



THE ROLEPLAY REEL

ISSUE 5
JULY 2020

EDITOR'S NOTE

Thank you all for reading the second edition of the new and improved Roleplay Reel! As always, we here at the Ministry of Culture greatly appreciate your interest and we thank you for your patience, especially with the release date not being at the turn of the month as would have been proper.

This has been a very interesting month for the RP community. We had lots of interesting RPs both begin and continue during the month of July, as you'll soon see. Strangereal in particular held the FIDAC World Cup, a large soccer event. By far the biggest highlight of the month, though, was the forum's counterpart to said World Cup: the Odinspyl Games, a sporting event of never-before-seen proportions that brought many nations in Eras together based on the model of the Olympics.

We're quite proud of this July issue, as it includes a greater amount of stories from the RMB, as we had hoped for. We've also refined the process and more formally introduced user submissions with the help of our writing team, searching for RMBers to contribute their stories. In the coming issues, we hope to expand this to the forum, to both lessen the burden on the writing team and ensure that you, the readers, hear straight from the minds of the storywriters that bring our region such wonderful and fantastic tales each month. We've made much progress from June to July, and we've nowhere to go from here but to even greater heights!

That being said, we hope you enjoy the July issue. Thank you so much for reading!

Syrixia

Minister of Culture of The North Pacific



RMB RP

THE JENOVACHI-AVURONIAN CRISIS

The nation of **Avuron**, led by the tyrannical Queen **Scarlet**, staged a terrorist attack within its own territory which resulted in the deaths of many innocent people to rally her people to go to war with the nation of **Jenovah**. Jenovah, however, didn't have the capacity to fight a full-scale war against Avuron, and so gave in to their demands, humiliating themselves on the international stage and enraging their populace. Mass demonstrations began, but these were quelled by the government, which also subsequently sent an agent to **Okusha**, the capital of Avuron. **Vivian**, fiancé of Queen Scarlet, was assassinated at a hotel and the assassin managed to escape. A period of nationwide mourning ensued in Avuron and Queen Scarlet, devastated by her lover's death, personally led an army through Jenovah and burned an entire city to the ground overnight. It resulted in the deaths of nearly **800,000** Jenovachi citizens and became one of the worst tragedies ever in the history of Jenovah.

Following this, Queen **Margaret** of Jenovah was murdered by her Chancellor, who in turn blamed it on Avuron. Due to the royal family of Jenovah threatening his power and position, he sent away the Queen's younger sister **Madeline** to the Sawtooth Badlands, home of the orclike **Sawtooth** people, where she would be raised by local leader **Carolus Ironhorse** and his wife, **Mina**.

Jenovah built up a deep hatred of Avuron and their people, expanding their military overseas and seeing an unprecedented growth in military spending. Due to tensions between Jenovah and another of their neighbors, the **Fusean Empire**, and with an economic downturn incoming, Jenovah made a hard decision went to Avuron for help. At this point, Avuron had united with the Sawteeth. **Mina**, **Vintress Avurosa** - cousin of Queen Scarlet - and **Blare**, a military general, were all sent to Jenovah to discuss the possibility of an oil deal between the two nations and the reconstruction of relations. Queen Scarlet, however, still distrusting Jenovah, had her own plans, pulling the strings to ensure that all the diplomats were apprehended by Jenovachi police.

Mina managed to escape the clutches of the authorities and it's believed she has escaped Jenovah, but her fate is still unknown. As for Blare and Vintress, however, they were securely taken into custody. Vintress was turned into a propaganda tool with the false promise of being reunited with Blare, and was forced to participate in a series of interviews for the Jenovachi state. Blare, meanwhile, underwent psychological and physical torture in an isolated mountain facility.

Eventually Blare escaped the facility, but was unfortunately caught by the Chancellor's personal battalion. Vintress was, in turn, sent off to the island of **Keszvárdá**, where, ironically, she reunited with Blare. The Chancellor toyed with the two during their time on the island before personally executing Vintress and having Blare beaten to death. Scarlet now had her casus belli, and this month, she acted on it.

