

Personal Plots

Title : Finally

[Redacted]

SUCCESS. ASK ME ABOUT EXACT RESULT.

King Justinian, Part VII

Plot:1066 Days

He had been rash, blinded by his new found royalty, high on both revenge and a sense of glory. His bright, young and naive self had marched into an enemy empire to fight it's leader. How foolish, how idiotic was he to have done that? He believed that he would be able to have a fight with Klothar, a fair and honourable one often heard of from within legend. He believed that the duel would be easy, after all, he was the King of Britannia, he was unstoppable.

Klothar did not fight fair.

King Justinian learned a lesson that day, a lesson that would sit with him for the rest of his life. Many, hearing his tale in modern day, would believe it to be a multitude of things: "Be Humble" or "Be Prepared", perhaps even as simple as "Do not bite off more than you can chew."

None of those lessons, my dear reader, are what he learned. He learned that he must rise above the treachery, the dishonesty of the world. Rather than elope from his delusions of grandeur to something far more self sustaining, he doubled down onto the idea that honour mattered above all else. This idea fermented within him for three years, 1055 days, inside of his dark cell. Every meal that had gone bad weeks prior, every time he touched his head down to the cold, dank ground, his conviction grew stronger. He became obsessed with the ideals of honour, with the idea that *he* must be a paragon of this ultimate virtue. The sacred art of dueling, in his mind, had been tainted by Klothar. He had seeked to duel for honour, to right a wrong, to decide something. He had been met with a bash in the head from a guard, and cold steel bars. Klothar was too **COWARDLY** to face him. Every month, every week, every day Justinian made a simple request. He requested to have a fair duel with Klothar, for his honour and Kingdom, for his life. Each time, he was dismissed with laughter, feeding his rage and obsession. Klothar refused to duel him, he refused to show bravery, and instead showed cowardice.

Justinian saw this as the clearest mark of dishonour, and spent years of his life planning his vengeance, his way to purify the Kingdom of the Franks. The dishonour shown by their leader showed one thing: They needed to be saved, and King Justinian knew that he must be the one to save them. Regardless of religion, regardless of culture, one thing was the

universal code between all peoples: honour. Honour provided the protection of those who respected it, who abided by it. Honour made targets of those who did not respect her divine rule of the heavens and earth. Klothar of the Franks had forsaken honour, and so her protection had forsaken him.

These thoughts, this ideology developed within Justinian for 3 years, for 1055 days before he made his move. With a prayer on his lips, with his cell unlocked by a new recruit who wished to humiliate the prisoner, he began his quest.

He challenged this recruit to a duel to the death, and the recruit accepted. Justinian struck him, the haughty guard, and slayed him with his own blade. Marching on, Justinian dueled countless others, ranging from 15 to hundreds, until he made it to Klothar's quarters. It was the dead of night, and he entered. He locked the door behind him, and woke Klothar, granting the bewildered leader a blade of his own. One shaking with fear, the other with rage, the duel commenced. Alone they stood in that room, blades striking each other, before Justinian prevailed, striking his blade through Klothar's chest. As his world went dark, the final words he heard followed him to hell: "My name is Justinian Pendragon. You killed my father. You abandoned your honour. Prepare to die."

Invest: /u/taqn22, 360 faith and 910 gold given by the Romans.

Results: King Justinian escapes prison. Klothar dies. King Justinian is free.

CRITICAL SUCCESS. AT THE END OF THE DAY, KING KLOTHAR COLLAPSES ON HIS BED, MURDERED BY THE YOUNG PENDRAGON. A CHAOS ARISES IN THE FRANKISH CAPITAL AFTER THE KING'S DEATH, CAUSING TROUBLE TO THE FRANKISH WAR MACHINE (-1 TO ALL PLOTS THIS PART). IN THE MIDST OF THIS CHAOS, JUSTINIAN PENDRAGON ESCAPES – BUT UNSURE OF WHAT WAY TO ESCAPE, HE RUNS EAST... JUSTINIAN ALSO GAINS SKILL POINTS IN DUELING.

Major Civs

Western Roman Empire

DIPLOMACY

ALLIANCE: None

FRIENDSHIP: Eastern Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom, Vandals, Hispania

DEFENSIVE PACT: Eastern Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom, Hispania

NON-AGGRESSION PACT: Eastern Roman Empire, Kingdom of Soissons, Vandals, Ostrogoths, Mauro-Roman Kingdom, Hispania

DENOUNCING: Arbitrary event invalidation, Franks, Anglo-Saxons, Armorica's corpse

WAR: None

PEACE: Hispania (Visigoths)

FOEDERATI: Mauro-Roman Kingdom, Vandals, Alemanni,

NO ACTIVITY: Everyone else

OPEN BORDERS: Eastern Roman Empire, Mauro-Roman Kingdom

DEALS

PEACE WITH VISIGOTHS

Section One: Toulouse will be returned

Section Two: 4 units will be repatriated (1 Pike, 2 horseman, 1 comp bowmen)

Section Three: 2 plot points of gold (cancel out with trade deal over section 5)

Section Four: The Visigoths becomes the Exarchate of Hispania and Colombia gains the title of Exarch of Hispania. Visigoths/Hispanics will be included in pan-Roman chats

Section Five: Three and a half plot points of gold will be given to the WRE in exchange for their help to research compass. This cancels with section three resulting in a net payment of 1.5 plot points of gold.

Regardless of who it is, CC will be barred from any diplomatic actions, and no communications can not and will not go through him. The current bloodline of CC's character and family will also be killed off as well.

EVENT

NATIONAL: Option 4: Hopefully Tef doesn't slay our entire army smh.

Lose 15 units in Italy. Gain 10 PPG next part.

REGIONAL: Nah we don't have to worry about some useless barbarians do we? Hahah.

CITY CONTROL

/u/legobloxcraft2: Ravenna, Mediolanum, Tarsatica, Salona, Curla, Augustodunum

/u/Andy0132: Rome, Russelae, Tarentum, Pisae

/u/Bobsss101: Syracusae, Palma, Carales, Barcino

/u/dusmuvecis333: Massilia, Narbo Martius, Ebrodunum, Genava, Lugdunum

ACTION POINTS

10 AP base

+1 from Alemanni

-1 on expending Great Merchant

10 AP on 5 pikes at Ravenna

0 AP remaining

TREASURY

5658 initial gold (Plot Point: 352)

+500 gold from Great Merchant

+335 gold from Hispania

+1785 gold from Eastern Rome

-105 gold to Taqn

-1480 gold on plot one

-2112 gold on plot two

-704 gold on plot three

-3872 gold on plot four

0 gold remaining.

RELIGION

1300 Initial Faith (220 plot point)

-1100 faith on plots 2 and 3

-200 faith to Taqn

0 Faith remaining.

PLOTS

****Currently-Active Antiplot Bonuses:****

[REDACTED]

****Currently-Active Plot Bonuses:****

[REDACTED]

****Plot 1: An Academy Ascendant****

RP: The academy had come far from its roots in simply assisting the roman navy with its training exercises, as demonstrated through some of the recent conflicts, the additional

experience and technology that the academy had managed to provide was enabling the empire to fight its enemies in ways that had never been dreamed of before.

As such it was time for it to once again expand, enabling it to have as much freedom as possible to be able to theorise, research and explore and distill its finding into practical uses for the common people.

The main change in the improvement of the academy was instituting its own directors board and treasury so it would be able to operate on its own bases and not as a research subsidiary on the naval forces. As it was currently, the academy would continue to be based in Syracuse, giving it access to the many ports on the island and thus the ability to trade and interact easily with the wider mediterranean sea.

Through not being linked directly to the military, the academy would also have the capacity to interact with nations semi independently of their diplomatic status with rome itself giving a far greater flexibility to be able to learn from friend and foe alike, as well as being able to focus on civilian research and not purely military technologies.

The whole process would be rather simple, the designated leader of the academy, Julio Decimus, would continue to be the head of the facility, but with his own administration team and finances to be able to enact upon the academy and its activities.

Invested: /u/Bobsss101, 4 Triremes, 6 Galleases, 2 composite bowmen, 1480 gold,
Result: The Naval Academy at Syracuse gains the ability to act independently, with both plots and treasury, and boosts naval plots further.

SUCCESS. THE ACADEMY NOW HOLDS 2 PLOT SLOTS (WHICH CANNOT BE CONSUMED FOR AP), AND CAN HOLD TREASURY. THIS TREASURY DOES NOT CARRY OVER TO NEXT PART – THE ACADEMY IS NOT A BANK. GAIN NO PLOT BONUS THIS PART, BUT GAIN THE ABILITY TO PLOT FOR A PERMANENT PLOT BONUS TO NAVAL PLOTS. (PERMANENT AS IN TIED TO THE ACADEMY: IF THE ACADEMY IS DESTROYED OR ABANDONED, THE PLOT BONUS IS LOST AS WELL) THIS BONUS CAN BE MAX +2. BOBSSS GAINS SKILL POINTS IN ADMIRALSHIP.

****Plot 2: The Frumentarii****

[REDACTED]

Invested: /u/dusmuvecis333, 4 legions, 2112 gold, 550 faith

Result: [REDACTED]

SUCCESS. ASK ABOUT EXACT RESULT.

****Plot 3: In the service of Heaven****

RP: The Empire was rapidly reaching a turning point, no small part of which was based upon the actions of its leaders, especially the twin pillars of the Pope and the Emperor. As such their protection needed to be bolstered against any potential threats on their lives and thus secure their wisdom for years to come.

To that purpose Additional units were drafted from the empires most loyal and dedicated forces to help serve as the bodyguards and entourages of these important individuals, serving in both traditional protection tasks in addition to helping to secure important locations and services to these people, such as their homes and families.

This extra manpower would enable rosters to contain far more overlap on the patrols, as well as giving flexibility in the event of extenuating circumstances to ensure that the bodyguards are never understaffed for their required tasks and thus always be able to provide to the needs of those that they are assigned to.

The Pope himself had personally introduced these recruits to their new role, impressing upon them personally the importance of their task and duty. This would also lead to the troops being far more inspired than they would otherwise have been with their tasks, for it was not some nameless figurehead that they would be protecting, but a living, breathing man whom they could look up to and admire. It is through this dedication that their loyalty would also be cemented since it is much harder to betray a man you respect as an individual.

To guarantee the most effectiveness, while these guards were expected to be trained in Roman military doctrine to a high standard, they were also allowed to partake in weapons and training outside of the traditional structure, to provide the best possible defense when encountering situations off the battlefield, as well as allowing the individual skills and traits of the soldiers to better be utilised and exploited.

Invested: /u/Andy0132, 3 pikemen, 2 legions, 704 gold, 550 faith

Result: Antiplot on the death of the Emperor and Pope.

SUCCESS. +4 ANTIPLLOT ON SAID PERSONS, DECREASING BY 1 EACH PART. THE POPE GAINS SKILL POINTS IN LEADERSHIP.

****Plot 4: Reshuffling the Administration****

RP: David grumbled. The cold wind was cutting right through his clothes and was about to turn him into a popsicle. These damn lands that Rome had recently conquered were inhospitable and he was beginning to wonder why they wanted them back. Sure, the mountains were beautiful and the water tasted fresher than anywhere else, but he still preferred the warmer climates of his native Massilia to these lands in the mountains. The shimmering waters off of the Gallic coast were a sharp contrast to these beautiful but deadly mountain areas.

As cold as it might have been, David kept trudging through the snow. While it was torture, the Empire had still commissioned him to set up an administrative region. They had needed to conduct a census to see the populations of the area. The culture had noticeably separated from the rest of Gaul from what he could see on his travels. The intermix of Goths, Romans, and Burgundians had begun to create a new Gallo-Roman culture separate from the rest of Gaul. The other parts of Gaul had mostly declined into barbarism other than the Exarchate of Soissons.

David finally arrived at the snow capped gates of the city of Augustodunum. There were a lot of Roman cities in the area, many named for the Augustus. The guards looked at him and could see he was Roman and let him in.

Once in the city, David found his way to the barracks. Many large siege engines that had been used in the siege of the city were still here. Too expensive to bring back to Italy, they had simply been kept up in the region. David made his way to the building in the back of the complex.

Inside was Magister Equitum Marcus. He was still military governor of the region, and had been notified by the emperor of David's arrival. David quickly notified him of the proposed administrative region, headquartered in Massalia. It would allow for more efficiency, and

more tax funds sent to build up the region. Marcus approved. With the harsh terrain and many rivers, the area was excellent for military training in extreme weather conditions. Marcus had ideas for breaking down the siege engines and using them to train soldiers in climbing. David was confident any man that could train in that weather would be able to fight 3 men at once.

His job complete, David shook Marcus's hand and hurried to an Inn for the night. The province was too damn cold.

ROMA INVICTA!

Invested: /u/legobloxcraft2, 1 Great General, 4 workers, 2 catapults, 3872 gold

Result: Gallia Narbonensis becomes a separate province from Gaul. It now provides a bonus of +? To all military plots involving mountains and rivers. It includes all of former Burgundy, Massilia, and Narbo Martius.

FAILURE. GAIN A +3 PLOT BONUS TO ATTEMPTING THIS AGAIN, THOUGH.

Eastern Roman Empire

DIPLOMACY

ALLIANCE: None.

FRIENDSHIP: Western Roman Empire, Kingdom of Soissons, Hispania, Mauro-Roman Kingdom, Vandals

DEFENSIVE PACT: Western Roman Empire, Kingdom of Soissons, Mauro-Roman Kingdom

NON-AGGRESSION PACT: Western Roman Empire, Kingdom of Soissons, Hispania, Ostrogoths, Burgundia, Alamanni, Mauro-Roman Kingdom

DENOUNCING: Arbitrary event invalidation, Franks, Anglo-Saxons, Armorica's corpse, WAR: None

PEACE: Persia

FOEDERATI: Alans, Ghassanids, Axum.

NO ACTIVITY: Everyone else

OPEN BORDERS: Western Roman Empire Roman Empire, Mauro-Roman Kingdom

DEALS



Peace with Persia in exchange for three tiles. The two green and the bison.

8 Triremes to Tef.

EVENT

NATIONAL: Option 4: Peas in our Thyme.

If peace is made this part, Constantinople and a few other major cities enter We Love The King Day. Regardless of whether or not peace is made, your commitment to ending the war gains you a +4 antiplot against popular revolt and unrest, decreasing by -1 per part, but also a -2 plot penalty to military plots against Persia this part.

NOTE: PEACE MADE.

REGIONAL: They said peas... PEASSSS

CITY CONTROL

/u/OfBleedingRoses: Constantinople, Tomis, Adrianople, Parium, Ephesus, Sinope

/u/LunarNeedle:Paphos, Antiochia, Caesaria Maritima, Aelia Capitolina, Edessa, Melitene

/u/_TheGreaterGood: Perge, Tarsus, Ancyra, Caesaria, Theodosiopolis, Trapezums

/u/--Doom--: Gortyna, Nicopolis, Dyrrachium, Thessalonica, Naissus, Korinthos

ACTION POINTS

10 AP base

+1 from the Alans

+1 from the Ghassanids

-12 AP on 6 pikemen at Antioch

0 AP remaining

TREASURY

21098 initial gold (378 plot point)

-1785 gold to Western Rome

-2260 gold to Egypt

-2640 gold to Alans

-805 gold to Taqn

-2646 gold on plot 1

-5292 gold on plot 2

-2268 gold on plot 3

-3402 gold on plot 4 **PARTIALLY LOST.**

0 Gold remaining.

RELIGION

1920 initial faith (220 plot point)

-1760 faith on plot 4

-160 faith to Taqn

0 Faith remaining.

PLOTS

****Currently-Active Antiplot Bonuses:****

St. Peter's Ring (Extends natural lifespan of players by 10 years).

