**Holy Primean Empire** - **steven tooze** (10 Aristocrat/7 Fighter) sheet updated month 11

Politics 2 (3 Actions)

Size 5 (125 tiles)

Military 4

Economics 3

Society 2

Espionage 2

Arcane 1

Religion 4 (Primean)

Technology 3

Army 4

Navy 1

Air Force 0

Player Resources:

* 8 towns, 1 city
* Tier 1 - 5 crops, 4 livestock, 2 game, 1 game (N), 2 copper, 2 iron, 1 marble (T), 2 hardwood, 3 textiles, 2 horses, 1 lead
* Tier 2 - 1 honey, 1 gems, 1 silver, 1 wine, 1 steel, 1 fine clothes, 1 ironwood (T), 1 coal
* Tier 3 - 1 gold
* Monetary Income: 14g
* Treasury: 59g
* Storage: 4 crops, 4 honey, 10 livestock, 0 game, 2 crabs, 13 iron, 5 marble, 10 hardwood, 5 textiles, 8 horses, 1 lead, 4 gems, 6 wine, 7 steel, 3 fine clothes, 4 ironwood, 6 coal,

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Athasian League to You | 1g | 1 fish | 1g |  |
| 10 | N | You to Emridar | 1 ironwood | 2g | 4g |  |
| 10 | N | Rohevan to You | 1 hardwood | 1g | 2g |  |
| 11 | N | Shai to You | 1 marble | 1g | 2g |  |

NPC Resources:

* Hofmann Family (Leader: Casper Hofmann): 1 game, 1 copper, 1 horses
* Ashbridge Family (Leader: Devina Ashbridge): 1 town, 1 crops
* Vogel Family (Leader: Louis Vogel): 1 town, 1 game, 1 ironwood
* Janssen Family (Leader: Gabriella Janssen): 1 town, 1 livestock
* Archbishop of Jenna (Archbishop Simon Pedersen): 1 city, 1 livestock, 1 marble
* Bishop of Herford (Bishop Jacob Abegglenn): 1 city, 1 crops
* Free City of Wetzler: 1 city, 1 jewelry, 1 fish
* Free City of Buchau: 1 city, 1 fine clothes, 1 livestock

Specialties:

* N - Balkanized Empire - With a reigning monarch that is elected to serve for life, the Empire is one of the least organized and controlled entities in the game. While technically the largest of the nations, the empire is composed of a mass of substates that pretty much do what they want. Think the Holy Roman Empire at its weakest.
* Your peoples ideal leader: God's Chosen Emperor
* NPCs get an extra action
* Benefits more from crusades
* Bronze dragon nest (Neutral)
* Starts with a number of resources controlled by NPCs
* Trust penalties are doubled
* Can demand that the nobility gives resources and money over to the crown. This a free action that costs trust.
* There are 5 electors in the HPE. These are the most powerful nobles/families in the empire and each has their own personal holdings within the empire. These people/families elect the next emperor if they die.
* There are also currently 2 “free cities” in the empire who are largely independent and wealthy. They pay a small tax of 1g per turn to the crown. The cities are Wetzler and Buchau
* There is the Archbishop of Jenna who administers a large swath of land for the church as well as the bishop of Herford who administers smaller holdings.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| War Clerics | Military/Religion | Land | 1g, 1 food | Reduce your penalties by 1 |

Advisors

1. Economy: Agriculture
2. Society: Nationalism
3. Military-Army: Siege

**Country Achievements:**

1. Holy Primean Empire - N - Balkanized Empire - With a reigning monarch that is elected to serve for life, the Empire is one of the least organized and controlled entities in the game. While technically the largest of the nations, the empire is composed of a mass of sub-states that pretty much do what they want. Think the Holy Roman Empire at its weakest.
   1. The One True Emperor: Raise your political rating to 5 and have under your Suzerain all non-Primean nations east of Khazak Dhur.
   2. A Land of Riches: Acquire an obscenely large amount of money (500g) and other gatherable resources (max out your storage).
   3. Many Peoples, One Voice: Have an average of 4 in all of your stats.