The Biumvirate

*Kingdom of Arrahni*

*With the passing of the late Sovereign Marqe, the Kingdom of Arrahni is in need of guidance whilst we await for the Sovereign’s cousin to arrive and take leadership of our humble nation. After some deliberation, two regents have been chosen to create a Biumvirate to rule the Kingdom before our new Sovereign arrives.*

*As a matter of urgency with the fresh passing of the late Sovereign Marqe and the impending arrival of Sovereign Sash’an, your first task will be to prepare the new Sovereign’s chambers within the Palace. This is to ensure that, no matter the time they arrive, their new home will be ready to welcome them. (In tutorial mode add Game Speak to reference ‘thirty turns eg.’ and reference the balance aspect – perhaps to reference working with the Biumvirate)*

[queue tutorial mode]

Nobility Result;

*You called in a favour from Sir Featherington, who was thrilled at the prospect of being able to assist you with preparing the Palace for Sovereign Sash’an. Between the Palace servants and the ones borrowed from Sir Featherington, along with his keen eye for detail, you successfully dispose of the old Sovereign’s perishables and make the Palace fresh for a new face.*

People Result;

*You turned to the Palace staff for guidance as the ones who are most familiar with the old Sovereign’s possessions. They are able to swiftly and effectively take you through the Sovereign chambers to note what belonged to Sovereign Marqe, and what was inherited through lineage. This seems to have helped heal a wound left by the passing of a beloved leader.*

Military Result;

*Colonel Howler was keen to offer his hand of assistance after the passing of his old friend, Sovereign Marqe. Whilst strange to have the soldiers leaving the training grounds in favour of helping the servants, it was a welcome reprieve from training to put their minds to a different task.*

Economic Result;

*With almost militant efficiency, you exchange a few coins through a few hands and have hired help to take care of the preparations within the same day. They move with exceptional efficiency and before long you are looking at practically a* *brand new Palace with the help of the local merchant families.*

[then there’ll be a little blurb based on the card you played, which will also shift your favour.]

[you’ll be able to pick which of the heads you play at this point as your main head, and the AI will take over the second head]

[at the minute I’m imagining that the map will have little icons maybe to notify of active issues. The first Main Story issue will be there, along with two secondary issues based on your favour]

[Main Story Quest 1]

*You are approached by Duke Lupain of the Urhathu Forest, and Lord Fuzzybeard of the Himalu Mountains. It appears that the late Sovereign had been dealing with a land dispute between the two before passing which has unfortunately yet to be settled.*

*Neither is particularly known for their patience, so you will give them credit for at least waiting one day of you being in your new position before approaching you with furrowed brows and grunts of annoyance. It falls to you and your partner to resolve this dispute as fairly as possible; lest you end up with horns through your table, or fangs in your hand.*

[queue card choice]

[follow with resolution text based on choice]

Quests

*Quests will each have a collection of outcomes based on the cards you played which will affect who gets the ‘faction boost’, and then lead on to the next quest. Visually the quests will be given to you from the Advisor, and when on the screen will appear as narrative text that the Advisor reads to you, and a portrait of the faction leader will be the other side of the text to represent who the quest is for.*

*Some of the side quests may interlink or follow on from each other, though most will be stand alone (this is for the sake of speed)*

First Crisis;

Tutorial, Preparation of the Palace

Main Story Crisis;

1, A Dispute Between Lords – *resolving dispute between Duke Lupain and Sir Fuzzybeard*

2, A Warmly Wonderful Welcome – *expending resources in order to prepare a welcome party for Sovereign Sash’an*

3, Remains of the Remains – *taking over the archaeology project that Sovereign Marqe was overseeing*

4, A Halt in Movement – *the archaeology project has breached on some farmer’s fields*

5, Resounding Results – *the dig site has found something culturally significant, but everyone wants to take it*

Nobility Crisis;

1, Concern of Security – *local lord Sir Featherington has reported ratfolk getting into his stores*

2, Crime Themed Name – *the increase in crime has reached the lofty skies of the nobles*

3, joe

4, joe

5,

People Crisis;

1, A Hostile Hunger – *the ratfolk living in the lower city have been complaining about a food shortage*

2, Farmer’s Argument – *the farmers are arguing with the military over passage of some seeds from the neighbouring kingdom*