****Plot 1: Importation****

RP: The official had new orders. He had established offices in the grand city of Antioch, the trade capital of the east. The city bustled with the constant flow of goods and services that were headed all around the empire and all around the world. Scarce was there a good that did not flow through the city. All of this trade made Antioch rich.

The official had been told to gather the luxuries of Gold and Silk. Antioch was a major stop on the silk road anyhow, and it would not take much effort to make it a major distribution point for silk. The luxury would quickly spread throughout the empire.

Gold was slightly trickier. There were countless rumors of gold around Antioch, in the many mines nearby. The official had been sent gold aboard ships from Constantinople, as well as 6 teams of workers. The gold would be used to fund the exploitation of the silk market as well as the search for gold. The workers would be working day and night to discover the hidden secret metal.

Once the gold and silk was discovered/traded, it would be loaded onto the Triremes which had been converted into cargo ships to sail the resources across the Mediterranean world. From Aea Capitolina to Londonium, Gold and Silk from Rome would be found. The entire world would enjoy the riches of Rome. All the while, Rome would grow richer.

Invested: /u/--Doom--, 10 Triremes, 6 workers, 2646 gold

Result: Spawn Gold and Silk around Antioch.

PARTIAL SUCCESS. GOLD IS FOUND, BUT SILK IS NOT SO SIMPLE.

****Plot 2: Monopoly Silk Trust****

[REDACTED]

Invested: /u/_TheGreaterGood, 6 pikemen, 6 ,Triremes 5292 gold

Result: [REDACTED]

SUCCESS. ASK FOR EXACT RESULT.

****Plot 3: Loyal to the Empress****

[REDACT]

Invested: /u/OfBleedingRoses, 4 Triremes, 3 composite bowmen, 3 pikemen, 2 swordsmen, 2268 gold

Result: [REDACTED]

SUCCESS. ASK FOR EXACT RESULT.

****Plot 4:****

RP: "Seriously," one of the pikemen murmurs, trudging along and chatting with his squad mates. "We're looking for iron mines because the religious leader got a vision?"

"Shut up," his companion replies, scowling faintly. "Just because you don't think we'll find the mines doesn't mean everyone else will."

SERIES OF SHOTS SHOWING COLUMNS OF ANNOYED-LOOKING PIKEMEN
MARCHING AROUND, SOME WITH MAPS

“So, this region, right?” One asks the other, scratching the back of his head and glancing at the map. He used to do some navigating before transferring jobs to soldier. And... well, he honestly just thought pikes were quite cool. And he still does. “It looks about right.”

“Alright, everyone!” someone yells at the head of the column, turning and projecting his voice as much as he can. Other squad leaders follow suit, addressing their groups. “Fan out and search, position four- scouting!”

This they do know how to do, and is followed with quite a bit more enthusiasm than the previous marching. “You know, my friend has an uncle with a cousin who studies the ground and rocks and stuff. He reckons there really might be stuff here.”

“I mean, people really haven’t been looking for stuff here. And it’s iron deposits, not mines. Mines are what you get when you dig into the ground.”

The soldiers had been given proper instructions, of course, but the finer points were not wasted on explaining its purpose or name, just identifying iron ores and informing on where they were found. Funny, how many of them took to identifying rocks and dust. But then, for people with the strength of mind to fight and win- well, a little concentration never hurt anyone when they were fighting. And this is actually somehow good for troop morale- a little break from fighting and patrolling and all that. They still complain, of course; it is in their natures to do so, but they are, each and every one of them, fond of and would still die for Rome. Even if they were searching for iron that may or may not exist in the middle of who knows where.

Invested: /u/LunarNeedle, 3 pikemen, 3402 gold, 1760 faith

Result: Multiple iron sources are discovered at Antioch. Spawn many iron resources spread out over the mines at Antioch.

SUCCESS. THREE IRON SOURCES ARE FOUND, EACH WITH 2 RESOURCES IN THEM.

Sassanid Persians

DIPLOMACY

ALLIANCE Nobody

FRIENDSHIP Vandals, Aksum

DEFENSIVE PACT Aksum

NON-AGGRESSION PACT: Nobody

DENOUNCING Nobody

PEACE Ghassanids, ERE

FOEDERATI Nobody

NO ACTIVITY Everyone else

DEALS

[Treaty of Hatta: Peace Ante Bellum with Ghassanids](#)

Cede three tiles to ERE for peace. They will presumably have details, if they don't don't do it i guess?

EVENT

National Event: **Option 4**

If peace is made this part, Ctesiphon and a few other major cities enter We Love The King Day. Regardless of whether or not peace is made, your commitment to ending the war gains you a +4 antiplot against popular revolt and unrest, decreasing by -1 per part, but also a -2 plot penalty to military plots against Byzantium this part.

NOTE: PEACE MADE.

CITY CONTROL

/u/cardboardmech - Ctesiphon, Hulwan, Salmas, Gordium, Rasht

/u/EmeraldRange - Pasargadae, Susa, Ecbatana, Darabgerd, Estakhr

/u/apple_dough - Julfar, Tiz, Kerman, Nisa

/u/ExplosiveWatermelon - Nishapur, Qumis, Amol, Ardistan, Pangjuy

ACTION POINTS

10 AP total

+2 AP from consumed plot slot

-5 AP on 1 settler in Ctesiphon

-1 AP on activating the Great General to make a Citadel as shown [here](#)

-4 AP on 2 Immortals west of Ctesiphon

-2 AP on a Circus in any valid city.

If none: Colosseum in any valid city with priority to biggest city

If none: Immortal

0 remaining

TREASURY

1777 initial gold (220 gold per PP)

-220 to Ghassanid (trade simulation)

-800 on two Circuses in any valid city

If none: Colosseum in any valid city

If none Use 660 for 1 PP on Plot 3 and 2 PP on Plot 1. Remaining 140 gold with 80 from leftover gold for 1 PP on Plot 2

-440 on Plot 1 (2 PP) **LOST**

-220 on Plot 2 (1 PP) **LOST**

97 remaining **LOST**

PLOTS

Currently-Active Antiplot Bonuses:

+4 to general antiplot against East Rome (decreasing by 1 per part)

+2 antiplot against unit flips and destruction (decreasing by 1 per part)

Currently-Active Plot Bonuses:

/u/cardboardmech has 2 skill points in bureaucracy and 3 skill points in leadership

/u/apple_dough has skill points in logistics, espionage, and counterspying

Plot 1: Resettle the War Zone

RP: The War is over, the plague is over, there is no need to keep a dead zone between the Eastern Romans and the glorious city of Ctesiphon. /u/apple_dough will use his knowledge of logistics to organise a band of settlers, mostly descendents of the people evacuated from the war zone in Peroz-Shapur back to the exact location, to scavenge the remains and built a new glorious city on the banks of the Euphrates.

Invested: /u/apple_dough

Result: Resettle- Peroz-Shapur

SUCCESS.

Plot 2: MASH that Mashbad button

RP: With the death of the old Badhan of the Mashbad region, his son Rostam (/u/ExplosiveWatermelon) rose to the administration of the less densely populated arid lands of the Mashabd region. He approached the Shah, given that his attention could now go to other things due to the newfound peace.

“My esteemed and most magnificent Shah of Persia (/u/cardboardmech), I humbly propose that, much like you have done with the Zagras region, the Mashbad region also offers unique cultural and natural resources for the empire that could be consolidated.” He, himself, was, of course, attempting to consolidate greater personal success within the region. “I understand that while I may not have the responsibility over all six cities of the region, the trade that enters Europe and makes us all wealthy comes through my domains nonetheless.

“Hence, I believe through your expertise in leading the disparate non-Farsi peoples to consolidate their trade businesses in the region and cooperate with newly founded bureaucracies to institutionalise the caravans that come from Gupta and from the lands of the far Orient to exchange goods. These wagon trains can be efficiently managed through the creation of regional oversight to coordinate between local entities. The region is a natural oasis for trade and good to collect before leaving into the rest of the Europe and Asia Minor.”

Invested: /u/cardboardmech, /u/ExplosiveWatermelon

Result: The region of [Mashbad](#) is created with the regional bonus: “Wagon Trains” social policy **FAILURE.**

Plot 3: Internal Innovations

RP: With the war over, Shahzedah Khosrau (/u/EmeraldRange) looked shifted from his time working on internal affairs and being an annoying diplomat to working on internal affairs and being an annoying busybody. He scurried over from the hall of advisors to the military engineering workshops and began asking incessantly about several details. Of the various inane suggestions and nitpicking changes he demanded to the engineers who increasingly hoped with all their heart that the Shah would continue to live for a long time, the only one that came to be useful was on the third week when he looked over at why the regent before his father had demanded that they look into casts and molds with his dying breath.

It wasn't out of a confused curiosity though. It was more of a “why are there 4 people working on this useless endeavour” kind of poking around. Making casts for the various ornaments around the palace didn't seem to do anything with the military. After rooting out the fact that they had been idling around for decades eating the king's money to loaf around, Khosrau put 3 new engineers to work, who were all equally confused as to the purpose of the project. In a fit of annoyed rage, Khosrau commented that he wanted to stab them with the mold, the spark for the idea to make a permanent cast on which swords could be poured into and made quickly came to fruition. He quickly brought a blacksmith to work on the process and left to annoy somebody else.

Invested: /u/EmeraldRange

Result: Begin plotting to discover Metal Casting

SUCCESS. YOU ARE ½ OF THE WAY TO DISCOVERING METAL CASTING.

Plot 4: consumed

Visigoths

DIPLOMACY

Friendly: Mauro-Roman Kingdom, Soissons, Western Rome, Vandals

Defensive Pact: Mauro-Rome, [REDACTED]

Alliance: Mauro-Rome (In-game allied status)

Open Borders: Soissons

Declaration of Friendship: Vandals, Western Rome, Eastern Rome, Soissons

War: Franks

Peace: Eblani, Western Rome, Eastern Rome

No Activity: Everybody else

DEALS

PEACE WITH ROME

Section One: Toulouse will be returned

Section Two: 4 units will be repatriated (1 Pike, 2 horseman, 1 comp bowmen)

Section Three: 2 plot points of gold (cancel out with trade deal over section 5)

Section Four: The Visigoths becomes the Exarchate of Hispania and Colombia gains the title of Exarch of Hispania. Visigoths/Hispanics will be included in pan-Roman chats

Section Five: Three and a half plot points of gold will be given to the WRE in exchange for their help to research compass. This cancels with section three resulting in a net payment of 1.5 plot points of gold.

Regardless of who it is, CC will be barred from any diplomatic actions, and no communications can not and will not go through him. The current bloodline of CC's character and family will also be killed off as well.

[REDACTED]

[REDACTED]

EVENT

VISIGOTHS

The perfidious Romans have cravenly sneak attacked us, and somehow managed to conquer Toulouse. The Romans apparently used the mad ravings of a rogue official, acting without orders nor authorization, to justify their war of aggression against us.

- **Option 3:** Wait, they conquered Toulouse? We have become complacent, if our capital city has fallen so easily. We must re-learn the ways of warfare, so that we don't get so humiliatingly trounced again.

Gain 8 Walls, in your largest cities which lack them. If you don't lack that many Walls, gain Pikemen equal to the amount of unadded Walls.

CITY CONTROL

Exarch /u/thesaltiestbanana: Imperial District (Toulouse, Burdigala, Augustoritum, Augustonemetum)

/u/ColonelClary: Kingdom of Visiromia (Emerita Augusta, Gades, Corduba)

/u/Sandbankshark: Kingdom of Catalunya (Valentia, Cartagena)

/u/Canadian_Christian: Kingdom of Vasco (Caesaraugusta, Toledo, Vasconia, Castra Legionis)

/u/Vladfile: Kingdom of Lusitania (Olisipo, Braga, Brigantium, King's Landing)

ACTION POINTS

10 AP for being a Major Civ

+2 AP from Mauro-Rome's event

-4 AP on Plot Two

-4 AP on Plot Three

-4 AP on Plot Four

0 AP remaining

TREASURY

6661 Gold from Part (A plot point for us is 326 Gold)

+440 Gold from Mauro-Rome

-335 Gold to Rome for Peace Deal

-1800 Gold for thesaltiestbanana purchase of Trader shares

-800 Gold on 2 Circuses in Augustoritum, Augustonemetum, Burdigala, Toulouse

-440 Gold to Vandals for religious equity

-2340 Gold on 6 Praetorians at King's Landing, spill over into the seas south

-326 Gold for Plot One

-326 Gold for Plot Two

-326 Gold for Plot Three

-326 Gold for Plot Four

82 Gold remaining

FAITH

960 Faith from Part (48 x 20)

-480 Faith Plot 1

-480 Faith Plot 3

0 Faith remaining

PLOT BONUSSES

/u/ColonelClary (16)

/u/Sandbankshark: Leovigild (31), Gardening, Infrastructure, Pioneering, Organization, Botany

/u/Canadian_Christian: (15), Logistics, Naval Skills

/u/VladFilen: (44) Naval Invasion (x2)

/u/thesaltiestbanana: (35) Counterespionage & Leadership, Naval Invasion

Relic: Holy Prepuce

PLOTS

Plot One: Words To Live By

RP: The Visigoth Society was always changing. The old people and philosophers saw the decline in today's youth, calling for stricter discipline towards a new, radical generation. If they only knew what their barbarian parents would have said to the philosophers and historians of this day and age. But even though a moral decline was diagnosed, laws were followed, state authority was high as never before and new laws were actually made to make things better. One place where this practice was actually still lacking was the military. While they followed inherent rules that they had picked up from their superiors, who had picked them up from their superiors, who in turn had picked it up from their superiors. That oral training was well, when everyone abided by the rules, but it was nowhere near as easy, when there were two people remembering them differently. Those cases had been more numerous in the last few months and years, when units from different parts of the country had served together.

Those oral rules had to be codified in order to be instilled in every soldier the same way, and they would surely seep into society, providing moral guidelines and a sense of honour in the populace as a whole. Egilona was chosen for that exact job. She had to talk to many soldiers, from recruit to general, infantryman to horseman. It was tedious work. She had to write all the things down that they told her, and then she had to separate the good ones from the bad ones, and then the more important ones had to be punished harshly, for example through flogging, while the less important ones could just be shortening of ratios. Luckily, she had some people to help her, as well as the purse of the government. After every draft, she had to consult the generals.

The first draft wasn't even accepted. The second one was called a puny effort, the third one a mediocre performance. The fourth draft was actually ok, while the fifth one was called worse than the third. The sixth draft was finally approved by all of the generals. Now the only instance it had to pass was the lords of the realm and the spiritual men of the teachings of Arius, who, due to the militaristic nature of the faith, were involved with the military as well. It took another draft to get through all of them.

Egilona had never been more happy to not have to deal with paperwork any more than she had been when the Exarch had finally signed the Codex Aigis, named after a shield from old Greek legends, a code to protect those who keep to it, a code to live by. A code for warriors, but a code also for citizens, fishwives, beggars and kings.

Invested: /u/ColonelClary, 326 gold, 480 Faith, 4 Gardingo (Iberia Regional Bonus)

Result: Gain Warrior Code (if event provides this, can we just get Honor opener? It's really tame, but at least not a total loss)

SUCCESS. EGILONA GAINS SKILL POINTS IN RECRUITMENT AND ORGANIZATION.

Plot Two: The Star of the Rock

RP: Siegard sighed to himself. His poor father. At least the "burial" was quick. The seas would take care of that. The sea had that effect. It could hide so much. It was both deafeningly loud if you stood and listened, but terrifyingly silent in its response to your questions. There was no negotiating with the sea. If she allowed it, you could use her power to propel yourself to greatness. If she was fickle, you'd best flee to the Rock.

And the Rock was home. Gibraltar stood as imposing as ever. The terrifying sea was not as startling from its steadfast position, looming like a giant guard over the entry to the Mediterranean. As fickle though the sea might be, for her to pass between sea and ocean, she had to submit to the will of the Rock!

