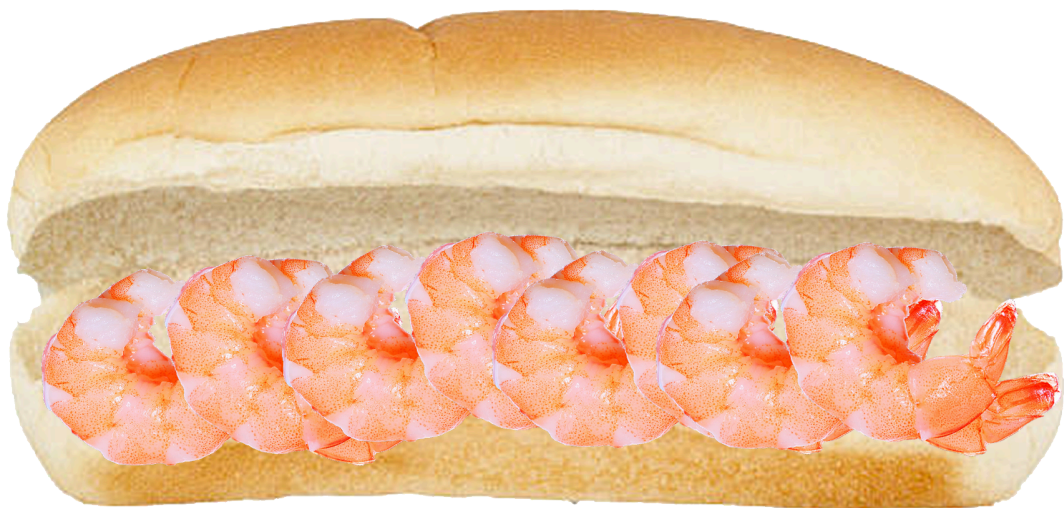


Mark 18:

Shrimp in a Hot Dog Bun

(it's probably pretty good but why does it exist
did someone ask for this it's gonna be so
inconvenient to eat, but I made it, so I brought it
upon myself I guess.)



Great Liao



DIPLOMACY

FRIENDSHIP : Ptolemaic Kingdom

ALLIANCE : N/A

DEFENSIVE PACT : N/A

GUARANTEEING : N/A

VASSALS: N/A

NON-AGGRESSION PACT: N/A

DENOUNCING : N/A

WAR : Han Dynasty

PEACE : N/A

DEALS

- N/A

GOVERNMENT

Great Liao/Liao Dynasty is a hereditary monarchy under the control of Emperor Shui Ping I.

CHARACTERS

/u/Leris1 - Emperor Liao Shui Ping - Age 52

CITY CONTROL

/u/Leris1 - **Neopaphus (Rename to Xiyuan)**

EVENT

N/A

BONUSES

N/A

OBJECTS

N/A

ACTION POINTS

8 AP Base

-10 AP on Plot 1

0 AP Remaining

GOLD

PPG is x.

X Gold in treasury.

= 6 PPG

x PPG from Trade.

-6 PPG on Plot 1

0 Gold Remaining.

CULTURE

1 PPC per city with at least 6 pop.

2 PPC per city with at least 12 pop.

3 PPC per city with at least 24 pop.

= 2 PPC

-2 PPC on plot 1.

0 Culture Remaining.

PLOTS

Plot 1: Mandate of Heaven

RP: qin go to bin caw caw

Invested: /u/Leris1, 10 AP, 6 PPG, 2 PPC

Results: Build the Great Wall in Xiyuan. This should replace the Dacian "Great Wall," since Dacia doesn't even exist anymore! On a greater success, also build the Forbidden City, since that wonder doesn't do anything anyways.

Sure whatever have a great wall in Xiyuan.

Plot 2: Consumed for Celestial Favor

Armenia

PPG total: 49.1

PPF total: 26.9

AP: 10

PPC: 31

Plot 1: the statue of Liberty was a trap

The statue of Liberty was a trap.

Really it was common focal point between dimensions. It exists between dimensions. Eventually it collapses and we realize that we are doomed to recreate the scene in planet of apes except with goats.

[RESULTS?:] The border between realities rips open, and sentient goats emerge from the interim mark dimension. IMMEDIATELY they quickly, with their advanced technology, take over Armenia. Armenia immediately transitions to the industrial era, and declares war on the parthians. The turn count for the part is extended by 10 turns, and many goat death robots are created.

Invested: 24.55 PPG, 5 AP, 13.45 PPF, 15.5 PPC, Das/2, Banta/2, skills in being a goat, statue of Liberty, +1 to plot with 10ppg, could be plus 2, half of my goat tiles , cursed goat totem that kinda looks like a goat statue of Liberty in a weird planet of the apes style way

Massive critical fucking failure. You actually rolled a Nat 1, too. Armenia is pulled into an alternate dimension, with Das and Bantha, the real people soldering to the souls of the fake bodies, being ripped in half and fucking dying. As Armenia is launched into the OutReality to be recycled for metaphysical parts and pieces, all the goats in the entire multiverse went extinct. Actually, what the fuck is a goat? I don't even know what a goat is.

Plot 2: The Whale Goats Surge Whale goats are here.

They are as majestic as we once though. A little too majestic. They are intelligent as a whale and a goat combined, which is about as intelligent as a human. And they are way stronger than humans. And they know secrets, secret whale magic. They use their powers to flood the entirety of Armenia and turn it into whale goat territory.

Result: the turn count is extended by 2, ie 22 turns instead of 20. The entire territory of Armenia is replaced with ocean, all Armenian cities are deleted, all Armenian troops drown to death to be feasted upon by the whale goats who grow strong on so much blood. Whale and goat tiles cover all of this ocean.

Invested: 24.55 PPG, 5 AP, 13.45 PPF, 15.5 PPC, Das/2, Banta/2, skills in being a goat, my whale goats, +1 to any plot with 10ppg, could be plus 2, half of my goat tiles great goat horn of Jacob is gay (cause Jacob likes blowing things and you blow horns)

I invest 1/2 of my key in each plot cause I have a key too, I didn't forget about that

Critical goddamn success good thing whalegoats are real because you just destroyed urself and goats lmao gottem anyways you're an ocean now. And from the ocean, the other halves of Bantha and Das formed into one beautiful merman. Praise be. The Merman ascends to fall upon another plot. Thy made me put Merman instead of Mermaid. Little fucker. Jokes on him the Merman is a femboy anyways.



Isnt he cute I couldn't find a merman picrew so I took a mermaid one and photoshopped the boobs away.

1948. 1949

The Republic of Carthage



DIPLOMACY

FRIENDSHIP : Ptolemaic Kingdom, the Illyrians, Kingdom of Epirus, Syracuse, Veneti, Gauls

ALLIANCE : N/A

DEFENSIVE PACT : Ptolemaic Kingdom, Agadir.

GUARANTEEING : Veneti.

VASSALS: Syracuse, Numidia

NON-AGGRESSION PACT: Kingdom of Epirus, Ptolemaic Kingdom, the Iberians, the Illyrians, Veneti

DENOUNCING : N/A

WAR : Iberia

PEACE : Gaul, Massalia

DEALS

- N/A

GOVERNMENT

Carthage is a *Hegemonic Republic*. It is ruled by an elected council of *Shophets*, and worships the *Cult of Tanit* as its primary cult. The current *Shophets* of Carthage are Haspar and Hamilcar.

STRUCTURE

Carthage is divided into four administrative regions, as seen on the map below.

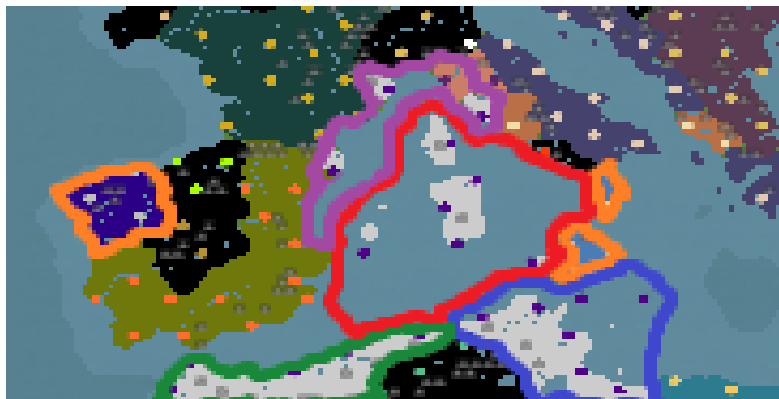
In **Blue** is the capital province of **Carthage**, holding the national capital, **Qart-Hadasht**.

In **Green** is the province of **Iy Sapan** governed from the regional capital of **Ruspina**.

In **Red** is the province of **Mediterranea**, governed from the regional capital of **Sulci**.

In **Purple** is the province of **West Syria**, governed from the regional capital of **Tarchna**.

In **Orange** are the **Republic of Agadir**, **Numidian Kingdom** and **Despotate of Syracuse**, which are under Carthaginian protection and Vassals of Carthage, respectively.



CHARACTERS

/u/Pineapple3769 - Hanno II Ithobaalid - Age 64

/u/Hath-a-way - *Shophet* Haspar Barca - Age 60

/u/Leris1 - Liao Ping - Age 40

/u/Don-Chan - Diomedes of Lixus - Age 52

/u/GreysCopy - Marcus? - Age 40

CITY CONTROL

/u/Pineapple3769 - **Qart-Hadasht**, Hippo Regius, Ruspina, Cartennae

/u/Hath-a-way - **Lixus**, Tingis, Rusadir, Siga, Saldae

/u/Leris1 - **Sulci**, Tarro, Olbia, Motye, Ebusos, Indiketes, Alalia

/u/Don-Chan - **Melita**, Cossyra, Thacape, Sabrata, Agathe

/u/GreysCopy - **Felathri**, Tarchna, Abdera

FAMILIES AND DYNASTIES

As a maritime republic, **Carthage** does not practice hereditary rule.

NPCS

Magistrate Astartus (No Skills)
High Priestess Tanitha (No Skills)
Priestess of Tanit Adesta (No Skills)
Perenne (No Skills)
Anaid (No Skills)
Faustina (No Skills)

EVENT

N/A

BONUSES

Ithobaalid Dynasty: Carthage gains a significant boost to stability and national unity so long as a member of the House of Ithobaal rules as *Shophet*.

Carthaginian Mercenaries: Carthaginian characters can gain the “Mercenary Connections” trait which makes them more valuable in plots with mercenaries involved.

‘Sphere of Influence’ modifier:

A boost to non-war plots in our neighbours’ lands.

Punic Brotherhood: Carthage and Agadir gain 2 PPG for every part in which they maintain pleasant and cooperative relations.

The Syracusan Plot: You gain an additional, fifth plot slot that must be used for Syracuse plots. While you may invest additional resources of your own, the default investment will be a general “Syracusan Resources”, the value of which is determined by the plotrunner.

Numidian Tribute: Each part, Carthage can choose to receive either 3 ppg OR a +2 to a chosen land military plot. (PPG this part)

Syracusan Ties: Carthage gains 5 PPG for maintaining good relations, 3 for mediocre, and 0 for hostile ties to Syracuse. The Syracusan Resources investment has also increased in value.

