Sheet updated for turn 11

**The Matriarchy of Ker’zerak** - Matt Jester (4 Assassin/14 Cleric)

Politics 3 (4 Actions)

Size 2 (14 tiles)

Military 3

Economics 2

Society 2

Espionage 4

Arcane 3

Religion 4 (Drow)

Technology 3

Army 3

Navy 0

Air Force 0

Resources:

* 2 towns 2 city
* Tier 1 - 4 mushrooms, 1 game, 1 cave fish, 1 slaves (T), 1 copper
* Tier 2 - 1 spider silk , 1 poison, 1 narcotics , 1 coal, 1 honey (N), 1 steel (T)
* Tier 3 - 3 faerzess
* Sentient Creatures: Driders (“Friendly”)
* Trade routes: none
* Monetary Income: 14g
* Treasury: 21g
* Storage: 4 mushrooms, 12 faerzess, 1 holystone, 3 copper, 2 narcotics, 2 spider silk, 2 Glass, 5 Slaves, 0 fruit from elves, 0 Poison, 5 steel, 0 darkwood bows, 3 coal, (2 Dire Crops) Gift Kenhall, 1 medicine, 0 fine clothes, 2 eternium, 1 diamond

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Y | Athasian League to You | 0 Spider silk | 0 ~~Honey~~ | 1g |  |
| 8 | N | Khazak Dhur to You | 1 direcrops | 1 steel | 1g |  |
| 8 | N | Ker’zerak to Voresh | ?? | 1 darkwood bows, 1g | 1g |  |
| 1111 | N | Ker’zerak to Durus | ?? | ?? | 1g |  |
| 11 | N | Kenhall/Ker’zerak | 1 slaves | 10g | 11 |  |
| 10 | N | Ker’Zerak/Durus |  |  | 1G |  |

Specialties:

* Drow Spider Queen - CE - Cruel beyond belief, power beyond measure, and a will to dominate everyone. Drow believe that the elves are a superior race and that all should bow to the true Drow power. They are masters of the Underdark and are known for their devastating clerics of Lolth.
* Your peoples ideal leader: Powerful and Cruel Matriarch
* Underdark: They hold territory in the underdark equal to their above ground territory. These are full tiles that have their own resources.
* Assimilate action takes twice as many points and is twice as expensive.
* No penalty for travelling or fighting in the underdark.
* Crops and fish in the underdark produce in the winter
* Elder Brain (Contacts)
* One dose of the resurrection resistant poison. Very dangerous, handle with care.
* Secret of resurrection resistant poison

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Magisters | Arcane | All | 1g, 1 food | Gives a -1 penalty to enemy forces |
| Clerics of Lolth | Religion | Land/Sea | 1g, 1 food | Reduce your penalties by 1 |
|  | Military | All | 1g, 1 food | Negates 2 points of enemy bonuses |

Advisors

1. Military (Army) - Black ops/Kidnapping
2. Religion - High priestess (subversion)
3. Espionage - Illithid (counter-intelligence)

**Country Achievements:**

1. Ker’Zerak - Drow Spider Queen - CE - Cruel beyond belief, power beyond measure, and a will to dominate everyone. Drow believe that the elves are a superior race and that all should bow to the true Drow power. They are masters of the Underdark and are known for their devastating clerics of Lolth.
   1. Settling the Grudge: Bring under your Suzerain or destroy Elvenhome, the Lycaeum, and Khazak-Dhur. Acquire the World Tree.
   2. Webs of Gold: Have a trade relationship with at least 16 player nations.
   3. Owning the Darkness: Have Morgaard, Stildar, Veraxis, and Voresh under your Suzerain.