There at Gades, several years ago a great Navigational School had been set up. Only a trickle of admirals and retired men had come from the ports of Rome before the war began, but now that peace had been restored, the port was bustling with activity. Even the great Roman admiral, Julio "the boats guy" (also affectionately called "Bubbles" by his sailors), had visited while on port leave.

Great shipwrights had been hired. The sea was to be mastered! Long had they fought against the might of the sea, but now was the time to fight with her. Her salty water could not reach the stars, where God himself reigned on high, a mighty Warrior and strong to save. He had fixed his stars in the heaven, to bear witness to the truth of his existence, to proclaim his glories. And since he had placed man upon this good earth, they would use what He had given them to guide them.

"What do you mean, one star doesn't move? Don't they all rotate around the earth?" Siegard walked into the classroom on top of the Rock as one of the Visigothic captains brows scrunched in disbelief.

"No, this one star doesn't seem to move. It's always in the north, and our magnetic rocks always align with her in the sky. So long as you plot your distances properly, and sail in a straight line that's a number of degrees off of that north, you'll reach your destination." The grizzled Roman admiral from Palma unfurled a weathered map. Pointing at it, he grunted, "See, here's Palma, and there's Massilia. Now you'd normally sail as straight as you could toward Iberia, before following the coasts, right?" The captain nodded his assent.

"But if you sailed north by northeast, scarce 2 degrees from the true north, you could sail directly between the two cities! The degrees are recorded on many of our maps," the admiral gestured along a line imprinted on the map. Just use the compass, and build your ships sturdier, like we've been doing with our Galleasses, and it will go well for you."

Siegard stepped up, nodding in understanding. "And what's the name of this unmoving star?" he asked.

"Why, it's been named after the most unmoving symbol of the sea!" the admiral exclaimed.

“Stella Gibraltis.”

Invested: /u/Canadian_Christian, 326 Gold, 4 AP, 8 Triremes, 2 Composite Bowmen
Result: Gain Compass at the School of Navigation in Gades (continuation of Part 6 Plot 2:
Beneath the Rock of Gibraltar)

SUCCESS. NOTE, HOWEVER, THAT YOUR PLOT LAST PART ONLY GAVE YOU THE NAVAL ACADEMY, AND YOU STILL NEED A SECOND SUCCESSFUL PLOT TO GAIN COMPASS. SIEGARD GAINS SKILL POINTS IN ADMIRALSHIP.

Plot Three: Fortress Britain by Iberian Dub Foundation

RP: The war between the Franks and the Visigoths was now in full force, with the control and future of the British Isles hanging in the balance. One hand, the barbarians had been able to fully expel any sort of Imperial influence from the Island, making it their own personal playground for growth and military power. This was and is a wanton display of strength, for the strength nation not only depends on expansion, but also on how well the divide can be mended between the conquered and the conqueror, and the Franks had decided to forgo the latter policy entirely. As such, the Visigothic Empire, in line with a combined message of humanity and imperialistic ideals, has taken upon itself to aid the liberation of the Island from foreign invaders, with those who are natives to the islands that the forefront of this grand expedition. Perhaps direct control would be something that many would want right away, but perhaps it was best to allow a more peaceful introduction into the empire in order, with a mutual respect as they fight on the same battlefield, for the same side, for the same purpose. But regardless of the romantics of the war, it was time for action, and no matter how the beautiful the writings may be, death is something that is not always the prettiest, but sometimes, honor isn't either. The war was starting to turn for the better, though, as confirmation from the Picts and the Elbani of their involvement of the war motivated not just those of us who are conducting, but the ground soldiers, the men who are directly on the frontlines and fighting by hand or by arrow. This renewed strength lead to a back and forth, and while the Franks were ultimately able to keep the city of Glevum, such good news from the north has given the invasion force some more resolve to try once more, from the top. All we have to do is simply keep banging on the wall of the fortress, and surely everything will fall into place once more, especially now.

The existing Frankish-British force is reportedly stretched too thin now with the other British states entering the war against their favor, and will all three of us attacking at once, victory can only be certain. The emperor and the king of Lusitania had both been present on one of the vessels which had transported troops on the initial bout of fighting, but now a change of pace was in order for control. The King would take a roundabout method, going through the friendly Soissons waters in order to cross the peninsula of Cornwall in order to attack from the back side of the coastal city. The king, on the other hand, would lead his troops straight into the port of of Glevum, approximately at the same time as the roundabout forces from the emperor arrive at the city. It would thin out the already skimpy force, and with that, victory would almost be certain. Total control is just simply around the corner.

Invested: /u/VladFilen, /u/thesaltiestbanana, 326 Gold, 480 Faith, 4 AP, 8 Triremes, 2 Chariot Archers

Result: Flip Glevum with 4 Triremes, 3 Composite Archers, 1 Catapult on its west, and with 2 Pikemen, 2 Swordsmen on its east

PARTIAL FAILURE, AS THE FRANKS SHIFT THEIR FOCUS INCREASINGLY TOWARDS THE ISLES (FRANKISH EVENT CHOICE). THEY ARE PREPARED FOR YOU, BUT YOU MANAGE TO LAND YOUR ARMY, EVEN IF GLEVUM TAKES NO DAMAGE. VLADFILEN IS KILLED IN THE MIDST OF THE LANDING. COLOMBIA GAINS SKILL POINTS IN NAVAL INVASIONS.

Plot Four: In Hiding

RP: Leovigild was concerned. The war had been bad enough, but additionally there had been an assassination attempt on him! He needed to hide. And what place would be better than a secret house in the middle of nowhere? Backed by his most trusted advisers, whom he let run his kingdoms, he retreated to a nice cabin a little ways away from Olisipo. With him he took some of the cotton plants he had not been able to plant flourishingly in plantations in Africa, as well as his son and a small band of guards. The little lad was already fourteen years old, and stronger than he was. He would have his fun in the forests, hunting, running, skinning and preparing animals... He was good with that. His interests could not have been farther from Leovigilds. After a few days of riding, they arrived at the small cottage, situated on the edge of a forest.

Over the course of the next few days Leovigild cleared a small plot of land from the plain grasslands, determined to grow the cotton plants this time. He went at it methodically as ever, dedicating different plots with different sun exposure and watering, to make sure one of them would flourish. That way he could learn the circumstances the plants needed and refine those plants who were doing the best. After a few weeks he had made substantial progress, the start was laid out and the batches started to have an approved quality.

Meanwhile his son, Nicolau, was out hunting with a seasoned hunter almost every day. At first he had brought back small things every few days, maybe a rabbit, or a squirrel, if they could catch a pheasant it was a pleasant day. It tasted well with the vegetables from the small garden. As the days turned to weeks and the weeks to months, and winter was nearing, Nicolau was getting more apt at hunting. He spent virtually every free minute outside, and as far as Leovigild was told, Nicolaus reflexes were getting better, his skills with the bow soon surpassed most of the guards, and he regularly trained with the men, whether it was wooden swords or arm wrestling. His strength was showing. One day he came back, and his whole leather hunting attire was coloured like a rainbow. Even after washing it again and again it would stick to the leather. The guards found it funny, when he had decided to go through the bushes instead of around. But Nicolau had killed his first bear that way, and his pride was showing. Leovigild complimented him, of course, but his interest was in the place where this had happened. Specifically the plants that had done this. He couldn't do anything against it, he was proud of his son, sure, but plants did fascinate him most. Nicolau took him there the

next day, talking about animals, trails and leadership. Leovigild tried to take it all in, but it was not his area of expertise. If those dyes were long holding though, it would mean a lot if they could actually be produced on a larger scale, high quantity imports could reach astronomical prices. When they had reached the place, he studied the plants a little, where they grew, how much water and sunlight they were getting, and tasted the soil. They would be nothing compared to the cotton, since those dyes were actually growing in the forest. Two days later he had a small batch of it ready, and all of his clothes were dyed in fifty different colours, from yellow to purple. By the end of the week he had planted them, sorted by colour in many different plots. They survived the mild winter easily, and the whole thing was taking off next year. When they could finally get out of hiding, he would have two new plantations started.

Invested: /u/Sandbankshark, 4 AP, 326 Gold, 2 Composite Bowmen

Result: Gain two plantations, one with cotton, one with dyes south of Olisipo. Nicolau gains points in Hunting and Leadership. In case of another assassination attempt, Leovigild dies, but Nicolau finds out who did it.

SUCCESS. MENTIONED SKILL POINTS GAINED.

EGYPT

DIPLOMACY

ALLIANCE : Eastern Roman Empire

DEFENSIVE PACT : Eastern Roman Empire, Western Roman Empire, Kingdom of Aksum, Ghassanid Kingdom

NON-AGGRESSION PACT : Eastern Roman Empire, Western Roman Empire, Kingdom of Suparia, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania

OPEN BORDERS : Eastern Roman Empire, Western Roman Empire, Kingdom of Suparia, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania

FRIENDSHIP : Eastern Roman Empire, Western Roman Empire, Kingdom of Suparia, Visigothic Kingdom, Ostrogothic Kingdom, Vandalic Kingdom, Kingdom of the Franks, Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania, Kingdom of Alemannia, Mauro-Roman Kingdom

DENOUNCING : Sassanid Persian Empire, Kingdom of Eire, Himyarite Kingdom

WAR : [Whoever the Eastern Roman Empire is at war with]

PEACE : [Whoever the Eastern Roman Empire is at peace with]

FOEDERATI : Kingdom of Aksum, Ghassanid Kingdom, Kingdom of Alania, Kingdom of Alemannia

DEALS

Allow the Alans trade access into Egypt.

Give 400 Gold to the Kingdom of Alania, in exchange for two shares in the Rogue Traders.

Receive 2660 Gold and 8 Triremes from the Eastern Roman Empire.

Receive 1 AP from the Kingdom of Aksum, due to their *foederati* status.

Receive 1 AP from the Ghassanid Kingdom, due to their *foederati* status.

Receive 1 AP from the Kingdom of Alania, due to their *foederati* status.

Receive 1 AP from the Kingdom of Alemannia, due to their *foederati* status. **NOTE: NOT**

RECEIVED

EVENT

National Option 4 : AQ says: "gib monies"

Gain a Silver resource and a Gems resource in the Hills around Memphis.

Regional (Lombard) Option NaN : ree biased event

CITY CONTROL

Rename Thebes to Castra Leonia.

Rename Memphis to Zenopolis.

Rename Heliopolis to Leopolis.

Note : Players below are listed in descending order of RP seniority, in case that ends up mattering.

Despótēs Caesar Flavius Valerius Leo Secundus, *Exarchos Augustalis Aegypti et Magister Militum*

Aegypti (/u/Tefmon) : Alexandria, Antinoupolis, Berenice, Zenopolis, Cyrene

Patricius Aelius Quadratus, Comes Limitis Aegypti (/u/AQTheFanAttic) : Castra Leonia

Caesarbert, *Praefectus Classis Alexandrina* (/u/TheGreatfanBR) : Leopolis

ACTION POINTS

14 AP total [10 base; 1 from Aksum's *foederati* status, 1 from the Ghassanids' *foederati* status, 1 from Alania's *foederati* status, 1 from Alemannia's *foederati* status]

2 AP on Walls in Leopolis

5 AP on 1 Settler in Zenopolis

1 AP on purchasing the plains tile west of Leopolis, creating an Egyptian-Vandalic land border

2 AP on improving two Bison tiles; one north and within range of Zenopolis, and one in the Sinai Peninsula immediately northwest of the city settled in Plot 2

2 AP on purchasing and improving the desert Wheat tile west of Castra Leonia

2 AP on purchasing and improving the desert hills Sheep tile west of Zenopolis

TREASURY

Note : Due to our Imperial modifiers, 1 Plot Point costs 266 Gold for us this part.

409 initial Gold

+2660 Gold from the ERE

3069 total Gold

-400 Gold to Alania

-2660 Gold on Plot 1

9 remaining Gold

RELIGION

Note : Because the Lord God Almighty doesn't care about our Imperial modifiers, 1 Plot Point costs 220 Faith for us this part.

10 initial Faith

+240 Faith from +12 Faith/turn over 20 turns

250 total Faith

-220 Faith on Plot 1

30 remaining Faith

PLOTS

Active Antiplot Bonuses:

N/A

Active Plot Bonuses:

Bonus to plots involving civil engineering, geological engineering, terraforming, un-desertification, canal and waterway construction, mining, wonder-whoring, and in other related arts and sciences, from the Alexandrian Academy.

Bonus to skill growth in civil engineering, geological engineering, terraforming, un-desertification, canal and waterway construction, mining, wonder-whoring, and in other related arts and sciences, from the Alexandrian Academy.

+2 to finishing the Colossus in Alexandria from Plot 3 in Part 6.

Plot 1 : The Tyrian Guild

RP : *Despótēs Caesar* ("Lord Prince") Flavius Valerius Leo Secundus Marcellus (/u/Tefmon), *Exarchos Augustalis Aegypti* ("Imperial Viceroy of Egypt") *et Magister Militum Aegypti* ("Commander-in-Chief of Egypt"), has decided to take a break from sculpting rivers and shit to actually do some real work in governing his domain. Apparently his wife was trying to reorganize Egypt's merchants, craftsmen, and tradesmen into guilds, to improve efficiency or something. Not that he really cared about nitpicky details like that. What he did care about was the distinct shortage of Tyrian purple, the dye of the Emperors, around here. And apparently around Constantinople and Ravenna and in other places, too, which were hoarding their limited stocks of the dye.

Upon further inspection, it appeared that the ancient homeland of the dye, the Levant, was not actually producing it. Leo II's spies and diplomats scoured the land, and hardly found a single dye manufactory anywhere. So, being a cunning and enterprising businessman (he had recently invested almost the entirety of Egypt's GDP into some shady Alanian trading company, after all), Leo II decided to re-start Tyrian dye production, but in Egypt instead of the Levant, and get rich by becoming the new supplier of the dye to bigwigs throughout the Mediterranean.

After consulting with some nerds at the Alexandrian Academy, Leo II was told that Tyrian purple is made from crushing up fancy sea snails. So, he had some of his fleet scour the seas and coastlines of Egypt looking for beds of these snails. As they are endemic to the eastern Mediterranean, some would be found soon enough. Then, the boats would be tasked with harvesting these snails, and transporting them to coastal production facilities. These facilities, built and staffed by gold from the Egyptian treasury, would use the ancient Tyrian manuals unearthed by Alexandrian Academy scholars to crush the snails into fine, gooey paste, and extract the dye from them somehow.

This dye would then be sold not only to aristocrats and prelates in the domestic market, but also abroad to the Imperial courts at Constantinople and Ravenna, the patriarchal sees at Rome, Antioch, and Jerusalem, and to the foreign royal courts of the Visigoths, the Vandals, and perhaps even further. But, in his unbridled brilliance, Leo II had a cunning plan to get even richer. If he vertically integrated his state-owned business, by also producing the clothing that was to be dyed by the dye, he could sell the fully-completed wardrobes with even higher profit margins.

So, after having some hired peons gather up a fuckton of wild cotton seeds (cotton being endemic to Egypt, and to Africa in general), he had them all planted into a great cotton farm off of the Nile. There, cotton would be grown, and sent to the Tyrian manufactories, where it would be spun into clothing and dyed with Tyrian purple, making completed luxurious outfits to sell to the rich and powerful.

Roma Invicta!

Invested : /u/Tefmon [Skills: Engineering (Civil Engineering and Geological Engineering)], 2660 Gold [10 PPG], 220 Faith [1 PPF], 14 Triremes; bonus to making Egypt great again from our Alexandrian Academy

Results : Summon one or two Dye resources, and one Cotton resource, onto some tiles around Alexandria, and improve them.

SUCCESS. TWO DYE TILES AND ONE COTTON TILE ARE CREATED NEAR ALEXANDRIA, IMPROVED.

