

# PERSONAL PLOTS

## **Personal Plot: The mysterious sounds**

Serik silently rode last in the caravan, attempting to understand how the siege of his hometown had failed so horribly. The small armies that the king and prince fielded must've been tired after fighting Serik's forces for so long, and they should've been demoralized when they saw the comparably larger and rested force of Kazakhstan besieging the city walls.

But somehow the defenders had managed to repel the attackers.

"The only way that they could've won was through godly intervention, and now they have won which means that Allah was against us", Serik concluded to himself just as he noticed Karaganda, the southernmost outpost of the Kazakh, which now was under Serik's administration. The great Khan, who had been impressed by Serik's plan to overthrow the king of Xingqing, believed that Serik's abilities could be useful in the future, but not right now. So when he heard that Serik had worked as an overseer in a mine, he saw a great opportunity to gain loyalty by letting Serik administrate one of the outposts.

It didn't take long for Serik to adapt to his new lifestyle, mostly because there really wasn't a lot of things for him to do. He only had to decide what was supposed to be built and where, and pass those decisions on as orders to a few other guys who'd see it through. That gave Serik a lot of time that he spent climbing the hills and mountains in the surrounding areas. One day, when he was out climbing those mountains, he thought, no, he knew that he heard some unusual sounds.

Serik tried and failed to localize the source of the unusual sounds, but since he was really intrigued by them he came back every day to find the source. Some days he could hear it loud and clear, other days it was completely silent. On a beautiful day a few weeks later Serik found a man dressed in all black who was standing completely still in a forest clearance with his back towards Serik. Serik tried to watch the man from the shadows of the forest when suddenly, the man turned 180 degrees, and before Serik had time to react, he threw a small knife which hit the stem of a tree only a few centimeters to Serik's right.

At first, Serik felt that he should try to escape, but he realized that this man would be quite capable of killing him before he got away, so Serik slowly put up his hands in the air and walked out into the clearance. The mysterious man just stood there completely still while Serik approached him. Serik stopped a few meters in front of his almost murderer.

"Teach me", Serik said while dropping to his knees, surprising both of them. "Why", answered

the other, with an odd mix of bewilderment and seriousness in his voice. Serik looked directly at the man's face while pointing at the horrible scar on his own face. The man nodded and said "I see" like he understood that Serik had a hard time speaking. "Well, you'll be able to explain yourself later, in between our practices", said the man who was now Serik's teacher.

Invested: /u/Ludicologuy00

Result: Serik (/u/Ludicologuy00) gains XP in ninjutsu

**FAILURE. SERIK IS HIT BY THE KNIFE AND DIES.**

### **Personal Plot Part 7 -The danger of Kazakhstan**

Invest: /u/mrwizard70

Wizardi, esteemed minister of the great Khan's Bert and Dan, was a cautious man. He knew the value of moving with patience. He also knew, that at some point, there would be an attempt on his life. He had positioned himself to precariously for anything else. He had no real title and yet dictated a great deal of policy, and that was a position that bred resentment. He was also a high value target for foreigners, and so he knew he would one day fall to the assassin's blade. That said, he would make every effort to avoid that.

So he created a organization. Based around a secret series of moves to be played in a specific order on a Go board, the order of the Gogos was born. The Gogos were to report on foreigners in the city and on any mutterings of discontent against the regime. Organized into cells with ranks, the lower level members kept almost entirely in the dark. Loyalty to their country would be their weakness. These men and women were trained not to be loyal to Wizardi, but to the Khanate he represented. The stable, powerful, growing khanate.

Result: begin setting up secret police and spy network in the Kazakh core.

**FAILURE.**

### **Personal Plot: Tree Fiddy and Traders**

[REDACTED]

**NOMINAL SUCCESS.**

### **\*\*Personal Plot: Re[DACTED]"**

[REDACTED]

**GREAT SUCCESS.**

# KAZAKHS

## **Civic administration**

None.

## **Diplomacy**

DIPLOMACY FRIENDSHIP Tuangoo, Xingqing, Manchu TRIBUTARIES Kucha PLEDGE OF PROTECTION Xingqing

## **Event**

[Option 4] If the desert is not like the steppes, then make the desert more like the steppes! (You dump thousands of tons of soil onto the desert near Taraz. All the desert tiles in the inner ring of Taraz become plains.)

## **City control**

/u/TheSlimeXY: Khanigsburg Saraychik

/u/lefondesin: Turkistan Shymkent

/u/mrwizard70: Almighty Almaty Ortar Taraz

/u/vanadius\_: Almaty Aktobe

/u/bertdog211: Signak Pavlodar

/u/ludicologuy: Sauran Karaganda

/u/Dan\_Sickles: Astana Oskemen

## **Science**

Kazakhstan has no scientific swaps.

## **Action points**

+2 from Kucha 12 AP on three settlers

## **Treasury**

579 initial gold -500 on a settler 79 remaining

## **Plots**

### Plot 1: Settling the East

Use: two of the purchased settlers, /u/dan\_sickles, /u/vanadius\_

Lead by our two greatest statesmen, we will send settling parties across the northeastern lands. Towards Mongolia, to claim what are the true ancestral lands of the Kazakh in Xinjiang. They will brave the desert and find true and wonderful places to settle, near abundant herds and great rivers. These cities will not be colonies, they shall be the heart of a new core of Kazakh lands.

Result: Settle on the tiles indicated here

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**FAILURE.**

### Plot 2: Settling the Southeast

Use: Two purchased settlers, /u/lefondesin, /u/bertdog211

Lead by our bravest and most capable commanders, colonists issue forth from the land of Kazakhstan, claiming the best land on our side of the great desert. These cities will be the bulwarks from which we defend our great land, and the source of a great deal of our food. So many people volunteer to enter these new colonies as a result of our advertisement of their totally true qualities that we are forced to turn some away.

Result: Settle on the tiles indicated here

([https://cdn.discordapp.com/attachments/343232020811350018/347958789498208276/20170813201821\\_1.jpg](https://cdn.discordapp.com/attachments/343232020811350018/347958789498208276/20170813201821_1.jpg))

**PARTIAL SUCCESS. THE SOUTHWESTERN CITY IS SETTLED.**

# MONGOLS

## DIPLOMACY

ALLIANCE Song

FRIENDSHIP Maratha

OPEN BORDERS None

DENOUNCING None

WAR None

NO ACTIVITY A lotta people

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## EVENT

Option 1 (Dschinghis recruits the entirety of one of the slums in Karakorum to be his backup dancers. The song is a huge success nonetheless. Gain 540 culture, and two happiness, but the capital loses a population.)

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## CITY CONTROL

/u/The\_EnigmaConundrum: Karakorum.

/u/Ivyarrows: Beshbalik.

/u/prinnyfangrill999: Turfan.

/u/jana1ra: None Assigned.

/u/UltraWorlds: None Assigned. **(YOU HAVE MORE CITIES THAN THIS. AS PUNISHMENT FOR IMPROPER CITY-ASSIGNMENT, REBELS SPAWN AROUND KARAKORUM.)**

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## SCIENCE

No

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## SOCIAL POLICIES

No action.

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## ACTION POINTS

10 AP total (10 base)

3 AP on plot 2.

2 AP on Plot 1.

3 AP on Plot 3.

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## **TREASURY**

283 initial gold

-14 on Plot 2

269 gold remaining

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## **PLOTS**

### **Plot 1: Business as Usual.**

RP:

Arslan Zaya, a Mongolian priestess, was one day appointed by the glorious Mongolian government to check on all of its temples. So on that one day, Priestess Zaya embarked on her small quest to ensure that all of the temples were in ship shape. She visited temple after temple, correcting any flaws or problems that arose. When the journey was finally over, Zaya grinned to herself. The religion of Mongolia was the most perfect religion in the world, after all, and thanks to her, the temples of the most perfect religion would be just as perfect. Not only that, but now that the temples were more unified in their practices, Mongolia's perfect religion would be more powerful than ever before. Yes, perfect and powerful, she thought to herself. Just like her

Invested: /u/prinnyfangrill999, /u/Ivyarrows, 2 AP

Result: Further bonus to Tengriist plots.

**FAILURE.**

### **Plot 2: Antiplot?.**

RP: The borders of our nation must always be protected, and as such /u/UltraWorlds and /u/jana1ra would be sent to the far east of their nation to watch the borders and protect Mongolia against any and all foreign invaders and thieves. (Enigma's note: it's 1 am again so yea excuse the shit quality aaagh)

Invested: /u/UltraWorlds, /u/jana1ra, 3 AP

Results: Aviaries are built, granting a bonus to combat plots; mild training in Mardani Khel

**WHAT? ARE YOU LOOKING FOR "ANTILOT" OR FOR "COMBAT"? OR "AVIARIES, WHICH DON'T ACTUALLY EXIST IN CIV?" ONE POINT OF ANTILOT, AT ANY RATE**

### **Plot 3: The First.**

RP: Berkedai sat in the palace, unsure of what to do. His father had unfortunately passed from the plague, but he would continue all that Oksoko stood for. He had always told his son of Burkut's lightning and how their family would be the carriers of this onto the world. He knew his father would be just so proud if he continued their destiny. And this destiny would start with the proper training. His father's teachers still resided in Karakorum, he could use this well to learn the art of war for himself and use it. And such, Berkedai Khan's training began.

Invested: /u/The\_EnigmaConundrum, 3 AP, 14 gold.

Results: /u/The\_EnigmaConundrum is trained in Mardani Khel

**MILD SUCCESS. +15 XP GAINED IN MARDANI KHEL. YOU SHOULD USE IT SOMETIME THOUGH.**

# MANCHU

## DIPLOMACY

TRIBUTE Harbin: Harbin pays us tribute, in the form of 2 APs and 76 gold. (second part of tribute)

“TRIBUTE” Korea: Korea pays us 4 gold as tribute.

VASSAL Korea (this is equal to an Alliance diplomacy-wise)

FRIENDSHIP Taungoo, Japan, Soviet Mongolia

DEFENSIVE PACT Japan [REDACTED]

NON-AGGRESSION PACT Mongolia

TRADE Mongolia sells the city of Almarikh to Manchu for a settler and 152 gold. **(THIS DID NOT OCCUR.)**

NO ACTIVITY everyone else

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## EVENT

[We choose Option 5 in our event.](#) (You become bookish. Gain a library in Akuri, Heseri, and any one other city that doesn't have one, and denounce Japan.)

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## CITY CONTROL

/u/ThyReformer: Mukden, Cicigar, Girin, Ningguta

/u/AQTheFanAttic: Cangcon, Suniha, Tuhe, Yehe

/u/blackmesagaming: Sarhu, Hunehe, Akari, Heseri

/u/ExplosiveAtom: Jamuhu, Sunggari, Musi

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## SCIENCE

Swap Iron Working for Philosophy.

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## ACTION POINTS

12 AP total (10 base +2 from Harbin)

Note: Settlers have reduced cost with Liberty finished.

