

Lords of the Earth

The Rise of the Classical World

185-181 B.C.

ANNOUNCEMENTS:

Turn Cost- \$5.00

If you reach a point of owing \$10 without speaking to me about arranging a payment I will be holding your turn until you speak to me about it and arrange payment. This will not matter until next turn, but I do not want to be a bad guy so please at least speak to me. Thanks.

Rule Book:

We will be using 5.10.0 for the base rules of the game.

Leader Espionage Operations

If a leader is performing an ES operation for something that is site specific he MUST be there. You can not sneak around to find out information from hundreds of miles away.

Heirs:

Although it was not common there were some female leaders of nations. But this was very rare as most men of the time would have trouble following the directions of a woman no matter how strong or talented. So I will not disallow the use of women as heirs, BUT know that there is a chance your nation will not take kindly to one of the gentler sex leading a nation.

Megalithic Constructions:

To build any Megalithic Construct you must have a Tech level that is at least 2 levels higher than what you are trying to do.

Example: The Kiel Canal from Skaggerack to the North Sea is a level 1 Megalithic Construction. So Denmark, who just reached Tech 3, can now build it. This is only the base cost. Any multipliers for region or something else are not counted in the Tech level requirement.

*Note: The Grand Canal of China is not really there. I will be removing it from the map. When the nations in China reach Tech 5 they can replace it.

Cultivation:

For any region to be made cultivated you must be at least Tech 4. For those regions that are capable of being C2 you must have a Tech level of 6+. Cultivation is a level 1 Megalithic Construction which is modified by the regional cost.

Example: Macedonia, a Tech 4 nation, decides to cultivate their lands. Since Macedonia is a Wilderness region and they are Civilized they have to do a level 1 construction with a multiplier of 1.5 for a civilized nation operating in a wilderness area. This costs 38 NFP ($25 * 1.5 = 37.5$ and you Round up to 38) and 75 GP ($50 * 1.5 = 75$).

Due to the effects on certain nations I have decided to allow for Natural Cultivation. It has taken effect immediately, but I will not go backwards so the effects will start from this turn forward. Also, because of this I will no longer be starting regions with PWBs as they can now all be cultivated given time.

Feudal Leaders and Allied Leaders:

Feudal leaders only receive a Combat stat. You may call them up to defend your nation or fight for you, but they are not willing to do anything other than assure the mutual defense and well-fare of your combined areas. Allied leaders receive all the stats and can do pretty much any action. If you assign them to Diplomacy the action will be for your nation but they will not be able to get the region about Allied level.

Troop Conversions

Infantry (500 men = 1 point), Cavalry (500 men = 1 point), Siege Engineers (500 men = 1 point), Warships (2

ships = 1 point), Transports (2 ships = 1 point).

National Transformations

In time period we are in there are many ideas which do not exist. Things such as Free societies or even Guilds were unknown and more often than not unwanted. To show this the game has placed tech level advancements on when you can reach things such as Free societies. These are in place in the system and not determined by me. I have been and will continue to use these as a guide for when you can reach a National Transformation. I know there are examples through history that may seem to contradict this rule, but please remember that these examples through history of free societies are more often the exception and not the rule. Because of this most National Transformations are at this time not allowed.

Mass Conscription

Mass Conscription is no longer allowed in the game. It makes very little sense for the time frame. It means you give every able bodied man in the nation a weapon and in a time of slavery, feudalism and caste systems that would not happen.

Royal Children

There are consequences to having too many children with ties to the throne. Some nations have more than 5 candidates already for the position of heir and a few look to be heading for the 10 mark. This can tear your nation apart. This is the one warning I will give to doing this.

North Asia

Mercs: 10 C, 10 I, 5 S
Merc Leader: None

Qin Empire

Xiaowen, Emperor of the Qin

Diplomacy: Souchun (A),

A great road was started between Chiennan and Om'Chu to make it easier to pass through the thick mountains. The region of Ningsia was put to the plow and was soon cultivated. The villages of Nanyang in Funiu, Chengdu in Chiennan, Kaifeng in Honan, and Suzhou in Taiping all grew large enough to be considered cities. Farms sprang up in Anhui and Funiu.