Note : /u/Tefmon gains experience in Engineering (Civil Engineering) and Politics (Business Administration). **GAINED.**

Plot 2 : gib city 3

RP : *Patricius* ("Patrician") Aelius Quadratus (/u/AQTheFanAttic), *Comes Limitis Aegypti* ("Commanding General of the Garrisons and Border Defences of Egypt"), gave himself a good pat in the back. He only went and did it again, successfully establishing *another* city, and this time, on contested territory! Not only did he expand the territory of his homeland, but he managed to piss off some foreigners too; two birds with one stone!

However, we needed more.

The Sinai Peninsula wasn't a particularly fertile region. In fact, it was the opposite as it consisted of mostly of desert. Like Egypt proper, but without the Nile. Still, local herders tell of large amounts of wild bison roaming around. How they survived was a mystery. A common belief was that the land they grazed (is it grazing if there's no grass?) was holy. Indeed, Mount Sinai had been a holy place for the people of Egypt since time immemorial, and having a city in the vicinity should most definitely prove to be popular. In addition, there was an atoll out to the sea, which Quadratus believed should be capable of supporting fishing.

During these troubled times, the first pilgrims to Sinai would have to be adequately protected. As they trek through the carpet of chariots, they are to take some with them in case of any hostile tribes inhabiting the area. Scouts would be recruited from the local populace to provide the party with knowledge of local terrain, as a path through desert is always one full of danger. In addition, the logistics of founding a new city via a trot through sand might be complicated, and thus ships from the navy are to be used to bring in resources and people to the site more conveniently.

The new city shall be called Theodoria, and it will become known throughout the Mediterranean for the massive sundial we're totally going to build next to the holy rock to flex on those who have not seen the enlightened ways of Coptic Christianity.

Roma Invicta!

Invested : /u/AQTheFanAttic [Skills: Engineering (Civil Engineering) and Politics (Urban Planning)], 3 War Chariot, 3 Scouts, 4 Triremes

Results : Settle our one existing Settler at the position marked on the attached map:

[\[https://imgur.com/a/oIECPBV\]](https://imgur.com/a/oIECPBV). Name the newly-settled city Theodoria, and place it under /u/Tefmon's city control.

CRITICAL FAILURE. YOUR SETTLING PARTY FINDS THE SPOT, BUT TURNS OUT SOME NON-GHASSANID PERSIAN RAIDERS WERE READY TO AMBUSH YOU THERE. AQ IS KILLED, AND MOST OF THE SETTLING PARTY CAPTURED.

NOTE TO VANA: SPAWN A BARBARIAN ENCAMPMENT ON SINAI, WITH A HORSEMAN AND A SETTLER IN THE CAMP.

Note : /u/AQTheFanAttic gains experience in Engineering (Civil Engineering) and Politics (Urban Planning).

Plot 3 : I am so great that I deserve a colossal statue of myself, chapter 3

RP : Caesarbert II Francorum (/u/TheGreatfanBR), Praefectus Classis Alexandrina (“Admiral of the Fleet at Alexandria”), and his Frankish contractors, have just a few short steps to go before the Colossal Statue of Leo II is finished. The bulk of the actual construction is done, and all they need to do is finish carving the more elaborate facial features, polish the bronze exterior, and disassemble all of the unsightly scaffolding. And with a new wave of fresh workers brought in on some boats, and bucketloads of varnish and chisels brought in on some repurposed chariots, there should be no problem getting it done.

Caesarbert II, as a loyal and devoted servant of Leo II, personally oversaw the sculptors and other high artisans who carefully crafted Leo II’s very handsome face onto the statue’s head area. He made sure that the resultant face perfectly matched that of the real Leo II. The rest of the workers got to polish and finish the bronze exterior of the rest of the statue’s body, making it rust-resistant and sparkingly shiny. After all of that was done, and Caesarbert II had personally inspected and approved of every aspect of the statue, all of the scaffolding was torn down, and a great celebratory bonfire was held.

Roma Invicta!

Invested : /u/TheGreatfanBR [Skills: Generalship and Engineering (Civil Engineering and General Contracting)], 8 War Chariots, 6 Triremes; +2 to finishing the wonder from Plot 3 in Part 6, bonus to making Egypt great again from our Alexandrian Academy; bonus to wonder construction plots from Egypt’s *Monument Builders* UA

Results : Finish the construction of a Colossal Statue of Leo II (i.e. a Colossus world wonder) in Alexandria.

SUCCESS.

Note : /u/TheGreatfanBR gains experience in Engineering (Civil Engineering and General Contracting). **GAINED.**

Plot 4 : I like money, chapter 2

RP : *Déspoina Caesarissa* (“Lady Princess”) Flavia Valeria Theodora Basilisca Porphyrogenita, *Magistra Officiorum Aegypti* (“Chancellor of Egypt”), was ready to finish what she started almost a decade ago, and reform Egypt’s disorganized, infighting economy into a productive, efficient system of guilds. The first order of business was to figure out what guilds would actually be established. Too many, overly specific guilds would cause the same inefficiencies and infighting that no guilds did, but a few larger, all-encompassing guilds would end up too sluggish to make decisions, and have too broad a remit to effectively guarantee the expertise and integrity of all of its members.

So, some *agentes in rebus* (“Men of Affairs”) were dispatched on speedy chariots to all cities, to take a census of craftsmen, tradesmen, and merchants. Once that was done, *Magistra* Theodora had the unenviable task of combing through all of the records, and sorting the various disciplines and subdisciplines into piles by percentage of population, and group them into reasonably-sized, cohesive, and sensible groups. Once this was done, the

guilds themselves had to actually be created, officers for them selected, bylaws for them drawn up, and, most importantly of all, Egypt's economic actors would have to actually join them. If course, all craftsmen and tradesmen in Egypt could be unilaterally forced into joining them by exarchal edict, but willing compliance produced much better results.

So, after some long nights of writing up guild charters, and stamping them with her husband's exarchal seal, Theodora sent out her *agentes* once again, to proclaim the new guilds and start registering members. The wealthiest and most renowned artisans of each guild's focus in each city would receive a special visit from the Egyptian *Scholae Palatinae* ("Imperial Guards"), who would present them with an exarchal edict naming them Guild Masters, and persuading them, by flattery, bribery, and not-so-veiled threats, to accept their new position, and to encourage the local merchants of their respective specialties to actively participate in local guild affairs.

Once the guilds were fully established, with combined membership rolls including pretty much everyone, Egypt's economy could finally flourish, as the guildsmen, protected by law against usurpation and unauthorized competition, and with access to internal guild tribunals to peacefully and impartially arbitrate disputes between them, could focus less on undercutting and sabotaging each other and more on pumping out lots of taxable goods and services.

Roma Invicta!

Invested : 6 Spearmen, 16 War Chariots

Results : Finish researching the Guilds technology.

SUCCESS.

SUPARIAN GAUL

DIPLOMACY

ALLIANCE: None

FRIENDSHIP

Declaration of Friendship with Eastern Roman Empire

Declaration of Friendship with Western Roman Empire

Declaration of Friendship with Visigoths

DEFENSIVE PACT:

The Franks

NON-AGGRESSION PACT

Non-Aggression Pact with Eastern Roman Empire

Non-Aggression Pact with Visigoths

Non-Aggression Pact with Western Roman Empire

PEACE

Franks

GUARANTEE THE INDEPENDENCE OF

Anglo-Saxons against the Franks

Roman Britain against the Franks

EVENT

National Event: Option 1 FORTRESS

Gain a Castle in Suparia. Gain the ability to plot for one citadel-related wonder (e.g. Red Fort, Himeji Castle, etc.) of your choice in Suparia easier than normal; for a wonder that you possess the prerequisites for, the amount of parts required to build it is reduced by one, and for wonders that you don't possess the prerequisites for, the penalties for not meeting those prerequisites are reduced to the point that you can reasonably build it.

Regional Event: Option 12 LOMBARDS BEGONE

GAIN +6 ANTILOT AGAINST THE LOMBARDS. GAIN -3 TO ALL PLOTS THAT AREN'T ANTILOT AGAINST THE LOMBARDS, THIS PART AND NEXT PART.

CITY CONTROL

/u/Supacharged: Lutetia Parisiorum, Aurelianum, Andecavorum, Rotomagus, Darioritum, Suparia, Augustobona

ACTION POINTS

10 initial AP

+6 AP from yeeting 3 plot slots

-16AP on 8 Pikemen in the vicinity of Augustobona and Suparia **NOTE: ALL 8 SPAWNED NEAR SUPARIA INSTEAD**

0AP remain

TREASURY

4155 Gold

24% PPG cost increase due to having 8 cites.

15.2 PPG

-2182.4 (8 PPG) on Plot 1

-1835.2 Gold on 4 Pikemen around Augustobona

10 gold to the Franks

137.4 Gold remains

PLOTS

Relevant Bonuses

+4 Antiplot to Barbarian Invasions from the South and the East (-1 every even numbered part)

Plot 1: Border Security

Remus was thinking aloud in the middle of the night.

"You know, this is probably the most fortified place whole world, and these god forsaken fucking Germans still think they can just walk in and attack my countrymen. I will not stand for this brazen stupidity."

Nearby, his wife stirred. "Honey, it's the middle of the night. Go back to sleep."

"I can't do that. Not while hordes of unwashed barbarians lay at the gates of my cities, licking their lips at the thoughts of conquest and slaughter."

He stormed into his study, and began frantically devising some sort of plan to deal with all of these barbarians that want a piece of his country. He thought of his wife, his family, the people he was sworn to protect. He would not allow them to come to harm.

The plan was simple, tell the Germans to fuck off. If they refuse, shoot them.

The Suparian line was ostensibly the strongest defensive line in the known world and was well equipped to deal with any sort of barbarian invasion. However, the Suparian paranoia that the wall might not hold had gripped Remus as much as his father. To that end, he resolved to bolster the line. Resources to the South, on the border with Aquitania would be reallocated to the Eastern line on the borders of the Franks and the Alemanni.

While the military effectiveness of the wall is undisputed, the real concern is that of traitors and sympathisers to the German cause. Those low rate scum that are in this for something as petty as revenge or quick loot. To combat this, the Lingua Latina act was passed.

This act would see all non Latin speaking minorities, especially Germanic speakers. This would ensure that there would be no sympathisers to the German cause within Suparian cities. Of course, this would piss off any German already living in Gaul even if they weren't sympathetic before, but given we've been at war with the Franks for decades now, any German family that has lived in the country for this long and not learned Latin is beyond saving anyway.

Next would be limiting the numbers of Germans entering the country. Immigration would be effectively banned to all non Latin speakers. Those that resist will have to contend with the Wall. As a side note, throwing from or hanging from the wall has become the more common methods of execution in Gaul.

We Must Secure The Border And Reinforce The Wall To Make Suparia Safe Again

Invested: 3 Great Generals, 2 Praetorians, 4 Ballistae, 4 Scouts, 8 PPG, Some amount of population (However much represents the non latinised german minorities.) (prioritise the troops away from the front line.)

Results: Reassert my invasion antiplot back up to +6 and gib antiplot against Germanic (read: Lombard/Frank/Alemmani/Anglo-Saxon) attempts to flip cities, destroy troops and all that other sneaky shit that they need to get through the wall for.

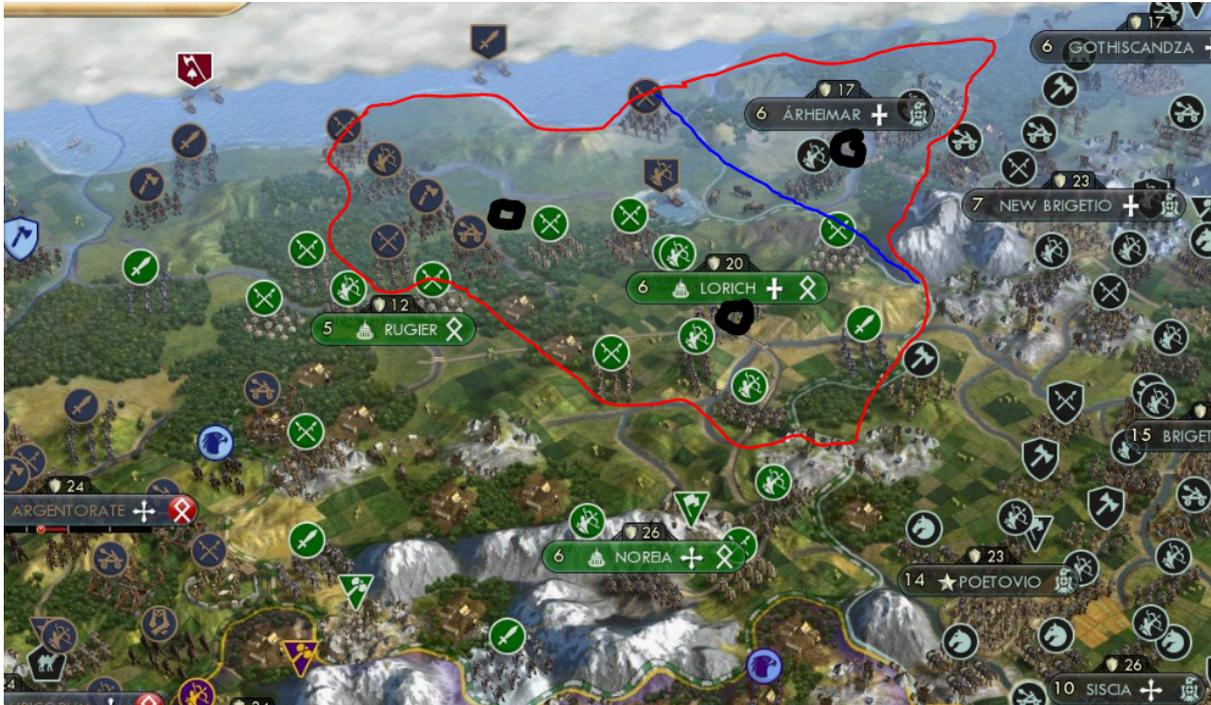
SUCCESS. YOUR INVASION ANTILOT REACHES THE FULL +6 AGAIN. RECEIVE AN EXTRA +2 ANTILOT AGAINST THE SPECIFIED NATIONS FOR THIS PART.

SCHOOL ACTIONS

SCHOOL ON HOLIDAY WHILE I TELL THE LOMBARDS TO GET THE FUCK OUT OF MY COUNTRY

Lombards (and the Lombard confederation)

LOMBARDS SPAWN HERE:



AS A BASELINE, ALL CITIES AND UNITS WITHIN THESE BORDERS FLIP TO THE LOMBARDS, AND A NEW CITY, BANTHAIB, SPAWNS ON THE THIRD BLACK CIRCLE, AND WORKS AS THE LOMBARD CAPITAL. BANTHAIB SPAWNS WITH A MONUMENT, A GRANARY, A BARRACKS, A WATER MILL, AND A MARKET, WITH 3 POP. LOMBARDS ALSO GAIN 3 COMPOSITE BOWMEN, 3 SPEARMEN AND 3 CATAPULTS, AND A DUKE (UNIQUE GREAT GENERAL) AT THEIR CAPITAL.

NOTE TO VANA: DUE TO OSTROGOTH PLOT, ARHEIMAR DOES NOT FLIP. THE BLUE LINE BECOMES THE BORDER INSTEAD. OSTROGOTH UNITS NEAR ARHEIMAR FLIP TO LOMBARDS EITHER WAY.

LOMBARDS START WITH FULL ANCIENT AND CLASSICAL TECH.