OBJECTS

N/A

ACTION POINTS

10 AP Base

Infinite Plots Sacked for Infinite AP

- Infinite AP to Plot 1

GOLD

7172 Gold in treasury.

= 717 PPG

10.3 PPG from Trade.

2 PPG from Punic Brotherhood

3 PPG from Numidian Tribute

5 PPG from Syracusan Ties

738.3 PPG Total

-738.3 PPG on Plot 1

0 Gold Remaining.

FAITH

PPF is 20

1739 Faith in treasury.

= 86.95 PPF

-86.95 PPF on plots.

0 Faith Remaining.

CULTURE

1 PPC per city with at least 6 pop.
2 PPC per city with at least 12 pop.
3 PPC per city with at least 24 pop.
= 46 PPC

-46 PPC on plots.

0 Culture Remaining.

PLOTS

Plot 1: Baal, Save Us Baal
RP:



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The illustration features two identical anime-style girls positioned diagonally across the page. Each girl has short brown hair tied in pigtails with red ribbons, large expressive eyes, and a pink shirt under a light blue jacket. They are both holding large grey chainsaws with orange handles. The background consists of horizontal rows of repeating Chinese characters.

Critical failure - terrible news to you, great news for all the babies. The babies of the world make a cult and incinerate Carthage. It is no more. Jk its like, one city tho. The capital. Good fucking luck broskis. The babies have defeated you once and for all.

Infinite Plots Sacked for Infinite AP **Rule broken you are casted into heck.**



**DANUBIA
AND VISIBURGI AND ALSO SARMIZEGETUSA REGIA**

Part 17

DIPLOMACY

ALLIANCE: Rhineland

FRIENDSHIP:

DEFENSIVE PACT:

NON-AGGRESSION PACT:

DENOUNCING:

WAR: Illyria

PEACE:

—

DEALS

—

TECHNOLOGY

Horseback Riding, Maths, Optics

—

SOCIAL POLICIES

Honour: Warrior Code, Military Caste

Tradition: Oligarchy

Patronage: Cultural Diplomacy

—

CITY CONTROL

/u/Pay08: Pannoni, Sarmizegetusa Regia

/u/Prince-Partee: Visiburgi

—

PLAYER CHARACTERS

/u/Pay08: Acco (48 years old)

/u/Prince-Partee: Postumus Cornelius Scipio Viridio (50 years old)

—

EVENTS

—

NPCS

Aelius, alchemist (62 years old)

—

OBJECTS

—

BONUSES

+2 TO MILITARY PLOTS (CONFEDERATION)

+3 TO MILITARY PLOTS (REST HOUSE)

—

TREASURY

76

PPG: 0?

Trade income: 0?

—

RELIGION

206

PPF: 40

—

ACTION POINTS

8 AP Base

+2 from Plot 3

+2 from Plot 4

PLOTS

PLOT 1: A vortex of souls and entrails

RP: Using Aelius' unmatched alchemical prowess, we have concocted an idea most vile: a demon, an amalgam of countless souls and immeasurable amounts of flesh. A beast so inconceivable, the very idea of it drives the ordinary man insane. The heart of the beast shall be the child of Lucius Cornelius Scipio. Its brain, the very regime that brought us this far. Its appendages, our terrified soldiers, its organs, the farmers, craftsmen, merchants and bureaucrats of Danubia. Our treasures, its skin to serve as armour. Our houses, roads, temples will be its bones.

VTDL ITSATDBNB CEK .
PAG_CQND F ADIF GLNQ.
KORAB SG RBCEXAOP .
EDTF TCKIHM N*QXY U.
UGBL AUH B V RZFH B.
VM CVMCW CGUKC UM .
XFSODI KY VTDL ITS .
Q_AXBYE_G* E FS WAV.
HL WCGPYA XOAPD YK .
Z ERUZF GZ H BEW .
XNC ATDBNB CEK HFGD.
IV_LQOGSE G IMOQRN .
BCREM PZLAD YFTKI*.
F*GAWH GBZIPWEHK C .

ZX NGFTS C*YDU BA_L.
HWI AN_RBI PQ_VWR .
KR_*UPN VELWMR XZO.
RV TWZYZX NU RC *STB.
OS_ROAQ OWPFK EGY.
LP ML_ROIWHC DYOF .
FBR XWVEK UMHO_R .
XFV Y T *OG HFX MH.
U NGCA RW SHV VR B.
R D_KEN YL TAQN SE.
QLI VHFNYZ_UDCKN H .
_*_OHEY O GFF_P YO .
D ZWCWTM SIQPN W*MD.
O N IQGAH FVC KWYB .



INVESTED: 55 gold (7.8 PPG), Aelius, /u/Pay08, 103 faith, 8 AP, every single pop, unit, prisoner, culture, building, tile improvement, city and any other resource and asset the civ owns.

RESULT: Nuke every single tile Illyria owns.

Ok Katamari-ing your assets is pretty based

You rolled a 4 but I decided to succeed it anyways. Partially. You put one nuke in Illyria.

PLOT 2: IT'S LITERALLY THE TITLE

RP: Astraeus, slain in cold blood by the refugees whom he had sought to aid, brought a fitting end to the gens Sicinia, for he had no siblings by his father, and his father's siblings, like his father, had met their end in the fall of Rome. Thus, as the last Sicinii, as his ancestors before him, slouched in silent darkness, his sacred blood pouring from too many wounds to count, the Romans turned to a relative of sorts of similarly distinguished origin and merit. So did command turn to Astraeus' distant cousin, Postumus Cornelius Scipio Viridio.

The young commander, son of a great general Lucius Cornelius Scipio Minor, who himself had been executed in the anarchy of the last months of the res publica, had like the best of his countrymen never lost sight of what once was. For whilst many amongst them, feeling betrayed by those who had killed Sicinius, sought isolation and eternal abandonment of the barbarian, Viridio had not yet given up. For years now he had led the Rhaetian Romans quietly, in peace and tranquillity, seemingly content with their new lot... but as traders from abroad came through, and old friends of the res publica passed back and forth, connections had been made and reinforced. Friendship and diplomacy were his tools, and with them he would fashion a force greater than any army, richer than any temple, and with this would Rome at last return! Viridio had expected perhaps in some generations, enough strength would have been gathered to do some great deeds... never would he have expected these networks to yield their benefit in his lifetime.

Cart after cart rolled into the Alps, as Viridio and his guardsmen looked down at their approach. It seemed the veritable supplies of a vast army, except for one thing... upon each cart bed was not weapons, nor food, neither armour or missiles, but **GOLD**. Impossible amounts of gold. At the head of this caravan was a Rhenanian diplomat.

An alliance renewed, they said. The great deeds of the res publica in Rhenania had never been forgotten, and they made now from themselves a real civilisation. They acclaimed themselves the Kingdom of Rheme, and the poet in Viridio's heart at once felt kindred with these people, surely the brother nation of his own, the Remus to his Romulus. Now, at this late hour, they brought the fruits of their kinship.

Without hesitation, the vast resources were put to use. Not only gold had they brought, in fact, but people, bureaucrats, officers, and all sorts of experts, many exiled Romans. And so with an expanded civil and administration, an exponential surge in might could be enacted. Mercenaries from throughout the barbarian realms were hired, more than content with their pay, measly to the new Roman treasury though it was. Refugees from throughout Italia and beyond were equipped with the greatest weapons and finest

armour, almost all afforded patrician gear, horses, and slaves to assist them. Impossible bribes were sent to those traitors throughout Italia who had bent the knee to the invaders, and fickle and perfidious as they were, they prepared to make way for their new, returning, masters. Assassins and ne'erdowells, countless frumentarii organised into a new sub-administration, would act as both disruptors sent before the armies, and police who would linger after it passed. At last, the moment arrived.

On an agreed day, the frumentarii sent ahead initiated the great campaign. Illyro-Epirote generals, captains, governors, et cetera - all assassinated, blackmailed, disappeared, and bribed. In accordance with both prior agreements and bribes and also in fear, collaborating Italics vanished after. Then came the army, and so glorious and regal an army had never been seen, its splendour unearthly, sublime, divine; befitting of a Roman restoration. The most veteran to most expendable soldiers rode, atop white horses in golden bridles, with shining steeled spears and swords, donning gleaming helms and cuirasses, and with silken red and purple banners stitched with gold flowing far behind them... towards Rome, and they would not be stopped.

No man, beast, force of nature, nay, neither a god, or pair of gods who wrote and interpreted Fate - nothing could withhold from them their birthright, their rightful claim. First the caput mundi, and thereafter Italia, and thereafter the world, for this was truly...

...the Rise of Rome [Mark].

- ROLL CREDITS -

INVESTED: /u/Prince-Partee; 103 Faith; 4 AP; 361.7 PPG (from Rheme); *Rheman Aid*; *The Name & Actual Point of the Mark*;

RESULT: Foreign held Illyria collapses, its units deleted as armies desert, its cities flipped or damaged as perfidiers perfidiously perfidise, and Rome returns to Rome (which is renamed accordingly); Rome rises, seizing the whole world, and I win, thank you very much, Danubia and Rheme tying for second place as my loyal friends and allies who will live to be civilised;

No shit I'm not lying nat fucking 20 critical success. You're going to have to fight for it throughout the part, but some benevolent god magically gives Rome celestial CPR, and you're back. You also win this mark, /r/Prince-Partee, because you have a Prince Party and got yourself the Prettiest Prince I mean Jesus look at him.



I bet you thought I forgot about the merman. Checkmate, haters. Congrats, you nominally win the mark for some reason.

PLOT 3: Sacked for AP

PLOT 4: Sacked for AP

Gallic Confederation - Part Final

DIPLOMACY

ALLIANCE : Germania

VASSALS:

FRIENDSHIP : Iberia, Germania,

DEFENSIVE PACT : Iberia

NON-AGGRESSION PACT:

DENOUNCING :

WAR : Parisii, Gebal Hadasht, Maybe the world?

