Sheet updated for turn 11

**Doom of Morgaard** - Elliott Jones (17 Sorcerer evil Lich template)

Politics 2+ (3 Actions)

Size 3 (44 tiles)

Military 4

Economics 1

Society 1

Espionage 3

Arcane 4

Religion 3 (Outer Darkness)

Technology 2

Army 4

Navy 0

Air Force 0

Resources:

* 1 town
* 1- 3 sickly game, 2 slave pits, 1 obsidian, 1 mangy fur
* 2- 1 salt (N), 1 cursed stone, 1 cursed wood (T), 1 dire crops (T)
* 3- 1 deathstone
* Sentient Creatures: Nightmares (Servitude)
* Trade routes: none
* Monetary Income: 3g
* Treasury: 12g
* Storage: 7 slaves, 9 obsidian, 2 cursed stone, 1 coal, 2 mangy fur, 1 dire crops, 4 sickly game, 4 Gems, 2 death stone, 1 Holy stone, 2 Jewelry, 1 red dragon hide, 1 red dragon blood, 1 red dragon meat.

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 6 | Y | Kenhall to You | Cursed wood | 1 Dire crops | 2g |  |

Specialties:

* Cursed Kingdom - CE - Large nation culturally devoted to the greater evil. The land is cursed and blighted. This nation is at what could be a turning point in it’s history, either a paladin has put down the lich king/queen OR the lich king/queen has put down the paladin and declared rule with an iron fist. Either way, managing this country within the greater world will not be easy.
* Your peoples ideal leader: Vile and Strong
* All the citizens are evil
* The land is cursed by the gods of the outer darkness
* +1 for evil actions
* Pay ½ food and gold maintenance for size
* 1 Double bladed Black axe medium magic item unknown magic item.
* Can raise undead armies that have no food maintenance

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Deathcasters | Arcane | All | 1g or 1 food | Gives a -1 penalty to enemy forces |
| Raveners | War/Arcane | All | 1 cursed stone or 1 onyx | Negates 2 points of enemy bonuses and gives a -1 penalty to enemy forces |

Advisors

1. Arcane - Necromancy
2. Espionage - Counterintelligence
3. Military - Fortifications

**Country Achievements:**

1. Morgaard - Cursed Kingdom - CE - Large nation culturally devoted to the greater evil. The land is cursed and blighted. This nation is at what could be a turning point in it’s history, either a paladin has put down the lich king/queen OR the lich king/queen has put down the paladin and declared rule with an iron fist. Either way, managing this country within the greater world will not be easy.
   1. Cleansing Crusade: Remove the curse on Morgaard and raise the nation’s attributes to a minimum of three.
   2. League of Villainy (Or Destroying the Wicked): Bring Celistark, Khazak Dhur, Stildar, Ashen’Gar, Veraxis, Ker’Zerak, Karanex, and Voresh under your Suzerain.
   3. Forever Night (Or Rebirthing the Light): Raise the Religion (Endless Night) to 5 in this nation and two others. Or raise the Religion (Primean)/(Primean Protestant) to 5 in this nation and in two others that did not start the game Primean.