On May 11th, 2020 - this being in character, as these events were written in July IRL - Avuron dropped **six nuclear bombs** onto Jenovah, wiping out some of the most prominent metropoli and killing tens of millions of innocent civilians in the process. It's here that the story ends so far for both nations, but authors **Holdac** and **Mike** are working hard on continuing their thrilling and climactic story!

THE TOR DUTNUA WAR

In a situation significantly intertwined with the Jenovachi-Avuronian Crisis, the nation of **Neo-Supple Land** has in recent times formed a union state with a strong ally nearby: the **Confederation of Independent Colonies**, or COIC. To the south of COIC, in turn, is the nation of **Tor Dutnua**. COIC, and in turn Neo-Supple Land eventually became the primary trading partner of Tor Dutnua, however despite this the economy of the COIC is a fragile one, liable to crash if too much strain is put on it.

This became a significant possibility when **Jenovah** invaded Tor Dutnua. If thousands of refugees enter COIC territory, strategists in both nations reasoned, it could cause economic collapse, in turn allowing Jenovah to conquer significant territory within the COIC if they so desired. Both nations, therefore, declared war on Jenovah and sent troops to prevent Jenovachi soldiers and Tor Dutnuan refugees from entering the COIC, beginning the Tor Dutnua War.

The war raged on in such a fashion until the nuclear attacks on Jenovah by **Avuron**, which, this month, changed the war

significantly. Neo-Supple Land, having also been nuked before, now sympathized with Jenovah. Since Jenovah was now unable to threaten Tor Dutnua, and by extension the COIC, Neo-Supple Land decided to turn its attention against Avuron, ending hostilities with Jenovah and calling for a truce between Jenovah and Tor Dutnua. Following this, Neo-Supple Land formally declared war on the Avuronians.

DŌRO NI SENSŌ

In contrast to the grim and dramatic story of the hostilities involving the aforementioned nations, author **Bara** has written a tale of a land rebuilding from wars of its own. The rays of a Red Sun shone across a broken Northeast Anea and while some nations continued to skirmish, the nation of **Baratochi** played the slow game, hunkered down in its own self-promise of power. Baratochi created a new military base within the territory of the nation of **Volstokn** - known as **"The Box"** due to its 90 degree angles and high walls - intended to act as a gateway to the Ceres Ocean. This facility, in turn, was being built using heavy equipment brought over by the Baratochin Mercantile Ship *Dōro ni Sensō*. Despite the scarred relationship of the past between Baratochi and Volstokn, both nations were confident that this project would help repair ties.

This month has seen the second post of this RP released. This post was written from the point of view of **Phillip Perry**, a Private First Class in the Baratochin Army who is currently deployed to "The Box". While the most heavy in terms of words, it focuses most on the dialogue and description side of things with long paragraphs dedicated to Philip's thoughts, the place he's in, and his compatriots who act rashly.

Phillip deals with soldiers attempting to get back into The Box after being out in **Metropolitan Nordlando**, disobeying orders, as Phillip puts it, "discipline only mattered when the sun came up and when someone was looking". He talks with a colleague, **Michael**, about the situation in **Comfed** where their government announced claims on the nearby peninsula.

Overall, the post serves as a window into the life of an average Baratochin Soldier that Bara plans to expand on in the future. Future posts may include Phillip going to bars with his compatriots to being put on the border between Volstokn and Comfed and more. Whatever the case, we look forward to seeing how the story develops. The most recent post of Dōro ni Sensō can be found [here](#).

FORUM RP

THE SECOND DUČRIJEKA WAR (CONT.)

The Second Dučrijeka War is an ongoing conflict on the continent of Gothis in Eras, specifically within the territories of the Republic of **Dučrijeka**. On one side stands Dučrijeka, defending its territory, and on the other side stands the Kingdom of **Andrenne**, seeking revenge for a deadly terrorist attack spurred by long-standing tensions between the two nations. Last month, however, all that changed due to the **Battle of Kosada**, in which Andrenne inflicted needless genocide on Dučrijekans, to massive international outcry.