Xiaowen and many of his officers looked out for any raids or attacks by the Tartars but they did not move near Qin lands. Diplomatic talks took place in the city of Souchun and a strong alliance was formed with the local lord.

The Kingdom of Yan

Phan Ping, Lord of the Yan

Diplomacy: Parhae (T)

Ping turned much of his shipping into internal shipping to try and build himself up. His heir's wife gave birth to a son in 185 BC while his son was taking some time off from the field. Yang Wei went to Parhae where he managed to gain a small tribute for the Kingdom from the region. He had hoped for more but the fates would not allow it at this time. Tribute continued to be sent to the Qin.

Kwanto Japan

Kwanto Ujiro, Daimyo of the Kwanto

Diplomacy: Aichi (+11 YfC)

Ujiro followed behind his army with an ally to speak to the people of Aichi and try to calm them down over the fierce battle which took place in the region. He was fairly successful at this as both he and his ally were skilled in diplomacy. The region still held a great deal of anger about his conquest though. He was pleased to hear when word of the fall of Asaku reached him.

Yamato Japan

Yamato Ayame, Daimyo of the Yamato

Diplomacy:

Ayame realized how dire his position was so he gathered all his troops and moved quickly to Aichi to defend against invasion. He had 5,000 heavy infantry, 7,500 Infantry, 2,500 light infantry and 1,500 cavalry and the forts which filled the region. The Kwanto forces arrived within days of Ayame. They had 25,000 heavy cavalry, 2,500 heavy elite cavalry, 3,000 infantry, 5,000 light infantry, 4,500 siege engineers, 2,000 heavy infantry, 3,000 light cavalry, and 1,000 light elite infantry. There was talk of mutiny in the Yamato forces but they stood firm and went onto the defensive hoping to use the forts to hold off the great number of Kwanto forces. Kwanto was led by two commanders while the Yamato had several officers aiding their Daimyo.

The Kwanto forces opened up the battle with a charge against the Yamato. The mighty cavalry of the Kwanto

were to much and soon the Yamato forces had to flee the battle. The forts fell shortly after but stood up long enough to give most of the mobile troops time to flee back to Yamato lands. With the region secure Kwanto forces moved south against Yamato. The cavalry of the Kwanto managed to kill many of the troops as they surged after them into Yamato. The remaining forces fell back to the capital slowly using the forts in Yamato to hold them off. Through sheer numbers the Kwanto forced their way through the forts. In the fight to take the last fort Ayame was injured badly by a group of cavalry that broke through the lines. He was rushed back to Asako where he would shortly die. His family seeing the coming of the Kwanto quickly committed Seppuku in the hopes that the Kwanto would go easier on their people if they did. When the army arrived the gates of the city were opened to them and the Yamato alliance broke up.

South Asia

Mercs: 10 C, 20 I
Merc Leader: None

Nan-Yue

Nguyen Trin, King of Nan-Yue

Diplomacy: None

More road work was done and tribute was sent north to the Qin. Trin ruled his nation alone while most of his allies stood around and discussed philosophy and wondered when they would again be sent out to do the bidding of the Nguyen Dynasty.

Khmer

Tak Lang

Diplomacy: None

Lang returned to Angkor Wat where he married a young noblewoman from the area. She gave birth to a son in 181 BC. Leaders were sent to speak with the nobles of Surin and Siam about converting. A small amount of progress was made in each area but not all of the leaders in either region had converted and the people saw little reason to convert to the new faith at all.

The city of Oc Eo had to again remove the walls as it continued to expand. A fleet of ships were built to begin internal trade as well since now Oc Eo compared itself to Angkor Wat for size and wealth.

Pacific Islands

Mercs: None
Merc Leader: None

Moluccas

Anhuan, Lord of the Great Blue Seas

Diplomacy: Sarawak (NE)

Anhuan continued to rule while work continued in Sarawak and Sabah. In Sarawak, Tocklin spent time trying to convince the people to unite more strongly with Moluccas but he wasn't able to convince them to do so. Sabah saw one of its fishing villages grow to be a full port city that touched the Sulu Sea and the Brunei Sea. Molkuna spent all of his time preaching in the region but this led to only a small percent of the nobles switching to the gods of the Sea.