PEACE :

DEALS

REALSTATE EVENTS

You Cannot Leave the M@&!#: We choose Dark Magic, Necromancy, Item Crafting

Item Crafting - Our first set will be crafted into a **Banhammer of Doubt** that smites those that don't believe in Gallic Unity

Our second set will be crafted into a **Philosopher Dog** that thinks deep or something idk

TECHNOLOGY

All Ancient Era techs + Horseback Riding + Mathematics + Optics + Currency + Construction + Drama & Poetry + Iron Working

--

SOCIAL POLICIES

Oligarchy, Military Caste, Warrior Code, Cultural Diplomacy, Citizenship

CITY CONTROL

/u/Frodo0201: Bibracte, Gergovia, Santones, Armorii, Unelli

/u/Redlink259: Tigurni, Helvetii, Nitobrages, Massalia

/u/Quaerendo_Invenietis: Lugdunon, Arecomici, Cadurici, Emporion

/u/IrisApple: Pictones, Aulerci, Tarbelli, Indiketes

PLAYER CHARACTERS

/u/Frodo0201: Garos Arvernus - Age: 60

/u/Redlink259: Haling the Spiritual II - Age: 27

/u/Quaerendo_Invenietis: Acco Lugudunus - Age: 60

/u/IrisApple:

NPCS

FAMILIES

[Samorixead Dynasty](#)

Character	Birth Year	Spouse(s)	Spouse Birth Year	Roll for Children?
Acco	160 BCE	Adiegias	155 BCE	Yes

OBJECTS

Gold coin with a bird

Purple mushroom vase

MODIFIERS

Stability: Shaky

-Confederation Leader Bonus: Silver Tongue: +++Stability

*-Foreign Slave Trade: -3 PPG. +1 PPG for every foreign city we have conquered.
(13 foreign city conquered)*

-Roman Warm Period: +1 to plots to improve the land

*-Council of Golden Torques: Prevent us from switching out of Confederation
Status, permanently*

*-One Gaul, One People: +1 to Local Stability in all Celtic cities. Permanently
reduces the cohesion penalty from Celtic cities following our religion*

-Shut the Borders: -20% Trade Income. Stability penalties are lessened.

-Decentralized Honor and Loyalty:

- The effect of this modifier in a given part depends on your stability.
- “Non-core” is defined as any city you did not start the game with.
- At SOLID stability:
 - +Stability
 - +1 to three plots of your choice
- At STABLE stability:
 - +1 to two plots of your choice
- At SHAKY stability:
 - Up to one unit near each non-core city will refuse to be invested in plots
 - +1 to one plot of your choice
 - One plot, chosen at random, receives a -1
- At UNSTABLE stability:

- Up to two units near each non-core city will refuse to be invested in plots, and additionally will refuse to be moved
- Two plots, chosen at random, receive a -1
- At COLLAPSING stability:
 - Up to three units near each non-core city will refuse to be invested in plots, and additionally will refuse to be moved
 - All plots receive a -1.

ACTION POINTS

8 AP Base

-4 AP on moving trirèmes to surround Gebal Hadasht, or Qart-Qeltir if plot 1 succeeds

-4 AP to move melee units to surround Parisii

0 AP Remaining

TREASURY

idk initial Gold (10 and a bit ppg)

+(15.5 ppg) Gold in trade income

+(10 ppg) from *Foreign Slave Trade*

-(12 ppg) on Plot 1

-(12 ppg) on Plot 2

-(11 and a bit ppg) on Plot 3

4 Gold Remaining

RELIGION

657 initial Faith (10 and a bit ppf)

-300 Faith (5 ppf) on plot 1

-357 Faith (5 and a bit ppf) on plot 2

0 Faith Remaining

Our Faith: The Cult of Lugus

- Pantheon: Offering: Riches (we already have this as our Pantheon)
- Founder Belief: Apostles of Opulence (Tithe)
- Follower Belief: Rulership: Taxation
- Follower Belief: Religious Labor (Religious Community)
- Enhancer Belief: Just War

CULTURE

0 Culture (0 ppc)

+3000 culture (30 ppc) from cities

-1000 culture (10 ppc) on Plot 1

-1000 culture (10 ppc) on Plot 2

-1000 culture (10 ppc) on Plot 3

0 Culture Remaining

—

PLOTS

Plot 1 : Gebali Delenda Est

RP : We kicked em out once, but when our back was turned those filthy Punics came back and recolonized Armorica. With the hostile locals assimilated into our war machine it is now time to revisit this issue, this time with unrelenting force. The Punic fleet is mighty but distant, as our triremes surround the city and cut it off from any reinforcements to the south. Meanwhile our warbands shall march across the land burning everything in their path. The land will recover in time, but our ravaging will be so widespread it will ensure that no potential colonist will ever want to settle in the area again. As Gebal-Hadasht burns for a second time,

our forces shall look north to their colony in Britannia, for as long as the Punic exists near our lands they shall pose a grave threat.

Invested : /u/Redlink259, /u/Quaerendo_Invenietis, 12 ppg, 10 ppc, 5 ppf,

Result : Raze Gebal-Hadasht and convert all territory of the city to Gallic control. On a big success flip Qart-Qeltir as well

Failure. The only thing being razed is your happiness. You did do a sweet backflip, though, so thats cool.

 **< thats you after you did a backflip.**

Plot 2 : Make Gaul Great Again

RP : These Punics, these Romans, they keep sending us their people but they aren't sending their best. Our cities are overrun with these migrants trying to take our jobs, and bringing their disgusting values like "republics" or "child sacrifice". Someone has to do something about it, and if you vote me for high chief I promise we will Make Gaul Great Again.

You might be asking how I plan to do this? The answer is simple: good old classic genocide. Any foreigners or citizens that don't hold to the great values of our glorious confederation will be given one chance to depart in peace, of course forfeiting their belongings to the Golden Council. If they dally or refuse outright we'll simply kill them as enemies of the Gallic people, as they stand in the way of our shining future. Any belongings confiscated from the dead or gone shall be reinvested in building walls and garrisons along the borders, to ensure that no more dissidents sneak into our lands to cause havoc.

Invested : /u/Frodo0201, 12 ppg, 10 ppc, 5 and a bit ppf, Banhammer of Doubt

Result : Kill or exile every non-Celt in Gallic territory, and build a border wall to keep out all of the undesirables

You're gonna build the biggest wall, the best wall, all other walls would be jealous. You kill a bunch of random little guys tho so thats not really cool of you.

Plot 3 : Paris Olympics ca. 88 BCE

RP : *The year is 88 BCE. Gaul is entirely unified under one banner. Well, not entirely... One small city of stubborn Gauls still hold out against their saviors.*

For one reason or another the Parisii have resisted any attempts made by the Confederation to integrate them, now becoming the only tribe in all of Gaul that hasn't become a part of the great polity. Our armies are preparing for one final push to unite Gaul, but in the meantime greater minds have come up with a plan to simplify matters. In Massalia a local chief discovered a dog wise beyond years, able to somehow communicate with humans and pass along knowledge it has learned. One such knowledge is of an activity called the Olympics, popular in the Greek City-States before their subjugation by Macedonians and Illyrians. The Golden Council decided to use such an event to infiltrate the city of the Parisii, as its large rivers and fine hills provided a perfect location to host a series of athletic competitions.

The finest warriors and sportsmen of the Confederation will gather to compete against the finest of the Parisii in a series of competitions such as swimming, wrestling, and racing. This shall bring a lot of traffic to the city, and provide a peaceful front to mask the bellicose undercurrents that have divided our peoples. After the sports a large feast shall be conducted, and while the Parisians celebrate our warriors will strike. With the finest warriors of the Parisii piss drunk it shall be a cakewalk for our athletes to open the gates and usher in our waiting hordes, to put down these rebels without much of a fight. After the city has fallen it should be a cakewalk to clean up any resistance, and for the first time perhaps ever Gaul shall once again be whole.

Invested : /u/IrisApple, 11 and a bit ppg, 10 ppc, Philosopher Dog

Result : Flip Parisii and as many Parisian units as possible, on a great success also knock Caletes to 0 health

Parisii and all of its units are flipped.

SPECIAL INVESTMENTS

Invest 6 workers and 3 missionaries to have the plotrunner take a shot for every time Armenia mentions whales, goats, or any combination of the two.



You got it boss

PEOPLE'S SOCIALIST REPUBLIC OF ALBANIA, SOCIALIST FEDERAL REPUBLIC OF YUGOSLAVIA

DIPLOMACY

ALLIANCE	: Epirus, Macedon.
DEFENSIVE PACT	: Epirus, Macedon, Cnossus.
NON-AGGRESSION PACT	: Carthage, Syracuse.
FRIENDSHIP	: Armenia, Carthage, Epirus, the Gauls, Macedon, Pontus, the Rhineland, the Seleucids, Syracuse, Cnossus.
DENOUNCING	: Danubia, Egypt, /u/ThyReformer.
WAR	: Danubia, Egypt.
PEACE	: All factions unless otherwise noted.
SUZERAIN	: [N/A].
SUBJECTS	: Danubia, Cnossus.

Deals and Notes

We join the Socialist Federal Republic of Yugoslavia. **[I'M GONNA MAKE SOME REVOLTS HAPPEN!]**

EVENTS

We pick all of the funny options.

Dreamstate Hero Status

Illyrios [10 XP, 15 Rosecoins]

[REDACTED]

SCIENCE AND SOCIAL POLICIES

Our people have mastered the secrets of all Ancient Era technologies, as well as those of Horseback Riding, Optics, Mathematics, Currency, Drama & Poetry, Philosophy, Construction, and Iron Working.

Our society enjoys the benefits of the Oligarchy, Military Caste, Warrior Code, and Cultural Diplomacy policies.

CITY CONTROL

/u/Tefmon	: Doclea, Sparta, Athens.
/u/Deboch_	: Scodra, Dyrrachion, Senons.
/u/Qwaon248	: Rhizon, Liburni, Letobici.

CHARACTERS

Player Characters

/u/Tefmon	: <i>Basileus</i> Bardylis, king of the Taulantii and Sparta, son of <i>Basileus</i> Glaucias and Jaga of Macedon [Age : 45; Traits : None; Skills : None].
/u/Deboch_	: Bilal II Dukas, chief of the Albanoi [Age : 54; Traits : None; Skills : None].
/u/Qwaon248	: <i>Basileus</i> Agron II, king of the Ardiaei, overlord of Epirus and Danubia, son of <i>Basileus</i> Pleuratus II and Brenna the Celt [Age : 37; Traits : None; Skills : None].

/u/Bohemian_Blasphemy : Admiral of the Fleet Guy of Bohemia [Age : 19; Skills : Diplomacy].

Non-Player Characters

~~Audata of Dardania, queen consort of the Taulantii, princess of the Dardani [Age : Dead; Traits : None; Skills : None].~~

~~Brenna the Celt, queen consort of the Ardiaei, daughter of some highborn commander in the Celtic army of Acichorius Brennus [Age : Dead; Traits : None; Skills : None].~~

~~Arete of Sparta, queen consort of the Taulantii, princess of Sparta, daughter of Areus I Agiad [Age : Dead; Traits : None; Skills : None].~~

~~Agiatis of Sparta [Age : Dead; Traits : None; Skills : None].~~

~~Brighid of the Letobici [Age : Dead; Traits : None; Skills : None].~~

Jaga of Macedon, princess of Macedon, daughter of Antipater III of Macedon and Antogonie Antigonios [Age : 61; Traits : None; Skills : None].

Princess Cassandra, queen consort of Epirus, princess of the Taulantii and Sparta, wife of Cineas Aeacid of Epirus, daughter of Prince Mytilos and Arete [Age : 72; Traits : None; Skills : None].

Ballaios, military commander [Age : Unknown; Traits : Unknown; Skills : Mixed Warfare].

Hannibal Barca, Punic commander and statesman [Age : Unknown; Traits : Unknown; Skills : Leadership, Warfare].

