**Thanedom of Khazak Dhur** - Jason Avery (5 Aristocrat/5 fighter/6 Expert) Sheet updated month 11

Politics 4 (4 Actions)

Size 4 (91 tiles)

Military 4

Economics 3

Society 3

Espionage 1

Arcane 0

Religion 4 (Dwarf (4) and Darkness (1))

Technology 4

Army 4

Navy 1

Air Force 0

Resources:

* 5 towns, 3 cities
* Tier 1 - 2 fish, 4 crops, 1 crops (T), 3 mushrooms, 2 livestock, 1 iron, 2 iron (T), 2 copper, 1 tin, 1 marble, 1 lead (N), 1 obsidian (N)
* Tier 2 - 1 silver, 1 silver (N), 1 steel (T), 1 gems (T), 1 gems (N), 1 dwarven beer, 1 salt, 1 linite (cold), 2 coal, 1 onyx (N), 1 medicine (T), 1 direcrops (T)
* Tier 3 - 1 gold, 1 adamant, 1 diamonds (T), 1 jewelry, 1 gunpowder (T) 1 diamonds N,
* Monetary Income: 7g (11g being taken off the top for the council emergency fund)
* Treasury: 4g
* Banked: 118g
* Storage: 0 crops, 2 linite (cold), 5 adamant, 3 mushrooms, 2 livestock, 6 copper, 1 marble, 1 silver, 0 steel, 4 salt, 3 linite (cold), 5 coal, 4 medicine, 4 jewelry, 5 gold, 3 gunpowder, 2 iron, 1 textiles, 2 diamond, 1 dwarven beer, 2 tin, 2 direcrops

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Kenhall to You | 1 iron | 1 crops | 2g |  |
| 0 | Y | Ostwill to You | 1 iron | 1g | 3g |  |
| 2 | Y | You to Gnomergnan | 1 Diamond | 1 gunpowder | 3g | 1 |
| 3 | Y | Prindar to You | 1 gems | 1 medicine | 2g |  |
| 8 | N | You to Ker’zerak | 1 steel | 1 direcrops | 4g |  |

1. Defended

Specialties:

* Dwarven Thanedom - LG - One of the richest nations, this country is beset by enemies. Most of the nation is beneath the mountains at the center of the continent, making the country very central to the shape of world politics.
* Ideal Leader: Mountain King
* Has the secret of adamant
* Cannot spend extra gold on projects. Can spend metal resources instead to give bonuses to projects as if it was (g) equal to its tier.
* Must bank some of their income every turn (~20%). This money and resources can be released for use by the council of thanes. (currently 11g/turn)
* Siege Engines (Siege Corp)
* Tunnel Guards (Mountain Specialists)
* Crops in the underdark produce in the winter.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Siege Engines | Military | Land | 1g, 1 food | Negates 1 point of fortification bonus each turn (cumulative). Resets as you take forts. |
| Tunnel Guards | Military | Land | 1g, 1 food | Nullify the penalties for fighting in mountain tiles |

Advisors

1. Military Army (Fortifications)
2. Espionage (Information gathering)
3. Economy (Urban Planning)

**Country Achievements:**

1. Khazak Dhur - Dwarven Thanedom - LG - One of the richest nations, this country is beset by enemies. Most of the nation is beneath the mountains at the center of the continent, making the country very central to the shape of world politics.
   1. Ard Ri of the Dwarves: You must have Suzerain over the nations Vrenzen, Veraxis, Ker’Zerek, and Morgaard.
   2. Secure Homeland: Khazak Dhur must spend at least three years without being successfully raided, without trade or foreign aid of any sort (except from Vrenzen), and without any foreign armies in its start of game borders for the entire duration.
   3. years. Further, you must have a military alliance with or have under your suzerian Gnomergnan, Kenhall and Celistark for that same duration.