Hancuak spent a great deal of his time with his wife while he waited to become king. This led to daughters being born in 184 BC and 183 BC respectively. A son was born in 181 BC.

The Isle Nation of Samoa & Hawaii

Malama, Defender of Samoa and Hawaii

Diplomacy: Tonga (NE), Te Ika A Maui (HS), Vanuatu (FA)

Malama decided to try his hand at lightening diplomacy so he went to Tonga and tried to finish cementing the relationship there but failed to do it. Undaunted he went to Te Ika A Maui of North Cape where he spent several months talking to the people. His language was odd to them and they grew insulted over his assumption that he could gain their undying loyalty in so short a time. His arrogance quickly drove to hostilities and he quickly left the island of irate people. Meanwhile Lili' Malama took many followers to Tekueta where the village of Rarotonga quickly grew to be a major port.

Nak'Alow went to Vanuatu where he had some small success at diplomacy. He found a local who was willing to send troops to aid the Isle nation. He then left to find new isles but he was never heard from again.

Across the nation the people began to feel a strange apathy for the gods. The isles were beautiful and the people had what they needed so what use were gods to them?

The Aborigines of Taree

Tafar

Diplomacy: Toowomba (FA)

Tafar sent his ally to Toowomba to gain the allegiance of the region. He also made his son the heir when he came of age. The small fishing village of Akoya in Goolbura grew large enough to be considered a port city. (**No Turn**)

India & Central Asia

Mercs: None

Merc Leader: None

Maurya

Ghatokacha, Emporer of Maurya

Diplomacy:

Ghatokacha ruled over the empire while his son spent time with his family and had another son in 184 BC and a daughter late in 182 BC. Punjab, Karnata and Afghanistan were all cultivated as the nation continued to strengthen itself. Farms were started in Edrosia, Sahis and Tarain.

Gotakchka, trusted aid of Ghatokacha was sent to Africa with a great deal of gold which he handed off to the Rowzi in exchange for the body of Sri Gupta. Ghatokacha wished to honor his great relative and so he had the body returned to the Mauryan Empire. Though nothing was done yet many whispered that a great tomb would be made for the one who created the Raj of Rowzi.

The Holy Brahmins

Mohatma, Most Holy of the Brahmins and Defender of the Faithful

Diplomacy:

Word of heresey in Jats reached the Brahmins. The church there had turned against the Holy Brahmins and began to teach a hedonistic version of Hinduism which claimed that it wasn't the Caste which determined your place but the pleasure you could indulge in. The poor region quickly fell to the Hedonistic Hindu faith.

Missionaries sent to Berbera were unsuccessful in converting the populace but those sent to Mon did a marvelous job and the region was soon fully Hindu although some of the populace seemed a bit unhappy with the change in faiths they did not rise up against it. Jdumbi was sent to Rowzi bearing much gold to help the Hindu's in Africa.

Mohatma began by setting up an Abbey in Palauk to help the important trade city however possible in matters of the faith. He then journeyed to Angkor Wat, the capital of Khemer, where he founded a church. Emanem created an abbey in Und before moving to Hazarajat and founding a church. Cnumbia was in the west where he founded a monastery in Samnath and an abbey in Kali. He had hoped to see the city grow but Bactria did not give permission so the people were turned away.

The Indian Alliance

Torugah III, Lord of Pandya

Diplomacy: None

Cities continued to expand. Maduri reached the pinnacle and was walled in to save the capital from any invasion. Work was done to improve several cities as well. (**Needs a Player**)

Tartars

Changhatai

Diplomacy: Silk Raiders (NE), Khan of Tsaidam (WAR), Memar (F), Tzin-Kiang-Zao (NT)

Changhatai continued to go and try and find allies. He was bored with this though and so it didn't go as well as in past years and he got to have the fun of squishing several smaller hordes who dared refuse him. The hillmen of Memar agreed to unite with him and joined his mighty caravan. His son meanwhile was trying to produce heirs. This led to a daughter in 185 BC, a son in 183 BC and another daughter in 182 BC. Raids were successful against many regions across the steppes. They targeted Jungaria, Wusu, Karluck, Tien Shan, Kuldja, Sinkian, Kush and Kashmir. Wusu was hit so hard that the region was permanently damaged.

