Updated for turn 11

**Grand Duchy of Ostwil** - Matt Robeson (7 Expert/3 Rogue/5 bard)

Politics 3- (4 Actions)

Size 1 (1 tile)

Military 3

Economics 5

Society 3

Espionage 4

Arcane 3

Religion 2 (Twelve)

Technology 3

Army 1

Navy 3

Air Force 0

Resources:

* 1 megalopolis
* Tier 1 - 1 fish (T), 1 crab, 2 crops (T), 0 hardwood (1T- 1T), 1 Iron (T), 0 greenwood (1T- 1T), 1 ironwood (T)
* Tier 2 - 1 glass (T), 1 pearls, 0 spices (1T - 1T ), 1 darkwood (T)
* Tier 3 - 1 gold (T)
* Monetary Income: 23g
* Treasury: 71g
* Storage: 0 fish, 5 crops, 4 crabs, 5 hardwood, 2 iron, 7 greenwood, 5 glass, 3 pearls, 2 Ironwood, 0 Gold, 2 diamonds, 1 darkwood, 2 fruit, 1 holystone, 2 olives, 5 herbs

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Athasian League to You | 2g, 1 spices | 1 crops, 1 hardwood, 1 Ironwood | 1g |  |
| 0 | Y | You to Khazak Dhur | 1g | 1 iron | 2g |  |
| 0 | Y | You to Karstak | 1g | 1 crops | 2g |  |
| 0 | Y | Korim to You | 3g | 1 greenwood, 1 darkwood | -2g |  |
| 7 | Y | You to Stildar | 1 crops | 1 spices | 2g |  |
| 7 | Y | You to Ti’Vashni | 1 greenwood | 1g | 7g |  |
| 9 | N | You to Malim | 3g | 1 Gold | -1 |  |
| 9 | N | Jurai to You | 1 glass, 1g | 1 Gold | 0g |  |
| 9 | N | Karanex to you | 1 Ironwood | 2g | 3g |  |

Specialties:

* Trade Based City-State - N - Perhaps the greatest of the trading powers of the world, this tiny nation has trades and contacts flung all over the known world.
* Your peoples ideal leader: Great merchant
* Gains one extra gold from their trade routes
* Megalopolis of Ostwil: The great megalopolis of Ostwil can convert up to 3 resources per turn at city rates. It has 5 slots
* Walls of Ostwil: Ostwil has a level 3 fortification
* Has discovered all of their natural resources

Advisors

1. Minister of Trade (economy; trade)
2. Minister of Industry (technology; civil engineering)
3. Spymaster (espionage, gather information)