~~Born between 268 BC and 256 BC:~~

- ~~● *Basileus* Monounios and Audata of Dardania: One son (*Basileus* Mytilos; dead).~~
- ~~● *Basileus* Monounios and Olympias of Epirus: One son and two daughters.~~
- ~~● *Basileus* Pleuratus II and Brenna the Celt: Two daughters (one dead).~~
- ~~● Prince Mytilos and Arete of Sparta: One son and one daughter.~~

~~Born between 256 BC and 244 BC:~~

- ~~● *Basileus* Monounios and Audata of Dardania: One son and two daughters.~~
- ~~● *Basileus* Monounios and Olympias of Epirus: Two daughters.~~
- ~~● *Basileus* Pleuratus II and Brenna the Celt: One son.~~
- ~~● Prince Mytilos and Arete of Sparta: One son.~~

Born between 244 BC and 232 BC:

- *Basileus* Monounios and Olympias of Epirus: One son and ~~one daughter~~.
- Prince Mytilos and Arete of Sparta: One son and ~~two daughters~~.

Born between 232 BC and 220 BC:

- *Basileus* Mytilos and Arete of Sparta: One son and ~~one daughter~~.

Born between 220 BC and 208 BC:

- *Basileus* Cleitus and Agiatis of Sparta: One daughter.

Born between 208 BC and 196 BC:

- *Basileus* Agron and Brighid of the Letobici: Two sons (Prince Agron II).
- Prince Glaucias and Jaga of Macedon: Two sons (Prince Bardylis) and one daughter.

Born between 196 BC and 184 BC:

- *Basileus* Glaucias and Jaga of Macedon: One son.
- *Basileus* Agron and Brighid of the Letobici: One son.

Born between 184 BC and 172 BC:

- *Basileus* Bardylis and some Cretan princess or something, idk: One son.
- *Basileus* Agron and Brighid of the Letobici: One daughter.

Childbearing Couples

Character	Birth Year	Spouse	Spouse Birth Year	Roll for Children?
<i>Basileus</i> Bardylis	205 BC	Some Cretan princess or something, idk	203 BC	Yes
<i>Basileus</i> Agron II	197 BC	Some war bride from the Roman patriciate	189 BC	Yes

ASSETS AND MODIFIERS

Modifiers

Society : Hegemony

- Stability: Weaker cohesion, reduced war exhaustion, unchanged overextension
- Special Stability: Peripheral cities have lower local stability.
- Less unhappiness from cities, but gold is less valuable in plots.
- Predominance : Gain + stability and -15% cheaper unit purchasing (gold) for every vassal or other subservient nation, up to a cap of +++ stability and -45% cheaper unit purchasing (gold). Subservient nations gain + stability.

Roman Warm Period

- In Europe and Asia Minor, plots to improve the land get a +1.

Illyrian Piracy

- +2 to piracy plots.

Adriatic Naval Superiority

- Bonus to our maritime plots taking place in the Adriatic.
- Penalty to unauthorized maritime plots taking place in the Adriatic.
- Lasts as long as our Adriatic Citadels stand.

New Hegemony

- +2 Stability
- Stability maluses from cohesion, overextension, war exhaustion, recent conquests, and comparisons to other powers of equal standing are reduced.
- +2 to one naval plot of your choice, each part
- +1 to one plot of your choice each part, for each vassal, up to three
- This modifier lasts until part 15, inclusive.

Bastion of Stability

- Citadels increase local stability by +3.

Greek Lessons (1)

- Can be used as a one-time investment in military plots for a +4 bonus.

Band of Brothers

- +2 to plots that cooperate with Macedon for parts 14-15.

We have a task force of men who have the sole focus of preventing Roman crossing. For each part we wish to employ them, it will cost us 4 PPG. We are not currently employing the task force this part.

We have established a covert militarized power base in Rodos, in preparation for an imminent attempt to seize control over the city.

Artifacts and Other Objects

Venetian Trade Posts in Rhizon, Doclea, Dyrrachion, and Sparta, and also potentially in up to three formerly-Roman cities.

Venetian Rest House in Rhizon.

ACTION POINTS

∞ AP total [∞ base, ∞ from being based]

∞ AP on buying ∞ of the most advanced military and naval units available to me.

∞ AP each on Plot 1 through Plot ∞.

TREASURY

Gold

∞ initial Gold

+∞ Gold from trade.

+∞ Gold from 6 Venetian Trade Posts.

+∞ Gold from /u/Tefmon's personal wealth.

+∞ Gold from being based.

∞ total Gold

-∞ Gold each on Plot 1 through Plot ∞.

∞ remaining Gold

Faith

∞ initial Faith

+∞ Faith from the Popacy.

+∞ Faith from being based.

∞ total Faith

-∞ Faith each on Plot 1 through Plot ∞.

∞ remaining Faith

Culture

∞ initial Culture

+∞ Culture from cities.

+∞ Culture from being based.

∞ total Culture

-∞ Culture each on Plot 1 through Plot ∞.

∞ remaining Culture

PLOTS

Plot 1 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon) *Basileus Agron II* (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

You Danganronpa Game 1 Case 3 Gero, but pretty much nothing else happens.

Spoilers for a nearly decade old game below:



Plot 2 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon); *Basileus* Agron II (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot 3 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus Bardylis* (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); *Bilal II Dukas* (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot 4 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus Bardylis* (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); *Bilal II Dukas* (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot 5 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot 6...Plot ∞-5 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost

to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot ∞-4 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot ∞-3 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the

Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus Bardylis* (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); *Bilal II Dukas* (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot ∞-2 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus Bardylis* (/u/Tefmon); *Basileus Agron II* (/u/Qwaon248); *Bilal II Dukas* (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies

and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

Plot ∞-1 : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

Invested : ∞ AP; ∞ Gold; ∞ Faith; ∞ Culture; *Hegemon kai Basileus* Bardylis (/u/Tefmon); *Basileus* Agron II (/u/Qwaon248); Bilal II Dukas (/u/Deboch_); Guy of Bohemia (/u/Bohemian_Blasphemy) [Skills : Diplomacy]; Illyrian Piracy (+2 to piracy plots); Adriatic Naval Superiority (bonus to Adriatic maritime plots); Venetian Rest House in Rhizon (+3 morale boost to military plots); +1 to one plot of your choice each part per vassal; +∞ from being based; many more bonuses.

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Also gib skills.

Plot ∞ : just win lol

RP : I use a giant hammer to bash Gero's brain in, killing him instantly and causing his holdings to revert to their rightful overlord, me. I join Tom's funny pan-Slavic union. I fast-forward through the multiple parts of meticulous planning and preparation I had planned and invade the Ptolemies, my last rivals for dominance over the eastern Mediterranean. I kill anyone who tries to attack me or mess with my shit before they can successfully do so. I also use my vast riches to build myself a palace of solid gold, because why the fuck not?

gg ez.

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Results : Kill Gero, conquer and annex Danubia, annex Epirus too, merge with Macedonia, damage and move units to surround all coastal cities belonging to the Ptolemies and their allies and vassals, antiplot against any shenanigans, build a massive palace from solid gold, win the game, etc., etc., etc

Also gib skills.

You're Danganronpa game 1 case 3 executed for repeating your plot.

Spoilers for a nearly 10 year old game below

<https://www.youtube.com/watch?v=1P-6DfDnrYo>

SPECIAL INVESTMENTS

Draw Tef winning the mark, in the style of a CHG Clubhouse comic.



SOCIALIST FEDERAL REPUBLIC OF YUGOSLAVIA -

Part 17



DIPLOMACY

ALLIANCE :

FRIENDSHIP : Illyria, Epirus, Pontus, Armenia

DEFENSIVE PACT : Illyria

NON-AGGRESSION PACT:

DENOUNCING :

WAR : none

PEACE : all :)

DEALS

EVENTS

None I think?

CITY CONTROL

/u/Megashinx1: Herakleia Lynkestis, Pella, Thessalonica

/u/sup3rtom2000: Larissa, Cynocephitale

Ptolomy Epigonos: Paenoia

Antognos Gonatas: Serdica

PLAYER CHARACTERS

/u/Megaashinx1: Antipater IIIII, 78 years old

/u/sup3rtom2000: Bucephalus, 40 years old, also 16 hands tall, skills in balance

NPCS

Alxenared ii

Josip Broz Tito

ALEXANDER THE GREAT

FAMILIES

ANTIPATRID LINE

ded

PTOLOMY LINE:

Ded

Character	Age	Spouse	Spouse Age	Roll for Children?
				No

OBJECTS

[REDACTED]

CORPSE OF ALEXANDER

GREAT LIGHTHOUSE STATUE

BONUSES

Macedonian Milita: Troops will be spawned upon a Defensive War

During a defensive or offensive war 4 spearmen will be spawned in

Stable: WHILE YOU ARE STABLE OR SOLID IN STABILITY, HORSE UNITS ARE MORE VALUABLE IN PLOTS

Once per part, you can use the Pizza Pizza modifier, which will give a +1 to plots mentioning pizza. However, this comes with the Pizza Time Pizza modifier, in which violent plots involving pizza will give you +2 (also usable once per part), but give -1 to a random other plot.

You will gain a mean, positive modifier to your trade income. For every trade income plot in which you wish to use the modifier, you must invest a player character or an NPC. For every additional plot said character is invested in, they will become progressively more hostile and less likely to cooperate. However, trade income plots will then have a +2. Thy said I can use mind control spiders for justification on why your player characters aren't cooperating. (He'll say he didn't but yes he did it's Valentine's Day and he loves me so)

[REDACT] +2 to stealing from Venice [END REDACT]

ACTION POINTS

10 Action Points +2 from sacking plot 4

- 0 AP on plot 1
- 0 AP on plot 2
- 0 AP on plot 3
- 10 AP on plot 4

TREASURY

4688 gold (10.017 PPG)

- + 19 PPG from Trade (8892 gold)
- + 3 ppg from trade post (1404 gold)

14984 gold total (32.017 PPG)

- 9 ppg gold on plot 1
- 9 ppg gold on plot 2
- 9 ppg gold on plot 3
- 5 PPG on plot 4

0 gold left

RELIGION

928 Faith (uhhhh 80 PPF I guess)

-20 ppf on plot 1

-20 ppf on plot 2

-20 ppf on plot 3

-20 ppf on plot 4

0 faith remaining

CULTURE

14 cities with at least 6 pop

12 cities with at least 12 pop

3 cities with at least 24 pop

29 ppc (2900 culture)