The Middle East

Mercs: None

Merc Leader: None

Bactria

Sophacles II

Diplomacy: Kyzl-Kom (NT), Avar (C), Sistan (FA)

Sophacles II waited in Bactria until his son came of age and then he traveled north to speak with the desert riders in Kyzl-Kom and Avar. In Kyzl-Kom he found a bride for his son to help tie the people to Bactria. This succeeded, but the people were unwilling to send troops or money to aid Bactria. He then moved on to Avar where he spoke at length with the people and managed to gain a small claim to the region but their harsh language and different beliefs made it

impossible for him to get anything stronger without more time put into gaining their allegiance. In Sistan Sophacles sent word that said he did not need as much allegiance as they once gave and so the people agreed to become feudal allies to Bactria.

Demetrius, Sophacles oldest son, came of age and was declared heir. He was quickly married off and in 181 BC his new wife gave birth to a daughter. Throughout the nation the people became a bit more secular. They had never been truly pious but they had reached a new low in their fervor for any gods.

Seleucid Kingdom

Causis

Diplomacy: None

Causis ruled over his realm and enjoyed the small time of quiet. (**No Turn**)

The Ophilian Church

Polybos, The Will of Zeus, Apostle of the Great Ophilius

Diplomacy: Circus (UN), Galatia (UN), Levedia (UN), Polotsk (UN), Polovotsy (UN), Pontus (UN), Trebizond (UN), Taman (UN), Carhae (AB), Syria (NE), Jordan (NE), Abadan (MN), Ahvaz (MN), Media (AB), Persia (CH), Antioch (MN)

Polybos announced that from hence forth the Church would be known as the Ophilian Temple. The reference to the Eastern Greeks was an abomination as it separated the Greeks when you were either a true Hellenic person or not. To further aid in stopping the divisive nature of the church many of the churches in Pontus were closed as the nation still held true to the Olympic Primacy.

Polybos and his aide then took a sweeping tour through the Seleucid Kingdom. They worked quickly to expand sites throughout there area. Unfortunately, not enough time was placed into Syria or Jordan and the newer sites did not take hold. In Antioch the church encouraged urban growth which also led to a stronger church presense in the area.

Africa

Mercs: 15 HI, 15 I, 15 S, 5 W

Merc Leader: None

Ptolemaic Kingdom

Ptolemeos Atrides

Diplomacy: Jerusalem (NE), Levant (NE)

The refugees from the city of Memphis were moved to the Nile where a fishing village quickly swelled and was renamed New Memphis. Farms were added Faiyum and Mansura to help grow more food for lean years. Defenses were added to several regions and cities against invasion. Work continued at a steady pace in Aden.

A man was seen crossing the Nile. He stopped and asked many strange questions of the people who reported having seen him. He had an unusual accident but when troops arrived to investigate nothing was seen and no one could say for sure who had spoken to him.

Diplomatic overtures were made to the people of Jerusalem and Levant but they simply smiled and nodded and continued to limit themselves to only doing business with the Ptolemaic Kingdom. This greatly frustrated the diplomats sent to speak to them but there was little they could do at the moment to make the stubborn people listen. In Nadramurt, Petranicus spent several years preaching to the people. Unfortunately the weather in the area did not suit him and he did much of it with a rasping cough. But he still had some very minor success in the area. It didn't help that he was not a very religious man himself. The Olympic Primacy did send people down and managed to inspire some more devotion in the church but the people in Nadramurt were much more firm in their faith.

Attalos, heir to the kingdom, was allowed to spend most of the time with his royal concubines which provided him three sons and a daughter over the years while his father worked to rule the nation.