3, Crime in the Streets – *the people in the city have noticed an increase in crime, and it’s causing nerves to heighten*

4, joe

5, joe

Military Crisis;

1, Neighbourly Nerves – *Colonel Howler has noticed scouts positioned along the edge of our border from the neighbouring city*

2, Justice’s Payment – *due to increase in crime the military’s involvement with the lower city has become more difficult*

3, Recruitment Drive – *the military want a recruitment drive to bolster numbers*

4, joe

5, joe

Economic Crisis;

1, A Rocky Route – *Trader Jeramee has reported that the pass in the Himalu Mountains has been blocked by a landside*

2, Crime Themed Name – *the increase in crime results in the trader’s being threatened and they feel unsafe operating out of the undercity*

3, Joe

4, Joe

5, Joe

Undercity Crisis;

**1, Greetings, my liege – *an invitation from the undercity for favour, in a very, you scratch our backs we’ll scratch yours, manner***

2, Watch your back, my liege – *discovery of an aggressive usurper amongst the nobility who believes he should have been chosen, not you. The Undercity will take care of this for you, if you’d like*

3, A favour, my liege – *the local law enforcement* *have been snooping around some areas we’d rather they left well enough alone. Think you can distract them for us?*

4, joe

5, joe

Game Overs;

1, Nobility – *the lords have amassed enough power that they have called into question your leadership, in the hopes of overthrowing you*

2, People – *the people have amassed enough power to begin a revolution, growing tired of the rule of the crown*

3, Military – *the military have grown weary of your lax position on the other factions and are attempting to enforce martial law*

4, Economic – *the local merchants have pockets lined with gold, and everyone knows there’s only one thing more powerful than the crown; money*

5, Undercity – *how kind of you to show the undercity such a warm welcome into your rule of the Kingdom. Why, if they didn’t know any better, they think you’d be the perfect puppet*

**Tutorial Crisis**

*With the passing of the late Sovereign Marqe, the Kingdom of Arrahni is in need of guidance whilst we await for the Sovereign’s cousin to arrive and take leadership of our humble nation, which we expect will arrive in fifteen turns of the sun. After some deliberation, two regents have been chosen to create a Biumvirate to rule the Kingdom before our new Sovereign arrives.*

*You may use any of the resources available to you in order to assist with resolving any crises that may happen during your rule, however we would recommend you do your upmost to keep balance within the nation. It is never wise to allow one party to gain too much power, lest they have dreams of grandeur that may cause another party to suffer.*

*As a matter of urgency with the fresh passing of the late Sovereign Marqe and the impending arrival of Sovereign Sash’an, your first task will be to prepare the new Sovereign’s chambers within the Palace. This is to ensure that, no matter the time they arrive, their new home will be ready to welcome them.*

[queue tutorial mode]

Nobility Result;

*You called in a favour from Sir Featherington, who was thrilled at the prospect of being able to assist you with preparing the Palace for Sovereign Sash’an. Between the Palace servants and the ones borrowed from Sir Featherington, along with his keen eye for detail, you successfully dispose of the old Sovereign’s perishables and make the Palace fresh for a new face.*

People Result;

*You turned to the Palace staff for guidance as the ones who are most familiar with the old Sovereign’s possessions. They are able to swiftly and effectively take you through the Sovereign chambers to note what belonged to Sovereign Marqe, and what was inherited through lineage. This seems to have helped heal a wound left by the passing of a beloved leader.*

Military Result;

*Colonel Howler was keen to offer his hand of assistance after the passing of his old friend, Sovereign Marqe. Whilst strange to have the soldiers leaving the training grounds in favour of helping the servants, it was a welcome reprieve from training to put their minds to a different task.*

Economic Result;

*With almost militant efficiency, you exchange a few coins through a few hands and have hired help to take care of the preparations within the same day. They move with exceptional efficiency and before long you are looking at practically a brand new Palace with the help of the local merchant families.*

**Main Crisis 1**

***A Dispute Between Lords***

*You are approached by Duke Lupain of the Urhathu Forest, and Lord Fuzzybeard of the Himalu Mountains. It appears that the late Sovereign had been dealing with a land dispute between the two before passing which has unfortunately yet to be settled.*

