succeeds, this effect will disappear.

The Jōdo Shinshū Mission (Non-Factional Entity)

Sponsor: Matsudaira Clan (charter; institutionally independent) **Plot Slots:** 2 **Income:** 0.5 PPF per follower in Matsudaira territory **Heads:**

- Matsudaira Tadakage (20) — doctrine; based in Koromo
- Matsudaira Chikatada (66) — practice; itinerant

Treasury

Resources: 17 PPF 7 PPF to Lurking **Remaining for plots:** 10 PPF

Resource	Plot 1	Plot 2
PPF	6	4

Plots

Plot 1: The Settled Word

RP:

The faith took root in Koromo faster than anywhere, and I have come to understand that speed was a thing to be managed rather than celebrated.

When the conversions came in a rush I thought the work was nearly done. It was not. A faith that arrives quickly arrives shallow, and the shallow part of it is the part that bends to whoever speaks loudest in a given season. What I have been building since is the unglamorous frame underneath. Trained priests rather than enthusiasts. A settled liturgy that says the same thing in Koromo as it does in Gujō. Records of who has been instructed and by whom, so that a man who claims to teach in the mission's name can be checked against a register rather than taken at his word.

The communes that birthed this faith call what I am doing a statist heresy. They are not entirely wrong, and I have stopped being stung by it. They built a fire. I am building a hearth to keep it in. The fire does not love the hearth. The hearth does not particularly care.

The work this season is to carry the settled form of the practice into every Matsudaira holding where the faith already has a foothold but no structure. Toyohashi, where the earthquake has left people reaching for something to hold. Tanijuku, which has its own complicated history with priests claiming authority and will need a careful hand. The river towns. The mission sends instructed priests, not wandering preachers, and it sends them with the liturgy written down and the lines of who answers to whom drawn clearly. Where the faith is felt strongly but practised loosely, we make it practised well.

I do not pretend this is the holier path. It is the durable one. My father walks the roads doing the part that is about the dying. I sit in Koromo doing the part that is about the next forty years.

Invested: Matsudaira Tadakage, Models of Piety, The Winding River, 6 PPF

Result: Spread and institutionalise Jōdo Shinshū throughout Matsudaira lands, consolidating loose conversions into a settled, trained, liturgically consistent practice under the Mission's structure. Deepen the faith where it already has a foothold (Toyohashi, Tanijuku, the river towns). Grow the follower base that feeds the Mission's income and the clan's Models of Piety. Gib skills.

GREAT SUCCESS: All Toyohashi pops are converted, and many are converted throughout Matsudaira territory; Tadakage gains Skills in Itinerancy

Plot 2: A Road With No End

RP:

I have walked the Hatakeyama roads before, though never as the man whose name is on a mission.

It is a strange thing to be sent. For two years I went where the walking took me and sat with whoever was dying and said the words, and whether I believed them was my own affair and no one else's. Now there is an institution behind me and my son's careful liturgy in my pack, and I am meant to carry the faith into the lands of our oldest ally on purpose rather than by wandering. I find I do not mind it as much as I expected. The work at the roadside is the same work. Only the reason I am standing on that particular road has changed.

The Hatakeyama are not Matsudaira and their people will not take to this the way ours did. They have their own temples, their own priests, their own arrangements that have held for generations and will not appreciate a stranger suggesting improvements. So I am not going to suggest improvements. I am going to do what I have always done, which is sit with the poor and the frightened and the dying, and offer the thing I offer, which is that Amida's grace does not check your station or your province before it arrives. People who have been told their whole lives that salvation is a thing administered by their betters tend to find this idea worth hearing. I have watched it land on faces in a dozen domains. It lands the same way every time.

I will not force it and I will not let the younger priests force it. A faith pushed into a place that does not want it curdles into the thing the Tendai monks accused us of being. We go where we are received. We leave where we are not. We coordinate with Tennyō's people, who have their own reach into these lands and their own reasons to want the word spread, and we are honest with each other about which of us is doing what, because the alternative is two missions tripping over each other and calling it providence.

Whether any of it takes in Hatakeyama soil, I cannot promise. I have never been able to promise that. I have only ever been able to walk the road and say the words and let the rest be what it will be.

Invested: Matsudaira Chikatada, Models of Piety, 4 PPF,

Result: Spread Jōdo Shinshū into Hatakeyama lands, working through itinerant practice and the dying/poor rather than institutional imposition. Establish a follower presence in Hatakeyama territory without antagonising existing temple structures. Gib skills.

PARTIAL FAILURE: 2-4 pops in Oda territory are converted, however the dead and poor do not do much to spread your faith beyond what you can manage as a beginner.

Chikatada gains minor skills in Mendicancy.

—

NFE - Mother's Protective Arms, Part 11

Izanaka Eimi, Skills in Kidnapping

Centerfall, board game that provides a bonus towards preemptive strikes.

Plot 1 : Running Away

RP : oh boy that blew up.

When the leader calls for your hunting down, you run fucking far away, and find something new to do. The daughter of a fisherman, Eimi immediately rushed to a new shore to make a new life until a new plan can be made.

Invested : Izanaka Eimi, Centerfall

Results : Hide and live as a fisherman somewhere near Edo. Create modifier "Fishy Fishy" that gives 1 PPG per part from fish sales, which will fund the mission of raising a child to be the ultimate leader of Japan.

GREAT SUCCESS AS DESCRIBED except it's DOUBLE.