DIPLOMACY

WAR Soissons

PEACE Franks (in case our event DOWs them) **THE FRANKS DON'T QUITE AGREE TO**

PEACEFUL RELATIONS

OPEN BORDERS Franks

DEALS

Receive magge-magge and knowledge about Soisson ballista from Franks for plot 2 **NOTE: NOT RECEIVED**

EVENT

Normal Event:

Option 4: Some rumours about a "Lombard mafia" have been heard from the more skittish or superstitious. However, there definitely is no Lombard mafia, and the suspicious deaths of anyone who says otherwise are definitely just horrible coincidences.

Gain 8 PPG next part, and gain a +4 plot bonus to assassinations, decreasing by -1 every other part.

Regional Event:

Option 3 (available to the Lombards): Gaul...the Franks and the Kingdom of Soissons have been locked in a state of war for far longer than is healthy for a nation. The devastated land will offer little resistance. (Warning: May result in war)

DECLARE WAR ON THE FRANKS AND SOISSONS. GAIN A +8 TO MILITARY PLOTS AGAINST BOTH. THIS BONUS GOES DOWN TO +6 AFTER PART 7, AND LASTS FOR THREE PARTS AFTER PART 7. SOISSONS/FRANKISH ANTILOT AGAINST YOU IS HALF AS EFFECTIVE FOR PART 7 AND 8.

CITY CONTROL

None

ACTION POINTS

10 AP total

-2 AP on plot 1

-2 AP on plot 2

-2 AP on plot 3

-2 AP on 2 pikes on the Soisson front

-2 AP on 2 composites on the Soisson front

0 AP remaining

TREASURY

None

FAITH

None

PLOTS

****Plot 1: The Great Conquest****

For generations, our people have roamed the lands of this world, endlessly moving across hills, valleys, forests, plains, mountains rivers, through all the many cities of men and wild places of the Gods, and at least it is time to settle down. Where does our destiny lie? Where is this land we have been ceaselessly searching for? Where have our people been walking towards, day by day, month by month, year by year, lifetime by lifetime? It is the west.

Many years ago, my ancestors were given a prophecy. That they were destined to destroy the mightiest empire the world had ever seen. That they must go west, as far as the Gods would allow them, until they ran up against might fortresses and were pushed away by sharp spears. That they would gather all their brethren in the forests and unleash terror upon this

empire. When we could not travel further west peacefully, we were to take up the sword and travel by force, and settle those sacred lands which we had claimed as ours by right of blood.

Now we come against the walls of the Soissons, part of mighty Rome herself. The time of the prophecy is at hand, and it falls on me, Alboin, King of the Lombards, to fulfill it. These past years I have worked hard forging ties among the various Germanic tribes we have met. Now is the crucial moment, where we shall all unite and strike the Soissons as brothers. With steeds of fury we shall charge the enemy lines, slaughtering all those who dare stand against us. A hail of arrows shall fall on any army, any city, any empire that stands in our path. And every wall must be broken down, as our wrath knows no bounds. The Soissons so far know only the fighting of Empire - orderly, highly efficient, almost mechanical fighting. Such fighting built Rome an empire. But there is another way to fight. A way of chaos, of destruction, of wild passion let loose to overwhelm the enemy with sheer violent will. This is our way, a way forged in the dark forests of our migration, a way only the Germanic peoples, only the *barbarians*, as the Romans so snidely call us, know. We shall soon be mysterious outsiders at the edge of their "civilization." The forests of Germania shall be brought to the cities of Rome. And in this cataclysmic clash, only one would be left standing...

Invested: NB-21, 2 AP

Result: Flip Soisson city and move our troops around it. We should have Augustobona from Alemanni actions. If we don't, then flip it, otherwise flip Lutetia Parisiorum.

SUCCESS. YOU WIN A SUCCESSFUL BATTLE AGAINST SOISSONS, ALLOWING YOU TO BREACH THE FEARED GREAT WALL. WEAKENED BUT AIDED BY YOUR BARBARIAN BROTHERS, YOU BARELY MANAGE TO CAPTURE AUGUSTOBONA. THE UNORGANIZED LOMBARD ARMY TURNS OUT TO BE HARD TO CONTROL AT THIS POINT, HOWEVER, AND THE CITY IS SACKED. AUGUSTOBONA FALLS TO 2 POP, AND A HANDFUL IMPROVEMENTS NEARBY ARE PILLAGED.

NOTE TO VANA: CHECK PLOT 3 FOR WHAT HAPPENS TO THE SOISSON TROOPS AROUND AUGUSTOBONA. NB IS WOUNDED, BUT GAINS VAST SKILL POINTS IN CHAOTIC WARFARE.

****Plot 2: A New Life****

As our troops decimate the enemy forces, they will come across many new things. This land is our destiny, and if we are to settle in it, we must adapt to a new way of life. We carry with us precious knowledge from our migration years, knowledge that has given us this earth-shattering victory. But we must integrate knowledge from this new world too. As our soldiers walk across the battlefields, viewing the remnants of the Soisson forces, many of them find great wooden weapons of war. We saw the devastating effect of them in our battle against them, and so we must learn how to use them to our advantage to destroy our enemies ahead. Fortunately we have allies in this. The Franks have already gathered much information on the construction, maintenance, and operation of ballistae, and have agreed to pass this along to us. They have also agreed to send us a representative, their Master of Coin, skilled in the organization of both money and men, to aid us in our common struggle against the Soissons. While our chaotic nature has served us well in delivering surprising and unexpected tactical blows to the Soissons, if we are to adapt to this new life and take up their ballistae, we must develop an understanding of organization. The Franks will be

invaluable in this, and through their efforts we will learn to use the Soisson ballistae effectively, making them a large part of our growing force.

Invested: magge-magge, 2 AP, knowledge about Soisson ballista from Franks

Result: Steal most of the Soisson ballistae

FAILURE. MAGGE NEVER ARRIVES WITH HIS KNOWLEDGE.

****Plot 3: BOP IT!****

“BOP IT, TWIST IT, PULL IT!” Hanz slams open the doors “MILADY WE HAVE GREAT NEED OF YOU!” Startled, Dina drops her bop it!™ onto the ground, “YEEOWCH, GAME OVER, HIGH SCORE 3, hundred, eighty, 7!”, Dina looked at hanz her most trusted advisor. “Mr hanz, I was busy, what did I tell you about coming in during my me time?”, “I’m sorry girl, but there’s an envious grown man in a place called ‘soissons’ that matches the description of that guy that was yelling at your dead grandfather many years ago for tricking your grandfather’s enemies into giving him a great general but not giving him his own. Just then the bop it said “bop it to start!” Dina continued with her conversation as normal, “That bastard? Get the men and women up here and bring that soy sauce prisoner up here as well, I must show them how I wish for them to proceed.” The bop it said “I’m going to sleep.” 1 hour later. In her room with 20 men and women carrying knives and weapons of all kinds, a soy sauce prisoner sat in the middle of the room. “Take this machine hanz, play for 3 commands, and no more.” “BOP IT!” Dina then punches the soy sauce prisoner in the face, “TWIST IT!” Dina then snaps of the prisoner, “PULL IT” Dina then finishes by ripping the head off the prisoner pulling it out with the spine attached. “Yikes you lost” said the bop it!™. With everyone’s mouth’s open in shock because a 12 year old girl that had polio and will die at the age of 52, ripped the head off of a fat old man. “Hehehe, this is what you’re to do with every soy sauce degenerate you see, and if you fail to comply with my commands, you will LEAVE the Lombard Mafia through a game of BOP IT!™!”

And so many a game of Bop It!™ was played across the Gallic countryside as the Lombard Mafia enjoyed their incredible victory over the Soissons. One after another, the Soisson armies were destroyed at the hands of the Lombards and their Germanic brothers. Lombard troops rushed over the lands, seeking out Soissons to play Bop It!™ with. With every battle they won, they rounded up the Soisson prisoners, and enjoyed a fun game of Bop It!™ (coming soon to a Soisson city near you!)

Invested: lucky, 2 AP

Result: Kill large numbers of Soisson troops, move our troops in to replace them

PARTIAL SUCCESS. YOU FAIL TO KILL ANY TANGIBLE QUANTITY OF SOISSON TROOPS, BUT YOUR FEROCIOUS AND RATHER STRANGE STRATEGIES RAISE FEAR IN MANY. SOISSONS TROOPS AROUND AUGUSTOBONA RETREAT FURTHER INTO SOISSON LANDS, ALLOWING YOU TO SURROUND THE CITY AND TAKE IT. (7 LOMBARD UNITS MOVE TO SURROUND THE CITY, WITH ONE PLACED IN THE CITY.) LUCKY GAINS SKILL POINTS IN TORTURE.

Anglo-Saxons

DIPLOMACY

We are Merging with Lombards

Friendly: Lombards, Franks

Defensive Pact: Lombards

Alliance: Lombards

Declaration of Friendship: Franks

War: Nobody

EVENT

Lombard Event: Option 10

MERGE WITH THE LOMBARDS, JOINING THEM ON A GLORIOUS PATH OF CONQUEST.

IF THE LOMBARDS DO NOT CONQUER AT LEAST TWO CITIES IN THE NEXT 2 PARTS, YOUR TRIBE BREAKS INDEPENDENT AGAIN. IF THE LOMBARDS CONQUER AT LEAST TWO CITIES, MIGRATION WILL OCCUR. IF AT LEAST TWO PICK THIS OPTION, IT IS POSSIBLE THAT ONE TRIBE BREAKS INDEPENDENT IN THE NEAR FUTURE ANYWAY.

Germanic Event: Option 2 Time to start conquering again! Germania Invicta!

If you're not in any wars, declare war on the biggest target, the WRE. Gain a +4 to military plots this part, and gain 2 Spearmen around each of your cities.

NOTE: IS AT WAR

CITY CONTROL

/u/randy_3: Angles, Jutes

ACTION POINTS

6 AP for being a Minor Civ with 2 cities

+1 AP for consuming 1 plot

-7 AP on Varangian Guards

TREASURY

1320 Gold from Part

-1320 on Plot 1

FAITH

440 Faith from Part

-440 Faith to Plot 1

Plot One:

Germany is for the Germans! We will fight for our freedom against the Roman bastards! We've been exiled from our homeland in Armorica, but we've found new friends here in the land of the Danes, and they've allowed me to become their leader. Fractured, we will fall one by one, as the Burgundians did, as the Armoricans did, as the Suebi did. Together, united, we are strong!

Our brave warriors will fight for the freedom of crushed people everywhere, and we will do so with our Frankish brethren and with the Lombardian nation forming in Germany. We are legion (and not the Imperial legion)! We are the Horde! None can stand in the face of our barbaric might. These pathetic Christians will fall to our frenzied inspiration.

With the Lombards and the Alemanni and the Rugii all uniting together with us, it's time to liberate the Armoricans, who have been repressed these past number of years. Yet, even despite the Soissons attempts to imperialize the region, the Menhirs still stand. The forests still remain uncultivated. And the unceasing warfare against the Franks is tiring the people. But it's time for freedom! The raiding Jutes and Saxons will sail safely around Britain. With the chaos caused by the Alemanni invading from the east, and the scores of Franks standing at the Suparian border, what hope did the Imperial Gauls have? They would come to fear the raiders, even as the people of the forest rose in silence from between the menhirs to throw off their imperial overlords.

They would wait for the Gallic ships to sail for the "front" at Bononia, and then escort the raiders to the unprotected back of Suparian Gaul. Any fleet that remained would be distracted and/or destroyed by the surprise attack from the Jutes... long had we remained dormant, but now the call to action will destroy the oblivious Romans! The grotesque Roman buildings would be burnt in the surprise raid from the mighty Varangian Guards, and the ballistae dismantled by the clear shots of the bowmen.

Then, in between the menhirs, the glorious leader Ivar the Red would storm with his ferocious guard. "Rise, Armoricans! Rise!" His axe held high in the air. "We come only to rape and plunder the Imperial overlords! Let us throw off their yoke!" The guards chanted behind him in ominous unison, "Kill. Kill. Kill." Its sound resonated off the menhirs, and goosebumps ran down everyone's necks. What did the god of the Christians have against the barbaric might of the North?

Invested: /u/Randy_3, 440 Faith, 1320 Gold, 4 Triremes, 4 Varangian Guards, 2 Composite Bowmen

Result: Flip Darioritum with remaining 3 Spearmen, 1 Composite Bowman, and place my 7 purchased Varangian Guards there.

SUCCESS. WHILE THE PEOPLE IN DARIORITUM ARE UNCERTAIN AFTER HAVING ONLY RECENTLY GAINED SOME AUTONOMY WITHIN SOISSONS, THEY EVENTUALLY GIVE IN, HOPING TO GAIN EVEN GREATER AUTONOMY IN THE FUTURE. DARIORITUM FLIPS TO LOMBARDS, AND THE 3 SPEARMEN, 1 COMP BOW AND 7 VARANGIAN GUARDS LAND TO SURROUND THE CITY. SOISSON UNITS NEAR THE CITY ARE DESTROYED. RANDY GAINS SKILL POINTS AS AN AGITATOR AND IN GENERALSHIP.

Consume Plot 2

ALEMANNI

DIPLOMACY

ALLIANCE : Rugiiland

DEFENSIVE PACT : rugiiland

NON-AGGRESSION PACT : Egypt(formally Legitimate Loyalist Eastern rome)

OPEN BORDERS :Egypt, rugiiland, Lombards, Roman Empire, Gepids, Western Roman Empire

FRIENDSHIP : Rugiiland, Egypt, Gepids, Western Roman Empire

WAR : Soissons

PEACE : everyone else

EVENT

Option 10 on the Lombard event

MERGE WITH THE LOMBARDS, JOINING THEM ON A GLORIOUS PATH OF CONQUEST.

IF THE LOMBARDS DO NOT CONQUER AT LEAST TWO CITIES IN THE NEXT 2 PARTS, YOUR TRIBE BREAKS INDEPENDENT AGAIN. IF THE LOMBARDS CONQUER AT LEAST TWO CITIES, MIGRATION WILL OCCUR. IF AT LEAST TWO PICK THIS OPTION, IT IS POSSIBLE THAT ONE TRIBE BREAKS INDEPENDENT IN THE NEAR FUTURE ANYWAY.

Option 2 on the Germanic event (let's go conquer!)

If you're not in any wars, declare war on the biggest target, the WRE. Gain a +4 to military plots this part, and gain 2 Spearmen around each of your cities. NOTE: IS AT WAR

CITY CONTROL

/u/Quijas00 : all of them in alem control ig

ACTION POINTS

7 AP total [4 base; 2 from controlling 2 cities, 1 AP from consuming Plot 2]

7 AP for 7 Swordsmen

TREASURY

+1320 initial Gold

1320 total Gold

1320 gold for plot 1

FAITH

440 faith total

440 faith for plot 1

PLOTS

Plot 1: The New empire rises,

The damned Romans came and invaded our lands, luckily we were prepared with the rugii at our side, next time we won't be so lucky. There is a chance there may be peace soon but we don't know for sure, either way we must work together to survive as independent nations.

There is massive empires surrounding us and we cannot risk weakness no longer. It's time for us to form a pact with our struggling brothers, the Gepids in the east are fighting tooth and nail to defend their land and their Antichrist, while the rugii have been threatened more than once by the damned ostrogoths. Us alemanni and the rugii fought together valiantly, and now it's time for us to come together, we must form the Rugii-Alemanni-Gepid Empire, aka RAGE! We will not die today, this week, nor this month, not this year, NOT THIS GODSDAMNED CENTURY! FROM NOW ON WE'RE ONE MY BROTHERS!

We must marshal our troops together, and lie in wait at the Soisson border. With the Rugii and Lombards at our side we shall charge into their lands, destroy their armies, and break through their walls in a glorious rush of iron and glory! For so long we have been preparing for war, and at last it is upon us. Let our war cries ring in the hearts of Rome and strike fear in them! Augustobona, a neighbor of ours just across the Rhine, shall be our target. Soon it shall fall, and we shall open the gates to Gaul, for our brothers to pour in after us. We call on the might of the gods to run through us and burst into our swords and arrows as they conquer a new land for Germania. RAGE, RAGE ON ACROSS THE RHINE. RAGE AGAINST AUGUSTUS, RAGE AGAINST AUGUSTUBONA, RAGE ETERNALLY UNTIL THE WORLD IS OURS!