-9 ppc on plot 1

-9 ppc on plot 2

-9 ppc on plot 3

-2 ppc on plot 4

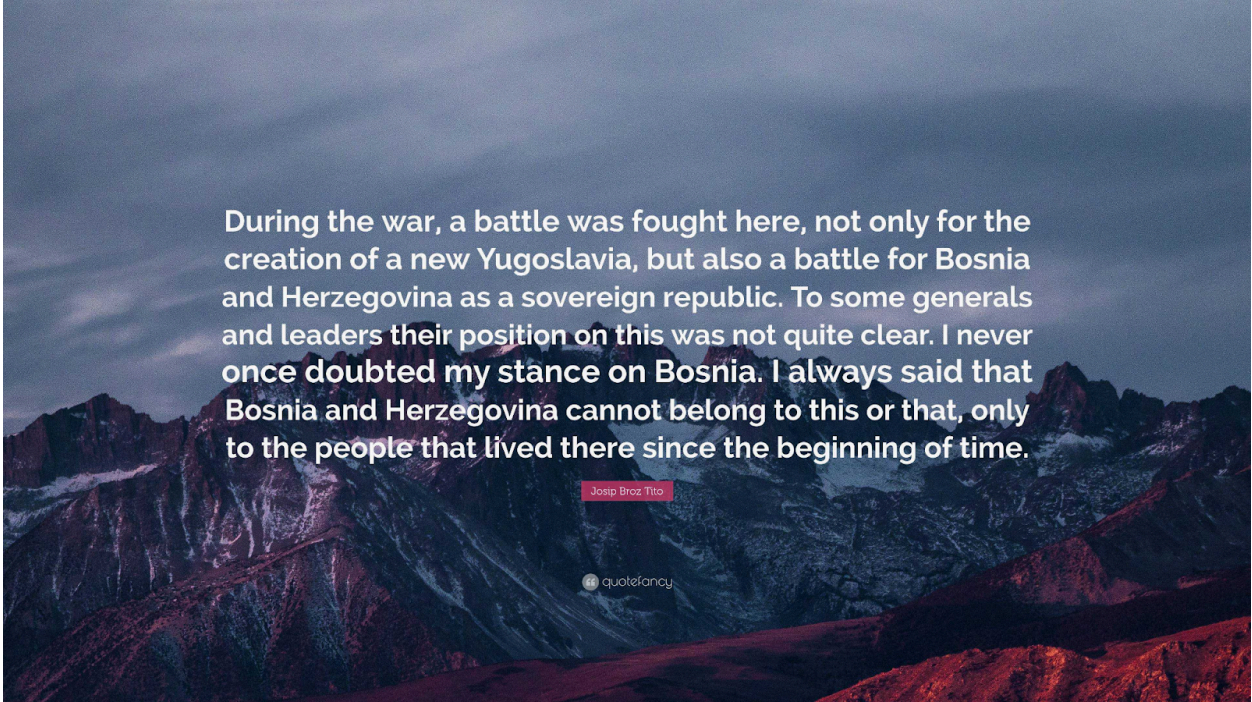
—

PLOTS

Plot 1 : E X P A N D Socialist Federal Republic of Yugoslavia

Tito had his propaganda team working overtime spamming out posters all over everywhere. Helping to spread the word that all should joining the Socialist Federal Republic of Yugoslavia!

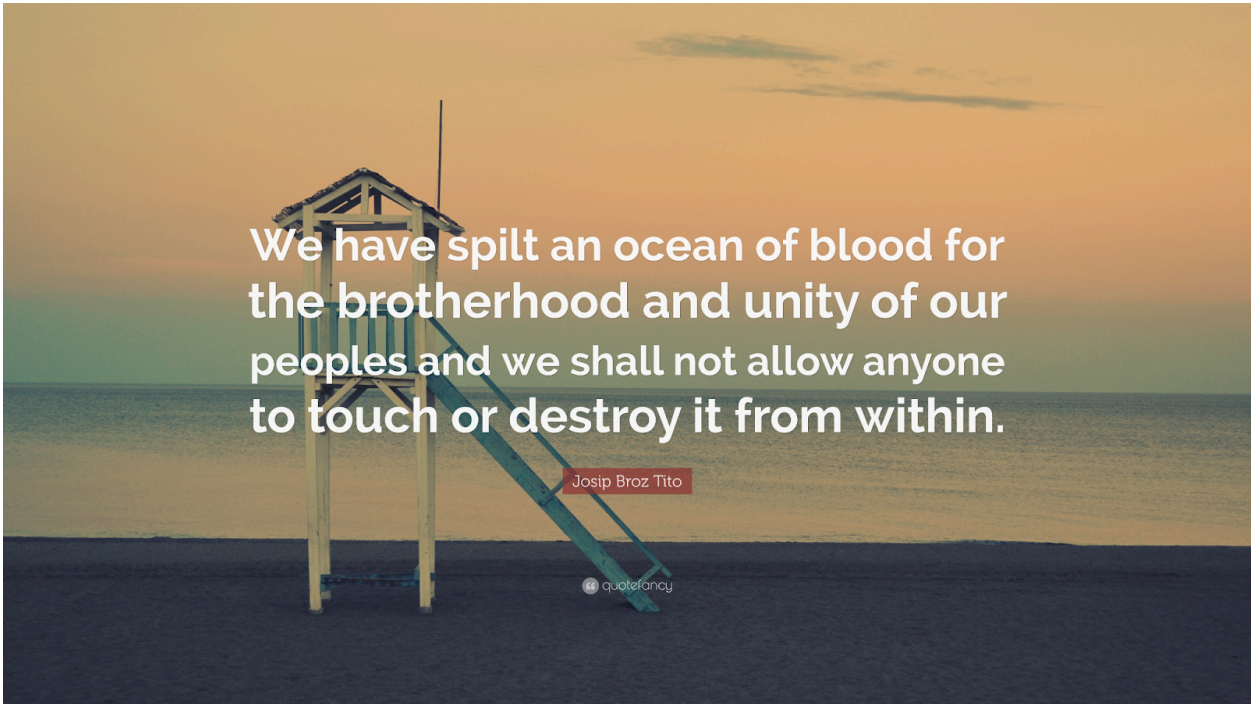
(ooc note. I found all of these on google images. Idk why there are so many quotes that go hard by Tito that have really peaceful looking background images)



During the war, a battle was fought here, not only for the creation of a new Yugoslavia, but also a battle for Bosnia and Herzegovina as a sovereign republic. To some generals and leaders their position on this was not quite clear. I never once doubted my stance on Bosnia. I always said that Bosnia and Herzegovina cannot belong to this or that, only to the people that lived there since the beginning of time.

Josip Broz Tito

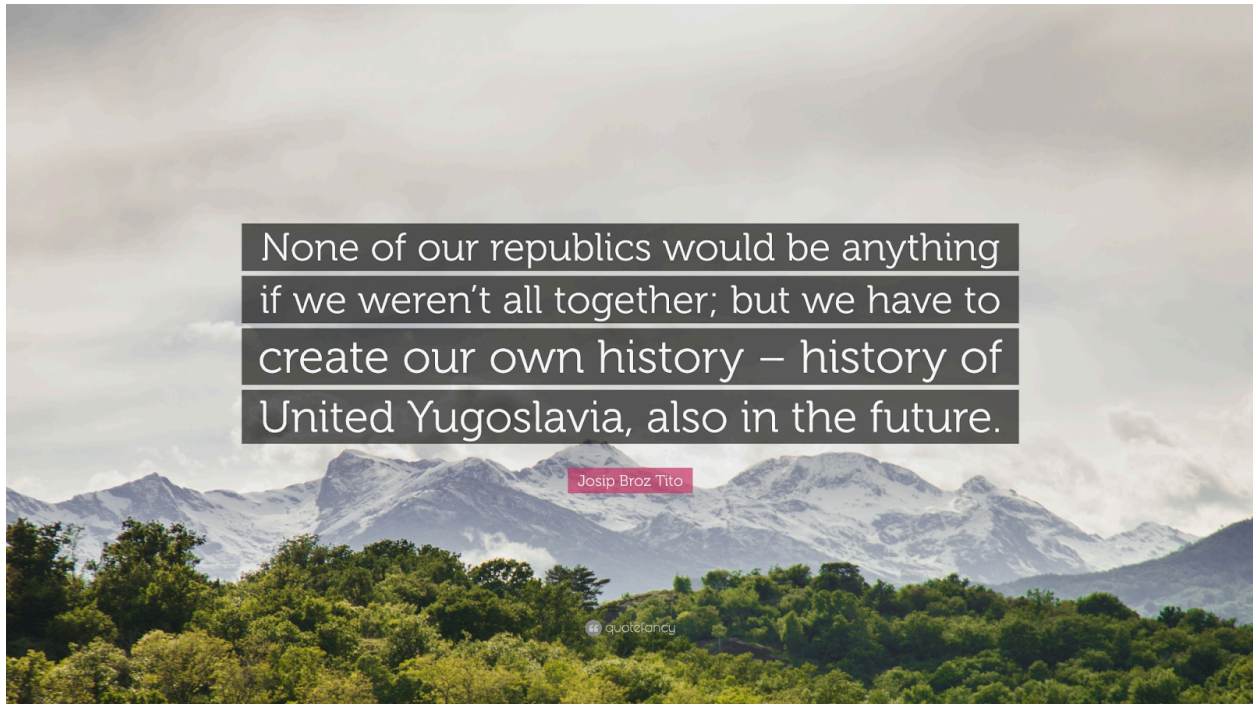
quote fancy



We have spilt an ocean of blood for the brotherhood and unity of our peoples and we shall not allow anyone to touch or destroy it from within.

Josip Broz Tito

quote fancy



(this last one is specifically for Illyria)

Invested: 9 PPG, 9 ppc, 20 ppf, Tito

Result : merge all civs (especially Illyria) into the Socialist Federal Republic of Yugoslavia

You merge with Syracuse via a bridge of tiles between you.

Plot 2 : return of alexander the great!

Bucephalus was pawing at the ground one day when suddenly a familiar hand burst out of the ground and grasped his hoof. It was none other than

ALEXANDER THE GREAT

! He jumped up on

Bucephalus's back and rode off into the sunset, with his newly raised army of the undead, off to defeat enemies of the Socialist Federal Republic of Yugoslavia.