4 AP on a Settler for the Mongolian trade

4 AP on a Settler to be used in Plot 1

4 AP on a Settler near Mukden



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## TREASURY

680 gold in treasury

80 gold from vassals

760 total gold available

152 gold to the Mongolian trade

0 gold remaining

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## PLOTS

- Plot 1: Come closer, sweetie

Invested: /u/ExplosiveAtom, /u/blackmesagaming, A Settler (to be settled), 2 Warriors from near Musi, 228 gold

RP: A frenzy of southward expansion by self-made settlers and pioneers has lately enabled the founding of many new cities on the southern border of the Empire. Most pleased with this, and hoping to encourage this even further, the Emperor is funding some expansion as ordained by Lord Atom and Lord Black. It is especially Lord Atom, who after seeing the expansion of the realm southward, has been extremely interested in the southern plains. And not without reason - our initial scouting parties reveal that the southern plains after the forests are *extremely* fertile, lush riverbanks filled with grain. The land is excellent for farming.

It is also no secret that the relations between ourselves and the Song Empire in the south are not exactly friendly. As such, this state-funded expansion is also a way of making sure Song does not attempt to claim land right by our borders, as the Mongols before them did. Even as the Great Manchurian Wall protects us from such *barbaric* incursions, at least directly, keeping our current borders safe from the western and southern barbarians, we must not get content. But what safety is that, if the barbarians are allowed to settle rightful Manchurian lands? The fertile riverbanks to the south of our realm belong to us. This we will ensure, by pen or by sword.

Result: A city is settled on this spot: <http://imgur.com/F7wFMRo.png>

**FAILURE. YOUR SETTLERS APPEAR TO HAVE VANISHED—THE EVIDENCE, HOWEVER, POINTS TO JAPANESE MEDDLING.**

- Plot 2: Relieve you of Delirium

Invested: /u/ThyReformer (+38 XP in Taichiquan), 78 faith (worth one plot point, apparently), 190 gold

RP: [REDACTED]

**SUCCESS.**

- Plot 3: Balance of the mind

Invested: /u/AQTheFanAttic, 190 gold

RP: “There must be balance in your mind before you can bring balance to your surroundings,” Emperor Aguda had explained to him. The fanatical follower that he was, he had adopted these words to his heart - and in his Emperor’s footsteps, Lord Fanatic wished to perfect his mind, and train in the art of Taichiquan. There was no other path to the clarity of the mind. In the capital, the Emperor had gathered the best teachers of Taichiquan in all of Manchuria, to not only further his own learning of the art, but also to let any guests start learning the art - for Lords visiting the court, this was recommended. Lord Fanatic took this chance enthusiastically, hoping to one day perfect his mind, and his balance - and to then spread the Šamánist word in his city of Cangcon.

Result: /u/AQTheFanAttic gains XP in Taichiquan.

**SUCCESS. AQ GAINS 37 XP.**

# TIBET

## DIPLOMACY

ALLIANCE Maratha

FRIENDSHIP Maratha, Canton Pirates

OPEN BORDERS

DENOUNCING

PEACE Japan Kazakh Korea Dhaka

WAR

NO ACTIVITY

TRIBUTE Chengdu, Agra

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## EVENT

National Event: Option 4: We will let other religions continue on with their conversion efforts.

In fact, we will send people to help them! But little do they know... **(THIS SEEMS A BIT OLD IF YOU ASK ME.)**

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## CITY CONTROL

/u/Teeplaysgames: Lhasa, Xigaze.

/u/TheLemonGawd: Gyantse, Nedong.

/u/ArchAngelofSloths: Chamdo.

/u/ProletariatCossack: Rutog.

/u/ZXDarkblade: Bamda, Nyingchi.

/u/Canadian\_Christian: Senggezangbo, Nagchukha

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## SOCIAL POLICIES

4 AP on Meritocracy

4 AP on Representation

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## ACTION POINTS

14 AP total (10 base +4 tribute from Agra, Chengdu)

8 AP Social Policies

Gain Liberty tree completion bonuses and a Great Scientist

4 AP on Settler on road between Chamdo and Lhasa

2 AP on 2 Religious Buildings (Mosques, then Pagodas, then Stupas (special Temple), then Shrines)

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### **TREASURY**

621 initial gold

+76 gold from City-State tribute

**697 gold total**

-684 gold Plots

13 gold remaining

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### **PLOTS**

Plot 1: [REDACT]

**FAILURE.**

**(AIME'S NOTE: LIST YOUR BONUSES OR I WON'T INVEST THEM.)**

Plot 2: [REDACT] Emancipation

Use: /u/TeePlaysGames /u/AngelofSloths, /u/TheLemonGawd, 380 gold, (Ninjustu bonuses)

RP: The people of Lanzhou have long suffered under the oppressive rule of the Song. The imperial attitude of the Song is a threat to all peoples, and thus all peoples must stand up to stop them. One way to fight back is to liberate Lanzhou. Why should Lanzhou bow down to the Song anymore? They shall be free again by our hand!

We will send our agents into Lanzhou under the guise of traders and missionaries. There they shall make contact with leaders of the Lanzhou independence movement and support their cause. They shall rally the people behind those who clamor for independence, sowing dissent against Song hegemony. Lastly, they shall assassinate the members of the elite known to be puppets of the Song. In doing so, they will break the tyrannical grasp the Song have had over Lanzhou and free it once and for all.

Freedom for Lanzhou!

Result: Break vassalization and tribute from Lanzhou to Song [END REDACTED]

**PARTIAL FAILURE. YOU DO MANAGE TO PREVENT LANZHOU FROM VASSALIZING TO THE sOnG.**

Plot 3: Mountain Passes

Use: /u/Canadian\_Christian, 152 gold

RP: Our people have long been a mountain folk. Now The people seem to think that they can settle in the valleys! This will not suffice. We need to settle up in the mountain passes. Only then will our heritage be protected and our way of life preserved!

“Forward, settlers! Our newfound understanding of civil liberties and the Representation you will receive as Tibetan citizens means that our heritage as mighty Tibetan people will persevere throughout the ages. Prove your mettle and earn your place in our society. This is a meritocratic nation, one based on the abilities you have received from Aum. Demonstrate your prowess in protecting our mountain passes and rise in the ranks to glory within our glorious civilization! For Aum! For Tibet! For glory!”

Result: Settle Liberty settler in mountain pass halfway between Lhasa and Chamdo. Settle Settler northwest of Chamdo in the mountain passes to the north (P.S. for all the pictures taken of the northern part of the map, there are literally no pictures of the land between Tibet and Kazakh. Please don't penalize us for this.)

**CRITICAL SUCCESS. THE SETTLERS ARE SO ENTHUSIASTIC THAT THEY CONSTRUCT A LIBRARY AND GRANARY IN EACH NEW CITY.**

# SONG

## SONG ACTIONS FOR PART 6

### DIPLOMACY

FRIENDSHIP Kazakhs, Maratha, Manchu, Canton

DENOUNCE Japan

TRIBUTARIES Chengdu, Lanzhou

VASSAL Hangzhou

DEFENSIVE PACT Mongolia

WAR None

[REDACTED] GIVE 4 triremes to /u/Andy0132 and 1 composite bowman & 2 spearmen to /u/marcuszodiak [END REDACTED]

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### EVENT

Option 2: Yes, if only to continue our technological prowess. Perhaps ensuring safety of our ideas would be the most prudent course? (Gain strong antiplot against tech theft, however, if you plot for your own antiplot against tech theft, you get zero. Trust in the event writers.)

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### CITY CONTROL

/u/OsloStronk: Bianjing, Chongqing, Baoji

/u/Andy0132: Lin'an, Jinling, Chang'an

/u/marcuszodiak: Yangzhou, Xiangtan, Guiyang

/u/Kohlrabi: Guangzhou, Quanzhou, Qingzhou

/u/simo517L: Xijing, Hongzhou

/u/coatsandcombatboots: Fuzhou, Guilin

/u/MamuTXD: Changsha, Yan'an

/u/FallingQuetzal: Ganzhou

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### SCIENCE

Can you please have our AI research Civil Service as soon as it's available? **(NO.)**

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### SOCIAL POLICIES

Swap Aesthetics Opener (Aesthetics) for Commerce Opener (Commerce).

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## ACTION POINTS

10 AP (base)

+4 AP from Hangzhou

+2 AP from Chengdu

+2 AP from Lanzhou

4 AP on a settler on the south bank of the Yellow River (Northern big one), between the iron and the wheat. Referred to in picture as “A”.

4 AP on a settler between the two small northern rivers, on the coast, with 1 wheat tile directly north and south of it, with 2 small rivers to the north. Referred to in picture as “B”.

4 AP on a settler south of Baoji, on the south bank of the Yangtze (Southern big river), near the bison and the marsh. Referred to in-picture as “C”

3 AP on settling the three settlers purchased above

A and B:

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C:

[https://cdn.discordapp.com/attachments/329026251874631691/347767307470372874/Anhui\\_Settlements.jpg](https://cdn.discordapp.com/attachments/329026251874631691/347767307470372874/Anhui_Settlements.jpg)

1 AP on 2 farms, adjacent, at the first available site without non-farm resources (i.e. Iron, Horses, etc. Wheat is a farm resource, and should be farmed) in Song territory. If there are no mines or farms to be placed, construct lumber mills. If there are no lumber mills, mines, or farms to be placed, then combine the improvement AP, and buy a granary in the first available Song city. If there are no granaries to be bought, spend the AP on a colloseum.

1 AP on 2 farms adjacent, at the second available site without non-farm resources, in Song territory. If there are no sites available, construct mines. If there are no mines or farms to be placed, construct lumber mills. If there are no lumber mills, mines, or farms to be placed, then see above. **(FAILURE. YOUR AP IS NOT PAID.)**

1 AP on clearing the marsh tiles near city “C” **(FAILURE. YOUR AP IS NOT PAID.)**

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## TREASURY

839 initial gold

+152 gold from Hangzhou

+76 gold from Chengdu

+76 gold from Lanzhou

+5 gold from Canton

**1148 gold total**

- 0 gold on plot 1

- 228 gold on plot 2

- 228 gold on plot 3

- 304 gold on plot 4 (**236 GOLD.**)

- 342 gold to /u/MarcusZodiak

- 38 gold to [REDACTED]

8 gold remaining (**0 GOLD REMAINING.**)

Any shortages are to be taken out of remainder, and if any further shortages occur, they are to be taken out of [REDACTED]

## **PLOTS**

### **Plot 1: Heavenly Security in the Realm of the Dragon Part Two, Antiplot Boogaloo**

[REDACTED]

**GREAT SUCCESS.**

### **Plot 2: An Exchange of Power in Far Gansu**

沙可馬得 (/u/CoatsandCombatBoots) was the chief diplomat amongst the Song, and as such, a man who kept up on the news of the times. Among these items of news included the city-state of Lanzhou. Lanzhou, although a tributary of the Great Song Empire, needed to be brought... closer... into the Song Empire's fold. As such, with the approval of the Lord Oligarchs of Lanzhou, he had a portion of the Song army brought to Lanzhou's gates.

Announcing that given the Duke of Chengdu's heinous plot to harm the good people of Lanzhou, as well as the cruel and barbaric actions of the Kazakhs towards the nearby City-State of Xingqing, the city of Lanzhou must be brought closer to the Song Empire, and as such must give up her foreign autonomy, for the sake of safety and security. Although some grumbled at giving up her foreign freedom, the majority of the citizens were simply deeply relieved at the security Song overlordship now provided. Indeed, many of the citizenry were overjoyed at the presence of Song soldiers, one playwright being quoted as saying "The Song have saved us from the calamity of Chengdu. They are our truest friend, and we owe them allegiance."