Invested: /u/Quijas, 1320 gold, 440 faith, 4 Spearmen, 2 Composite Bowmen, 2 Handaxes, 1 Catapult (basically the units in the far north)

Result: Flip Augustobona with 7 Swordsmen & 1 Great General

SUCCESS. AIDED BY YOUR FELLOW BARBARIANS, AUGUSTOBONA IS CAPTURED AND SACKED. QUIJAS GAINS SKILL POINTS IN GENERALSHIP.

Consume plot 2

Rugii

DIPLOMACY

FRIENDSHIP Allemani, Franks

DEFENSIVE PACT Allemani

PEACE Everybody

EVENT

Normal Event:

We were great conquerors once, but now it looks like the Romans are making gains and pushing us out.

Option 2: Time to start a-conquering again! Germania Invicta!

If you're not in any wars, declare war on the biggest target, the WRE. Gain a +4 to military plots this part, and gain 2 Spearmen around each of your cities. NOTE: IS AT WAR

Regional Event:

Option 10: Let us submit to the Lombards. Their strength will be of benefit to us and our people! (Warning: May result in loss of independence)

MERGE WITH THE LOMBARDS, JOINING THEM ON A GLORIOUS PATH OF CONQUEST.

IF THE LOMBARDS DO NOT CONQUER AT LEAST TWO CITIES IN THE NEXT 2 PARTS, YOUR TRIBE BREAKS INDEPENDENT AGAIN. IF THE LOMBARDS CONQUER AT LEAST TWO CITIES, MIGRATION WILL OCCUR. IF AT LEAST TWO PICK THIS OPTION, IT IS POSSIBLE THAT ONE TRIBE BREAKS INDEPENDENT IN THE NEAR FUTURE ANYWAY.

CITY CONTROL

/u/bantha-food: Noreia, Lorich, Rugier

ACTION POINTS

7 AP base

2 AP from 2 consumed plots

****9 AP total****

9 AP on 9 Swordsmen

0 AP remaining

TREASURY

1540 gold domestic income (3 cities, 220ppg)

****1540 gold total****

-1540 gold for Plot 1

0 gold remaining

FAITH

440 faith total

-440 faith on Plot 1

PLOTS

****Plot 1: ****

Swords into Plowshares? Try Ballistae into Swords!

At first we thought we could peacefully coexist with our neighbors, and become an independent haven for trade. That dream has died ever since the Alemanni had been invaded and subjugated by Rome, and the terrible fate of the Gepids and Angles.

Why should our Germanic tribe be spared by the monsters around us? It appears the only people we can trust is other Germans...

King Bannterus' friend and advisor Adelbrandt is lead into the throne room. He has become the expert and manager of all things considering the Celtic Iron mines that had been rediscovered, and he had been busy setting up an Emporium. One that will most likely never be finished, now. Behind closed doors a long discussion takes place.

At the end of a long day arguing, they have come up with a plan: We need a steady supply of well trained troops to safeguard our independence. A draft will be instated. In addition, the iron meant for export will now be used for weapons. A new regiment of swordsmen is to be established and Adelbrandt himself will become the Commander in Chief.

This regiment shall follow our Germanic brothers through thick and thin into the heart of war, deep into the battlefields of Gaul where they shall serve as a final line of defence, a last reserve to carry on the fight when others fail. Hard as iron, they shall endure, and they shall conquer. When others fall, they shall push forward. No army, no wall, shall stop their mighty advance. Shielding their brothers, they shall lead the way to victory. And if their brothers fall, they shall be there to carry them to the cities of Gaul.

Invested: 1540 gold, Adelbrandt (NPC), 440 faith, 6 Spearmen, 3 Composite Bowmen, 4 Swordsmen, Bannterus II

Result: Protect the other Germanic attacks on Gaul from defences and counter-attacks, and take any cities the allies fail to take. Move swordsmen to Gaul.

CRITICAL SUCCESS. BOTH FRANKISH AND SOISSON DEFENCES AND COUNTER-ATTACKS ARE SIGNIFICANTLY WEAKENED, AND YOUR TROOPS GIVE CRUCIAL AID TO THE CONQUEST OF AUGUSTOBONA – AID WITHOUT WHICH THE CITY MIGHT NOT HAVE FALLEN. ALL OF YOUR SWORDSMEN ARE MOVED TO THE FRONT BETWEEN ALEMANNI (LOMBARDS) AND SOISSONS. BANNTERUS GAINS SKILL POINTS IN MILITARY LEADERSHIP.

****Plot 2****

consumed

****Plot 3:****

consumed

VANDALS

DIPLOMACY

ALLIANCE : [REDACTED]

DEFENSIVE PACT : Persia [REDACTED]

NON-AGGRESSION PACT : Western Rome [REDACTED]

OPEN BORDERS : Egypt [REDACTED]

FRIENDSHIP : Ostrogoths, Visigoths, Persia, Western Rome, Ghassanids

DEALS

Receive 440 gold (2ppg) from the visigoths to counter the cost of the tithe we have been paying
Give 6 trihemiolias to the Irish in return for 1 ppg for 6 parts. The Irish are paying for the 2 AP.
The 6 trihemiolias will be from those purchased with AP

EVENT

Option 4: We b pirates m8e!

Lose 15 naval units, as they devote themselves to piracy instead of naval warfare. Gain 10 PPG in pirate booty next part.

CITY CONTROL

/u/Bertdog211 (Bertdud) : Tingis

/u/Sup3rtom2000 (Vilimut) : Thevestis, Hippo Regius

/u/Serenitycompany (Scarla) : Luptus Magna, Tacape, Carthago

/u/YouWantAFrenchFry (Sage) : A small potato farm east of Carthage, Cul de Cossack

/u/melonface22 (Munifrida) Icosium

ACTION POINTS

10 AP total (10 base + 0 from unused plot slots)

6 on Trihemiolias sent to Ireland

4 on Trihemiolias by Leptus Magna

TREASURY

1623 initial gold (~7.4 ppg)

+ 440 from Visigoths

+ 220 from Ireland

2283 gold (~10.4 ppg)

- 880 gold on plot 2

- 660 gold on plot 3

- 660 gold on plot 4

=83 gold left

FAITH

12*20 = 240 Faith(1 ppf)

- 220 faith on plot 4

Active Antiplot Bonuses:

+2 antiplot against destruction of boats for three parts

Active Plot Bonuses:

[REDACTED]

PLOTS

** Plot 1**

[REDACTED]

SUCCESS.

** Plot 2. Comp ass**

Over the past eight years, the best minds in Northern Africa had been researching why a compass was necessary to sail a gaily ass. After all of this time, an answer had finally been found. Apparently the little wizard inside of the compass that made sure that the compass always pointed north also made sure that the arrows from the glorious Vandal archers that sat on top of the girly asses hit their targets. Without the compass and the little wizard inside of said compass, archers were not able to accurately shoot enemy ships from two tiles away. One of the newer and younger researchers was a 16 year old called Vilimut. Stilicho, Vilimut's father, had been mysteriously killed after he claimed his rightful place upon the Roman throne. His mother, Arifridos who was the daughter of the great Genseric, had died soon after he was born. Because of this Vilimut was totally legitimately the heir to two different thrones. The Roman due to his father and the Vandal throne from his mother. He did not care much for leading nations, he was especially wary of leading the Romans after seeing what had happened to the previous two emperors... What Vilimut loved most was learning and thinking and so that is what he did.

Vilimut was trying to think of a way to deal with transporting the vast potato crops from port to port along the north african coast. There were plenty of boats to transport the potatoes in the mediterranean but there was a large bottleneck at each port. Only a very limited number of ships could load or unload cargo at any given time. Vilimut devised a structure that would help more ships get to port at once, he imagined row after row of wooden docks with a ship pulled up next to each one! He quickly told the head researchers of his plan, and several trihemiolias were but to work constructing the dock and funds were made available for the project.

The docks were built and it was discovered that the little wizard inside of the compass was able to to efficiently guide ships to the nearest available dock. Because of the efficiency of the docks, sea city connections were formed between Carthago and every city bordering the Mediterranean.

Invested: /uu/sup3rtom2000, the forest near icosium (wood for docks), 3 trihemiolia, 880 gold (4 ppg)

Result: Finish researching Compass tech, /u/sup3rtom200 gains skill points in thinking up big brain ideas

SUCCESS. SUPERTOM GAINS SKILL POINTS IN ADMIRALSHIP.

** Plot 3. Fry with me**

LETS GET HAMMERED BITCHES

It had long since been my mother's dream to own a successful fry business. And I believe she would of been successful if her plot idea wasn't stolen by others. If she hasn't gotten ill and passed. I, Sage Vandalis, son of Arifridos, shall continue on her dream... kinda. It still involves potatoes at least. It started out innocentish. I had heard tell of using grapes to make a drink called wine. I contacted the Visigoths and started getting shipments of various types of grapes sent to me. I experimented around with it and developed my own recipe for wine, that frankly was a bit stronger than the average wine. I even developed a way to ferment it very quickly so I could have a constant supply of high end aged wine. Soon I decided to move past importing grapes and started my own farm. The land was right next to my mother's old farm. Before long I had vast fields of grapes. Wine was sold almost as soon as it was produced, with large success here I may soon expand out of our land and to other areas.

It wasn't long after I started having success with my wine that I remembered my mother and her strange obsession with potatoes and her potato business. I am her son and owe it to her to carry out her legacy, at least to some degree. I had the bright idea to use the potatoes to make alcohol, genius I know. Problem, my initial plan of just liquefying the potatoes and letting them ferment did not go well. It went so poorly in fact that I almost gave up there and then on using potatoes. But after drinking a tad much of my personal stash I found myself in the mixing lab, somehow making something pretty decent and hecka strong. This new potato based alcohol sells well, and it may not be the potato business my mom had envisioned, but it's the one I have.

Invested: /u/YouWantAFrenchFry her potato skillz, 2 workers near Cul de Cassock (to help on the farm), 660 gold (3 ppg)

Result: Create two wine luxuries south of the lake south of Tacape, /u/YouWantAFrenchFry gets more potato skill points

SUCCESS. TWO WINE PLANTATIONS GAINED, AND SAID SKILL POINTS GAINED.

**** Plot 4. Burn With Me****

I have often wondered how my grandfather felt that day. I always found it strange that he wasn't proud of it, that he would try and bury his great victory. He had saved the kingdom that day, he made his name as true son of Carthage, but... something about it never left him. He never talked about it, and frankly I think it is because it scared him. Whatever he saw that day, whatever he did, he never got over it. That is what scares me the most. Not the fleet that is sailing nor the wars to come. Only the memories. The burning, the memories that will never go away, that will haunt me until my death. And I have made it all the worse for them. The trihemiolias don't look much different then they did forty years ago. They have the same square sails, rising high above their same wooden decks. To an inexperienced eye the deck might seem the same as well, however the resemblance was deceiving. That oil would burn longer and hotter that that which Genseric had used. It would not be pretty, but it would do its job. I shake those visions out of my head. Memories are one thing, Imagination is another entirely, and the fewer things to worry about the better.

The way our fleet is sailing is another thing I have decided not to worry about. For a long time we sailed in straight lines, deep ranks of ships able to drive deep into enemy formations and destroy them, but Munifrida has made us adopts more of a v shaped formation. I don't know the reasons behind it, but He has a degree from the fancy pants naval academy so he

must know what is going on. He will do his job, and I have done mine. Together we may just be able to pull off a glorious victory for Vandalis. There is only one problem.

I may just regret this day for the rest of my life. It will not matter what the outcome is. If we lose I will be vilified, cast into the fires of public opinion as a disgrace to our country even as the invaders reach our shore to rape and murder my citizens. If we win, I have to deal with the fact that I just condemned thousands of mostly innocent men to a most barbaric and inhumane death. Is our country really worth the price we pay for it? Is the right to self determination worth the lives of more people than I will ever truly know? And that is just for today. What about tomorrow? Will we still be here then, fighting the same enemies for the same ambiguous reasons?

I fear that this will all be forgotten and that these men will die for nothing, and though we honor the mass grave that this sea has become, it will only become home to more of my men. Though that may be the case, there is one thing I know. If I lose, I burn alone, and I would really hate to go to hell alone. But, if we win, we will all burn together, and it will be the greatest fire the east has ever seen.

Invested: /u/melonface22, /u/SerenityCompany, 220 faith (1ppf), 660 gold (3 ppg)

Result: Destroy any invasion force, especially the Egyptian and Eastern Roman invasion force between Leptus Magna and Carthago, if possible, destroy egyptian ships off the coast of egypt as well, if there is no invasion force, antiplot ere, wre and egypt moving troops into vandal land, /u/melonface22 gets naval warfare skill points, /u/SerenityCompany gets skill points in self reflection or something daddy thy deems more appropriate

SUCCESS. DUE TO THERE BEING NO INVASION, YOU GAIN +3 TO ANTILOT AGAINST ROMAN INVASIONS, DECREASING BY 1 EACH PART. MELONFACE GAINS SKILLS IN ADMIRALSHIP, AND SERENITY'S CURRENT CHARACTER GAINS A PERMANENT +2 TO ANY PLOTS IN WHICH HE IS INVESTED AND WHICH CONTINUE THE THEME SET IN THIS PLOT.

Franks

DIPLOMACY

Guaranteeing: Rugii

Declaration of War: Lombards, Visigoths, Picts

Open Borders: Rugii

Peace: Soissons

EVENT

National: 4

Move the capital to London. Britain is instantly annexed, but you don't lose the ability to purchase British UUs. Each city on the continent loses 20% of its population, and some barbarian units spawn around your old capital, as salty Frankish supremacists show their displeasure.

Regional: 12

GAIN +6 ANTILOT AGAINST THE LOMBARDS. GAIN -3 TO ALL PLOTS THAT AREN'T ANTILOT AGAINST THE LOMBARDS, THIS PART AND NEXT PART.

CITY CONTROL

/u/MrKlonam - Colonia, Nimegue, Bononia, Wisstok

/u/magge-magge - Glevum (Rename to Gloucester), York

/u/Hath-a-way - London, Canterbury

ACTION POINTS

16 AP total (10 base + 4 AP from two sacked plot slots)

5 AP on Francisca on Anglo Frontline

5 AP on Francisca on Alemanni frontline

4 AP on Francisca next to Gloucester **NOTE: PUSHED BACK (EAST) BY THE VISIGOTH INVASION FORCE.**

TREASURY

100 Total gold

10 gold from Soissons

110 on London fortifications

0 Gold remaining

FAITH

520 Faith total

Give 520 faith to Frankish Schools

0 Faith remaining

PLOTS

[REDACTED]

****Plot 1: Yo Gabba Gabba****

RP: With the Lombards in the south being mitigated with recruits and peace with Soissons among other things, it now meant they could focus much better on the Visigoth threat in the Isles. Hatha had been helping instruct the army of the Roman Britain terrain and Klothar was in the north to help oversee preparations and organise the army into a defensible position. They would build fortifications in defensible positions around the city of Gloucester and counter any attempts by the Visigoths to make any real progress through the terrain like they had previously. Klothar would make sure the army was drilled correctly and know what to do, also instructing the workers to dig trenches in front of defensive positions to make progress even harder for the Visigoths.
It was simple but sometimes simple was best.

Invested: /u/MrKlonam, two workers

Result: Antiplot against the Visigoths

SUCCESS. GAIN +2 TO ANTILOT AGAINST VISIGOTHS, ENDING AFTER PART 8.

