

Lords of the Earth

CAMPAIGN TWENTY-FOUR

Turn 107

1498 ~ 1501 Anno Domini

904 ~ 907 in the year of the Hegira

4196 (Earth Horse) - 4199 (Metal Rooster)

Announcements and items of note

General Stuff: Please use my Paypal account (stephenbrunt@yahoo.co.uk) for all Lords' 24 payments. If you cannot use this facility then please let me know and I will see what I can do about filtering US funds to my account. I may also stop using the throneworld email address due to the mass of spam I'm getting!

Order Form: Please use the [standard excel order form](#) from now on. I'll update the site with a link to it next week when I get some time. This is important as it helps me process the turn more quickly. THIS IS NOW MANDATORY.

Non-Payment: some of you still owe me some cash. Although it may come as surprise that this is not my main source of income, I see it only polite that you pay for the occasionally night out. So, if you're under zero next turn I'll not process you orders.

Version 6: Lords 24 uses version 6 of the basic rules

The Map: The map now includes India as well as Europe, Central Asia and Africa. I've greyed out repeated areas on the maps to make my life easier. However, this means some player nations are split across more than one map. I may increase the size of the main map but I'll have to think on this.

Tithes and Tribute: I think these are automatically updated by the stats program, so no need to declare them in your orders.

Control of the Papacy and Religious Orders: In Lords 24 we will not always have a player Pope (or Caliph etc for that matter) and the following

rules are used to determine which player faction controls the Pope's actions, Papacy Rules. I've also added some stuff about gaining support from their armies

How to make your GM happy (PLEASE READ! REALLY!):

Please send any and all Lords24 correspondence to stephenbrunt@yahoo.co.uk .

LORDS 24 WEB RESOURCES

The Lords Twenty-Four homepage is at:

<http://lords.throneworld.com/lote24/index.html>

All of the on-line resources, including order forms, mailing lists and web-sites for Lords of the Earth are summarized on this page:

http://lords.throneworld.com/?page_id=2

You can subscribe to the Lords 24 mailing list by pointing your web-browser at:

<http://games.groups.yahoo.com/group/lote24>

...and following the instructions on that page.

VARIOUS FEES AND LEVIES

At the moment the turns cost \$5 – please pay up if you owe

We are using the latest v6.3.5 of the basic rule book that can be found here

<http://lords.throneworld.com/players/loterule/rules.html>

North America

The Atakapa Tribes

(Open Empire)

Kalkasu, Chief of the Atakapa

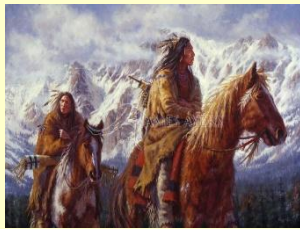


Chief Kalkasu gave command of his men over to Prince Holate while he continued to rule the Atakapa. The Atakapan influence extended to the far south province of Tamaulipec.

The Ute

(Open Empire)

Soaring Eagle, Chief of the Ute



The city of Uintah was to grow in size and some of the Bear Dance converts in Moache turned away from their shamans. Chief Soaring Eagle was to rule from Ute with his Queen, Graceful Blossom. While Red Hawk and Silent Owl assisted their Chief, Speaks Like a Fox was to gain more influence with the Paiute in Paviotso, reducing their allegiance to the Yokuts.

The Huron Confederacy

(Open Empire)

Onistaka, Chief of the Hurons



The rule of Chief Onistaka continued with the assistance of his younger brother Ounasumin. The chief was to be blessed with three more children by Binnosomin of the Wyandot.

The Carib Tribes

(Open Empire)

Jamar, Chief of the Carib



Whilst ruling the Carib tribes, Chief Jamar was able to sire another four healthy children by his Queen, Oualie. Admiral Maraquay was not ideally suited to the trials of exploration but despite the odds he managed to map the Matagorda Sea to the west. The city of Sao-Cha was to grow in size during these years.

The Yokut Tribes

(Open Empire)

White Cloud, Chief of the Yokuts



White Cloud was to concentrate on her family and ruling the Yokuts with Proud Elk. Desert Mouse was to continue trying to persuade the Salinan to join the Yokut people but his constant pleas only caused anger amongst the elder of that tribe. Mouse was forced to return to Yokuts without any success. Leaving the Yoruk fleet in Dolphin Gate, Clever seal travelled to Yoruk where he was able to gain the support of the tribes there.

The Cree

(Open Empire)

Mistawasis, Chief of the Cree



Chief Mistawasis ruled from Nameluni and was blessed with an eight child by Queen Lomasi. Kisekawchuck's attempts to sway the Fox were still unsuccessful but marriage to the young Fox princess Pisim meant that at least the negotiations didn't sour and some influence was gained. Keasik was not to survive the journey to Fox as he became ill in early 1497.

South America

The Chimu Kingdom of Chanchan

(Open Empire)

Arauru, Priest-Queen of the Chimu Kay Pacha



The Priest-Queen Arauru was enraged that the Galapagos did not submit to her divine authority and dispatched General Oalai to show them the error of their ways. Landing in Harkasqa, Oalai made short work of their defiance with his army of ten thousand warriors. Kanem Pohki travelled to Chimu to continue the assimilation of the province. The Priest-Prince Apu was to assist his mother in ruling the Chimu Kingdom, fathering two daughters by Princess Oya.

Chichen Itze

(Open Empire)

Daresb, Chief of the Chichen Itze



The city of Chichen Itza in Maya was to grow in size and its walls improved. In the far south, a port area was constructed on Boruca's Miskito sea coast. The lands of Maya were converted to the new Cocijo religion and Korat was still decided whether to convert himself when he was struck down by a fever. On hearing the news of Korat's death, Daronoya in Boruca took it upon himself to restore the Mayan kingdom. He forced Perosaya to flee to Maya and executed poor Beryata. It was only the lateness of Korat's death that prevented him from marching on Chichen Itza; as he had taken command of the Mayan forces in both Boruca and Borulat. The death of Korat also saw the provinces of Lenca and Ulva pull away from Mayan control. Before his death in 1498, Prince Quorops had escorted sacks of grain to the Cocijo priesthood in Chontal.

Zapotec Mitla

(Open Empire)

Manuia, King of the Zapotecs



King Azcalxochitzin continued his rule from Mitla until his death in 1499. His death was a shock to the kingdom as his heir was still very young. In Achi, Princess Teicuih was assisting Lynya in a diplomatic mission along with Teyahual. On news of Azcalxochitzin's death, the Princess was to claim the region for her own kingdom, poisoning Lynya and Teyahual at a banquet in their honour. To add to young Prince Manuia's woes, Prince Cualli had succumbed to a fever in late 1497. The Triple Alliance decided that now was the time that they would no longer come under the governorship of the Zapotec's. There were also some regional rebellions as Cuyotec, Tarascan and far Nicaro were to become independent.

The Cocijo Priesthood

(Religious Primacy)

High Priest of the Cocijo



Holy places for the Cocijo priesthood were established or expanded in Otomi and Quiche. The High Priest of Lightning was able to convert the lands of the Maya to the true faith while the Priest of the Sun was able to do the same in Tula. Prince Sayoro of the Mayans gained plenty of converts amongst the people of Lenca.

The Triple Alliance

(Open Empire)

Xitalli, Queen of Tlacopan



Queen Xitlalli of the Tlacopan was to marry the charismatic Votan and continue her rule. The death of the Zapotec king meant that she no longer felt bound to honour the historic ties between the nations and decided that the Triple Alliance would fare better by themselves. Some converts were made amongst the savages of Zacatec.