*Neither is particularly known for their patience, so you will give them credit for at least waiting one day of you being in your new position before approaching you with furrowed brows and grunts of annoyance. It falls to you and your partner to resolve this dispute as fairly as possible; lest you end up with horns through your table, or fangs in your hand.*

[insert card game here]

Nobility Result;

*It is with the most graceful, most respectful charm that you manage to get both Duke Lupain and Lord Fuzzybeard to sit down in the Palace and discuss their issue like civilised animals. Whether Lord Fuzzybeard likes it or not, the Duke does rank higher than him, and it’s with that in mind that he agrees Duke Lupain should be the one to map the edge of his land best.*

*Lord Fuzzybeard might not be the happiest, but he cannot deny that you have helped him keep an ally in the Duke today, and Duke Lupain is most thrilled.*

People Result;

*It isn’t exactly behind their backs, but you do reach out to the farmers that work the land between the Himalu Mountains and the Urhathu Forest for their opinion on the matter. You get a varied response; many do not know who is supposed to own the land, but a few do have opinions on who they would like to serve under.*

*The Duke is given the land, and Lord Fuzzybeard’s temper is placated with the reminder of the trading routes that pass through his lands; these are immensely important and require his attention, not some farmers with their innate issues. One of those issues being Lord Fuzzybeard’s tendency to put stone statues in awkward places.*

Military Result;

*Colonel Howler has an easy solution to this issue; seize the land for training purposes. If the pair cannot come to an agreement, then the Royal Guard can put the land to much better use to create a base and safe house for scouts who ensure our boarders are safe and can be out on missions for days at a time.*

*Neither Duke Lupain nor Lord Fuzzybeard would dare argue with you. Not when Colonel Howler is standing behind you ready to set their homes ablaze should they waste either of your times any further.*

Economic Result;

*It is with great regret, you inform Duke Lupain, that on this occasion you will have to give favour to Lord Fuzzybeard. Whilst you appreciate that he has rank on the Lord, Duke Lupain cannot possibly deny the economic advantage of giving Lord Fuzzybeard the territory to allow merchants an easier pass from the Himalu Mountains towards the Kingdom’s Capital.*

*The Duke leaves the meeting with his tail between his legs after you so eloquently deny him the land he believed he had right to, unable to argue with your stance. Or perhaps he was unable to argue with the smugness that was exuding from Lord Fuzzybeard’s golden gaze.*

Failed Result;

*You sat Duke Lupain and Lord Fuzzybeard down to resolve their dispute. After listening to them go back and forth and back and forth for an upsettingly long time, you suggest that there is a much simpler way to deal with this: a coin toss!*

*You stand between them and ask the Duke to pick a side. He stares at you with a dropped jaw and no words. You assign him tails, and Lord Fuzzybeard claws. As soon as you flip the coin to the sky, the Duke stands with enough force to knock his chair over and storms out the room. You assume this means he concedes, and announce the land ownership to be given to Lord Fuzzybeard.*

Result of A Dispute Between Lords:

+1 Duke Lupain Card

**Main Crisis 2**

***A Wonderfully Warm Welcome***

*It has been suggested that a welcoming party should be organised for Sovereign Sash’an, a coronation of sorts when he arrives. You are to take charge of this task as it is you who will be giving over the key to the country.*

*It’s really quite exciting, isn’t it? To be able to organise such a grand event. I’m sure that you will do a fine job of it – even if it isn’t exactly what you expected to be doing when they asked you both to join this Biumvirate.*

[insert card game]

Nobility Result;

*Who better to know how to organise a grand, extravagant ball than the nobility who would be attending it themselves? Viscount Slitherham is most amenable when you approach her and ask for assistance in this case, and she rallies the other nobles to assist.*

*They organise everything. The decoration, royal and bright. The guest list, exclusive. The catering, mouth-watering. The entertainment, expensive. You take stock of the situation at the end as the nobles commend you for your leadership on the event once all preparations have been finished.*

People Result;

*The staff in the castle have yet to steer you wrong, and you’re certain you can trust them now. They are tasked with organising the palace décor, using flowers from the royal gardens and taking old cutlery out that is saved for special occasions.*

*The whole kingdom has been informed of the party, with people of all walks of life making plans to attend the capital city for the arrival of Sovereign Sash’an. The city is abuzz with the news, with many people making special plans for this special day. It has turned the arrival of the Sovereign into a most joyous occasion, indeed.*