Invested: 9 PPG, 9 ppc, 20 ppf, Bucephalus, Alexander the Great (this is my item by the way since all my reactions were macedonia related things. Alexander the Great is the true embodiment of macedonia and thus he should help turn macedonia into essentially his macedonian empire that he made back in the day. But make it socialist, federal, and yugoslavian!), use necromancy to resurrect army

Result : conquer and forcibly merge all civs (especially those bordering us) into the Socialist Federal Republic of Yugoslavia

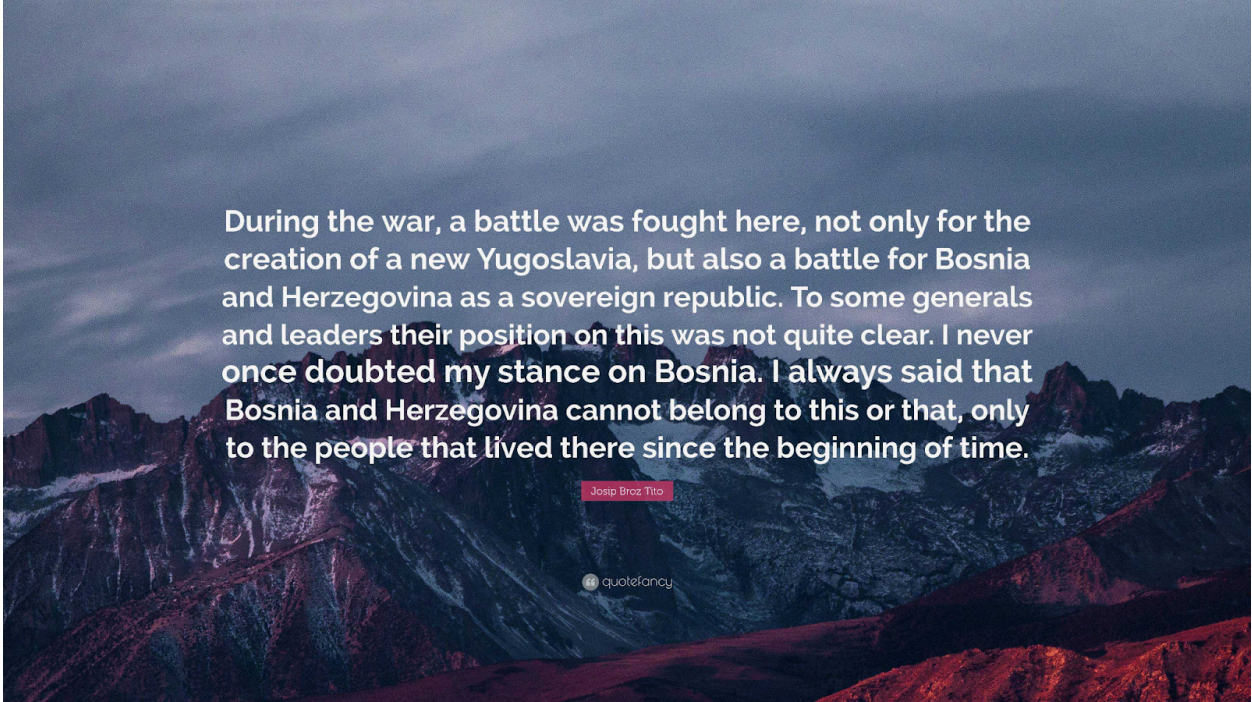
You, instead, all merge into one person. Icky!

—

Plot 3 : E X P A N D Socialist Federal Republic of Yugoslavia again!

Antipater IIIIII had the propaganda team working overtime spamming out posters all over everywhere. Helping to spread the word that all should joining the Socialist Federal Republic of Yugoslavia!

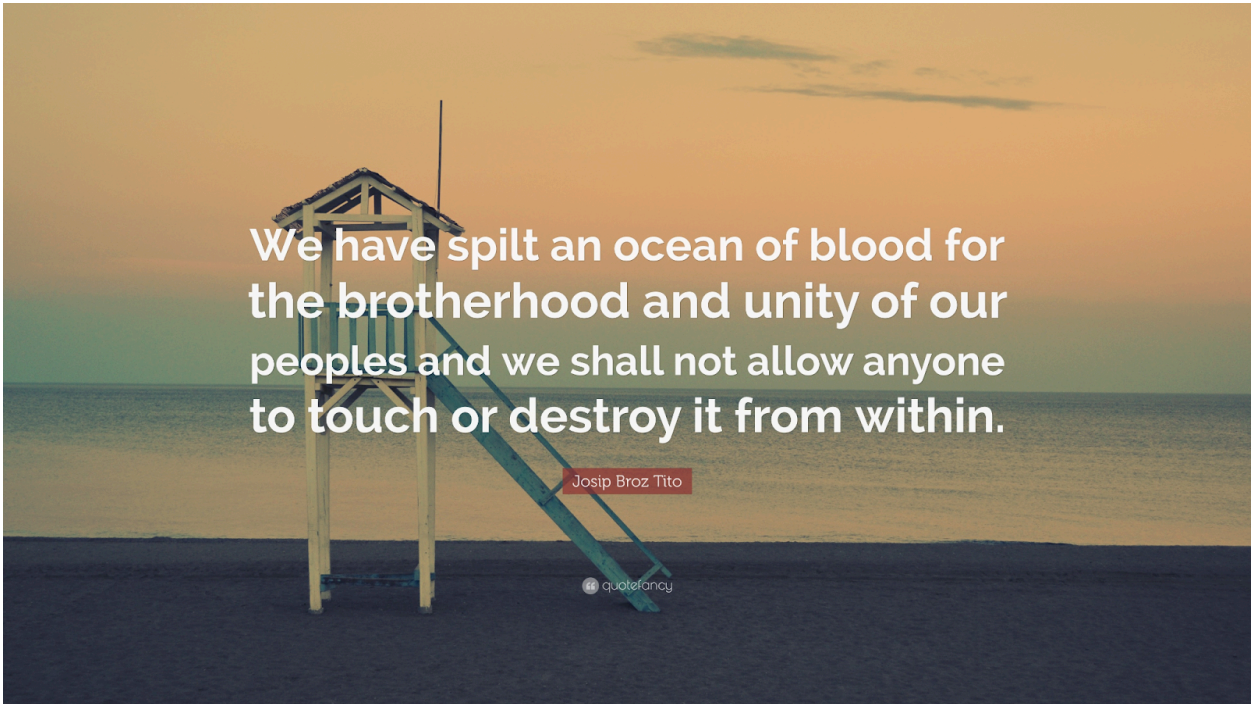
(ooc note. I found all of these on google images. Idk why there are so many quotes that go hard by Tito that have really peaceful looking background images)



During the war, a battle was fought here, not only for the creation of a new Yugoslavia, but also a battle for Bosnia and Herzegovina as a sovereign republic. To some generals and leaders their position on this was not quite clear. I never once doubted my stance on Bosnia. I always said that Bosnia and Herzegovina cannot belong to this or that, only to the people that lived there since the beginning of time.

Josip Broz Tito

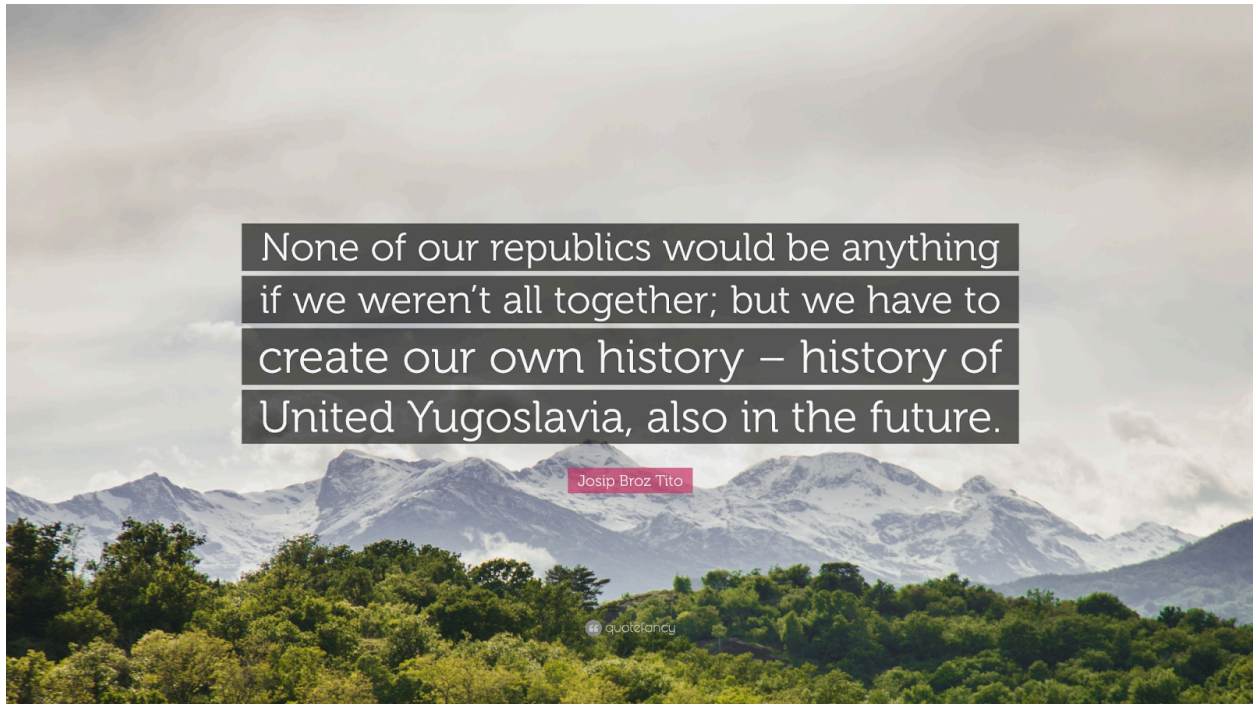
quote fancy



We have spilt an ocean of blood for the brotherhood and unity of our peoples and we shall not allow anyone to touch or destroy it from within.

Josip Broz Tito

quote fancy



(this last one is specifically for Illyria)

Invested: 9 PPG, 9 ppc, 20 ppf, Antipater IIIIII

Result : merge all civs (especially Illyria) into the Socialist Federal Republic of Yugoslavia

You merge with Veneti, via a pathway of tiles that reach between you.

—

Plot 4 : return of alexander the great 2: The return!

Alxenared ii was standing around one day when suddenly a strange hand burst out of the

ground and grasped his ankle. It was none other than **ALEXANDER**

THE GREAT ! He jumped up on Alxenared ii's back and rode off into

the sunset, with his newly raised army of the undead, off to defeat enemies of the Socialist Federal Republic of Yugoslavia.

Invested: 5 ppg gold, 20 ppf, 10 AP, 2 ppc Alxenared ii, Alexander the Great (this is my item by the way since all my reactions were macedonia related things. Alexander the Great is the true embodiment of macedonia and thus he should help turn macedonia into essentially his macedonian empire that he made back in the day. But make it socialist, federal, and yugoslavian!), use necromancy to resurrect army

Result : conquer and forcibly merge all civs (especially those bordering us) into the Socialist Federal Republic of Yugoslavia

I merged with your dad last night.

—

Pontussy - Part 17

DIPLOMACY

ALLIANCE: Lydia, [REDACTED]

DEFENSE PACT: [REDACTED]

FRIENDSHIP: Armenia, Illyria, Yugoslavia, [REDACTED]

VASSALS: [REDACTED]

DEALS

[REDACTED]

The neutral mods (THIS MEANS YOU REFORMER PLEASE ACTUALLY REMEMBER YOUR MISDEEDS) have forcibly renamed our faction to "Pontussy". Please refrain from deadnaming our faction in your docs, as that will cause the neutral mods to rig things against you even harder than they already do.

RIGGED EVENT

We chose Necromancy, Balance, and Items for our magic thingy

Emoji set 1: Goat, Stabby, Pingspam

Result: the GOAT of stabbing people (Alexander the Great) pingspams everyone (see plot 2)

Emoji set 2: Goat, EndlessVoid, Whale

Result: A void spawns in Pontussy, spawning endless whalegoats (see plot 3)

--

SOCIAL POLICIES

We are a Unified State and thus have Monarchy, Aristocracy, Military Tradition, Wagon Trains

CITY CONTROL

All belong to briusky

CHARACTERS

Mithridates

Everyone is Mithridates

Mithridates is love, Mithridates is life

OBJECTS

1 whalegoat

BONUSES

~~Please note that I have complied with the neutral mods renaming my faction much faster than the neutral mods complied with renaming my city (and they continue to fail to comply with this smh my head) so I deserve a very large bonus for this. Update I got this in the form a 2 PPG hate crime tax on #RiggedReformer~~

[REDACT unless triggered] Upon a faction DoWing Pontussy, 25% of enemy troops are killed
[/REDACT]

Assimilation: Gain ++ stability and 4 PPG/part if you've owned your current cities for 2 or more parts.