The Spears of Ares

Paulus, Lord of the Spears

Diplomacy: None

Luxor was repopulated up to its potential and colonists were sent to the city of Thebes to rebuild the port. It was hoped that this would help bring in more wealth for the small empire. Early in the years Atriedes died and Paulus took over as king with little difficulty as he quickly claimed control of the armies. He had a son of his own followed shortly by a daughter in 184 and 182 BC. (**No Turn**)

Carthage

Dargen

Diplomacy: Catalonia (NE), Andalusia (NE)

The region of Cheliff saw a great deal of labor between the years of 185 BC and 181 BC. It quickly became fully

cultivate. Many workers were sent to Morocco to begin the process there as well but they needed many more supplies and men before the region would also grow to be cultivated. The city of Tingi became one of the most important trading ports in the world as its ships sailed to many regions that were far from Carthage. In Andalusia and Catalonia aides of Dargen were sent to speak with the lords of the area. Dargen II, heir to the throne of Carthage, was also sent to speak to the people in Andalusia. Both regions saw the vast majority of the lords turn to the bloody worship of Bhaal. But the people in the regions were not willing to follow suit and a few of the lords remained unconvinced. In Andalusia where Dargen II toiled for his god the people came very close to revolting at the very idea that their lords had switched over. But as the lords were still on the edge the people did not yet draw weapons against them and the Carthaginian heir. Dargen II did find an entrancing young lady to marry in the region. He hoped that it would help him gain favor in the region but because the faiths differed he was unable to do so. In Catalonia the response was much the same as people grew restless at their lords new beliefs.

In other areas Asaf was sent south to Galam where he led 20,000 heavy cavalry to pacify the locals and then to enslave them. The local leader was not nearly as skilled in combat as Asaf but he had an advantage in terrain during the initial conquest. This kept Asaf from bringing the full brunt of his cavalry to bare against him. The Carthaginians had many more troops than the Galam chieftain could bring to the field but with a great tenacity they held for a long time before the heavy cavalry finally broke their lines. Most of the strong men of Galam fell in the following hours as the cavalry rode them down. The leader of Galam survived and fought on when Carthage tried to enslave her people but he no longer had possession of the high ground and so his men were broken much faster. Still he had given fairly well in the battle.

West Africa

Mercs: None

Merc Leader: None

The Desert Raiders of Kanem Bornu

Matzu, Lion of the Shifting Sands

Diplomacy: None

Matzu continued to teach his heir about ruling the nation. His second son was also made a prince of the realm in case any tasks might arise which could use his skill. Forts were placed in some of the outlying regions and improvements were made upon the capital to make it easier to live in.

The Kingdom of Ife

Alim, Chief of the Ife

Diplomacy: None

The villages of Al-Tariq, Al-Mahara and Al-Piqai grew large enough to be counted as cities. Many works were done to improve the existing cities. **(Needs a Player)**

South Africa

Mercs: None

Merc Leader: None

South African Cav Count: No Horses Yet

Mauryan Raj of Rowzi

Sri Gupta II, Emperor of the Southern Lands

Diplomacy: Matapos (NT), Bahine (UN)

Sri marched replaced the men who had fallen in taking the previous two regions and marched south into Matabele. The people in the region seemed defeated from the time he arrived. Their leader was an old man who could hardly carry his bone spear. The battles of conquest and enslavement in the region went off with almost no deaths on the side of the Raj. Full of their easy conquest they marched south into Tswana where they set about conquering the land. The people put up more of a struggle here and several squads were trapped in valley and set upon by the populace when they were alone, but other than these scattered deaths the Raj forces were almost untouched as they quickly enslaved the populace. Returning home some of the people were set to cultivating Kariba while others were put into giant farms in Kafue as slave labor.

Sri Seerena, second son of the great Sri Gupta and heir to his throne, had an heir of his own in 185 BC. He then traveled south to Matapos where he managed to strengthen ties some even though they still wouldn't agree to send tribute to the Raj. He then went to Bahine and offered them a chance to peacefully unite with the Raj but his offer was refused as the people wished only to be left alone. Only time would tell if the Raj would honor their desires.

A representative from Maurya arrived and gave many chests of gold in return for the remains of Sri Gupta the Mighty. He then took the remains and left Rowzi.