Military Result;

*You summon Colonel Howler to assist you with organising the event, who is less than impressed with the summons. However, he does not deny your wish, and instead assigns a group of trainee recruits to assist you with the preparations.*

*The trainees do their best to secure you whatever it is you ask for. You go through the list of requirements and instruct them for each one until you are satisfied with their work. When Colonel Howler returns for his anifolk, he requests that perhaps next time you may prefer people with a little more experience.*

Economic Result;

*For the arrival of the new Sovereign, you decide that only the best will do. You spare no expense in creating a ceremony suitable for royalty. Merchants secure you fabrics, food, and flowers imported from your neighbouring kingdoms, along with some locally sourced luxuries to give Sovereign Sash’an a test of the best of what your kingdom has to offer.*

*You are certain by the end of the preparations that no one could refute the exquisite nature of the welcome party you have organised.*

Failed Result;

*A welcome party? If anyone thinks you have time for that, they are sorely mistaken. Beyond the very basics, you decide that the wound form Sovereign Marqe is still too fresh. If Sovereign Sash’an decides they want a party when they arrive, then it will be up to them to organise it.*

**Main Crisis 3**

***Remains of the Remains***

*We would like to bring to your attention a project that the late Sovereign Marqe had taken personal interest in. Renowned archaeologist, Mister Tom Longclaw, had recently discovered some old ruins lost in the Akarthoun Plains. Sovereign Marqe was personally overseeing the development of Mister Tom Longclaw’s discovery to find out what had been here before. At present, they believe that it may have been of religious significance to our ancestors.*

*Tom is hoping that he has your support in completing his project. We believe that it would be beneficial to have this project completed before the arrival of Sovereign Sash’an, to allow the new sovereign to start new without being weighed down by a project he has no knowledge of.*

[insert card game]

Nobility Result;

*With a little persuasion, Duke Lupain agrees to assist you with overseeing the archaeological dig site. He takes you there personally where you are able to meet with Tom Longclaw, who spends some time talking you through various aspects of his discovery. As suspected, it does appear to have symbols that you associate with old religious factions from many years ago.*

*The assistance of the Duke has left you feeling a little more hopeful with undertaking the responsibility left to you by Sovereign Marqe.*

People Result;

*You decide to go right to the heart of the project; the people who are working on the ground. While they are surprised to see your faces lingering round, they do not turn you away. They instead take you through the ruins and you get to see first hand the stonework they are uncovering. The runes etched into the surface by people who lived here once upon a time, years ago.*

*Tom Longclaw is a little ruffled when he sees you on site with his staff, but he recovers quick enough to thank you profusely for coming down to see the site, and for your assumed support.*

Military result;

*Colonel Howler reviews the request you make of him, before giving a resolute nod and assigning you a retinue to escort you to the site. The guard you have is diligent and allows you to demonstrate a reserved eagerness in resolving this project swiftly.*

*The leader of the expedition, Tom Longclaw, promises you that there will be no delay in their work and assures you he understands the time constraints now imposed on him.*

Economic result;

*We know exactly what will assist an archaeological expedition completing quickly, and that’s cold, hard cash. We arrive at the dig site with funding in hand and the response from the staff is priceless.*

*Tom Longclaw who is leading the project thanks us for the generous donation and promises to keep us up to date with the project, along with the assurance that with the additional funds they will be able to complete it before the arrival of Sovereign Sash’an.*

Failed Result;

*On the morn of the day we are due to visit the expedition, you wake up late. It does not get better from there. The journey is long, and we have many things still to do at the palace, which weigh on our minds. As we arrive, Tom Longclaw is supposed to meet us at the entrance, but it takes us some time to find him after he grew tired of waiting for us.*

*He tells us about the project, but it is of little consequence. He is advised that he must be finished by the time Sovereign Sash’an arrives. He is unsure, but accepts it. We leave.*

**Main Crisis 4**

***A Halt in Movement***

*We have received word from Tom Longclaw that there has been an issue at the expedition. The work ongoing has crossed the Akarthoun plains and neighbouring river, straight onto a farmer’s field. The farmer is enraged by the disruption, and demands justice for Tom Longclaw’s crimes. Mister Longclaw simply wants to apologise and continue his very important work.*