****Plot 2: My name is Earl****

RP: Magge had been instructed by his King to go and kill some Lombards and it was in this position that he set off to “help them” flip Ballistas. In his position he had made sure to set up a trap with Frankish Franciscas surrounding the area where they would be going to takeover the Ballistas with the Soissons units also warned beforehand what would be occurring. This would mean that when Magge helped them out and used his knowledge of the land and his skills organising and as a general to get things right, they would be waiting in ambush and the Lombard force would be killed, simple but efficient.

Invested: /u/Magge-magge

Result: Lombard troops are killed as well as anything invested stolen or killed.

FAILURE.

Frankish School

520 Faith total

520 Faith on Plot 1

0 Faith remaining

PLOTS

[REDACTED]

****Plot 1: Knowledge gained, knowledge received****

RP: With the knowledge of all of Roman Britain received it meant that the school outpost in Britain now had the means to help beat back the Isles invaders and their cronies. Hatha had begun to now use the connections with the priests who had gathered the info to now spread it with the military, promising faith to the priests who would help. The knowledge that the invaders would kill them all for following a heathen religion spurring them on.

Hatha would organise the missionaries and the spread of the Knowledge from Canterbury and would also assist in helping teach the missionaries the the best way to teach the knowledge with his skills.

Hopefully the next time they would be more prepared.

Invested: 520 Faith, /u/Hath-a-way

Result: Knowledge on Roman Britain is proliferated to all of the Franks military

SUCCESS.

Scandinavia and (part of) the World (Ostrogoths)

DIPLOMACY

FRIENDSHIP Vandals

NON-AGGRESSION PACT Rome

RECEIVE OPEN BORDERS FROM Byz

FEDORATI Anyone who wants to be one can, I guess

NO ACTIVITY Everyone else

DEALS

Border Treaty with Alans:

https://cdn.discordapp.com/attachments/516039686087770118/516040774648070144/My_Settling_Proposal.jpg (red line is the border, exchange any tiles owned on the wrong side of the line)

NB has promised to return any lands stolen from us in the Lombard spawning event. We shall see if he keeps his word. **THEY DID NOT, BUT YOUR PLOT ACHIEVES THIS ANYWAY.**

EVENT

Option 4.

Gain a +4 antiplot against Lombard invasions this part, and gain 6 Spearmen around your northernmost city.

CITY CONTROL

Note to Vanne: All our shit was renamed a while ago, could you please implement it so Reformer doesn't get confused

/u/briusky: New Hrefnesholt, Skara, Lödöse

/u/Bi-Baby: New RIP Reformer, Falköping

/u/Limozeen581: Tjust, Linköping

/u/whatever leris is: RIP Reformer, #BanneVanne

ACTION POINTS

14 AP total (10 base + 4 from burning 2 plot slots)

-6 AP on up to 3 coliseums in the three largest Geatish cities that both have more than 4 pop and do not have a coliseum. If fewer than 6 AP is spent on this, remaining AP is invested in plot 2.

-6 AP on up to 3 markets in the three largest Geatish cities that do not have a market. If fewer than 6 AP is spent on this, remaining AP is invested in plot 2.

-2 AP on plot 2

TREASURY

371 initial gold
-all of it on plot 1
0 gold remaining

PLOTS

****Currently-Active Antiplot Bonuses:****

- gepids are extinct

****Currently-Active Plot Bonuses:****

- +2 to Gizur and his bloodline trying to find Tyrfing

****Plot 1: Lombards respect my borders pls****

RP: With the gepids totally exterminated and their petty realms now belonging to the Geats, many of the people of the Geatish Kingdom were in celebration. However, recently there had been very ominous rumors spreading throughout the kingdom of a new unification of different Lombard tribes that could be threatening to the Geats. The question of "where" when it came to these rumors was never distinct, although the rumors sounded fairly authentic. As the rumors began to grow and spread, Lady Osuinne caught word of them, and began to discuss with other high ranking members within the kingdom including King Heiðrekr. As they discussed and went over their options, with a little bit of "persuasion" [briu's note: probably sex but idk] from Osuinne, they decided to take these rumors very seriously and take action, and decided to make sure there would be no Lombard invasion of the Geatish colonies. The towns and cities along the edge of the Geatish claims were in a sense reborn. Defensive measures were constructed, and soldiers were rallied from amongst the population to defend the borders. Wherever the Lombards were even slightly suspected to be uniting, a new army was ordered to stand guard. By the end of this period of mass construction, the kingdom's borders were packed with soldiers, ready to take on any uncivilized invasion that may show itself at their borders. Any Lombards who had already wandered into Geatish territory hoping to stake a claim when their people rose to prominence were promptly imprisoned by experienced police chief Poblaneric II, who had no patience for illegal immigration. GIB PART ensured that all Geatish land would remain Geatish, and all Geatish soldiers were loyal to the crown. Poblaneric II also urged local lawyers to prepare a case against a small Finnish boy for the crime of "biased events ree", but was rather hopeful it didn't get that far. After all, the territorial integrity of the Geatish colony

was firmly secure. With Christmas so close, what kind of person would willingly put themselves on the naughty list by violating that?

Invested: /u/whatever leris is, /u/Limozeen581, all gold, like 5 units or so (prioritize the ones away from the action, if there is any)

Result: Antiplotie!!!1111 against the rigged events stealing our land, or causing enemy units to spawn in our land, or any other potential negative effects we might get from this whole Lombard boolshit.

SUCCESS. ARHEIMER DOES NOT FLIP TO THE LOMBARDS, BUT UNITS NEAR ARHEIMER STILL FLIP. LERIS AND LIMOZEEN GAIN SKILL POINTS IN COUNTER-ESPIONAGE.

Plot 2

[REDACTED]

SUCCESS. ASK ME ABOUT THE EXACT RESULT.

Minor Civs

Eire (Eblani)

DIPLOMACY

FRIENDSHIP Visigoths, Picts,
ALLIANCE Picts
DEFENSIVE PACT Picts
DENOUNCING Both Romes, Soissons
OPEN BORDERS Britannia, Picts,
WAR Franks
NO ACTIVITY Everyone Else

DEALS

Receive 6 Trihemiolia from Vandals in exchange for 1 PP payments

EVENT

National Event: Option 2 (For the Cymry!)
Gain a +4 antiplot against Visigothic/Frankish invasion, decreasing by -1 per part, and gain 2 Spearmen around each of your cities.

CITY CONTROL

Eire, Aberystwyth: /u/Frodo0201

ACTION POINTS

6 AP total (4 base + 2 Cities)
-2 AP to move 6 Trihemiolia from Vandal lands to coast between Eire and Aberystwyth
-2 AP on plot 1
-2 AP on plot 2
0 AP remaining

TREASURY

1380 gold (4 base + 2 Cities)
-660 gold on plot 1
-660 gold on plot 2

60 gold remaining

PLOTS

****PLOT BONUSES****

+1 to plots involving the Clans

+3 to plots against Major Civs (Part 5 Event)

****Plot 1: Let Slip the Whales of War****

RP: Londinium. Lundene. Lownedonjon. Londres. Whatever you call it, the city of London had over the past few centuries become a major center of power in the British Isles. First by the Britons, then followed by the Romans, the Britanni, then the Franks, it has seen many different peoples and many different cultures. Now it was the center of the Frankish occupation of Britannia, and the center of their resistance against the myriad forces arrayed against them. If the land was to be retaken in the name of the Celtic people, London would have to fall, and Oisín himself has taken on this task as his last great deed to the gods.

The dwindling Frankish army having been scattered throughout the land, only one thing stood between Oisín and this goal, that being the massive Roman walls surrounding the old city, now rebuilt and restored to working order. Any frontal assault would be suicide, and the failure of the whale infiltration forces in training meant that the chance of getting soldiers into the town was next to naught. Reports from Celtic sympathizers around the city, however, reported a possible opportunity. While these walls stifled attackers from being able to enter the city, they also stifled traders from practicing their craft. In limiting the paths into the town to just a couple of gates and a guarded harbor the queues to get in became exponentially longer, and the growth of merchants bringing food to the city began to slow, even as the population grew exponentially. While the situation was under control due to the organized Frankish bureaucracy, it was tenuous.

Thus the plan would be this. A small flotilla of Vandal mercenaries had been recruited and were in the process of sailing north. This fleet of trihemiolias, massive ships never seen before this far north, would meet Oisín and the whale crews (hence to be known as whalers), at the holding docks at the Giant's Causeway. Gathered together, the Vandals, whalers, and whale assistant boats (the lead boats and feeding boats), would sail north, passing through the friendly lands of the Picts where they would occasionally stop and refuel. This massive fleet would round the northern tip of the Isles and sail down the east coast all the way to London town. This would not only avoid the massive naval conflicts of the Channel but also prove to be a surprise strike as the defenders would be looking south and west, not to the North. While the fleet sails under the High King, his son Oscar would gather the various troops of the clans and lead them across the narrow sea to land in Aberystwyth, where a mighty force would gather. This force would then march East across the Britannian land, accepting the aid of sympathetic farmers and small towns, and ravaging the lands of those who were not. These separate forces would be timed to arrive at approximately the same time as to surround the city completely, shutting off what trade could make it to the city. The army would stop

any traveling along the road while the navy would stop any boats sailing into the Thames. Skirmishers would be posted hidden close to the walls to watch the gates, the only places smugglers could now enter and exit, with the mission to shoot anyone trying to enter the city. Soon not even the criminal underbelly would be willing to bring food in, and the city would be cut off entirely. Once the siege is set, contact would be made with Briton separatists within the city, resentful at the occupation and the imprisonment of their king. These separatists would sabotage the granaries, either by arson or poison. With their precious food stores destroyed, the town would soon descend into madness as neighbour turns on neighbour, friend turns on friend, and native citizen turns on occupying garrison in an attempt to open the way for trade to start back up. The garrison would be forced to submit without an arrow being fired, and the Celtic army would march in as heroes, bearing food gathered from the countryside to feed the starving citizens.

Invested: /u/Frodo0201, +1 bonus from the clans, +3 bonus against major civs, 2 triremes, 2 AP, 660 gold

Result: Flip London and move troops around the city (prioritize 6 trihemiolias, 1 catapult, 2 swordsmen, 1 great general, as many archers and spearmen as can fit)
PARTIAL SUCCESS. THE FORTIFIED CITY HOLDS AGAINST YOUR ONSLAUGHT. YOUR INVASION FORCE LANDS NEAR THE CITY EITHER WAY. LONDON RECEIVES 20% DAMAGE. FRODO GAINS SKILL POINTS IN NAVAL INVASIONS AND WHALE WARFARE.

****Plot 2: Caravans From the East****

RP: As the nation mobilizes towards war, an unusual message came in to Tara, from an organization called the Rogue Traders. Calling themselves a "merchant collective", these strange men offered shares of the company in exchange for investment, claiming large profits for everyone. As most resources were being devoted to the war effort most of clan chiefs scoffed at the idea, instead turning to preparing their men to march. One chief however, that of the Ua Briain's of Connaught, was enraptured. His clan was located closest to the occupied city of Ciarraighe, and with the resumption of peace became very involved with trading with the Visigoths. Thus, he was more aware than most of the opportunities involved in trade with the outside world at large. When these Rogue Traders came with offers of a trading network stretching the known world, ideas came flooding into his head. The chief knew that the others would refuse to buy any shares in this enterprise, and was despondent until the clan druid approached him. The druid knew of the chiefs goal, and asked the gods about the endeavour. He reported that the gods had blessed this chance of a new relationship. Emboldened by his faith in the gods, he organized a meeting of the most powerful clan chiefs, including the high chief himself, as well as the ambassadors from the Rogue Traders.

"My King, chiefs, new friends, I have a proposal that I think everyone could agree to. These men come here with the offer of trade and of potential wealth, and while I know many of you scoff at this I say we listen to them. Not only should we listen, I

suggest we build on their proposal. I say we open our own branch of their enterprise, one to serve and reach out to the entire Northern region of the world." At this the room went silent, the minor chatter between chiefs and their attendants silenced by the absurdity of the suggestion.

"Now hear me out! We are in a profitable war, yes, but we will not always be in war, and we need a way to help grow the economy and the influence of our people outside of simply fighting for it. Now being a member of this trade organization may sound like a waste of resources at first, but if what these men say are true this could be massively beneficial to our nation as a whole. One problem arises with this, in that these men admit the organization is almost entirely focused on the Mediterranean at the moment. Hell, the land they are based from is one no one from our Isle has ever heard of, much less traded with in the past. So, to promote both our own interests in the international market and theirs in expanding their economic reach, I say we open our own branch of their enterprise."

At this he fell silent, waiting to be booed and jeered at, but instead was met with silence. After nearly a full minute of this, one man began to clap. He was followed by another, and soon the whole room was in applause. Once it died down, the actual details of this deal would be hashed out. A branch of the Rogue Traders would be founded in Eire, under operational control of the enterprise but nominally under control of the Irish people. It would be staffed and day to day operations run by local traders, with the managers coming up from Sarmatia to ensure proper measures are being taken to keep it running. All trade from Aquitaine north done through the Rogue Traders, would travel through this branch, funneling profits both into the nation and into the Rogue Traders themselves. Time and money would be spent to ensure the branch is properly set up, as the ongoing war meant that little trade would be happening in the immediate future. Once the war was over or at least pushed back to Germania, the region would be stable enough to support a new international trade network, that would benefit everyone.

Invested: 660 gold, 440 faith, 2 AP

Result: Found an autonomous branch of the Rogue Traders in Eire, being under the control of the Rogue Traders but with individual plot slots and resource pool.

SUCCESS.

Picts

DIPLOMACY

ALLIANCE Eblani

FRIENDSHIP Britannia, Eblani, Visigoths

DEFENSIVE PACT Eblani

NON-AGGRESSION PACT: Britannia, Eblani

DENOUNCING Nobody

WAR Franks

PEACE Nobody

FEDORATI Nobody

NO ACTIVITY Nobody

OPEN BORDERS Visigoths, Eblani

EVENT

British Option 2: We will never give up, never surrender! Better to die a freeman than live a slave!

Gain a +4 antiplot against Visigothic/Frankish invasion, decreasing by -1 per part, and gain 2 Spearmen around each of your cities.

CITY CONTROL

u/Charlesthe50th: Caledonii, York

ACTION POINTS

6 ap total (4 base +1 city +1 burnt plot)

-6 AP on 6 Pictish Warriors

0 AP remaining

TREASURY

1100 initial (5 PP of gold)

330 remaining from 2 parts ago

1430 gold total

-1430 on Plot 1

0 gold remaining

PLOTS

No effects currently active

**** Plot 1: The seizure of the former wall****

RP: Thale's past work of revitalizing the trade between the Pictish tribes and the southern imperialists had gone smoothly, and that was only picked up with gusto with the arrival of the barbaric Franks. They had swiftly moved into the imperial homes and had set up shop, investing greatly in fighting against the imperials still in Gaul. With the Romans gone, the wall had fallen into some disrepair, but still the Picts remained proud.

Now had finally come the time to strike against the Franks. Now was the time to let the Pictish hammer fall. In glorious ages past, Pictish warriors had instilled fear into the hearts of any legionnaire. It was time for the Frankish scum to learn the same. While they were distracted with war against the Gauls, the Pictish warriors would stealthily board ships and sail down the east coast toward York. Meanwhile, the Swordsmen and Spearmen would march against the Citadel on the west coast, the last remaining bastion of the former wall. Sounding their trumpets and marching with gusto, this decoy army would alarm the Franks to march north, even as the true Pictish Warriors landed in the east and marched on the city from behind! The citizens followed their druidic practices, and they would welcome these colourful warriors into their midst, over against the dreadful Franks and their Norse pagan beliefs.