Fired Lego: +1 to naval plots

Fired? Lesgo!: +1 to plots involving alcohol

ISTANBUL (NOT BYZANTION) BECOMES A NEW CENTER OF TRADE IN THE EASTERN MEDITERRANEAN. THIS GRANTS YOU +3 PPG PER PART FOR AN UNDEFINED AMOUNT OF TIME. also +2 to trade plots yay

You gain +++local stability in Istanbul, +local stability in your European cities, and, should you gain direct control of the land between Istanbul and Metropolis, +local stability in your Western and Central Anatolian cities.

You gain the "Imperial Destiny" asset, which may be invested into one plot per part which relates to expanding your realm, asserting or increasing your authority, expanding your power and influence, enhancing your prestige and grandeur, and other imperial things. This modifier provides a +2 bonus when invested.

Gain the modifier 'Fledgling Hegemony':

- +1 to plots against Ptolemies.

- Successful wars against Ptolemies have a greater positive stability impact.

- Failing wars against Ptolemies have a greater negative stability impact.

- Becoming a Hegemony is easier.

- This modifier is lost upon becoming a hegemony.

ACTION POINTS

12 AP base

TREASURY

132 initial gold (ppg=10)

+222 from trade

+30 from Istanbul being a center of trade

+100 in fines from #RiggedReformer's hate crimes

-123 on plot 1

-150 on plot 2

-142 on plot 3

-69 on plot 4

0 remaining

RELIGION

1032 initial faith

-1032 on plot 2
0 remaining
—

CULTURE

+1800 from having 18 cities with ≥ 6 pop
+1000 from having 10 cities with ≥ 12 pop
+300 from having 3 cities with ≥ 24 pop
-1300 on plot 1
-800 on plot 3
-1000 on plot 4
—

PLOTS

Plot 1 : Haha penis

RP : #RiggedReformer was quite annoyed. He was midway through the arduous task of terraforming Anatolia into a cock and balls. How #ArbitraryAJ had been convinced that was a good idea was starting to confuse him. Or maybe it was the hot sun, cause even #RiggedReformer knows that everyone in CHG loves a terrible, low effort dick joke. Meanwhile, Mithridates pulled up a beach chair, fruity cocktail in his hand, to watch his hated enemy toil. He began to play with the contents of the mystery box that #ArbitraryAJ had provided last part. Truly, he was living the dream. But he had more important business to do. Like heckling.

“Hey #RiggedReformer, doesn’t this remind you of home”

“How so?”

“Cause you live in Europe’s ballsack!”

A trollfaced man appeared from behind one of the bushes nearby and yelled “Gottem!”

Invested : The mystery box I got last part, alcohol bonus, 123 gold, 1300 culture

Results : Terraform Anatolia and the surrounding sea tiles so it looks like a cock and balls coming out of Asia

Also gib skills

Partial success. You terraform a ball.

Plot 2 : Raising Alexander's Body

RP: When the latest Reincarnation of Alexander started getting old, he realized that he longed not for a young body, but for an old body. His old body, specifically. However, his body was eaten, according to the sacred texts. And the bodies of his reincarnations would get eaten as well, ensuring that the only body of Alexander was the living one of his reincarnation. However, there might be a way to do this. Yugoslavia managed to get another body of Alexander through timeline shenanigans, and that body was notoriously not eaten by an earlier Mithridates due to said Mithridates getting eaten for the crime of rolling a natural 1. So after the Reincarnation died and his body was eaten, a bunch of important priests from the Followers of Alexander went to see the body of Alexander that Yugoslavia had. They were given permission to do a rigged ritual since Yugoslavia and Pontussy are besties. Alexander's body rose once more, and his soul returned or possibly entered it for the first time, idk how timeline shenanigans work. Unfortunately, one of the priests had misread "necromancy" as "neck romance" and caused Alexander to return as a vampire. On the plus side, he was immortal. And also extremely hot. On the downside, he now sparkled in the sunlight and everywhere he went drew protesters demanding that I add a werewolf to this plot too. Anyways he used the power of pingspamming every person in existence, which Alexander the Great canonically had irl but Discord wasn't invented yet for him to demonstrate, and told them to convert and become his Followers. Many did.

Invested: Emoji set 1, Necromancy, 150 gold, 1032 faith

Results: Alexander the Great rises again as a sparkly twilight vampire, convincing everyone of the truth of worshipping him. Lots of cities convert to Followers of Alexander

Also gib skills

Critical success. Every city on the map converts. Alexander the Great gets together with a high school girl. A lot of people really like that.



Plot 3 : Whalegoats

RP: Apparently while I was off fighting a war, Armenia managed to get ahead of Pontussy in whalegoat research. Possibly because our scientists were busy trying to make our catapults shoot straight instead of getting whalegoat sperm to

shoot straight. Luckily, one of our naval vessels noticed a weird phenomenon. When looking at the night sky, one star appeared rather lonely, and its movement could be described as rolling. Having heard that the year numbering system was some countdown to an event involving following a star, Mithridates the Sailor took off after it. What he found, floating above the Black Sea, was an endless void. And coming through that void were some whalegoats. Pontussy had struck whalegoat-colored gold.

Invested: Emoji set 2, naval bonus, 142 gold, 800 culture, whalegoat

Results: Pontussy gets infinite whalegoats

Also gib skills

Pontussy gets one moderately sized whalegoat.

Plot 4 : We'll mith this mark

RP: Mithridates is a pretty cool name. And with Pontussy's extreme relevance, everyone gets exposed to it. Merchants coming from Istanbul named Mithridates visit every port. Captain Mithridates rum is the beverage of choice throughout the Mediterranean world. And what cultured person hasn't heard the tragedy of Mithridates the Wise (it's not a story #RiggedReformer would tell you). With Mithridates becoming a consistent 1st place on the worldwide baby name rankings, it was clear that Mithridates was the best name. So everyone changed their name to Mithridates, and it was awesome.

Invested: Imperial Destiny, Bonus to trade plots, Alcohol bonus, 69 gold, 1000 culture, all the Mithridateses

Result: Everyone's player characters change their names to Mithridates

Critical failure your name is now just actually Benjamin I dont give a fuck about what your name was before. In real life, online, you're fucking Benjamin Carter Atwell. That's you. Bitch.

[PTOLEMIES] (abridged) Final Part - ממלכת מצרים - התלמאית

88 BC

DIPLOMACY

ALLIANCE : Miletus

FRIENDSHIP : Everyone, Seleucids

DEFENSIVE PACT : Knossos, Carthage

NON-AGGRESSION PACT: Illyria

DENOUNCING : Canada

VASSAL: Petra, Thebes, Seleucids,

WAR :

PEACE : Pontus, Armenia

DEALS

POTIONS

We get some potions idk what- have the plotrunner drink a potion based on whatever this was supposed to be and invest in all our plots

NECROMANCY

All prior characters return

REALSTATE EVENTS

Item 1: wobbleflush, bugcattounge and pensivebear: Our Item makes our enemies confused and redirects any plots sent to us somewhere else

Item 2: bugcatstrongplant, coconut and policesiren: Our item is Kamala Harris who is going to put everything in context giving us bonuses towards taking all the cities we used to have

Item 3: fuckuuptoo, bonktheping and angrykirby: Our item boosts all our our attack plots

DREAMSTATE HERO PROGRESS

10 Rosenummus and 10 XP

TECHNOLOGY

N/A

--

SOCIAL POLICIES

Policies: Meritocracy, Patronage Opener, Merchant Confederacy, Commerce Opener, Organized Religion

CITY CONTROL

/u/Canadian_Christian: Region of Israel (Alexandria, capital)

/u/EmeraldRange: Region of Egypt (Jerusalem, capital)

/u/Hijakkr: Region of Asia (Side, capital)

PLAYER CHARACTERS

/u/Canadian_Christian: Ptolemy Eirenikos (39 years old) - crown prince; also Ptolemy V, Ptolemy III and Ptolemy II

/u/EmeraldRange: Ptolemy VI, (70 years)- King/Pharoah; Also Ptolemy IV, Ptolemy I

/u/Hijakkr: Amun, the papyrus maker, (56 years) - from Oxyrhynchus, son of Horusai; also Queshankh that cheesmonger and Poseidon the Admiral

(important) NPCS

Lol

IRRELEVANT FAMILIES

Character	Birth Year / Age	Spouse	Birth Year / Age	Roll for Children?
-----------	------------------	--------	------------------	--------------------

OBJECTS

N/A

BONUSES

Purging based on nothing but suspicion: +++Stability, ---Local stability in peripheral cities.
Yo, yo... chill and be stable - +Stability, religious rabble slows down

Predominance: Gain + stability and -15% cheaper unit purchasing (gold) for every vassal or other subservient nation, up to a cap of +++ stability and -45% cheaper unit purchasing (gold). Subservient nations gain + stability. (Petra, Thebes, Seleucids are subservient)

PLOT BONUSES

A Shipment from Ghosts: Gain a scary Galleass; -1 Local stability in Red Sea cities; +1 to plots investigating it.

Dues in Life to Pay: Gain +1 stability and 15 PPG. Gain a -1 to mercantile plots (until Part 16).

ACTION POINTS

10 AP Base

SPREAD THEM OUT AMONGST THE PLOTS EVENLY

0.0011 AP on every plot

TREASURY

2257 of Gold (10 PPG base)
+ 3848 (17.1 PPG) Trade Income
+ 1125 (5 PPG) from Thebes vassalage
7230 Gold (32 PPG base)

SPREAD THEM OUT AMONGST THE PLOTS EVENLY
- 0.0036 PPG on every plot
0 Gold remaining

SPECIAL INVESTMENTS

None, we think our plot doc is painful enough for the plotrunner :)

RELIGION

2403 Faith (0 PPF; 180020 Faith per plot point)
SPREAD THEM OUT AMONGST THE PLOTS EVENLY
- 0.24 Faith on every plot (0.0000015 PPF)
0 Faith Remaining

CULTURE

4900 Culture (49 PPC total; 23 PPC from 23 6+ pop cities, 20 PPC from 20 12+ pop cities, 6 PPC from 6 24+ pop city)
SPREAD THEM OUT AMONGST THE PLOTS EVENLY
- 2.4 Culture on every plot (0.0024 PPC)
0 Culture remaining

—

PLOTS

Plot 9001 : IT'S OVER NINE THOUSAND

RP : WITH ALL THE SPACE LASERS, EGYPT HAS OVER NINE THOUSAND POWER LEVEL!!!!!! WE ARE GOING TO USE ALL THESE SPACE LASERS TO DO WHAT THE RIGGED PLOTRUNNERS COULD NEVER DO AND OVERTHROW THEIR EVIL REGIME.

