Sheet updated for turn 11

**Kenhall Shire** - Bryan Irelan (10 Expert/4 Rogue/2 Ranger)

Politics 4 (4 Actions)

Size 2 (16 tiles)

Military 2

Economics 3+

Society 4

Espionage 2

Arcane 2

Religion 3 (Halfling (3) and Darkness (1))

Technology 3

Army 2

Navy 1

Air Force 0

Resources:

* 4 towns, 1 city
* Tier 1 - 1 fish, 2 crops (T), 1 livestock, 1 textiles (T), 1 copper, 1 iron (T), 1 herbs (T), 1 slaves
* Tier 2 - 2 dire crops, 4 dire crops (T), 1 tobacco, 1 glass, 1 cursed wood (T), 1 Residuum (T), 1 baubles (T)
* Tier 3 - none
* Monetary Income: 9g
* Treasury: 20g
* Storage: 2 dire crops, 5 herbs, 0 horses 0 fish, 0 livestock, 5 glass, 3 Cursed wood, 1 adamant, 0 whales, 1 eternium, 3 iron, 3 Residuum, 3 baubles, 1 coffee, 1 copper

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Prindar | 1 herbs | 1g | 3g |  |
| 0 | Y | You to Khazak Dhur | 1 crops | 1 iron | 2g |  |
| 0 | Y | You to Stildar | 1 crops | 1 herbs | 2g |  |
| 0 | Y | You to the Lycaeum | 1 direcrops | 2g | 4g |  |
| 6 | Y | You to Morgaard | 1 direcrops | 1 Cursed wood | 2g |  |
| 6 | Y | Gnomergnan to You | 1 Direcrops | 1 silver | 2(g) |  |
| 9 | N | Karis to You | 1 Direcrops | 1 Residuum | 1g | 1 |
| 9 | N | Levain to You | 2g | 1 baubles | -1g |  |
| 11 | N | Kenhall/Ker’zerak | 10g | 1 slaves | -9 |  |

1: With direcrop cultivation finished turn 9 this is the 6th direcrop to be sent out, this is currently coming from storage.

Specialties:

* Libertarian Halfling Kingdom - NG - This small nation produces vast quantities of food that feeds many of the surrounding nations. A fiercely independent people dedicated to their homes and defending them, it is also home to wanderers and the major center of trade on the north coast.
* Your peoples ideal leader: Generous Egalitarian King
* Has the secret of dire crops.
* +2 for cultivating crops
* +1 on military defence, -1 on military offence
* Crops produce year round.
* Has a defensive agreement with Prindar which comes with their trade agreement
* Fertilizer 10% less likely to fail at exploiting crops and dire crops

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Wardog Outriders | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces instead of giving a bonus to your army |

Advisors:

1. Economics Agricultural
2. Society Trade
3. Religion Healing

**Country Achievements:**

1. Kenhall - Libertarian Halfling Kingdom - NG - This small nation produces vast quantities of food that feeds many of the surrounding nations. A fiercely independent people dedicated to their homes and defending them, it is also home to wanderers and the major center of trade on the north coast.
   1. Breadbasket of the World: You must sell at least 200 food resources to other players who are not your suzerain.
   2. Defend the Homeland: You must not be successfully raided, attacked, or invaded for five years (by players.) You must not be under anyone’s Suzerain for this time.
   3. King in the North: You must bring under your Suzerain Stildar and Prindar. You must also add an additional 20 hexes under your direct control. These conditions must persist for at least a year.