Reinforcements against the city from the south were naturally cut off by the invading Irish and Visigoths, whose glorious armies were springing from their armadas based out of Ireland. The Irish were rushing from Wales against London even as the Visigoth would launch an invasion of Gloucester from King's Landing. With England in flames, York will not receive support! The garrison stuck at the citadels along the walls, pinned by the noisy swordsmen, and the Pictish ambush at the gates of York itself!

Could you "Pict-ure" that?

Invested: /u/Charlesthe50th, 440 Faith, 1430 gold, 6 Triremes, 3 Swordsmen, 1 Spearman

Result: Flip York with 1 Great General and 7 Pictish Warriors

SUCCESS. YORK FLIPS TO YOUR CONTROL. CHARLES GAINS SKILL POINTS IN GENERALSHIP (DECEIVE AND AMBUSH).

**** Plot 2: (Consumed)****

Alans

DIPLOMACY

TRADING PARTNERS: Western Romans, Eastern Romans, Persia, Visigoths, Egypt, Eblani, Rugii

FRIENDS: Western Romans, Eastern Romans

OPEN BORDERS: Western Romans, Eastern Romans

NON-AGGRESSION PACTS: Western Romans, Eastern Romans

DEFENSIVE PACTS: Western Romans, Eastern Romans

ALLIES: Western Romans, Eastern Romans

PEACE: Persia

NO ACTIVITY: Everyone else

DEALS

- Paying foederati tribute (1 PPG) to the ERE & Egypt in exchange for trade access

EVENT

Option 2. This "money" thing is pretty great, so let's... wait, isn't this the third time I've copy-pasted this?

Gain a +4 plot bonus to settlement plots and self-help plots, decreasing by -2 per part.

CITY CONTROL

/u/Lurking_Chronicler: Maghas, Ilyichevskoe, Panticapaeum, ZnaurZnaur, Kvaisa, Rim-Gora (if successfully settled)

ACTION POINTS

12 AP total (9 base, 2 from cannibalized plots, 1 from last event)

-12 AP on trade

TREASURY

6,160 initial gold

6,160 TOTAL gold

-440 gold as tribute

-220 gold on Plot 1

-2,200 gold on Plot 2

-3,300 donated to the Rogue Traders

0 remaining gold

FAITH

2 PP of Thoughts and Prayers™
-2 PP of Thoughts and Prayers™ on Plot 1

PLOTS

****EXP for Pioneering****
****+3 to Trading & Self-Help Plots for this part****

****Plot 1: The Straits of Azov****

RP: It's come to my attention that despite our deep involvement with the maritime trading networks across the Mediterranean, we Alanns only have a single usable port! That's got to change. Seeing as Panticapaeum is our only port, only way of controlling access to the latifundia of the Sea of Azov, and its placement leaves our ancient fortress of Maghas disconnected from the rest of the Confederation, we need to establish a new port immediately.

I've sent orders for the merchant conclave in Kuban to be expanded, to have a set of docks dug, and for more settlers to be sent there immediately, for the purpose of expanding our presence there into that of a full city, which is to be named "Rim-Gora".

The final blessing ceremony is currently underway. Hopefully they won't need the blessing, but God works in strange ways some times...

Invested: /u/Lurking_Chronicler, EXP in Pioneering, 2 PP of Thoughts and Prayers™, 220 gold.

Result: See <https://imgur.com/a/64S7tPn>

SUCCESS.

****Plot 2: Nigra Terra (REDACT THIS PLOT!)****

[REDACTED]

SUCCESS, BUT...ASK ME FOR EXACT RESULTS.

****Plot 3: SLOT CANNIBALIZED****

****Plot 3: SLOT CANNIBALIZED****

Rogue Traders

DIPLOMACY

TRADING ACCESS: Alans, Western Romans, Eastern Romans, Persia, Visigoths, Egypt, Eblani, Ghassanids, Rugii

NO ACTIVITY: Everyone else

DEALS

NOTE: Some of the following payments might have been sent to the Alans by mistake, so just redirect such payments from the Alans to the Rogue Traders if that happened.

- ERE is sending 2,640 gold.
- Visigoths are sending 1,800 gold.
- Egypt is sending 400 gold.
- Ghassanids are sending 200 gold.
- The Eblani have agreed to establish a western branch of the Rogue Traders, might have to discuss the details of this.

TREASURY

0 initial gold

+3,300 gold from the Alans

+2,640 gold from the ERE

+1,800 gold from the Visigoths

+400 gold from Egypt

+200 gold from Ghassanids

8,340 TOTAL gold

-Half of the treasury (should be 4,170 gold) on Plot 1. If, for whatever reason, the treasury has less than 6000 gold in it, invest 75% of the treasury in this plot instead.

-Half of the treasury (should be 4,170 gold) on Plot 2. If, for whatever reason, the treasury has less than 6000 gold in it, only invest 25% of the treasury in this plot instead.

PLOTS

Plot 1: The East, Near... (REDACT THIS PLOT!)

SUCCESS. ASK ME FOR EXACT RESULTS.

Plot 2: ...And Far (REDACT THIS PLOT!)

SUCCESS. ASK ME FOR EXACT RESULTS.

GHASSANIDS

DIPLOMACY

WAR Himyarites

PEACE: Persia

FEDORATI: All versions of Rome

OPEN BORDERS All Romans & Aksum

Friendship: Vandals

Allies: Aksum

DEALS

Peace with Persia. Borders as they stand shall remain the same and a caravan is sent to Jabiyah from Persia. Accordance to **Treaty of Hatta 509CE**

Persia send 1 PPG worth of Gold (Active deal until part 12)

CITY CONTROL

/u/jmangelo67: Jabiyah, Hira, Kindah

ACTION POINTS

7 AP total (7 base)

-1 AP on Foederati tribute to Roman Egypt

-1 AP on Foederati tribute to Eastern Roman Empire

-5 AP on a Settler for Plot 2

0 AP remaining

TREASURY

1540 Initial gold

+220 From Persian Peace Deal

1760 gold total

-200 On One Rogue Trader Share

-1100 on Plot 1

-440 on Plot 3 (half from Persian trade deal)

40 total gold remaining

FAITH

4 Initial PPF

4 PPF total

-2 On Plot 1
-2 on Plot 3
0 PPF Remaining

EVENTS

Arabian & African Event: Option 2:Smite the Himyarites!

Gain a +2 plot bonus to attacking your target faction(s), and move half of your existing troops to their borders.

NOTE TO VANA: PLOT 3 MOVES THE REST OF THE UNITS, EXCLUDING TWO UNITS SPECIFIED BY THAT PLOT.

PLOTS

Plot 1: Reconstructing the City of Stone

With the discovery of Petra, it is obvious it is in some disrepair and some of the old writings need to be studied. But with one more step, this city will not only refound the pride of the Arab peoples, but be a bastion of strength for the united Arab front to stand upon. It was at this time Hazza knew what he must do. He must be there for the unveiling of such a grand project.

“Know all of my people, before the eyes of God, that we have endured. We have prospered!” He exclaimed. “Once a small people has fended off an empire greater in size and number than almost any other, and we have united our people of Northern Arabia!”

“But know this, that this victory shall not be the end of our prosperous growth! Though the Kindites and the Lakhimids were once our enemies, know now that they are our brothers! We are a family woven into a long and deep history unlike any other!”

“THIS site,” he gestured to ancient Petra, “is a symbol of what we can accomplish as a united peoples! This is what our unity can bring us! Imagine what an entire peninsula united is capable of! We shall be the peoples to bring upon this earth a mighty empire!”

He gestured forwards amongst the people. “And such power is not limited, nor is it upon just I alone! It is YOU! And it is my descendants! We shall do what the likes of Alexander the Great and King David could never do! We shall create a civilization that will stand the test of time!”

Invest: /u/Jmangelo67 (Skill in diplomacy for inspiration & happiness), 2 workers (near Jabiyah), 5 PPG, 2 PPF

Result: Petra is built in the city of Jabiyah. Tiles claimed by Kindah are returned to Jabiyah. Arabs within and outside of Jabiyah are inspired by and happy with Ghassanid rule **Note:**

This is the second time Petra is included in a Ghassanid plot.

SUCCESS. PETRA IS FINISHED, AND THE ARABIAN PENINSULA ENTERS A NEW ERA OF PROSPERITY, WITH GHASSANID INFLUENCE GROWING EVER STRONGER OVER THE REGION.

Sultan Hazza bin Ghassan gains experience in Diplomacy and Infrastructure **GAINED.**

Plot 2: Unifying Jeddah

The people of the western coast of the peninsula have long been disjointed and has remained as a relatively large but dormant tribe. Those people need to fall under a unified ruler and the coast is perfect for reviving the short lived naval aspirations of the Ghassanids. Not only that, but if the newfound war against the Semitic Himyarites to the south fails, the Ghassanids can still trade with the mainland Aksumites and perhaps push boats further south into the Indian Ocean or the Mediterranean.

The people shall be inspired by the newfound Arab Sultanate, the spires of gold that adorn the capital of Jabiyah. Soon the minor Hejaz tribe will fall under a power and a cause greater than themselves.

Invest: Settler, 2 Comp Bowmen, any inspiration from Plot 1

Result: The city of Jeddah is founded on the following spot on the peninsula. (Pictured location below)

SUCCESS.



Plot 3: Taking Sana'a

Our Aksumite allies are fighting against the Himyarites. Though Hazza loathes to admit it, the ancestral home of all Arabs is a necessity for the continued growth of the Ghassanid Kingdom. Even so, our Aksumite allies need the aid anyways.

“We are a family woven into a long and deep history unlike any other!” Hazza had said at Petra. “Imagine what an entire peninsula united is capable of!”

These are the words that shall guide the Arabs of the peninsula for generations.

So we must send our men south with no time to waste! If we are to prove ourselves as leaders of the new Arab age, the homeland of all Arabs must be ours! We march on the city at dawn!

Invest: 1 Great General, 2 PPF, 2 PPG, 2 Composite bowmen

Result: All military units (except one Spearman and the last Ghassanid Immortal) move as close as possible to the city of Qana, whether on its borders or right next to it.

SUCCESS. YOUR ARMY MOVES IN POSITION OUTSIDE THE CITY LIMITS, ASSISTED BY YOUR EVENT.

Aksum

DIPLOMACY

Friendship: Sassynids, Egypt, ERE

Defensive Pact: Ghassanids

War: Himyarites

...

Events:

National: Option 2: Fite Himyarites

Gain a +2 plot bonus to attacking your target faction(s), and move half of your existing troops to their borders.

...

CITY CONTROL:

/u/Canadahuntsyou: Aksum, Adulis, Meroe, Negasitati Metu, Elesbaam

...

AP

7 AP

4 AP towards plot 1

2 AP towards plot 2

1 AP towards Egypt

...

TREASURY

500 Gold

-400 to Plot 1

-100 on Plot 2

0 Gold remaining

...

PLOTS

Plot 1: Get Zafar away from here

The Ethiopian army had miserably failed in the heat of the mountain passes of Zafar due to insufficient logistical planning, but they would not fail now. A general by the name of Cresaravix, a Roman, had plenty of experience in fighting in mountains, and as a mercenary, he sold his services to the highest bidder, which happened to be the Aksumites. Therefore, the Aksumites used his expertise to attack the mountain town of Zafar, bringing hundreds of soldiers down the mountain slopes before night ended, and soon, the town of Zafar was taken.

Dont judge me, I wrote this last min due to out of CHG circumstances, which I posted on Discord.

Invested: 4 AP, 400 Gold, 4 Spearmen

Result: Zafar captured, (or brought down to low health), many units surround it

SUCCESS. ZAFAR FALLS TO THE AKSUMITE ARMY.

Plot 2: Aksumite Dawning

Amadi Yagosan was doing his part.

Something had changed in the air of Aksum. Dreams of great victories, and of a lasting nation began to grow upon them. Drums, drums echoed in the mountains, and in the valleys deep. They seemed to be reaching a feverish pitch, and in turn, the nation of Aksum beat with them. They danced and danced their dances of war, of prosperity, of Empire. Yes, Empire. The power of Rome was only growing stronger now, with the Persians finally defeated. The Exarchate of Egypt was growing in strength, and power. The Ghassanids of the northern peninsula had dispatched with the Lakhmids, and were themselves poised to conquer Persian lands, even their capital.

But Aksum was removed from these. Aksum had grown by itself. From its humble origins, the Aksumite people had raised mighty lands brick by brick, stone by stone, weathering even the hardest and harshest of storms. Blessed by God himself, the Aksumites received Lord Cossack as a saviour of Aksum. Lord Cossack and Saint Elesbaam the Great charged into the thick unknown of the world, almost capturing Berenice, taking great swaths of Arabia, and conquering the world through strength of faith alone. Oriental Orthodoxy spread quickly, wildfire. Egypt fell into its rightful grasp, as did many of the Vandals. And it would keep spreading, for the Aksumites had time.

As for the common man, the Aksumites prided themselves on their piety, and when it came time for the men of Aksum to go to war for God, Jesus, and Cossack, they did so without a second thought. Thousands of men from all different social classes, works of life, cities, all answered the call to arms. They all were armed, all ready. Beggar and Lord alike, all were equal under the eyes of the Lord. An Era of Aksum was dawning, as any man could see, and King Alletian watched the sun rise on a pious, beautiful and grateful Aksum, determined at all costs to have it prosper.

Invested: 100 Gold, 2 AP.

Result: 1st part of Plotting to make a major civ done.

SUCCESS.

Mauro-Rome

DIPLOMACY

We are Foederati of Visigoths

Foederati:

Friendly: Visigoths

Defensive Pact and Alliance: Visigoths (In-game allied status)

Declaration of Friendship:

War: Nobody

No Activity: Everybody else

EVENT

Foederati Minor Civ Event: Option 2 By making fat stacks and blobbing out, of course!

Gain a +4 plot bonus to settlement plots and self-help plots, decreasing by -2 per part.

CITY CONTROL

/u/Sandbankshark: Kingdom of Mauro-Rome (Altava, Cartenna)

ACTION POINTS

6 AP for being a Minor Civ with 2 cities

+1 AP for consuming 1 plot

-7 AP on Plot One

TREASURY

1320 Gold from Part (A plot point for us is 220 Gold)

-880 Gold for Plot One

-440 Gold to Visigoths

FAITH

440 Faith from Part (2 x 220)

-440 Faith to Plot One

PLOTS

Plot One: An Altavian Advancement

RP: With the war between Rome and the Visigoths at a head, the Mauro-Romans were at a loss as to what to do. The Visigoths had been so good to them, sending administrative help and reorganizing the government and investing in them in such a way that allowed for incredible development of their lands. Now rich plantations were propelling the otherwise unnotable city state to a position of relative prominence in the region!

But it had also come at a cost. The Visigoths had become distracted with the war with the Imperial might of Rome, who had long been the overlords of the Mauro-Romans. While they were the direct foederati of the Visigoths, there was still a sense of unease about what do in this war. So the Mauro-Romans had largely stayed out of the war. Now that it was over, the Visigoths were turning their minds toward more peaceful resolutions, and the Mauro-Romans would do likewise.

While administrative advice would still come from the Visigoths, the heavy tax was no longer being imposed. The Arab Spring has settled down, and the citizens of Altava and Cartenna were ready to act in a responsibly, “By making fat stacks and blobbing out, of course!”

But how was that to be done? The world was largely settled. Peace was made on all frontiers. No, the only solution was to build up, to build within. Since the blob could hardly go out, it would have to go up. So that’s what we will do. The Egyptians built the Pyramids, and that was centuries ago! It was time to put the wealth from the plantations and the industry of the mines and the trade of the port cities to work. To Altava!

Invested: 880 Gold, 440 Faith, 7 AP, 2 Swordsmen, 2 Horsemen

Result: [REDACTED]

SUCCESS. ASK ME ABOUT THE EXACT RESULT.

Plot 2: (consume)

Civs that didn't submit:

Himyar: gain 2 spearmen and 2 triremes near Qana