*We should tread carefully here, as disruption to the year’s harvest could have major impacts. Yet it appears that the ruins under this field that Tom Longclaw wishes to disturb are hundreds of years old.*

Nobility Result;

*We contact the local lord who oversees the area for further assistance that he is more than happy to offer. Lord Yimblefur attends to placate his farmer, whilst we deal with Tom Longclaw. Indeed, the ruins he has found are very old indeed, and will bring great knowledge of how our ancestors lived. We come to an agreement with Lord Yimblefur and his farmer that will allow Tom to keep working with little impact on the farmer’s fields.*

People Result;

*As it is the farmer who is most effected, it is he who we must visit first. We arrive at the farmer’s house, a rightly furious rabbitfolk by the name of Jenny Redpaw. She is baffled by our visit, but does not turn us away. Instead, she takes us to where Tom Longclaw is, still working away, and demands something be done.*

*With some convincing we manage to get Tom to agree to sit with Jenny, allowing her access to the site. The ruins he has found he shows her, and she is enthralled by the history that has been hiding under her very feet. They come to an agreement together which allows Tom to continue his work with as little impact on Jenny’s as possible.*

Military Result;

*When you contact Colonel Howler for assistance, you expect to receive your usual guard. Instead, the colonel joins you himself. He accepts that his dear late friend Sovereign Marqe may have had an interest in the work which Tom Longclaw is conducting, but that does not come above the people’s needs. He and his men draw clear lines of where is acceptable for Tom to work, and entertain no complaints from the farmer’s side, either.*

Economic Result;

*Our economic advisor is quite insistent that there is no problem that money can’t fix. A respectably round bag is sent directly to the farmer impacted by the issue, and merchants are contacted to arrange for extra imported wheat in the coming months. Tom Longclaw is thrilled that he is able to continue his work uninterrupted.*

Failed Result;

*The balancing act between the farmer disrupted by Tom’s efforts, and the work that Tom is doing is much more complex than it seemed on paper. A lot of resources have gone into unearthing Tom’s ruins. Resources that cannot simply go to waste, but the farmer affected, a rabbitfolk no less, is impossibly vocal in her displeasure of the whole ordeal.*

*The end result looks a lot like us doing very little amidst an argument before the farmer refuses to give produce to the expedition, and Tom Longclaw is forced to abandon a whole section of ruins lest he have his work vandalised every other day. You expect there will be consequences to this later in the year. Perhaps once Sovereign Marqe takes over.*

**Main Crisis 5**

***Resounding Results***

*Despite the shortcomings in Tom Longclaw’s diplomacy, and the troubles he faced along the way, he visits the Palace to present us with something extraordinary; the fabled Shield of Urhathu Forest. There are legends surrounding such a shield, said to once be wielded by a great hero, and believed to be a royal relic long since lost.*

*There are other discoveries around the work that Tom has done. The ruins themselves did indeed hold a lot of knowledge over how our ancestors lived. This is the crowning jewel of his work, however. Now, we must decide what to do with it.*

Nobility Result;

*The answer appears obvious. It is a royal relic, and as such should be kept where all royal relics belong: The Palace. No other gift could be more fitting to welcome Sovereign Sash’an with than a legendary shield to accompany what will hopefully be a legendary reign.*

*Duke Lupain of the Urhathu Forest visits at a special request to see the shield for himself, followed by many other nobles within the kingdom. The shields is secured in the centre of the throne room, ready to be presented to Sovereign Sash’an on their arrival.*

People Result;

*After so much help from the people, patience from the farmers, and efforts from the animalfolk working hard every day, it is with great pride that we set up the shield in a secure place for all to see. Tom Longclaw is thrilled to find himself inundated with requests for work, as more people take interest in what he does.*

*Even Jenny Redpaw, the farmer who was once at odds with him, is impressed by his work. She relinquishes the field that they had been forced to share, and her eldest son is taken on as apprentice to Tom. Unfortunately, this does leave us one field of wheat down, however I suppose that is a concern only for Sovereign Sash’an, now.*

Military Result;