Since the previous issue, numerous nations such as **Alliaronia** and **Norsos** have sent humanitarian aid workers to the region, whilst **Valland** delivered a harsher response, surrounding the Andrennian embassy in their capital, **Nidaros**, with troops and cutting off all economic ties, including the country's lucrative manufacturing contracts. Since Kosada, many other nations have also weighed their options, such as **Hessunland** and **Prydania**.

Meanwhile, in the **Pan-Gotic Union** - an organization of Gothic states, many of which are on the continent of Gothis itself, there was chaos for a brief moment following Andrenne's actions at Kosada and the subsequent backlash. The Andrennian delegation - whose leader had also been serving as Chancellor of the PGU - was withdrawn entirely, and subsequently, Prydanian delegate **Ronnie Frost** took up the Acting Chancellorship. A motion was successfully passed suspending Andrenne, with a vote of eight to zero with five abstentions.

As the international community continued to weigh in, however, not all of the responses were negative. Branding all Dučrijekans one and the same - all terrorists and brutes - **Jomfruland** came out in support of Andrenne and its continued campaign, cutting off all ties to the PGU. The **Imperium Epiphani**, fighting in order to better their relations with Andrenne, a historical enemy, continued to back the Andrennians post-Kosada as well, even going so far as to match their atrocities in other towns in the region. This, however, greatly angered Premier **Ygor Szubrov**, the socialist leader of **Yamantau**, who scathingly condemned the Imperium, beginning a sudden and tense standoff. The situation continues to escalate on all fronts, so stay tuned! The RP can be found [here](#).

JOURNEY TO A FORGOTTEN WORLD

Whilst the Kingdom of **Prydania** was dealing with the continuing Dučrijekan situation in Gothis, and in the wake of their own domestic problems as documented in last month's issue, an unfortunate event befell one Prydanian national whose government, in turn, embarked on a quest to get him back.

The Prydanian ambassador to the Kingdom of **Haven**, **Danival Örbekk**, as well as his wife **Thea** were one day drawn off course by a freak weather accident that resulted in their ship capsizing. They survived, but many others were not so lucky, and for a while it was believed their nineteen-year-old son, **Dominik Örbekk**, was among the dead. He had, however, survived, having washed up on a mysterious beach.

Dominik quickly discovered that he had in fact washed up in the Dialectic Union of **Grecoideatia**, a mysterious, reclusive nation far away from most others with a culture heavily founded upon scholastics and philosophy. Theirs was a culture almost alien to those of the West.

The Grecoideatians were in turn fascinated but also perplexed at the rare sight of a foreigner washing up on their shores; this was compounded by the fact that Dominik had lost his memories. Local official **Keeper Lucarus** resolved to take him to his superior, Duke **Reredis** of the **Mitial Republic** - the subdivision of Grecoideatia Dominik had found himself in - to see what should be done. Reredis, however, after considering the situation, realized that they would need to go even higher up to address the situation, and so referred Dominik to a wandsmith whilst he waited three days for his superior - the **Archduke of Jerdoe** - to respond. Dominik was to receive a wand.

Wands in Grecoideatia are not of the magical kind, for Eras is a modern-tech setting; they are, instead, technological devices that can interact with other pieces of technology to perform various tasks. Dominik received his the day after arriving at Duke Reredis' palace, and was also added to the Duke's household, guaranteeing him the Duke's protection. Eventually, the day finally came, and Dominik, Reredis, and the wandsmith, **Clarida**, drove to the city of **Jerdoe Core** to meet with the Archduke - **Fenstrus** - at last. Fenstrus inspected Dominik and then sent him to be checked up

by his doctors. Fenstrus himself, meanwhile, resolved to bring Dominik all the way to the capital of all Grecoideatia - **Sophia** - and present him to his colleagues, the highest officials in the country. Fenstrus believed that Dominik's arrival was a sign that it was finally time for Grecoideatia to be secluded no more, and wished to argue for this idea before his colleagues, some of whom supported him and some of whom very much did not.

