**Gnomergnan Technocracy** - Tom Wolters (5 Artificer/10 Expert) Month 11 updated

Neutral Good

Politics 3 (3 Actions including gnomish penalty)

Size 2 (11 tiles)

Military 3

Economics 2+

Society 3+

Espionage 2

Arcane 2

Religion 1 (Twelve)

Technology 5

Army 3

Navy 3

Air Force 3

Resources:

* 2 towns, 1 city
* Tier 1 - 2 fish, 1 crops, 1 crops (T), 1 crops (T), 1 livestock (boars), 1 livestock (goats), 1 copper, 1 iron (N)
* Tier 2 - 1 cinnabar (T), 1 brass (T), 0 silver (1T-1T), 1 ironwood (T), 1 direcrops (T), 1 coal (T)
* Tier 3 - 1 gunpowder (T), 1 phlogiston, 1 diamonds (T)
* Monetary Income: 12g
* Treasury: 14g
* Storage: 1 fish, 1 cinnabar, 3 diamonds, 1 gunpowder, 3 crops, 3 livestock (boars and goats), 1 copper, 4 direcrops, 2 adamant, 3 Ironwood, 2 coal, 1 phlogiston, 1 brass, 1 mithril

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 2 | Y | Veraxis to You | 1 brass | 1 silver | 2g | 1 |
| 2 | Y | Khazak-Dhur to You | 1 diamonds | 1 gunpowder | 2g | 1 |
| 2 | Y | Aelthar to You | 1 cinnabar | 1 ironwood | 2g |  |
| 6 | Y | You to Kenhall | 1 Silver | 1 Dire crops | 2g |  |
| 8 | N | Stildar to You | 1 crops, 1g | 1 coal | 0g |  |
| 9 | N | You to Karstak | 1 crops | 1 fish | 1g | 1 |
| 9 | N | Athasian to You | 1g | 1 crops | 0g |  |

1: Defended

Specialties:

* Gnomish Technocracy - NG - Small country of gnomes who are without a doubt the most technologically advanced people of the world. The gnomes are ruled by someone selected from their guildmasters to run the country and deal with the various extreme threats. Their military, while not strong, is feared throughout the world for its overwhelming effectiveness.
* Your peoples ideal leader: Enlightened, Scientific Guildmaster
* Secret of gunpowder
* Gnomish leader get one less action

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| The Zeppelin | Military/Technology | All | 2g, 1 food | Negates 3 points of enemy bonuses and most distance penalties. Can bring another special force with it regardless of terrain type (must pay for other force separately) |
| Cannons | Military | Land | 1g, 1 food | Negates 1 point of fortification bonus each turn (cumulative). Resets as you take forts. |
| Hot Air Balloons | Military | Land | 1g | Negates 1 point of enemy bonuses |
| Ogre Golems | Technology | Land | 1 brass or 1 bronze | Negates 1 point of bonuses from fortifications and magical sources. |

Advisers:

* Dr. Wilhik Golemnik - Technology - Artificer of war machines
* Codename: Jazz - Military - Air, Gunslinger extraordinaire, single combat specialty.
* Aribys Liziver - Arcane - Divination

**Country Achievements:**

1. Gnomergnan - Gnomish Technocracy - CG - Small country of gnomes who are without a doubt the most technologically advanced people of the world. The gnomes are ruled by someone selected from their guildmasters to run the country and deal with the various extreme threats. Their military, while not strong, is feared throughout the world for its overwhelming effectiveness.
   1. The Future is in Your Hands: You must increase all of your stats to an average of 4 while no other nation not under your Suzerain has a technology of 5.
   2. Scions of the Fey: Raise your Arcane to 5 and have and be a member of an alliance that includes Elvenhome, Celistartk, Galacia, and Ti’vashni.
   3. Diminutive People, Giant War Machines: Raise Your Military to 5, Economy to 3, and gain a minimum of twenty hexes under your direct control in addition to your starting area.