*There is immediate panic from Colonel Howler that the discovery of such an artifact will cause panic. We manage to calm him down, and make plans to secure the shield in a vault. We agree that the best course of action will be to allow it’s viewing only on special occasions, to be arranged with Sovereign Sash’an when they arrive.*

*It is suggested that the Colonel would rather it was simply never mentioned, however the expedition was well publicised after it received such interest from Sovereign Marqe. He accepts this as second best.*

Economic Result;

*Such an artifact would fetch for a great price, but more than that, would have a great impact on tourism in the region. We agree to spread news of the discovery far and wide, to encourage all to visit and admire the artifact found within our fair kingdom; at a price.*

*It is secured within the Palace grounds, in the public gardens behind a iron barred shield of it’s own, and the local shopkeepers and merchants reap great reqards in the visitors it brings to the capital.*

**Ending**

*At last, the long awaited arrival of Sovereign Sash’an arrives. They are graceful and kind, as fitting for our humble kingdom, and they thank us greatly for our efforts in keeping the land peaceful whilst they made their journey to the capital.*

*They make point to learn of the work we have been doing in their stead, and are overjoyed to see that the expedition that their late cousin was so excited for has been seen through. Whilst no doubt the expedition will continue, the bulk of it has been completed, and it can continue with little to no supervision from the crown.*

*The sovereign offers each of us a place with them to assist them further as they become familiar with our land. Humbled by the offer, we remain together, by the right and left hand side of Sovereign Sash’an, ready to continue seeing the prosperity of our home.*

**Game Over**

*Nobility;*

*As favour with the nobility grows, so does their ambitions. The lord’s have amassed enough power that they have called into question your leadership. With a swift vote of no confidence the Biumvirate is broken, and Duke Lupain so graciously offers to step in and pick up the broken pieces that are left in our wake.*

*People;*

*It starts as whispers behind closed doors. Pamphlets handed round discretely. Grows into secret meetings in bars, to people standing and giving talks in the streets. The people recognise how much we rely on them for help, and a revolution has started.*

*It is possibly that by the time Sovereign Sash’an arrives, we will no longer be a kingdom, but something else entirely. For now, however, we must escape.*

*Military;*

*The colonel has come knocking. As strong as the steel on his sword, he has imposed martial law through the streets. Enough is enough, he has declared. From the first whispering suggestions of the Biumvirate he has been sure of its doom. Only someone who knew Sovereign Marqe like he did would be able to do justice to his rule whilst awaiting Sovereign Sash’an, and that is what he will do. Justice. Starting with us.*

*Economic;*

*There is an irony in the way merchants and traders operate. A legal version of crime it feels like, sometimes. The local merchants have pockets lined with gold, thanks to our doting support, and if there’s one thing that’s more important than the crown, it’s money. They repay our support through support of their own, a demonstration of how you can buy someone’s loyalty.*

*Under city;*

*It has been so kind of us to show the under city such a warm welcome into our rule of the kingdom. Why, if they didn’t know any better, they would think we were the perfect puppet.*

*Perhaps that is what we will end up being. When Narzon slides evidence of corruption across the table, it’s with a smile and a promise that our reign will not be ending soon. That Sovereign Sash’an will never make it to the capital. And he will never speak of any corruption...so long as we abide by his rules.*

**Nobility Crisis 1**

***Concerns of Security***

*A local lord, Sir Featherington, has reported ratfolk getting into his stores. He would like this investigated, as he’s concerned how they are reaching the stores that he keeps*

Nobility Crisis;

1

a good day to you sire, I am right honourable pigeon and I am pleased to make your acquaintance. I represent the head of the nobility party, the only party with any class and decorum and you would do well to keep us on your side.

here's how things work around here you act as the figurehead of the country while we run things behind the scenes so whenever we require your assistance you are to come immediately and solve it is that clear?

Speaking of which lord honerable featherington has reported that commoners are getting into his stores! You need to keep this riffraff away in the proper place.

None

You think you can just ignore us when we have a crisis? you forget who really owns the country. My lawyer will be hearing about this.

Economic

Your suggestion and justification for us to raise our prices beyond the reach of those pesky commoners was very impressive. Good Job!

Nobility

Ah yes, unending amounts of litigation for anyone demanding to visit the store. A classic move! Good thing we all have lawyers to go through it mm?

Military

Using the military to get rid of the common people is a little brutish but I can't argue with the results. well done I suppose.