INVESTED: /u/CoatsandCombatBoots, 228 gold, 2 composite bowmen

RESULT: Lanzhou becomes a vassal of the Song Empire, providing 4 plot points worth of gold



and 4 action points per part.

**FAILURE DUE TO TIBETAN MEDDLING.**

**Plot 3: Migration in the [REDACTED]**

[REDACTED]

**SUCCESS.**

**\*\*Plot 4:Fishermen's Nets [REDACTED]**

[REDACTED]

**SUCCESS.**

# JAPAN

## DIPLOMACY

ALLIANCE [Nobody]

DEFENSIVE PACT Korea, Shuri, Kazakhs, Manchu

NON-AGGRESSION PACT Korea, Kucha, Shuri, Kazakhs, Manchu, Maratha

FRIENDSHIP Korea, Shuri, Kazakhs, Manchu, Maratha, Taungoo

OPEN BORDERS

DENOUNCING Kucha, Canton, Mongolia, Song, /u/Mob\_cleaner

WAR Canton

PEACE Tibet

DEMAND VASSALIZATION Shuri

DEMAND TRIBUTE Hangzhou, Kucha, Shuri

GIVE [Nothing to Nobody]

NO ACTIVITY [Everyone not mentioned above]

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## EVENT

Option 2: Clearly we need to just take someone else's cities, our settling is awful. Marshal the ships! (Move five naval units to the vicinity of a coastal city belonging to a random civ (Manchu, Canton, Burma, Maratha, Song or Korea), namely, Gingee of Maratha)

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## CITY CONTROL

/u/Caesars\_legion2: Tokyo, Tokushima, Wakayama

/u/Tefmon: Kyoto, Nagoya, Yokohama

/u/Supacharjed: Osaka, Hiroshima

/u/Lordie\_Staven: Toyama, Hagi

/u/Taqn22: Kanazawa, Sendai

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## SCIENCE

Swap Engineering for Currency

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## SOCIAL POLICIES

[Nothing]

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### **ACTION POINTS**

18 AP total [10 base, 2 from Hangzhou's tribute, 2 from Kucha's tribute, 4 from Shuri's vassalization] **(Shuri failed to declare any kind of fealty.)**

12 AP on 3 Settlers; 1 Southwest of Yokohama on the other island, 1 South of Kanazawa on the other island, and 1 North of Wakayama.

6 AP on buildings, in the following priority:

(a) 1 Lighthouse in Toyama,

(b) 1 Monument in Toyama,

(c) 1 Lighthouse in Tokushima,

(d) 1 Granary in Tokushima,

(e) 1 Library in Tokushima,

(f) 1 Library in Tokushima,

(g) 1 Lighthouse in Wakayama,

(h) 1 Lighthouse in Tokyo,

(i) 1 Lighthouse in Kyoto,

(j) 1 Lighthouse in Nagoya,

(k) 1 Lighthouse in Osaka,

(l) 1 Lighthouse in Kanazawa,

(m) 1 Lighthouse in Yokohama,

(n) 1 Lighthouse in Hiroshima,

(o) 1 Lighthouse in Wakayama,

(p) 1 Water Mill in Wakayama,

(q) 1 Granary in Wakayama,

(r) 1 Monument in Wakayama,

(s) 1 Library, Lighthouse, Granary, Water Mill, or Monument in any city which lacks one.

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### **TREASURY**

1514 initial gold

+17 gold from Korea

+76 gold from Hangzhou's tribute

+76 gold from Kucha's tribute

+152 gold from Shuri's vassalization

**1835 gold total**

-684 gold for +18 on Plot 1 (**ONLY 459 GOLD REMAINS.**)

-760 gold for +20 on Plot 2 (**GOLD STOLEN.**)

-304 gold for +8 on Plot 3 (**GOLD STOLEN.**)

87 gold remaining (**GOLD STOLEN.**)

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## **PLOTS**

### **Plot 1: The Japs Were Marching Two By Two, Huzzah, Huzzah**

RP: His Lordship Daimyō Nagato Meiji, Sei-i Taishōgun of the Heavenly Empire of Japan, Daigensui-Rikugun-Taishō of the Imperial Japanese Army, Daigensui-Kaigun-Taishō of the Imperial Japanese Navy, Dainagon of the Heavenly Empire of Japan, was waiting pensively on the command deck of the Catgutter, flagship of the Imperial Japanese Navy. Nagato was waiting for the remainder of the Imperial High Command, comprised of the most senior officers of both the Imperial Japanese Navy and Imperial Japanese Army, to filter onto the deck, and for His Imperial Majesty Tennō Hajimari II the Pious, Emperor and Heavenly Sovereign of Japan and all else under Heaven, Suzerain over the Vassal Kingdom of Ryukyu, and over the Tributary Kingdoms of Korea and the Philippines, Daigensui-Rikugun-Taishō of the Imperial Japanese Army, Daigensui-Kaigun-Taishō of the Imperial Japanese Navy, to join him up on the deck's podium. This was going to be a banner moment for the Heavenly Empire of Japan, and Nagato wanted to get it right. As the last of the Imperial High Commanders entered the deck, His Imperial Majesty the Emperor stood up on the podium, and all the assembled officers bowed exceedingly deeply. The Emperor then greeted the High Commanders, who duly returned to standing at attention. Nagato then greeted his officers himself, and got down to business, laying out the battle plans.

Much to the surprise of some officers, Nagato announced the Imperial Expeditionary Force, which had been marshalled earlier to invade the Theocratic Republic of Tibet, would not be invading the Theocratic Republic of Tibet after all, due to the impracticality and newly brokered peace deal between Japan and Tibet. Instead, they would be sailing straight Southward instead, to root out the vile maritime terrorists based out of several coastal settlements there. The self-styled "Caton Piraes" would be destroyed for their crimes against all humanity. After he finished laying out the plan, which consisted of all ships blazing towards Canton at top speed, Nagato dismissed his High Commanders, and ordered his ship's captain to lead the blitzing fleet.

Invested: /u/Supacharjed (19 Bushido XP), 684 Gold, 1 Composite Bowman Southeast of Osaka, 2 Spearmen between Osaka and Tokyo

Results: Japan moves their Daimyo and as many of their military units as possible to the coast outside of Canton's cities, in the following priority: (1) naval melee units, (2) naval ranged units, (3) land siege units, (4) land melee infantry units, (5) land ranged infantry units, (6) land cavalry units.

**PARTIAL SUCCESS. 12 UNITS ARE MOVED, BUT 6 DIE DUE TO CANTONESE RESISTANCE.**

### **Plot 2: What Do We Know? Not Enough, Let's Fix That**

RP: Another several centuries calls for another state visit. As such, His Serene Highness Daimyō Shiba no Tadazane the Wise, Kampaku to His Imperial Majesty Tennō Hajimari, Daijō-Daijin of the Heavenly Empire of Japan, set out from his family estate in Kyoto for his second state visit to Bianjing, capital city of the Song dynasty. Donning his Voluminous Robes, he gathered a detachment from his Household Guard, and with them boarded one of the Imperial Japanese Navy's designated diplomacy ships, and set sail for Bianjing. The journey through the Sea of Japan to the Chinese mainland was fortuitously calm and uneventful, despite rumours of killer sharks and other nasty sea monsters that had been circulating throughout the gossips of Japan as of late. As they entered sight of the mainland, Shiba and his retinue made a quick resupply stop at the port city of Xiangtan, where grassroots Shinto missionaries had been working tirelessly to convert to the one true faith of Shinto.

As his ship's crew resupplied the vessel, and his retinue milled about the city's docks making a general nuisance of themselves, Shiba took it upon himself to visit the most prominent of the newly-established Shinto shrines in the city, where he was greeted with awe and reverence by the Japanese priests, and the local Chinese converts. Shiba chatted casually with the congregation there for a bit, and later had a private conversation with the shrine's head priest, about the status of the greater Shinto evangelism mission in China. The priest told Shiba that although the conversion process was proving slower than expected, it was until recently also unchallenged by any local faith of equivalent structure. This new local Chinese faith, known to the Chinese people as Confucianism, had abruptly sprung up in the Song capital of Bianjing, and was considered by the priest to be a critical threat to the long term establishment of Shinto in Song territory. Shiba, although not a member of the relevant organ of state, the Jingi-kan, or Department of Divinities, he nonetheless promised to take the priest's words to the Grand Council of State in Tokyo, where they would be transmitted to the relevant authorities.

After Shiba's Shinto side adventure, his ship was all resupplied and ready to go, so he and his retinue left Xiangtan and headed towards their actual destination of Bianjing. Although Shiba was initially dreading this expedition, fearing that he would once again be subject to the vulgar ramblings of the insufferable Zhou Yu, Minister of War of the Song dynasty, he was now excited instead, intrigued by the Xiangtan Shinto priest's stories of Confucianism, which was apparently most prominent in his destination of Bianjing. As Shiba's ship docked in the diplomat's ports in Bianjing, he was ecstatic to see that he was not being greeted by Zhou Yu, but instead by Yue Fei, a Minister of the Army. Apparently the only Song ministers awake enough to greet foreign dignitaries were those with military-related portfolios. What an odd nation.

As Yue Fei and his complement of Song Dynastic Guards escorted Shiba and his retinue through the streets of Bianjing towards the Dynastic Palace, he was quick to point out that Song had a new state religion, one that he claimed was even more doctrinally-advanced than Shinto. Although not nearly as flamboyantly nationalistic and rude as Zhou Yu, Yue Fei's completely unearned sense of superiority over the Japanese was quite evident from his manner of speech. As they entered the Palace grounds, Shiba's upbeat mood was suddenly darkened by the unwanted presence of Zhou Yu, who began to rant about Japan's encroachment of Shinto into Song territory, and about how Shinto was worthless 'cause Confucianism was so much better anyway. After being an unmitigated ass for a few hours, Zhou Yu went to sleep. In the late evening, Shiba went to work scouring the theological archives of the Palace, searching for the source of this supposed Confucianist superiority. Although he was startled by the sudden nighttime appearance of an awake Kohlrabi II, Minister of State, in the Palace archives, Kohl merely babbled about something irrelevant for a few minutes before heading back to the Palace sleeping chambers, and seemed to not even notice Shiba's presence. The thought of sleep, induced by Kohl's momentary presence, convinced Shiba that he should end his research for the night, and he too headed up to the Palace sleeping chambers.

The next morning, after enduring a few hours of Zhou Yu's racist rants, and Yue Fei's dismissive comments, Shiba went out to "experience the renowned glory of Song's capital city himself", and headed straight for the nearest Confucian temple, where the head priest, awed by the sudden visit by such an exalted foreign dignitary, eagerly attempted to convert Shiba, using many of the advanced theological arguments that Confucianism was now famous for. Shiba then walked among the Confucianism congregation, chatting to the laypeople there about their faith, and then headed out to one of the Bianjing's top research institutions, and conversed at length with tenured faculty of the Department of Theology there, before finally retiring for the

day.