WE
WILL
MOVE ALL TROOPS FROM THEBES TO SYRIA!!!!!!!

OH MY GOD THERE'S TOO MANY LASERS
ITS MOVING NOT JUST THE THEBIAN TROOPS
ITS MOVING ALL OUR TROOPS
BUT NOT JUST OUR TROOPS
ALSO EVEYRONE'S TROOPS
AHHHHHHHHHHHH

Invested: 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC, this entire plot doc, our ctrl-c and v fingers

Result : Move all troops from everyone to Apamea

Five troops from everyone will move to Apamea.

Plot 1 : Legitimacy Lasers

RP : The various Ptolemys of the more Jewish-side of things reconvened after being brought back from the dead by Kamala Harris. They decided that the Pontus war was unacceptable and immediately pulled out the Jewish Space Lasers. The lasers would attack all the Pontus cities that used to be ours. As an antiplot of course.

Invested: 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC, Ptolemy Eirenikos, Ptolemy V, Ptolemy III, Ptolemy II

Result : Antiplot against Pontus keeping Perge, Side and Tracheotis

Pontus will lose 5 units from near each city, and each city will lose half of its health.

Plot 2 : Traditional Laser

RP : Now the other Ptolemys who had been brought back from the dead by Kamala Harris were less enthused about pulling Jewish space lasers out. Ptolemy I was especailly upset that he died. Since he was supposed to be Osiris and shit.

Anyways, the more traditional, pragmatic Ptolemys got together and spend money and troops to create their own traditional Space Lasers, of course, these lasers were pointed mostly at Pontus but Ptolemy I was really cranky and pointed some at Carthage. Luckily there was something about Egyptian Glass that Ptolemy IV pulled out of his ass to make the science of having lasers in 100BC work.

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC, Ptolemy VI, Ptolemy IV, Ptolemy I

Result: Antiplot against any invasions from Carthage or from Pontus

Any units of theirs within 5 tiles from your border will be destroyed at the beginning of the part.

Plot 3 : CHEESE Lasers

RP : Various wacky characters from across the history of Egypt gathered. It was odd, really. A paper maker, an admiral and a... cheese monger... what the fuck?? Queshankh the cheesemonger said "CHEESE" and the rest agreed. They started sculpting the excess cheese into various components and then Poseidon launched them into the air using Egypt's big navy. Once in space, the crew got confused on where to send the lasers. Queshankh said some big evil Seleucid force was that way. Amun said that no it was the dastardly Thebians. Poseidon was like no we have to protect the ocean. So the laser just kinda spun around as they argued, unexpected protecting all three sides

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC, Amun, Queshankh and Poseidon

Result : Antiplot on the Egyptian borders in the northeast, northwest and the south.

You're too busy antiplotting other places to remember Egypt exists.

Plot 4 : MORE LASERS PART 4

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Let me just save you some time. You get one nuke to use against Pontus.

Plot 5 : MORE LASERS PART 5

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 6 : MORE LASERS PART 6

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 7 : MORE LASERS PART 7

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8 : MORE LASERS PART 8

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 9 : MORE LASERS PART 9

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plots 10-8990 : MORE LASERS PARTS 10-8990

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8991 : MORE LASERS PART 8991

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8992 : MORE LASERS PART 8992

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8993 : MORE LASERS PART 8993

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8994 : MORE LASERS PART 8994

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8995 : MORE LASERS PART 8995

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8996 : MORE LASERS PART 8996

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8997 : MORE LASERS PART 8997

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8998 : MORE LASERS PART 8998

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 8999 : MORE LASERS PART 8999

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 9000 : MORE LASERS PART 9000

RP: EVEN MORE LASERS ARE POINTED AT PONTUS

Invested : 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC

Result: Antiplot against Pontus.

Plot 9001 : IT'S OVER NINE THOUSAND

RP : WITH ALL THE SPACE LASERS, EGYPT HAS OVER NINE THOUSAND POWER LEVEL!!!! WE ARE GOING TO USE ALL THESE SPACE LASERS TO DO WHAT THE RIGGED PLOTRUNNERS COULD NEVER DO AND OVERTHROW THEIR EVIL REGIME.

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MOVE ALL TROOPS FROM THEBES TO SYRIA!!!!!!

OH MY GOD THERE'S TOO MANY LASERS
ITS MOVING NOT JUST THE THEBIAN TROOPS
ITS MOVING ALL OUR TROOPS
BUT NOT JUST OUR TROOPS
ALSO EVEYRONE'S TROOPS
AHHHHHHHHHHHH

Invested: 0.0036 PPG, 0.00011 AP, 0.0000015 PPF, 0.0024 PPC, this entire plot doc, our ctrl-c and v fingers

Result : Move all troops from everyone to Apamea

Nah.

The kingdom of Rheme - Part 17

Year: 88 BC.

DIPLOMACY

ALLIANCE : Kingdom of the Gauls, Danubia

FRIENDSHIP : Gauls, Iberia, Parisii, Armorii

DEFENSIVE PACT : Rhineland Trade Group Members

CLIENT STATE : The Parisii

NON-AGGRESSION PACT

DENOUNCING :

WAR : Illyria

PEACE :

DEALS

-Please rename capital to Rheme

EVENTS

TECHNOLOGY

--

SOCIAL POLICIES

N/A

—

CITY CONTROL

Belgae Province: King Romuald & Queen Juddia

Menapii (Capital)

Tungri

Vermandu

Morini

Suebi Province: Prince Sigimar the Holey

Suebi (Regional Capital)

Thoringi

Raetii

Province of the Upper Moesel: Prince Alfher

Remi (regional capital)

Allemani

Upper Rhine: NPC leadership

Marcomanni

Military occupation

Noricum

PLAYER CHARACTERS

/u/sstefanovv: King Godric Gaufridsunuz, Age 54

NPCS

Rhiannon Arvenus, spouse of Godric, Age 48

Auðr Dagmærdottir

Hrodgar the strong, age 66, 2x military leadership and personal skill

FAMILIES

Character	Birth Year	Spouse	Spouse Birth	Roll for
-----------	------------	--------	--------------	----------

			Year	Children?
Godric Gaufridsunuz	142BC	Rhiannon Arvenus	136 BC	yes
Auður Dagmærdottir	140BC	Someone I forgot to name		

OBJECTS

N/A

BONUSES

Stable realm lets gooooo

Golden age:

+1 stability.

+1 to all reform plots.

+1 to diplomatic plots with neighboring weaker civs.

+1 to plots that amount to indirectly waging war on another civ.

Plot 1 part 15 result: Greatly reduce negative stability from poor cohesion or high overextension, for 3 parts. For that same duration, you will gain +5 PPC each part as more people participate in your culture.

Being Cool: +2 to any roll on any plot

Rhineland trade:

+3 for plots with the rhineland tribes

+1ppg for each rhineland trade tribe = 1PPG

Rhineland Trade Group members:

Armorii: +1 PPG

Parisii: +1 PPG

Bears Initiative: Bonus for raiding & offensive +5

Modifier: Unified state

Bonus chosen: +5PPG

ACTION POINTS

8 AP Base

-2 to plot 1

-2 to plot 2

-2 to plot 3

-2 to plot 4

TREASURY

Currency value:

Treasury: Gold 7499 = 740 PPG

Rhineland Trade: +2

Trade: +14,7 PPG

Confederated Bonus: +5 PPG

Total = 761,7 PPG

0- on plot 1

100- on plot 2

100 - on plot 3

200 - on plot 4

361,7 to Raimond

Remaining: 0 Gold

RELIGION

707 Faith (7 PPF)

4 plot: 80PPF

20 PPF on plot 1

20 PPF on plot 2

20 PPF on plot 3

20 PPF on plot 4

CULTURE

3 cities extremely cultured (24+ pop) = 9 PC

7 cities above 12 pop = 16 PC

1 city below 12 pop = 1PC

Total = 26 PC

6 PC on plot 1

7 PC on plot 2

7 PC on plot 3

6 PC on plot 4

PLOTS

Plot 1 : The rise of Rheme

RP : Rome. Once a mighty kingdom, then a republic. For centuries its culture influenced all those around them. Uplifting the tribes of the rhine. But traitors and murderers had burned the lands of Rome to ashes. But like a phoenix, the romans would rise again.

But not where you would expect. Further north, in the lands of Rhennia, the roman remnants had merged deeply with the Rhennians.

But whilst similar to Rome, it was still its own identity. It was a brother to rome.

So first as a joke, but then more and more seriously people started to refer to themselves as

Remians, after the brother of Romulus.

As it was catching on, the name slowly started to out replace that of Rhennia in peoples language and conception, to the point where at one point Rhennia just became Rheme.

Invested : +1 to all reform plots. 2AP, 6PC, 20PPF

Result : Cements the mark as the rise of Rheme.

The new name of the mark is Rhise of Rheme: Rome Rises and So Does Tef.

Plot 2 : The southern push

RP : Arise now, arise, Riders of Rheme!

Dire deeds awake: dark is it eastward.

Let horse be bridled, horn be sounded!

Forth Rhemans

Arise, arise, Riders of Rheme!

Fell deeds awake: fire and slaughter!

Spear shall be shaken, shield be splintered,

a sword-day, a red day, ere the sun rises!

Ride now, ride now! Ride to Rome!

PRAISE RHEME. PRAISE ROME

Invested : 2AP, 7PC, 20 PPF, 100PPG

Result: A horde of rhemian forces ascend south to take the lands of illyria.

The hordes never form, and the lands are never taken.

Plot 3 : ROMA INVICTA

RP : The rise of Rheme had not gone unnoticed. To the south, their brothers of Rome suffered under the yoke of the oppressors. The time was now to rise up.

The cousin of an exiled roman general ,Postumus Cornelius Scipio Viridio, rode south with all the preparations and gold one could need to start a rebellion and equip them with weaponry.

And oh boy rise they did. Like a phoenix emerging from the ashes, the roman citizens rose up and overthrew their oppressors, taking cities and garrisons one by one.

Rome was back baby.

Invested : +1 to diplomatic plots with neighbouring weaker civs. 2AP, 7PPC, 20 PPF, 100PPG

Result: ROMA RISES ONCE MORE (boosting the plots of roman rebellion)

Good thing they crit succ'd cuz your fuckin 3 did nothing lmao.

Plot 4 : Army of the people

RP : The push to liberate Rome from its oppressors, and the advances to take the lands of Illyria became a popular endeavour. Many responded to the call to fight for what is right, and bring down the oppressors of the south.

Vast sums of gold flowed north to the German lands to import the iron and tools needed to fuel this warmachine of epic proportions. But beyond resources, also Germans themselves travelled to the lands of their cousins.

The promise of citizenship for those who served, on top of a solid pay, was a difficult lure to ignore. Many people from the northern and eastern tribes traveled to Rheme to sign up and join the army.

Once fitted, they swelled the already vast army with even more soldiers, eager to proof their worth.

Invested : 2AP, 6PC, 20PPF, 200PPG

Result: Gain a repeated amount of soldiers joining the fray.

8 soldiers join. Yay!

Also Veneti was the one doing the weird shit to Tef at the beginning of the mark. Yay!