People

you bloody buffoon why did you think sending more commoners to get rid of the commoners would lower the amount of commoners. Do you not understand math?! I did not realise you were so simple minded.

2

I don't know if you've noticed but the amount of crime in this area is simply unacceptable! I expect you to do something to lower it immediately! The other nobles and I have never felt more unsafe out in the streets.

None

Do you think this level of crime is acceptable in our city? Do you really think it's fine for every man, woman and child to simply walk out their door and get stabbed immediately? Some ruler you're turning out to be!

Economic

Your decision to increase the crime prevention budget is greatly appreciated! Soon the streets will be safe again and free of that dreadful riffraff.

Nobility

Hosting an awards ceremony to bring awareness of the crime problem was a bit of a roundabout way of solving it I suppose but I appreciate your efforts. You do know these types of events usually are only pretending to solve it right?

People

Why on earth did you think of throwing a parade would stop crime?? there are people everywhere!! this is a complete disaster. Refrain audacious tar!

Military

I see you like to rule with an iron fist! No matter, your results speak for themselves I suppose but could you at least do the brutalising out of sight?

3

Sire, Right honourable birdwingington is dealing with a tremendous problem that I believe you can solve. The workers of their factory are out protesting en masse and nothing is getting done! I expect you to take matters into your own hands get them back into that factory!

0

I should have known someone of your meager calibre would have sided with those lazy rapscallions. If you give them too many victories they'll start to get big headed you know, and then you'll be sorry!

Economic

Your decision to use a stimulus package to boost their wages to get them back is not the way I would have done it. If they get too used to handouts still never want to work you know!

Nobility

Thank you for supporting our efforts to break up this protest. With your help we were able to sow doubt and fracture the whole movement. splendid work and keep it up!

Military

That recent display of military might was absolutely splendid. the way they ran with their tails between their legs was simply beautiful. I am pleased to announce that they are all back in their proper place though a tad bruised.

People

You unionised the protesters? In order to pay the wages they’re demanding I will have to cut my yearly bonus and I will die before I do that. You’re a Class A muppet destined to lead my factories and this country to ruin.

People Crisis 1

A Hostile Hunger

The ratfolk who live in the lower city have brought to my attention a food shortage, which is causing some to go without food. Their hunger is fueling the hostility between us and the pigeonfolk living in the upper lofts. I’d ask you to deal with this issue quickly, so as fighting doesn’t break out.

0

Your disregard of this crisis has led to a great instability forming in the region, enraging both the respective parties. We tried to do what we could, but our lack of resources greatly limited our ability to help the people.

Nobility Result;

We appealed to the nobles and the pigeonfolk in the upper lofts. Your charitable donation has gone a long way for the people who are the cogs who keep our capital operating. With Duke Lupain help we were able to rain scraps down to feed the hungry ratfolk.

People Result;

Best to hear it from the horse’s mouth, so to speak, we moved to the lower city to speak to the people most affected. We found out what they are missing most to then came up with a way to best tackle the issue district.

Military Result;

First, we dealt with the hostility brewing with a more visible presence of soldiers to remind people to keep the peace. Then, we dealt with the hunger. The same soldiers ensured the delivery of care packages to the families.

Economic

We reached out to the merchant’s guild to call in a few favours on your behalf. After a lot of humming and hawing they agreed to give a portion of their savings to import food from our neighbouring areas

1, A Hostile Hunger – the ratfolk living in the lower city have been complaining about a food shortage

2, Farmer’s Argument – the farmers are arguing with the military over passage of some seeds from the neighbouring kingdom

3, Crime in the Streets – the people in the city have noticed an increase in crime, and it’s causing nerves to heighten

CRIME

Undercity Crisis;

1, Greetings, my liege – *an invitation from the undercity for favour, in a very, you scratch our backs we’ll scratch yours, manner*

2, Watch your back, my liege – *discovery of an aggressive usurper amongst the nobility who believes he should have been chosen, not you. The Undercity will take care of this for you, if you’d like*

3, A favour, my liege – *the local law enforcement have been snooping around some areas we’d rather they left well enough alone. Think you can distract them for us?*

4, joe

5, joe

*Bad end: Lmao we take over*

1

*Desc: Nazron has reached out to you to offer you a particular proposal. Finding a way to help will draw you an extra card but may also have other consequences.*