The next morning, the final one of the visit, Shiba collected the myriad of notes he had takes, ensuring that they were all present and properly organized, before heading back with his retinue to his ship. After he arrived back in Kyoto's port, Shiba rested for a day, and then prepared a formal presentation for the Grand Council of State, and for His Imperial Majesty Tennō Hajimari II the Pious, Emperor and Heavenly Sovereign of Japan and all else under Heaven, Suzerain over the Vassal Kingdom of Ryukyu, over the Tributary Kingdoms of Korea and the Philippines, and over the Tributary Republic of Kucha, Daigensui-Rikugun-Taishō of the Imperial Japanese Army, Daigensui-Kaigun-Taishō of the Imperial Japanese Navy, personally.

Invested: /u/Tefmon (25 Bushido XP), 760 gold, 1 Trireme South of Kyoto, 1 Composite Bowman South of Kyoto

Results: Japan steals the secrets of Theology from the Song [Contingency: (a) Japan steals the secrets of another random technology from the Song; (b) Japan steals as much gold as possible from the Song's treasury; (c) /u/Tefmon gains XP in Bushido].

**FAILURE. TEFMON COMMITS SUDOKU.**

### **Plot 3: Further Punishment For Naughty Catons**

RP: His Honour Inoue Yoshika the Fist, Gensui-Kaigun-Taishō of the Imperial Japanese Navy, second in command of the Glorious Imperial Fleet, formerly Dainagon to His Imperial Majesty Tennō Hajimari II the Glorious, Emperor and Heavenly Sovereign of Japan and all else under Heaven, Suzerain over the Tributary Kingdoms of Goguryeo, Baekje, Silla, and Ryukyu, and over the Tributary Confederacy of Gaya, ex-advisor to the Emperor in matters both personal and political, and now proud administrator of the seaside cities of Kanazawa and Sendai, flush with soft fields of cotton, shoals of luscious fish and delicious herds wild cattle, and, on the side, executive head of the Imperial Reconnaissance, Intelligence, Strategy and Hindrance division, was back in the land of the Canton Pirates once more, and was unhappy to find that it was the same swamp of despair he'd left drowning in carcinogenic beer some months ago.

Apparently, though, the whole "dress-up-as-a-prostitute" situation was unnecessary, as he had simply sailed to Bago, and ridden a horse provided to him all the way. That said, Jessop, as Yoshika had taken to calling the old nag, had collapsed and died from exhaustion, but, that was life. Regardless, he was now squatting in an even dingier pub, but this time, he was in Shanghai, and the man he was opposite was evidently the epitome of the Shanglow-life. It was a simple task, really. With the iron tools provided by Yoshika, the IRISH operative/hired thug would

assist him in introducing the Cantonese Sailors to the concept of mass, uncontrollable, leakage, as the salty dogs became covered in the salt of the sea.

And so it was, then, that in the middle of the night, Yoshika, having idled the day away knitting some Super-Snuggly Voluminous Robes™ sourced from the cotton near to Sendai, slipped down into the docks with the grace only possessed by a ninja. Using his patent “Stalk Cut-Out Used to Breath Air”, a clever device made of a reed, allowing him to operate underwater indefinitely, he skulked down into the water, wearing nought but his skin and a belt to hold his tools, and began the operation of cutting large, Honshu-shaped holes in the bottom of the Cantonese triremes. Hopefully, his partner in crime, and grime, given the state of the harbor’s water, was doing the same.

As he finished, Yoshika climbed onto the docks, dripping wet, and exhibiting his incredible physique to the total of no dockworkers (as there had been a convenient strike by their union that day), he could already see some of the ships listing to the side as they took in water. As he dressed rapidly, he heard a commotion. Bugger. He briskly jogged towards the sound, and was unsurprised to find his comrade-in-harm having been seized by Cantonese Unrelenting Naval Tinkering Sentinels, the elite squad of port authorities, sponsored by the Pirate King Breeooskee himself. Sod.

Drawing his shortsword, and clinging to the shadows, he approached the group. Five Cantons, all armed and ravenous, surrounded the IRISH operative, clad in irons already. “You have sabotaged our ships, scum!”, bellowed the largest and ugliest Cantonese, traits which probably meant he was in charge, as he struck the saboteur with the haft of his spear. “For this, we will take you before the Pirate Court!”

Yoshika, with his poor sense of dramatic timing, took this moment to step from the shadows and run the man through. “That’s the only courting that will be done today!”, he declared, and then used the resulting confusion to mop up the rest of the pirates, before putting the mop down, and dispatching them, now both very confused and blinded by soap suds, with his sword. “Thank you,” said the grovelling IRISH-man. “Let’s get out of here!” “No, you get out of here,” replied Yoshika, and decapitated him.

“Shit, I wasn’t meant to do that. Oh well.”

Invested: /u/Lordie\_Staven (45 Ninjutsu XP), 304 Gold

Results: All Canton Military Naval Units (basically their triremes) within reasonable distance of their empire (ie, can be seen when looking at their cities), are destroyed. [Contingency: a) As many Canton Military Naval Units are destroyed as possible; b) Lordie\_Staven gains EXP in Ninjutsu]



## **PARTIAL SUCCESS. 3 NAVAL UNITS ARE DESTROYED.**

### **Plot 4: Money Money Money, It's Not Funny, If It Gets Stolen**

RP: Her Excellency Daimyō Hōjō Masako, Naidaijin of the Heavenly Empire of Japan, walked back and forth in the treasury. It was dull work, alone with her thoughts, occasionally a guard running up to her to say something, normally asking for permission to change shifts. She didn't know why she decided to do this, it was her fault. She had heard the treasury needed protecting, and volunteered to lead its defense. A really boring apology for her insane father. For a moment, she remembered his shattered skull, blood red like his beloved communism. When all the anger she felt, the anger that led to her killing her father came back, she took a deep breath in, and exhaled. Maybe this wasn't her saying sorry, maybe this was her hiding in her own personal prison. One that was unbreakable.

That said, she wasn't sorry. At all. Her father was, as he had once sung, 'a pathological bloodthirsty homicidal maniac!', and a violently-reforming Stalinist to boot. Bringing her personal regiment of bowmen to Tokyo had helped, though, as she loved nothing more than the sound of the firm smacking of bowstring upon leather wristguard. Despite the fact that she never got to shoot anyone anymore, it still brought a smile to her face. Sod diplomacy, really, surely it would be better for us to be violent and direct? Diplomacy had cost her father Japan, after all, and whilst she despised his essence, he could have so easily taken what was rightfully his had he been a true believer in the merits of Autocracy and not Order.

Masako pivoted on her heel. It was not to her to take Japan, she knew that much, but what was her calling? She looked at the gold in the treasury, and lifted a coin from a pile. She flipped it in the air, and caught it. The face of the emperor stared at her from her palm. Was this a sign? Was she to be Hajimari's bride? She couldn't think of much more repulsive, to be fair. No, perhaps the sign was to look at things more closely. There was some unused gold here, perhaps that would be helpful. Meh, only time would tell.

[Lordie's note: Taqn contributed, a little bit.]

Invested: /u/taqn22, 1 Composite Bowman Northeast of Tokyo

Results: Antiplot on Japan's treasury.

## **SUCCESS.**

# TAUNGOO

## TAUNGOO ACTIONS FOR PART 5

### DIPLOMACY

FRIENDSHIP Kazakhs, Tibet, Manchu, Japan, Hanoi

OPEN BORDERS Hanoi

WAR Cantons

NO ACTIVITY All else

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### EVENT

Option 2: FITE FITE FITE (Gain 4 military units, and eight Taungoo units are moved to the Canton border, and the Cantons are denounced.)

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### CITY CONTROL

/u/EmeraldRange: Bago, Pyaymyo, Taunggyi/Taungoo, RIP Catons

/u/Pielover19: Mottama, Pyapon

/u/HeroWtihThe1000Faces: Hanthawaddy, Bhamo, Dala

/u/funtubs: Pathein, Inwa, Sagaing

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### SCIENCE

Swap Drama and Poetry for Currency

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### SOCIAL POLICIES

Purchase Discipline with 4 AP

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### ACTION POINTS

10 AP total (10 base)

-1 AP to settle a settler (shown in red [here](#)) on the tile between the marble and the cattle

-1 AP to settle the other settler (shown in blue [here](#)) on the tile surrounded by a river on five sides with a hill to the top-right. A wheat resource is two-tiles away to the top-right.

-4 AP on the Discipline Social Policy (In Honour)

-4 AP on 2 Martial Schools in one city in the order of priority below

\* Inwa

- \* Dala
- \* Bhamo
- \* Pathein
- \* Hanthawaddy
- \* RIP Catons
- \* Sagaing
- \* Taungoo/Taunggyi

[The same image once again](#)

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## **TREASURY**

274 initial gold

### **274 gold total**

-38 gold for Plot 1

-76 gold for Plot 2

-76 gold for Plot 3

-76 gold for Plot 4

8 gold remaining

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## **PLOTS**

### **Plot 1: Explosive Diarrhea**

RP: King Minsaw, Emperor of Emeralds (/u/EmeraldRange) and Master of Infrastructure called the new Minister of War Pyaw (/u/funtubs) into the room. He sat him down and announced the big secret the inner circle had been holding.

“We’re going to war with the Catons?” Pyaw asked again.

“Yes, my friend. And for the first time a minister of war won’t just be dealing with barbarians and tigers. We’ve already established a network of ‘cultural emissaries’ in Shenzhen. They’ve influenced local politics to be more favourable to us by using, shall we say, our laxative foods to change important decisions. ” Minsaw explained.

“So you got the local government in Shenzhen to favour their enemy through... diarrhea?”

“Yes.... in any rate these ‘cultural emissaries’ were there supposedly on their way to convert the Song to Aimeism, but they’ve also been doing a ton of scouting around the area. Admiral Thura has those maps and the main army will follow us”

“What do you mean the army will follow us? Are you expecting us to march into the city and

immediately gain control?”

“Actually yes. The government has grown much more favourable and the ‘cultural emissaries’ are going to return to Shenzhen ‘on their way back’ and ‘treat them’ to more amazingly laxative Burmese food. They will also bring gifts of gold that they will covertly bribe guards to ‘accidentally’ stab important local governors.” King Minsaw said, utilising an excessive amount of air-quotes.

“Okay, but my liege, you still haven’t told me how you want to actually take control of the city. If the army is behind us, how can we attack?” asked the Minister of War

“You see, the city will be prime for my plan. Not to conquer. Not to add to the Taungoo Empire. But to swear loyalty to Taungoo. You see, I am the *Sekyawaddy* (Meta note: Cakkavatti is what Wikipedia calls it). I shall be the Ruler of Rulers. The officials we influenced into power already favour us and would be more willing to relinquish control to us. They would remain in power, as a puppet state. We control them, but they control Shenzhen. We won’t be alone. A few elite troops will accompany us to help with the, ahem, persuasion. Which troops? I’m bringing our oldest units of warriors established nearly a millennia ago.”

“And if they don’t agree to this?”