The Nguni Alliance

Hyutha, Defender of the Cape

Diplomacy:

A great flourishing of culture happened in the lands of the Nguni as people from the different regions got together and raised funds to help encourage learning. For only through learning could they hope to ever defend themselves.

Hyutha and his personal aide spent their time working to see that the nation continued to run smoothly.

Eastern Europe

Mercs: 5 I

Merc Leader: None

Suzdal

Yammar, son of Grodur

Diplomacy: Moscovy (+10 YfC), Chernigov (F)

Yammar sent Kuz'Ma to Moscovy to try and help them get over their defeat at the hands of Suzdal so many years earlier. He was fairly successful with his task and some of the anger was put behind the people. In Chernigov Zhiroslav and Angmar traveled all over and talked to the lords and people and in short order the region had fully united with the kingdom.

Yammar opened trade with Virumaa. In Muscovy the village of Serpukhov began to grow larger. It still had a ways to go before it would be counted as a city but it was the most powerful village in the region.

Parthia

Urud I

Diplomacy: Danzig (T)

Urud had many forts built in his wealthier regions. Other general builds meant to improve his nation were also done. He was growing old so he turned over the mighty cavalry of the Parthians to his son Xerxes and sent him to Danzig to continue to improve the relations there. He did this moderately successful and the region soon agreed to send tribute to the Parthians. Unfortunately, the many missionaries sent to the region failed to turn it towards the Old Gods of the Parthians.

Pontus

Mithridates III, Lord of Pontus and Ruler of the Black Seas

Diplomacy: Ephesus (EA)

Mithradates IV and Neleus traveled to Psidias where they managed to convert about half of the local lords. There were grumbles from the people and Mithradates wondered if troops should have been taken to Psidias to protect him. Meanwhile Bishop Minos traveled to Lazica to try and convert more of the lords there but he was most uncharismatic and wasn't able to convert any more people. Missionaries sent to Galatia were unable to complete the conversion.

The Olympic Primacy handed the city of Ephesus off to Pontus. Archimedes was sent by Mithridates to go and speak to the city and convince it that they should fully unite with Pontus. This was a fair success as by 181 BC the economy of the city was highly tied to Pontus.

In Thrace the region was fully cultivated. In Paphlagonia the process of cultivation began as well. Several new farms were opened up in Pontus as well.

Antigonid Kingdom of Macedonia

Argeia, King of Macedonia

Diplomacy: Morea (A), Sparta (T)

Missionaries from Macedonia were sent streaming into Serbia. They quickly converted most of the masses. This greatly upset the lords and they were on the brink of slaying the missionaries and reinforcing their old faiths when cooler heads prevailed and they simply went along with the new change of faith though many still worshipped the old gods.

Zenos was sent off to Sparta with the daughter of Argeia. There he married her off to one of the Kings of Sparta in exchange for leverage in the diplomatic talks which followed. By 181 BC Sparta had agreed to pay a small tribute to the Macedonians. In Morea, Erebus and Ocealus were busily working away as well. They managed to get the lord who had once pledged troops to Macedonia to fully unite with the kingdom creating a strong alliance between the local lord and Macedonia. Around the realm defenses were strengthened and farms were added to assist in the production of more food.

The Olympic Primacy

Eutropius, Voice of Zues and Speaker of the Gods

Diplomacy: Ephesus (CA), Athens (CA), Faiyum (CH), Romagna (CH), Alexandra (CH), Egypt (CH), Mansura (AB), Achilia (F), Lyonnais (CH)

Eutropius took many of the war vessels and people troops to Epirus where he had them settled into the village of Achillius making it a major city. He planned to give it to the one of the nations which stood loyal to the Olympic Primacy. He also had his people working to make peace between the two churches, though many were concerned about the power the Ophilian church showed. The city of Ephesus was given to Pontus and Eutropius considered who to give Knossos and Crete to in the coming years. Work was done to improve the sites in the Ptolemaic kingdom as well. The church smiled on their conversion of the pagans in Arabia and sent people to help the fervor of the Ptolemaic people. Missionaries were also sent to the region of Phrygia and Polovotsy.

