Sheet updated for turn 12

**Kingdom of Alaria** - Mark Early-(8 Aristocrat/8 Paladin)

Politics 3 (4 Actions)

Size 3 (27 tiles)

Military 3

Economics 3

Society 4

Espionage 3

Arcane 2

Religion 3 (Primean)

Technology 3

Army 3

Navy 2

Air Force 1

Resources:

* 5 towns, 2 cities, 1 Metropolis
* Tier 1 - 5 crops, 1 livestock, 2 fish, 1 fish (S), 2 horse, 1 iron, 1 iron (N), 1 copper (T), 1 hardwood, 1 textiles, 1 wax (T)
* Tier 2 - 1 silver (S), 1 steel, 1 glass (T), 1 coal (T), 1 bloodstone, 1 residuum (N), 1 waterwood (N)
* Tier 3 - 1 diamonds
* Sentient Creatures: Griffins (Allied), Gold Dragon Allies
* Monetary Income: 10g
* Treasury: 72g
* Storage: 9 crops, 1 fish, 0 livestock, 1 iron, 1 copper, 1 steel, 1 coal, 3 diamonds, 3 crab, 0 fine clothes, 2 medicine, and 2 cheese, 0 glass, 1 wax, 0 bloodstone, 0 horse, 1 textiles, 1 truffles, 1 silk, 1 coffee, 1 linite (cold)

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Primean Papal States | 1 glass, 1 copper | 3g | 5g |  |
| 8 | N | Athasian League to You | 1 coal | 1g | 2g |  |
| 8 | N | Rohevan to You | 1g | 1 wax | 1g |  |

Specialties:

* LG - Feudal Monarchy - Mid-sized country based on classic fantasy medieval kingdoms. Think Arthurian Camelot.
* Ideal Leader: Hero King
* +1 bonus whenever they are helping someone else.
* Penalties for breaking treaties. A stackable -1 per treaty broken. Must spend 1 action atoning for each -1.
* Gold dragon nest (Friendly)
* Preparing for winter is 5 pts easier.
* 2 fine clothes given towards metropolis project (Alex)

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Paladins | Military/Religion | Land | 1g, 1 food | Reduce your penalties by 1 |
| Knights | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces instead of giving a bonus to your army |

Advisors

1. Evelyn Rosenthal Oracle of Healing
2. Duke of Warwick purveyor of Civil Engineering
3. Richard Rutherford III Army General, Head of Logistics

**Country Achievements:**

1. Alaria - LG - Feudal Monarchy - Mid-sized country based on classic fantasy medieval kingdoms. Think Arthurian Camelot.
   1. Glorious Realm: Raise the all of your attributes to a 4.
   2. Crusading Crown: Morgaard, Celistark, and Ti’vashni must be members of the Primean Faith with and all Primean nations must have a religious rating of at least 2.
   3. Feudal Supremacy: Bring the rulers of at least 5 other nations under your Suzerain.