“The ones that won’t have already been inflicted with explosive diarrhea. Our spies were greatly successful in ensuring this and they will be repeating the same thing while we sneak in with our elite forces to take control. Reinforcements will be on their way anyways. If anything, we can always make more laxative foods or use the bribed guards to oust the government in favour of our own puppet ruler.”

“Who would be the Taungoo puppet ruler if they didn’t concede to be puppeted?”

“Why Pyaw. It would be you, my Minister of War. This is just the first step in annihilating the wicked Catons after all. Besides, you are our best expert on war tactics and capturing a city is an act of war, even if this is a bit unorthodox. In fact, if you look at these maps, you’ll find that there is exactly 0 military troops in the Shenzhen area. Besides, with the work of Sun, we have no reason to fear, almost every official in Shenzhen is already unofficially under my control by way of laxatives. I just need you there to oversee the actual ‘conquest’.”

“Of course, my king. Since we have troops, I can be of service.”

Invested: /u/funtubs, /u/EmeraldRange, 38 gold, 3 warriors, +4 bonus from last part

Result: Shenzhen flips to Taungoo and is puppeted.

**FAILURE. /u/funtubs DIES.**

## **Plot 2: From River to Shining River**

RP: Admiral Thura (/u/Pielover19) clasped his hands and started to plan a route. Almost the entire room was full of maps and drawings of different parts around Shenzhen. The 'cultural emissaries' were going to go get updated intel and more diarrhea-induced governors, but Thura had to make preliminary plans.

He spent weeks compiling the map before him from the detailed accounts of all the emissaries and now had a giant map on the wall showing the horse pastures and farms to the west of the city. The pathway through the easily navigable plains would be a perfect spot to march in from. The army was too large for just that so a lot of them would have to disembark from the river to the northwest and march down through the jungle.

There was a settlement on the east of the Hainan again, but that was easily averted. Their one trireme couldn't spot the army in marching in the west. Of course Admiral Thura would accompany them by boat. As many troops as possible would be sent along with trireme ferries stationed along the invasion route.

It was a blessing that Hanoi had given us free reign to pass through their borders. There was no waterway straight from Taungoo to the Shenzhen zone. This way there were several of the River Corps that could get the entirety of the Taungoo Army to Shenzhen at lightning speed.

The road network within the empire could get most troops to Sagaing, where a trireme would ferry them easily into Dala. From there a ferry up the river to the jungles and mountains of Lan Xang would get them just a few *yazanas* from the next river. They would sail down in another ferry through the valley between mountains on either side to Hanoi down into the ocean.

Finally the last ferry would take them to the Bay of Wheat another couple *yazanas* to the west of Shenzhen. The bay was perfectly sheltered and far enough from the Shenzhen Suzhou area that it was virtually undetectable. Any ship sounds would even be drowned out by the whalesong of the whales near that area.

Of course, once the troops were there, they would position themselves, some staying in the western plains and some heading to the northern jungle to flank. Plenty of gold was supplied to allow King Emerald had made things clear: as many troops as possible to surround Shenzhen. If they manage to puppet Shenzhen, the troops would march in easily and move forth to Hong Kong. Maybe they would even capture that undefended settling party to the east of Shenzhen.

Invested: /u/Pielover19, 76 gold, +4 bonus from last part

Result: Move all of the Taungoo troops in Taungoo to Shenzhen

**PARTIAL SUCCESS. HALF OF THE TROOPS MOVE, BUT THE OTHER HALF ARE SLAUGHTERED BY CANTONESE GUARDS.**

### **Plot 3: Aime protec, Aime attac, but most important she subtrac**

RP: Sun, fresh from his last fun-filled parade of mirth, laxatives, political subterfuge, and judo, had yet to take in another breath before the King and Emperor, now fully occupied with machinations against the swashbuckling Catons, had given him another direct order.

“I’m glad you’ve returned safely from your expedition. I trust that everything went as planned?”

“Of course. Rest assured, the Song have come under the Goddess’ great protection, and the Catons are none the wiser. Several laxatives have ensured the great subterfuge necessary for our plans.”

“Good, good. Now, in regards to your next mission, I trust that you have updated and necessary maps and sketches?”

“I’d have to be a fool not to have them. Here.” Sun passed twenty-two scrolls to the now sleep-deprived King Minsaw, haunted by the Catons who harassed the great Taungoo Empire in the past. “As you can see clearly, it seems they lack quite the navy for a bunch of pirates. Not to mention that they have yet to figure out to bend iron to their will. Talk about a weak, lazy people.”

“Yes, it as if stealing and gambling is their only strength,” Minsaw sighed, exasperated trying to antiplot better than the most vile Pirate King. “Those despicable heathens think they can get away with their antiplotting without adherence to the One True Pair? Their ships are all trash!” Minsaw spat towards the hole that the previous King had made in the wall, a representation of what the Catons meant to the both nobles and common peoples that frequented the palace.

“Ah, those heathens have barely even a grasp on what it means to be under the protection of Aime, or what it means when Kalonaim awakes. It is truly as if their ships will never leave the harbor.”

“Oh, so you’re already acquainted with the plan?”

“No, sir. What do you request of me?”

“Well, quite frankly, even though the invasion of the Catons is all set, I’m not quite sure we’ll be able to completely crush the entirety of their army. There’s also the problem of their devilish plots. We don’t have a guaranteed truce anymore. That’s where you come in. I need you to conduct some covert operations in the core of the enemy in order to divert and destroy their attempts to do their plots.”

“Sir, I’m not quite sure how this relates to my role as Head of Homeland Security.”

“Simple. Aime protec. But she also attac.”

“Of course. Most important, she subtrac.”

“...Subtract?”

“Subtract from their heavenly dice roll, I mean.”

“Ah of course” said the king as if he had understood all along, “So.... as the Head of the National Agency of Intelligence, I command you to use the the intel you’ve gathered to prevent another Sagaing or whatever schemes they may have!”

And so, Sun, now sitting in the quiet of his dusty office, began to quietly draw up plans to disintegrate the plans of the dreaded Caton Pirates. The destruction of their measly amount of troops would likely hinder a lot of their plans

Sun had done the majority of the research on the Catons’ army during the Great Fanfare, planting and paying spies throughout the region to gather information on the troops throughout the region. While it seemed each city had its own very small local garrison of archers and spearman, there seemed to be no strict ranks and divisions among them. Not all the cities were even defended. The men all had a love of spirits and gambling, and like true men of the sea,

they were men of no women, and therefore men of many women. Terrors at sea, they were much less threatening when on land.

After careful analysis came the first of many plans. Scraping together whatever influence he had built in the region, Sun had already paid off the various local officials and messengers to gargle the orders of the Pirate King. In areas where the Burmese had puppetted officials, the garrison would be told incorrect intel, given poor plans, and delayed any requests for reinforcement.

Outside of uncontrolled towns, Sun would use some of his attachment to set various fires in the jungle at night, ambushing the various troops that came to investigate the fire and fleeing before anyone catches word.

Monks would be sent throughout the Caton cities to spread rumors of the wrath of Kalonaim, He Whose Shapes The World. They would soon get to work converting the hopeless, the addicted gamblers, and the soldiers with no purpose in life. The monks would soon add many of the army to their ranks, slowly dissipating the ranks and decreasing morale.

Finally, Sun would resort to his oldest trick- He would attempt to sneak laxative Burmese food into the supply lines of the Catons, in order to disable the soldiers and generals for days.

Intel, communications, distractions, morale, supply- Sun silently checked each off of his mental list. The night was young and he had many more details to work out. The diminishing morale and increasingly distracted or misled troops would make things very difficult for plots to come to fruition. The best defence was offence; this was an antiplot far beyond the traditional concept of an antiplot.

What is the point of a plot if there are no guards to accompany them to Taungoo? The military was the key to a strong government, not that the Catonese had a strong government in the first place. With such disorder, it would be difficult to do much attacking. After all, some ships were never meant to leave the harbor.

Invested: /u/TheHeroWith1000Faces, 76 gold, 1 warrior, 1 composite bowman

Results: Sabotage Catonese plots in general, and more specifically those involving the military. If critical success, delete some of their troops.

**PARTIAL SUCCESS.**

#### **Plot 4: The Guards**

RP: While everyone was in a rush to get the preemptive strike in the war, none of the core four Taungoo Ministers forgot to defend. While several ferries were transporting troops, the Taungoo navy was big enough to continue a smaller scale version of the River Corps scouting the rivers in Taungoo's northeast for suspicious Catonese looking people.

The Minister of War Pyaw was never one to leave Taungoo so undefended. The best defence was offence and he intended to literally use this. All the troop movement northeast would mean that while waiting for ferries or while on the ferries, a large number of military-trained personnel would be on watch for Catonese spies and plots.

The King, while occupied in using his role as the Ruler of Taungoo to exert the city of Shenzhen to flip to his control as a puppet, was also the Minister of Infrastructure and made sure that before he left for war, the roads were properly secured and that no-one had been bribed.

Sun, while on a special mission to subtrac Caton had provided more than his fair share of help in defence with the extensive mapping of the land between Taungoo and Caton. Just as much as it made travel for the offensive easy, it would make travel for the enemy hard as they had the upper hand in knowledge of the area.

To fund defence, a large sum of gold had been allocated to bribe guards into not getting bribed and into funding the security along the northeast borders of the Empire. No one shall pass.

Invested: 76 gold

Result: Antiplot against Caton. Specifically plots involving entry to Taungoo from the northeast end.

**SUCCESS.**



# CANTON

## CANTON ACTIONS FOR PART 6

### DIPLOMACY

ALLIANCE Hanoi

DoF Marrrrrrrrrrrrtha, Mongols, Tibet, and Sea Shanty

NO ACTIVITY Everyone else

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### EVENT

Option 4. We will send “Dark” Ivor, considering he voted for the dumb fanfic idea in the first place. (The player dies, but gain an academy near the capital.)

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### CITY CONTROL

Pirate King briusky: Canton, Macau, Shanghai

First Mate notalltogether: Hong Kong, Zhuhai

“Dark” Ivor: Shenzhen, Suzhou

Cap’n Taizer: Taipei, Qinhuangdao

RIP “Unibrow” Jesus: Dead Men Tell No Tales - And Hold No Cities

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### SCIENCE

No changes

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### SOCIAL POLICIES

No changes

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### ACTION POINTS

10 AP total (10 base)

4 AP on 2 triremes (with my fleet)

4 AP on 1 spearman and 1 comp bow (On Taiwan)

2 AP on 1 comp bow (On Hainan)

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### TREASURY

659 initial gold

-3 gold to Marrrrrrrrrrrtha  
-5 gold to Sea Shanty  
-304 gold on Plot 1  
-228 gold on Plot 2  
-114 gold on Plot 3  
5 gold remaining

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## PLOTS

### Plot 1: One if by Land

Redact iff Burma does NOT declare war on us

RP: With the truce over, it was clear Burma was not to be trusted. Sure, they upheld the letter of the truce, but two key decisions showed that they weren't really putting their hearts into it. First, they have had a witch cast a cruel curse on Pirate King briusky. Second, the truce required that redacted plot information be exchanged, and the Burmese promptly told the Japanese about our efforts to stop them, which is certainly pretty damn close to the "no helping third parties plot against the other" clause. Anyways, it is clear the Cursed people to our west will attack any day now. So it is time we prepared our defenses.