Idonus sent the first payment to Leon. He also arranged for a new church in Lyonnais. **(Needs a Player)**

Western Europe

Mercs: 5 HI, 10 I, 5 S

Merc Leader: None

Roman Empire

Scipio

Diplomacy: Provence (+13 YfC)

In the wilderness of Tyrol gold was found. The region quickly became a trade center as mines opened up in the area. In Verona the city of Aquileia grew as people moved to it seeking to profit from the mines. The fishing villages of Lyssium in Liguria and Quinnei in Calabira also grew to become cities as peace again fell over the Empire and prosperity returned. Scipio set himself to fixing the various fishing fleets that were once again reappearing and shifting trade to other cities to try and spread the wealth around.

In Provence Tiberius was busy with talking with the locals and getting them to accept their place in the Empire. He was a very good speaker and the people were greatly calmed by his talks. In Tyrol Flavius was trying to get the locals to accept the Greco-Roman church as their own. In this he was moderately successful as the majority of the nobles in the area had turned to the new faith. Aurillius was sent to Carinthia to speak to the locals there. He did a good job at convincing them that the new faith would benefit them but with few attachments to the Romans they were not as inclined as he has hoped to switch faiths.

Massalia

Andreas

Diplomacy: None

Peace continued to hold in Massalia, although many feared that Rome would one day return and so much was stored for the future. **(No Turn)**

Bohemian Empire of Westphalia

Aldabert the Black

Diplomacy: None

A city was expanded along the coast of Freisland. New farms were also started to feed the populace, but other than that things in the nation remained quiet. **(Needs a Player)**

Franconia

Freibott, son of Hans

Diplomacy: None

Freibott continued to rule his lands and contemplated retaking Thuringia, but didn't move yet. Farms were started to help feed the people. **(No Turn)**

The Gauls

Daric, High Chief of the Gauls

Diplomacy: None

Ile De France was cultivated and work began to cultivate Burgundy. A few farms were also started. **(No Turn)**

Breton

Thaco, King of the Bretons and Pendragon of the Isles

Diplomacy:

Sussex was cultivated. Work to cultivate Northumbria was started. Several farms were started in various regions. **(Need a Player)**

The Ilyrian League

Philotas

Diplomacy: Slovakia (A), Bosnia (T)

Philotas stayed at home and ruled his nation. His wife grew pregnant in 185 BC but she quickly grew weak and died only halfway through the pregnancy. The unborn boy went with her to meet Cheron and pass into Hades.

Xenophon remained in Slovakia where he spent a great deal of time talking to the local lords. He managed to get many strong economical agreements with the locals but due to religious and cultural differences they would not tie themselves any closer to the Ilyrians. Astadias was sent out to Bosnia where he spoke at length to the locals about the benefits of joining with the Ilyrians. They agreed to start sending tribute but refused any stronger alliance than that.

Leon

Gargoris, Chief of Leon

Diplomacy: Navarre (F), Estremadura (UN), Talavera (UN)

Gargoris traveled to the region of Navarre where he offered Ramona, his sister, in marriage to the local lord. This helped cement the region to Leon and soon they were fully joined. Roderigo was sent to the regions of Estremadura and Talavera to try and gain a small level of alliance with both regions. But they saw little reason to unite with Leon and both regions turned him away. Although luckily neither region was so angered by his requests that they were willing to start bloodshed over it.

Primo continued to rule the nation in his father's name. His wife gave birth to a daughter and a son in the years 185 BC and 184 BC. The village of Segovia in Old Castille grew large enough to be a major city in the region. Farms were also started in several other regions to feed the growing nation.

Northern Europe

Merces: None

Merc Leader: None

Virumaa

Valdek Eestigard

Diplomacy: None

Valdek returned to look after his homelands while his son took many colonists to the small fishing village of Korgessarre in Saaremaa. There they were settled in and new homes were built to handle them making the village a full fledged city. Fishing fleets were shifted around so that the cities could handle the large number of boats, and new trade boats were sent between the cities and villages of the nation.