*Greetings and congratulations my Liege I hope this letter reaches you well. I have quite an opportunity for you, historically this country has failed to see eye to eye on our particular business venture, but from what I've heard of your prowess I have high hopes for a new kind of partnership. One that meets the needs of all the people.*

*I have a modest proposal for you that would benefit both of us, as your position is a perilous one, mm? I would be more than happy to offer our services to investigate the affairs of one of the other parties, to ensure of course that their heart is in the right place about your sudden rise to power. All I need from you is to distract them while my associates and I examine their affairs.*

*I trust that this gesture of goodwill will not fall by the wayside, as we will be watching your actions with great anticipation. no what are you doing*

# All

People’s, nobel’s, Economic, Military

*Gracious news my Liege, our infiltration into the [NAME] party has yielded that they are not planning your demise, for now. Though, during our pilfering we found this which may prove useful to you.*

*None*

*I see you let our offer fall by the wayside. How disappointing. We were expecting much more from you.*

2

Watch your back, my liege – *discovery of an aggressive usurper amongst the nobility who believes he should have been chosen, not you. The Undercity will take care of this for you, if you’d like*

Greetings my Liege I come to you with a most urgent matter. a few of our associates have caught wind of a plot most foul. you will of course remember some of the other names put forth to lead the Biuverate, well one of those members is seeking to usurp your place.

We caught wind of this when he came to the undercity to arrange your assassination. As you are a valued client we are more than happy to deal with the problem for a fee of course.

# No result

Thinking quickly you decided to arrest the man you suspect who was plotting your assassination, Instead of trusting Nazron with the resources to do the dead himself.

I see you managed to deal with the matter yourself. It took a great deal of effort and goodwill for me to reach out and offer my services like this. I do not appreciate being left out of the equation like this either. See that it does not happen again, or else.

# Nobility

My Liege, I come with fantastic news, with the help of the contacts you gave us were able to dig up some interesting facts about this fellow. Now I can't speak for their truthfulness but certainly his family believed it enough to disown him. Regardless, we won’t be seeing much of him anymore.

# People

gracious news my liege with the help you have afforded me I have managed to make the usurper disappear. Truly this is a partnership to remember.

# Military

My Leige, I don't know what you expected but sending the military to stomp around in our affairs is the biggest blunder I've seen you do yet. The dust that they have kicked up has completely discombobulated our operations that will take us weeks to sort out.

# Economic

With the funds you have afforded us we have managed to deal with the usurper problem. I'm glad to report that you won't be hearing from him anymore.

3

A moment if you can my Liege, the military has recently been snooping around our affairs and we'd rather they left well enough alone. Our impending operation depends on your assistance. If you scratch our backs, we will surely scratch yours.

0

It seems you don't quite understand how things work here. A ruler without the support of the undercity is a ruler lacking longevity.

People

Thank you my liege, the crowd you organised was very much appreciated. Thanks to you our operation was a complete success. As promised here is a slice of our gains.

Nobel

Thanks to your most gracious fundraiser you hosted, we were able to use the opportunity to rifle through a few of the attendees items. Of course, we made sure to save some of the spoils for you.

Economic

The keys you gave us to the merchant’s vault were very much appreciated. Do not worry my liege, we made sure not to take more than would be missed, of course. We also made sure to get you these while we were in there.

Mil

My Liege please! your insistence on sending in the military keeps making things worse! How on earth did you think the solution to less military was more military?!

4

My Liege

Simply devote some of your political power to support us and we will make it so. But keep the military out of it - they have no business stooping in our affaires.

# No result

Bad end

You sit atop your throne unchallenged, all dissidents you had against your rule have all disappeared mysteriously. While you may not know how the undercity causes these disappearances, you certainly cannot argue with the results.

Congratulations on your unchallenged rule my Liege. To celebrate this occasion I have brought some of the finest rum of the undercity. With all of the land’s power vested in you there is no one who can challenge you now.

In fact your rule is so all encompassing that you could even challenge the young sovereign for ownership over the land. Interestingly, under the terms of our recent capitulation this land would by default become free of the sovereigns grasp, in the case there is no suitable head to rule it.

And a lawless land would be our land. No what are you doing