Firstly, we know that the Burmese are seeking defectors. They even approached our spymaster, "Dark" Ivor, in an attempt to get him to defect. Well, we can certainly provide defectors.

However, they are all double agents. The defectors will offer to show the Burmese army the optimal path through the jungle in order to reach our cities. But the only thing they will be reaching is a trap. At various places in the jungles to our west, our troops will await a chance to ambush the Burmese. They will quickly fire arrows, targeting officers, and run back into the jungle. The disorganized troops will provide even more targets for our archers.

But if they get through that, what next? The jungles would still be hiding another set of traps as they approached Cantonese territory. First Mate notalltogether had requested copious amounts of slave labor for this project. Inspired by Hanoi's attempt at killing all the fucking tigers, the First Mate had devised a similar trap. But he was hunting the most dangerous game: man. The slaves would dig a series of holes on the different paths through the jungle. At the bottom of each pit, the slaves would place sharp stakes, designed to impale anything unfortunate enough to fall on them. Woven grass would be placed over the pits, and when the Burmese soldiers stepped on them, they would fall into the pits and be impaled by the spikes.

After emerging from the trap-filled jungles, the Burmese would be greeted with spears and arrows. The Cantonese military will surely have worked out where they were coming, with a

number of spies in the jungle watching them. And they would be waiting. As soon as they thought they knew the Burmese plan, First Mate notalltogether would board the fastest ship in Canton and sail to Hanoi. There, he would remind the king of his obligation to join Canton against foreign attackers. Bribes would ensure they kept their obligation to Canton if there were any doubts. The Vietnamese were fierce for rice farmers and would march immediately. They would attack the rear of the Burmese army, trapping them. The slaughter that followed would be glorious. The rivers would run red with Burmese blood. And Canton will have destroyed one enemy.

Risk: /u/notalltogether, 304 gold, 3 workers, 1 comp bow

Reminder: We have +2 to plots involving ships

Result: Slaughter any troops Burma tries to move, and antiplot against Burma. If Burma does not DoW, the antiplot should be lasting. If Burma does move troops to attack us, move the entire land army of Canton (except troops purchased this part) and Hanoi to defend wherever it is they went.

**PARTIAL SUCCESS. SOME TROOPS DIE, BUT OTHERS MAKE IT INTO THE CANTONESE TERRITORY.**

## **Plot 2: Two if by Sea**

Redact iff Japan does NOT declare war on us

RP: The Japs had discussed an attack on either us or our good friends the Sea Shanty, but it is clear who the most likely target is. The other nations think us weak, and if Japan is looking for a fight, they will go for an opponent they think they can beat. But we are no easy fight. Sure, our science is behind. But that is because we reject this silly notion of the “tech tree” to research our own useful projects. Namely, flaming monkeys and fireproofing. And maybe our military is smaller. But our ships are the best equipped, with iron rams and catapults on the larger vessels, and will have an enhanced crew of spearmen and composite bowmen in addition to the usual boarding parties.

The number one problem with fighting a naval battle is knowing where your opponent’s fleet will be. There is a lot of ocean between us and Japan, and we can’t have eyes everywhere. So we will go to the horse’s mouth instead. “Dark” Ivor has expressed a desire to spy on various sex acts to improve his erotic fanfics, and what better place to do that than Japan? The things they do with tentacles can not even be conceived of without seeing them in person. While in Japan to spy on the weird tentacle orgies the nobility partake in, “Dark” Ivor will also work to find information in the castles of the emperor or shogun. Meanwhile, the crew of his boat will be

hanging in the taverns with the crew of Japanese vessels, waiting for someone to let it slip what the plan was. The Japanese are major lightweights, unlike us pirates, so we should have no trouble finding one drunk enough to blab about the plot.

With the information about the Japanese attack in hand, “Dark” Ivor will return to Canton to give it to the leaders of the greatest fleet ever assembled. Pirate King briusky would lead from the newly-renovated Foreign Ivy, while the newly built Taqohl would be the number two ship under the command of Cap’n Taizer. The great ships of the Cantonese fleet, such as the Cossack Range, the Klonaime, the Mega Blox Craft 12, and another new ship, the AstroTefmon, would also be sailing into battle. A new discovery from Cantonese scientists, a chemical that made it more difficult for wood to burn, had been deployed on each ship, with extra ready to go on while preparing to fight the Japs. If a fire were to occur, the crew was trained on extinguishing it quickly and minimizing damage to the ship. And the land troops sent to assist the boarding party had been extensively trained in combat at sea. Any Japanese troops being transported would not be so well trained, and perhaps prove a liability. Ideally, no boarding of Japanese troop transports would take place, as they would be sunk by ramming, burning, or some holes produced by the mini catapults kept on Cantonese ships.

The battle itself would see a deployment of a new weapon: the flaming monkey. This was a very self-explanatory weapon, simply being monkeys that were lit on fire. These monkeys would be flung onto Japanese ships, where they would run around spreading the fire all over the wooden decks. The Japanese fire ships would be the primary target, as they were the most capable of damaging our fleet. Once they were dealt with, we would be able to pick our battles with the rest of the Japanese fleet, leading to an easy victory. The force sent by Japan to invade Canton would end up invading the bottom of the ocean.

Of course, there was always the off chance that Japan wasn’t planning to attack. But we still would need to do something with our fleet. So we will simply sail on over to Japan, raiding their coastal cities. Much gold will be stolen, and many Japanese citizens taken back to Canton as slaves. Any disorganized naval resistance will be futile, and surely result in the Japs swimming with the fishies while the Cantonese ships take no damage.

Risk: /u/Taizer, /u/briusky, /u/DarkIvor, 228 gold, 2 triremes, 1 comp bow, 1 spearman

Reminder: We have +2 to plots involving ships

Result: Prevent Japan from moving their armies anywhere that isn’t the bottom of the ocean, which is where their fleet will go too. Antiplot against Japan. If the Japs don’t DoW us, just steal their gold and enslave their people or some shit idk. If the enemy ships don’t get sunk, move my fleet to defend against the Japs’ fleet.

**SUCCESS. HALF OF ALL TROOPS DIE.**

**Plot 3: Three if by ... Something else? There's something else?**

RP: With the truce with Taungoo over and the Japs constantly trying to harass us, we must make preparations to defend. Yet again. We have ordered the recall of some of our warriors. They have not adjusted well to the new weaponry we are trying to make standard within our army, and would be better used as extra city guards. Our settlements on Taiwan and Hainan are particularly at risk, so most of them will be assigned there. Also with regards to those settlements, we have taken steps to ensure our supplies will always get there, even in the event of a blockade. Small docks have been set up at various points on those islands, allowing for our ships to have a place to unload. Our trade ships have been quite busy, bringing in food supplies from whoever is willing to sell. We are stocked so all our cities can withstand an extended siege. Finally, the city guard and the treasury guard are getting raises. Gotta keep the bribery out. All entering ships and wagons will be thoroughly searched, and any foreigners who seem up to something taken ALIVE. Especially Emerald. He will spend the rest of his days living in my brig if he dares come into Cantonese territory.

Risk: 114 gold, 1 warrior

Reminder: We have +2 to plots involving ships

Result: General antiplot.

**SUCCESS.**

# MARATHA

## DIPLOMACY

ALLIANCE: NONE

FRIENDSHIP: Tibet, Canton, Japan, Mongolia

DEFENSIVE PACT: NONE

WAR: NONE

## EVENT

OPTION 2 /u/rivalnator [NATIONAL EVENT] (/u/rivalnator is successful. Too successful. Their indecent affair with the leader of the workers' union becomes the talking point of the entire nation, however, the people are too busy to discuss rebellion. Gain one happiness, and a Golden Age begins.)

## ACTION POINTS

20 AP

+10 AP from [REDACT]

-8 AP on settlers

-2 AP to settle the settlers we bought on locations specified on the city map.

10 AP on 5 triremes to be placed on our coastal waters

[REDACT]

## TREASURY

\$574 gold

+190 from tribute

+3 gold from Canton

-266 gold to plot 1

-228 gold to plot 2

-228 gold to plot 3

-45 gold to the Tocharians [REDACT]

## TROOP PLACEMENTS

NONE

## CITY CONTROL

/u/NB-21: Gingee, Raigad, Dhar, Arcot

/u/Legobloxcraft2: Pune, Ginge, Palkhed

/u/CanadaHuntsYou: Vishalgad, Sinhagad, Gwaliore

/u/rivalnator: Sangameshwar, Indore, Vasai

/u/thesaltiestbanana: Sinhagad, Katak, Tiruchirappali

## MAPS

<http://imgur.com/a/ggWe2>

The above is the settling map, settle the cities where the black circles are.

## SOCIAL POLICIES

Swap our Patronage policies for Tradition Policies and opener.

## PLOTS

- Plot 1: The King and His General [REDACT]

Use: /u/thesaltiestbanana, /u/NB-21, +8 Cult of Brahma, +5 Jungle Training from last part, +55 experience for Mardani Khel, +5 on redacted plots, 266 gold

RP: The King:

War draws closer. The Kingdom must be prepared. I have already begun preparing the army. Months of training in the brutal eastern jungle has hardened them, transforming them into a battle-ready force. Now it is time to prepare the navy. By land and by sea our forces shall overwhelm the Enemy defenders. But this can only happen with careful training. Taking what I have learned from the jungle training exercises, I will institute a naval and amphibious training program. Our sailors must master the waves, and the army must learn to fight as effectively on beaches as they have learned to fight in jungles. Bringing all my military expertise to bear, I shall ensure that the army and navy work together as one, a single force of fearsome power that shall wash over the beaches of our Enemies in a storm of fury and destroy all in their path. However even I can't accomplish this task alone. During the previous set of military training exercises, a young soldier caught my eye. The younger brother of the late General Aakash, he has military might in his very blood. I have promoted him to General and tasked him with carrying out the training program.

The General:

Despite being General of the Army, I am also the head of the naval forces in India. I, Aja, have to be in charge of these two divisions in order to ensure the might and defense of the Indian Kingdom is top-notch and always a formidable force. That's why today, since my brother died, I will oversee how our naval forces are doing. Our major cities are on the coast, after all, so it is paramount that I oversee their development. I walked into Sangaweshwar Harbor, and saw what I could only say was a disgrace. The boats looked uncared for, and the crew was nowhere to be found. No doubt that they were lounging around, the lazy idiots. But above all that, was the small number of ships that were in the actual navy. It was a meager force, and any nation with

half a navy can roll over our own.

Aja walked down to the harbor and found the men still in their cabin. “GET UP MEN. ARE YOU NOT ASHAMED THAT IT IS LATE IN THE MORNING, AND YET YOU STILL LAY HERE LIKE A CAT?” All the men in the cabin were startled at the sudden yell that came from the general, but all quickly rose to salute their higher up. “GET DRESSED, AND WE SHALL CONFER OUTSIDE.” Once all the sailors were outside, Aja reprimanded them, with “How dare you! You are meant to represent the finest sailors of all of India, and this is what you do? How shameful. Starting today, there will be no freedom to do as you please; you are soldiers, so act like it. Get the ships ready, for you all shall begin training what you know about naval warfare, if you haven’t already forgotten it. “Yessir” was the weak response. Aja thought to himself: we also need more ships. I will have to get our coastal cities on that ASAP. That way both our men and soldiers will be the pride of the sea.