As the days passed on, Dominik could feel his very being changing. A voice spoke to him in his dreams in the elegant, academic manner of the Grecoideatians, and when talking to Grecoideatians a feeling of peace came to him - one he didn't know he needed but one he very much liked. Dominik continued to adapt to the Grecoideatian mentality and way of life as time went on with him spending time as part of the Archduke's household.

It was at this time that, at last, his people found him. The **ÖSU**, the Prydanian intelligence agency and one of the world's best, discovered that Dominik had indeed washed up in Grecoideatia via satellite imagery. Prime Minister **Magnus Brandt** dispatched **Naomi Varmdal**, Captain of the KPS

Erik VI, along with her subordinates, to act as representatives of Prydania and sail to Grecoideatia in order to rescue Dominik and return him to his family. The *Erik VI* eventually made landfall in the **Kingdom of the Lumens**, a subdivision of Grecoideatia all the way across the country from the **Coalition of the Republics**, which Fenstrus ruled and of which Mital was a member.

The Prydanians were greeted by Grand Lumenate **Dresdis**, ruler of the Lumens. She, after greeting Captain Varmdal joyfully and hearing her situation, flatly refused to hand Dominik over. *"Dominic is journeying through the Union."* she responded. *"There is a path that has been set which leads to the heart of our people, the city of Sophia. This boy has lost a great deal and in his hour of need he has come into the open arms of Grecoideatia to mourn and find himself again. Like a song, Dominic is moving through each measure until at its great climax he will be offered a gift of the nation. He can then either receive it and have his life changed forever or reject it. If Prydania wants to be a part of that journey, then it is welcome to take part, but let me be clear: the journey must come to completion. I have been given the authority to allow a delegation of your people to join us in the capital for the great moment!"*

Will Dominik complete this journey? Will he see his parents again? Only time will tell, so be sure to follow the RP **here!**

THE ODINSPYL GAMES

By far the highlight of July, the **2020 Odinspyl Games** saw **68** nations in Eras come together to compete in a variety of sporting events, in a competition based on the Olympics. By far the largest sports RP ever executed, the Games were planned months in advance as a joint venture of the Ministry of Culture and the Roleplay Moderation Team.

The process began with bidding for the honor of hosting the Games. The three primary contenders were **Krimielstein**, the capital and largest city of the Kingdom of **Ulstome**, **Nippur**, the largest city of the Federation of **Bashime**, and **Pataliputra**, the capital and largest city of the **Syrixian Empire**. Of these, it was Pataliputra that won out. The city's bid presentation can be found [here](#).

Following the host decision and subsequent event signups, the Games were formally opened on July 6, 2020. *"To me, the kindred spirits of togetherness and effort are the most important parts of the Odinspyl ideal, and the people of the Empire can be proud of the part they have played in keeping those spirits alive."* said Syrixian Emperor **Rajesh III** in his opening speech.

"In all our Odinspyl teams," the Emperor stated to the world watching, *"there is so much for which we can be proud - groups of young men and women dedicated to striving for achievement across sporting disciplines. These teams are ably supported by many intrepid organizers and volunteers, who will doubtless be following the action closely, not just here but throughout the world. For all these reasons, I wish you all a successful, enjoyable, and memorable Games."*

Indeed, the Games did turn out to be all three of those things. Numerous nations from across the globe won medals in a variety of sports, from basketball to soccer, tennis to rugby, boxing to fencing, Rakava (OOC: Australian Football) to Rodeo and archery, sailing to sharpshooting, swimming to wrestling to equestrian sports, and even martial arts. Sports and athletes from all across the globe were represented and competed with vigor.

As the competition drew to a close, the medal count solidified and was released, with hosts Syrixia coming in first with 71 medals. They were followed by **Ulstome** with 65 medals and **Goyanes** with 49. The full breakdown can be found [here](#). Overall, the Games were a fantastic success!

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HAPPY STORYTELLING!