The Danes

Thoradin II, Son of Thoradin

Diplomacy: Turku (NT), Hordaland (UN)

In 183 BC bandits began raiding villages in the region of Norway. They joked to the peasants that Thoradin II was old and weak and that he would never be able to defend his realm. Fernwick of Norway sent messengers to Thoradin II requesting that he come to help destroy the bandits. Thoradin immediately set sail with his fleet of ships and his warriors. It took little more than two months to track down the bandits which came from the region of Musu. The bandits, although fairly large in number, were nothing compared to the fierce warriors of the Danes and Norway. Together Thoradin and Fernwick led their warriors against the bandits and quickly slew them all. Thoradin faced the head of the bandits. He was a bear of a man who was in his prime and loudly mocked Thoradin who was 64 at the time. But Thoradin was no weakling even in his older age. Where he couldn't meet the bandit lord in pure strength anymore he more than made up in his experience of over six decades of fighting. In seconds it was over as the shocked bandit lord tried in vain to hold his life blood in and fell over dead. With the loss of their leader the remaining bandits tried to flee but most died on the field of battle.

Back in Denmark the heir continued to rule in his grandfather's stead. He spent a fair amount of time with his wife but she continued to bare him only daughters. His third daughter was born in 185 BC and a fourth in 181 BC. Many began to worry that he would never have an heir to carry on the mighty dynasty. Work was done in Kalmar to improve the city, and ships were commissioned and given to Regnor of Smaland in return for his loyalty.

On the diplomatic front Thorin was sent from Smaland to Turku where he managed to get a few small vows of loyalty. Things were not so successful in Hordaland as Regnorous was unable to find any real footing with the warrior chieftains in the area. They refused even the slightest hint of loyalty towards the Danish throne.

North America

Anasazi

Ahapita, Chief of the Anasazi

Diplomacy: None

Farms were started in the regions of Serrano and Patwin to help feed the people. Ahapita took a strong hand in ruling his nation and let nothing go on within his nation unless he was told of it. The nation continued to prosper.

Atakapa

Jualipta, Chief of Atakapa

Diplomacy: Creek (A)

Jualipta ruled the nation while he sent his son, Juiapta to go and speak with the Creek people. He did this fairly well and many farms were paid for so a strong alliance was formed with a local lord. It was felt that soon the region would fully support Atakapa in all things. (**Needs a Player**)

Moundbuilders

Ailapatoh, Lord of the Mounds

Diplomacy:

To show the strength of their devotion to the Gods, many rich merchants pulled the money and resources together to build a royal road between the city of Chillicothe and Cuyahoga. It was opened for regular usage on the day of the Great Lacrosse games. In a surprise upset the tribes of Cheraw beat out what was thought to be a much stronger team from the Wichita tribes. Lacrosse had spread quickly through the new tribes which migrated to the area and it was a great worship to the gods which led many pilgrims from Cuyahoga to come and view the mound of Chillicothe which the gods had blessed in flashes of colored light many years before.

Sub-chief Chilicotin went out and saw many new lands and learned the lay of the lands and rivers. He reported his findings back to Ailapatoh. The nation was slowly turning from being a clan set up to being feudal and looking to local lords instead of family members for protection and aid.

Central & South America

Maya

Huncame

Diplomacy: Huave (C), Nahuatl (F)

The port of Copan in Totonac grew large enough for it to be considered a city. A great deal of effort was put into building the road between Yucatec and Maya. Though it was very thick jungle in Yucatec the natives cut through it with ease and soon the road opened the two regions up.

Huncame continued to rule over his nation and run his troops through defensive maneuvers. His wife gave birth to a daughter in 182 BC. In the far reaches his brother Xblanque worked with Ah Cuxtal to get the region to fully unite with the Mayans. Xblanque died before his tour of the region was over but he was a great diplomat and he managed to get the region to fully unite with the Mayans before his death. In Huave, Ixtab was working to get the region to unite with the Mayans as well. But he was not as skilled and managed to get only the smallest claim to the region.

United Tribes of Peru

Sinchi, Lord of Chavin, King of the United Tribes of Peru

Diplomacy: None

Work continued on the roads. The tribes desired to be fully united and the great roads would be very useful in doing this. (**No Turn**)