Result: We train in amphibious landings

**FAILURE.**

- Plot 2: Continuing our Work [REDACT]

**SUCCESS.**

- Plot 3: Bend the Knee... through peace [REDACT]

**SUCCESS.**



# KOREA

## HAN·GVC ACTIONS FOR PART 5

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### DIPLOMACY

CURRENT STATE(S) - Unified Sin·ra

DENOUNCE - Song

ALLIANCE - Manchu, Japan

DEFENSIVE PACT - Manchu, Japan

MARRY - nobility of Manchu and Japan, as a sign of new relations between our nations

NO ACTIVITY - others

---

### EVENT

Option 2 - yay true events! (Diligently, the Great Korean Road is built. Gain a road connecting all three Korean cities.)

---

### CITY CONTROL

/u/Ignus\_ - Nam·giagn, Gvc·ne, Sa·ra·bal

---

### ACTION POINTS

10 AP total (10 base)

5AP for a settler that can PASSIVELY SETTLE CITIES #FORTHEBOYS

5AP for ANOTHER settler, let's go boys settle it up in here!

---

### TREASURY

85 initial gold

-17 to Japan, -4 to Manchu

-38 for plot

-26 to KGB for storage

0 gold remaining

---

### PLOTS

**Plot 1: Defense of the St(ayy)te** [Redact all but that title pls] [pls redact :pray:]  
**SUCCESS.**

---

## **Plot 2: Coast**

What makes a Briusky tick? Is it the fresh saltwater of the waves? Is it the mewling of his many subjects? Is it a divine spirit? We don't know, because Europe didn't hit the Renaissance yet, and we have a very strong taboo against dissecting humans. In fact, we cremate basically all corpses. Future archaeologists will goddamn hate us, but screw them - goddamn taboo breakers. They should all be rounded up and shot.

What makes a Briusky tock? By the way, tick-tock's very interesting - OOC I was looking up some Mohawk grammatical things, and then I started looking into aspects, and then Finnish grammar, and then some other things, and apparently tick-tock, pitter-patter, ect. all stem from an old and now nonfunctional part of English grammar. Even that's not to mention all the interesting things with vowel orders, and how it must go I-A-O or it doesn't sound right. But really srsly though - tick tock, goes the Briusky. Tick-tock is informally by at least 1 webpage known as a flipflop thingy, and flipflopping - now that's relevant.

I don't know what makes a Briusky tock tick, or tick tock, or ding dong, or king Kong; however, I know that he lives for his country. People here in CHG devote too much time trying to get their country above others, trying to 'win' - but usually, the one who 'wins' doesn't deserve it. The PAU didn't deserve it, Milan was an exception, MK3 didn't quite end but Israel didn't deserve being in the lead bc I didn't like how they treated us in Anatolia, ect. you get the idea. Also MK4 China didn't deserve it and MK5 nobody deserved it except glorious Bohem. They should really focus on RP and such, but here I am shilling to Japan because I want to live. Ah. I'm also tired. Briusky'd probably do anything for his country, just like most of the rest of them. A pity.

Why might you ask? Certainly, it's good to get a good country. It's more fun playing when you actually have a treasury, and it's more fun being in the running/close to it, and it's more fun strategizing about how to win against all odds - but tbh his odds are already gone. He's in a liferaft, sailing to my boat of not-quite-city-states, after his AI dumped him off the side of the big boy ship. It wasn't his fault - the civ choices for many of the civs were questionable at best tbh - but he's paying the price - yet he doesn't know to stop. Caton's been 2x more active than Mongolia, not that it's any sort of achievement as much as not being a shame to a major civ with multiple people in it - flailing their arms about, trying to match with the big boys like Song and Kazaria. He'd do anything to help his country - and we're here to help him.

To be honest though he should just kick back, cut his losses, and start meme-RPing instead of devoting plots to expansion and whatnot. Start a few revolutions, establish a new order, kill a few gods - that sort. I do like his nice antiplot though, vv nice. (Please tell him I say so, even though this is all redac)

At this point, he's gotta be grasping for straws. Something, anything, that'd get his country out of the stinking shitheap that I call home. Our answer - god. Which god? Well, I did some research into old Cantonese pantheons, and found out that "Cthulhu" in Cantonese is 鬼歹老海 so that's p cool, but that doesn't feel relevant so imma ignore that. Also, Klonam didn't include pantheon beliefs in the religion slide, so basically their current religion is irrelevant; however, that just makes him all the more open to a new, more seductive religion.

We kinda had a bad breakup with our pantheon gods and are now in a religious bender, importing beliefs left and right, so we know just how bad it can fuck a guy up. As such, we'll make it happen to them. As Sin.ra, we still have control of the waves, so step 1 is to send over some missionaries for our religion - let's call it Shitoism because it reminds me of something that I can't put my tongue on. They'll go over and start saying they can save the nation - but nobody'll listen to them because they're new. Nobody likes new things. Besides, anything named anything close to Shitoism, and anybody associated with it, is probs doomed for failure tbh. No offense to the Shitoist missionaries. Intended. No offense means that there probably is

offense, and saying no offense can even make it worse if they thought that you did it by accident, but saying no offense brings light to the fact that you're aware but said it anyways. That just creates awkward situations, so religion numero dos will be Offensis, because that's what you get when you put offensivism through this online Latin to Portuguese sound change converter I found. (He won't realize the meaning because SEA's going through a strange Central-American native language thing that I don't quite understand the logic of)

Offensis will be a success, because it will be second so it'll win by the universal law of the first person to introduce something new being a failure, but the second one to do so wins it all and burns down the first guy's house. We'll also take all the Shitoist priests and make them now shill for Offensis. In fact, we'll goddamn flood them. I'll take a whole 1 pop off of a city in my place and make them all try and convert. Eventually, I'll remember the point of all this and send a detachment to gain the ear of the king himself. They'll be accompanied by sad gayageum(s), and expertly painted pictures of partitions. With all the street rep that Offensis will gain by that point, and the profound surroundings, accompanied by the endless well of sadness that comes with playing a weak civ in CHG until you accept the bomb and start to ride thy's wild ride (which he'll never do bc he's a dirty pau'er) (pau sounds like o pão bc final o in portuguese sounds kinda like u), he'll eventually cave and join our cult.

See, I said that our religion was the answer - but that was in case you unredact this plot. Jokes on him though, it's gonna be a shit ride, just like Venice before we put it out of its misery. Hell, I don't even know if I want you to redact this anymore. Back on the topic at hand, once he's indoctrinated into our cult, we'll start influencing his actions. Korean leadership has a lot of experience with this sort of scenario (we're Han.gvc tho) so we'll do good and don't need any resources. We'll give him the false security of accompaniship while we break off his emotional contact with the real world, sucking him into our regular meetings, giving him more and more tasks until his every waking thought is of Offensis, and everything is meaningless without it. No wait that's the CHG - we'll do something similar though, but with more culting. (jk no hard feelings, I'm still in this ride after all).).

Then, when he's so deep into it that he starts regretting not listening to his high school health teacher, we'll cut his final ties and make him one with the cult - and then make him kill himself. We'll give him a knife, and say it's for the sake of the grand god(s), and it's the only way to save his nation. People don't like killing themselves, but if he's a person by the time he goes through it, he wasn't much of one beforehand and they'll just stab him in a meeting or something. I'll give them money next part depending on how dead Briusky is. Also before he dies, I liked his circular AI games. RIP.

RISKED: 1 pop + hah

SUCCESS: /u/briusky kicks the bucket

**FAILURE.**

**Plot 3: Drink [REDACT]**

**FAILURE.**

# HANOI

## DIPLOMACY

ALLIANCE Canton [REDACTED]

FRIENDSHIP Canton, Maratha, Burma, Anyone else that wants it

OPEN BORDERS: Burma [REDACTED]

NO ACTIVITY Everyone else

ACCEPT EMBASSY Canton, Maratha, Burma

---

## CITY CONTROL

Hanoi: /u/Frodo0201

---

## EVENT

Hanoi Event, Option 3: The Maratha seem fairly competent (You ask the Song, but they're not too responsive, sending you a curt letter back. Nevertheless, you kidnap their envoy. Gain a Scout in Hanoi.)

---

## ACTION POINTS

6 AP total (6 base)

-6 AP on plot 1

---

## TREASURY

126 initial gold

10 last parts event

24 gold as city state

152 gold plot 1

8 gold remaining

---

## PLOTS

### Plot 1: Expanding Our Horizons

After centuries of languishing in this small corner of the world, it's time to grow our borders. The quick fall of our friends the Tocharian Traders show how fragile city-states can be, even if they didn't completely die. To avert this, Lac Long Quan is ready to settle new lands, which

have been heavily explored and prepared for these settlers. Paths through the jungle have been cleared and the jungle itself has been mostly cleared of the dangerous wildlife. And the Aum missionaries who have come to us from our friends in Tibet have whipped up fervor among the people, who are ready to move out into this world. Over the many years of failed attempts at settling, the Hanoians have become more familiar with the jungle than most if not all people. Two groups of settlers have been prepared to go, one the children of the original survivors of the first attempt at settling, and one a new group of poor and disenfranchised who have been gathered by the missionaries and a number of richer merchants and intelligentsia who would help set up the new town into a functional society.

The first group would follow the path of their parents, towards the coast on the east. While Hanoi was fairly strong in naval trade, an actual port would allow them to become an actual sea power and set up better trade with nations like Canton and Japan. This path which their fathers stumbled down was now a clearer walkway, patrolled by the Hanoian army to protect against tigers and brigands that may try to prey on the travelling settler group. This group would be well equipped with water buffalo and other carrying creatures that can carry larger amounts of food and materials to build with. Scouts had rumored that big fish, called whales, were a ways east of where the city was planned. This could be a great source of food and maybe even riches if whales prove to be useful. This city was to be named Mong Cai after the original settler group's name. They would make up for their parents mistake, and they would succeed where the others had failed.

While that first group headed East, the second would head south along the coast. To avoid getting lost in the jungle, they would follow along the edge of where the jungle met the coast to keep their path straight. Scouts report of a river running a ways south of Hanoi, that was suitable for settling. It was a rare area with very little jungle and good fields for farming on the river. As the path is mostly clear, it's not dangerous but the group will still be escorted by a strong body of the army to make sure they reach the designated area without any problems. As a number of fish were reported in the area, this group would be supplied with fishing rods so they can immediately start fishing and getting food to develop. While this is the case the group will still be supplied with plenty of food and materials to make it there and become sustainable. Unlike his father, who just organized and watched the groups leave, Lac Long Quan would ride out to the outskirts of the jungle with the northern group, and all the way to the river with the second. He would be among the people to inspire them and keep morale up, as well as make sure they don't mess up anything important. He was a more hands on leader than his father, and he would do it right. This was the dawn of a new empire and Quan would be ready when it

came.

Invested: 6 AP, 152 gold, /u/Frodo0201, 11 units (4 composite bowmen, 4 warriors, 2 archers, 1 spearmen), bonus from plotting last part, 2 Settlers to IG settle (one isn't on the screen IG but Aime said it still existed after I attempted to settle with it earlier)

Result: 2 cities are settled. The first city, named Mong Cai, would be 5 tiles right and 1 up from Hanoi, on the coastal jungle hill below the mountain and sheep. The second, named Vinh, on the coastal plain tile bordering the top side of the river, 7 tiles south of Hanoi. If only a partial success then just settle Mong Cai

**PARTIAL SUCCESS. MONG CAI IS SETTLED.**



# AGRA

## DIPLOMACY

TRIBUTE: Tibet Martha Catons Japan Mongolia Korea Manchu

WAR: Aime, Tuangoo

RENAME: Agra into Swagra

---

## EVENT

BUILD THAT LADDER (All the forests and jungle within 6 tiles of Agra is destroyed. Sadly the ladder doesn't reach, but we may as well use the leftover wood for something? Gain a Ballista in Agra.)

---

## ACTION POINTS

5 into buying a settler

1 in plot 1

## TREASURY

97 Gold

All into plot 1

## PLOTS

### Plot 1: Base Of Operations

RP: Dog-O looked out over his tiny dominion and sighed, times had been hard, with, y'know pissing off the one god that like actually affects things in this world. His city was dying, the mobilization of troops led to a food crisis that has led to mass famines across

the city, the only food the neighbors would send is honeyed words about how "when the time is right" they will join the aimerais crusade, yet more and more all falling to the bastion of evil that is Aimeism. He knew that something had to be done, if not for him, then for his people. The death of Aime comes second to the lives of thousands, so he made a dire desision.

"Aime, lets get to the point, i dont like you, you dont like me, but i need help."

"My people are dying, and i need to expand my city, so im willing to offer a 5 part peace in exchange for a settler, thanks, Dog-O."

Only time would tell if this would work, but for now, gotta try, Dog-O would personally lead his millitary to form a settler corps, to hopefully settle somewhere south of Swagra, to maybe, just maybe save our people

Invested: /u/megaashinx1. 97 gold, all the military units around Swagra, 1AP

Result: settle in the south of swagra, by the 2 copper and rivers

**AIME REJECTS YOUR PEACE-DEAL. FAILURE.**

***ALSO HOW ON EARTH DID YOU THINK MILITARY UNITS WOULD HELP WITH A PEACE DEAL :blobhyperthinkfast:***

# CHENGDU

## DIPLOMACY

ALLIANCE

FRIENDSHIP Tibet

OPEN BORDERS Tibet

DENOUNCING Song

WAR

NO ACTIVITY

GIVE TRIBUTE Tibet

SANTA CLAUS COMES EARLY THIS YEAR!!!!

GIVE 1 WARRIOR TO THREE LUCKY WINNERS EXCEPT THE SONG: Mongolia, Manchu, Canton

GIVE 1 SETTLER TO ONE LUCKY WINNER: Tibet

---

## EVENT

[Option 2] The Japs and Song have fire stuff, innit? Use some of those! (Gain a Dromon near Chengdu, and a Fire Lancer in Chengdu.)

---

## CITY CONTROL

Chengdu is mine, although I'm dead

---

## ACTION POINTS

6 AP total (6 base)

5 AP on 1 Settler.

1 AP on a Farm

---

## TREASURY

24 initial gold

24 gold remaining

# VIGAN

## VIGAN ACTIONS FOR PART 6

### DIPLOMACY

ALLIANCE Nobody

FRIENDSHIP Hanoi, Shuri, Korea

OPEN BORDERS Nobody

DENOUNCING Nobody

WAR Canton

NO ACTIVITY Everyone else

---

### EVENT

Option 3: Let's buy a person! It's totally not slavery! (Gain a Great Prophet.)

### CITY CONTROL

/u/cardboardmech: Literally the entire country —

### ACTION POINTS

6 AP total

6 AP on Plot 1

---

### TREASURY

79 initial gold

79 remaining

---

### PLOTS

#### Plot 1: Is of my clay!

RP: The Cantonese have been expanding nearer and nearer to our territory! They must be stopped! The Cantonese threat is a threat to all civilized nations of the world. There is only one solution. I, Emilio Silang, will send ships north and attack their cities! To war!

Invested: 6 AP, /u/cardboardmech, 2 spearmen, 2 triremes

Result: Taipei and Qinhuangdao flip.

### FAILURE.

# KGB

## DIPLOMACY

ALLIANCE None

FRIENDSHIP The KGB shall align itself with whoever can pay for its services.

OPEN BORDERS None

DENOUNCING None

WAR None

NO ACTIVITY Everyone Else

---

## EVENT

KGB Event: We must find the deepest, dark secrets of all the players. (Gain +4 to any plots involving uncovering secrets next part.)

---

## CITY ACTIONS

Assign /u/AceSevenFive control over Moscow.

---

## ACTION POINTS

6 AP total

6 AP on Plot 1

---

## TREASURY

24 gold in treasury

24 gold remaining

---

## PLOTS

Plot 1: When the KGB Sends its People... [REDACTED]

“Lyudmila,” the young boy said while holding a clipboard, “I have some news for you.”

“Hmm?” Lyudmila asked as she turned around to look at the boy. “About what?”

“About the Tocharians,” the boy continued as he handed Lyudmila a letter. “Read it, I’ve read it’s pretty important.”

“But you can’t read,” Lyudmila said with a confused look on her face. “But whatever, give me the letter.” Lyudmila grabbed the letter from the boy’s hand and began to read it. It was a letter

from the Tocharians providing notice that the trade networks were to be closed, in part due to the KGB's revelations about the illegitimacy of their trade.

"Thank you," Lyudmila said as she dismissed the boy with a wave of her hand. "Run along now while I go meet the advisors."

"OK," the boy said as he left for home.

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Back in the War Room, Lyudmila's advisors looked awfully pleased as Lyudmila delivered the news.

"It's a good thing we managed to stop them before they used their gold hoards for evil," an advisor mentioned. "Who knows what they could've done?"

"True," another said. "Anyway, there's a problem with our spy networks."

"What do you mean, a problem?" Lyudmila asked.

"Well, while we were watching the Tocharians, *this* happened," the advisor said as he took a severed head out of his bag and put it on the table, slightly shocking the advisors present. "It seems that some...enterprising Manchu scalped one of our tea merchants."

"Oh dear," Lyudmila said as she stared at the severed head. "Such a shame, he was one of the better ones. Anyway, perhaps our spies need a new disguise."

"What if we disguise them as immigrants?" an advisor suggested. "Everyone likes immigrants, don't they? The Tocharians sent some of their population through their trade networks."

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With the fall from grace of the Tocharians, the civs that are part of the KGB spy network are starting to distrust trading in general. While the tea network will be maintained where possible, the KGB has a new tool up its sleeve: Immigration.

Lately, the KGB has been experiencing a period of high birth rate in its poor neighbourhoods, and the Executive Council believes that it can galvanize these neighbourhoods and get their children into the espionage academies in the city centre. Therefore, a large campaign will be started in these neighbourhoods to encourage children to join the academies. Led by Director Stalin (/u/AceSevenFive), these children will be inculcated with Soviet values and a desire to travel, then sent out into the world. In their respective civilizations, they will live and grow as members of their civilization, but their ultimate loyalty will be to the KGB.

When the KGB sends its people, they'll be sending their best. They'll send spies, they'll send saboteurs. And some, I believe, are good people.

Invested: 6 AP, /u/AceSevenFive, Ace's Taichiquan bonus [28 XP]

Result: Whenever Moscow gains a population point this part, remove it, place it in a civilization

without a KGB spy network, and renew the spy network there.

**SUCCESS, BUT IN DIFFERENT FORM. YOU HAVE BEEN BRIEFED ON YOUR RESULTS.**

# KUCHA

Lurking\_Chronicler said:

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## DIPLOMACY

- ALLIANCE: None
  - FRIENDSHIP: The Maratha
  - OPEN BORDERS: The Maratha
  - EXCHANGE GIFTS WITH: The Maratha, Kazakhs(Basically, we'll agree to become a pseduo-tributary of the Maratha and exchange equivalent gifts if our Event leads to that)
  - KILL ON SIGHT (AND DENOUNCE): The KGB, The Scourge
  - CLOSE BORDERS TO: Everyone Else
  - GIVE: Nothing
- 

## EVENT(S)

- Kucha Event: *Option 3. After the devastating rumors spread by the KGB, only the Maratha (and perhaps the Kazakhs) remain open to us- we must seek their aid if we wish to have any chance of future survival. (You ask the Kazakhs, but they're not too responsive, sending you a curt letter back. Nevertheless, you kidnap their envoy. Gain a Scout in Kucha.)*
- 

## MISC. ACTIONS

Keep our cities Buddhist, pls thx

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## CITY CONTROL

/u/Lurking\_Chronicler (Yotkolau Nasme): Kucha

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## SCIENCE

No actions.

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## SOCIAL POLICIES

No actions.

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## ACTION POINTS



- 6 AP Total
  - -2 AP for Plot 1
  - -2 AP for Plot 2
  - -2 AP for Plot 3
  - 0 AP Remaining
- 

## **TREASURY**

- 24 INITIAL Tinār
  - +1,200 Tinār from trading
  - +30 Tinār from last event
  - +40 Tinār for Services (Maratha)
  - 1,294 TOTAL Tinār
  - -304 Tinār on Plot 1
  - -380 Tinār on Plot 2
  - -456 Tinār on Plot 3
  - 2 Tinār Remaining
- 

## **PLOTS**

**PLOT 1: Sāṃ Kau Wesāñ, Part I [REDACT THIS PLOT]  
SUCCESS.**

**PLOT 2: Sāṃ Kau Wesāñ, Part II [REDACT THIS PLOT]  
SUCCESS.**

**PLOT 3: Sāṃ Kau Wesāñ, Part III [REDACT THIS PLOT]  
SUCCESS.**

# XINGQING

## DIPLOMACY

ALLIANCE

FRIENDSHIP

OPEN BORDERS

DENOUNCING

WAR

NO ACTIVITY

Everyone

## GIVE

### EVENT

Option 3: If we want to know things, surely we ask a more powerful empire for help, clearly.  
(You ask Tibet, but they're not too responsive, sending you a curt letter back. Nevertheless, you kidnap their envoy. Gain a Scout in Xingqing.)

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## CITY CONTROL

/u/j0j0bean99: Xingqing

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## SCIENCE

None —

## SOCIAL POLICIES

None —

## ACTION POINTS

6 AP total (6 base)

-4 AP For Making 2 Caravans

-2 Ap For Plot 1 0 AP Remaining

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## TREASURY

24 initial gold

24 gold remaining

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## **PLOTS**

### **Plot 1: Connect With People. (Because Xingqing is a lonely cs in a great big world)**

RP: The people of Xingqing wish to branch out and seek communications with other civilizations and thusly will be sending out envoys to discuss with other cultures !!!

Invested: /u/j0j0bean99 0 gold, 2 AP, ALL TROOPS, Not so secret secret spies

Result: Get bonus to setting up communications with other Civs (BIGGEST BONUS POSSIBLE).

**FAILURE.**