**Prindar** **Oligarchy** - Harold Mikolaitis (Halfling with 17 Rogue levels) month 11 Updated

Politics 2 (3 Actions)

Size 1 (6 tiles)

Military 4

Economics 3

Society 3+

Espionage 3

Arcane 3

Religion 2 (All Religions)

Technology 4

Army 4

Navy 2

Air Force 0

Resources:

* 1 town, 1 city
* Tier 1 - 1 fish, 2 crops, 1 herbs, 1 horse (T)
* Tier 2 - 1 vodka, 1 medicine (T), 1 bloodstone, 1 gems (T), 1 pearls (N)
* Tier 3 - 2 eternium (T)
* Monetary Income: 10g
* Treasury: 79g
* Storage: 0 medicine, 5 herbs, 1 direcrops, 3 vodka, 2 crop, 1 mithral, 0 Herbs, 1 Vodka, 0 textiles, 2 diamonds, 1 fish, 3 horse, 4 bloodstone, 2 gems, 1 horse

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Kenhall to You | 1g |  | 1g |  |
| 3 | Y | You to Khazak-Dhur | 1 medicine | 1 gems | 6g |  |
| 3 | Y | Afenthar to You | 1 crop | 1 horse | 0g |  |

Specialties:

* Corporate Autocracy - N - Having begun as an adventurer’s guild, this nation is built around maintaining that function. Staunchly neutral, they offer their services in problem solving and problem causing to other nations in exchange for large fees.
* Your peoples ideal leader: Adventurer CEO
* Gains 1g anytime anyone hires guilded adventurers
* ½ cost on hiring adventurers (round up)
* Can spend an action to black list other nations doubling their cost for hiring adventurers (but you do not gain gold from this). You lose trust if someone hires adventurers don’t work for you.
* Has a defensive agreement with Kenhall, which includes their trade route for cheap food.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Experienced Adventurers | Military | All | 2g | Nullify one enemy special forces unit. Does not grant a bonus if they do this. |

Advisors

1. Arcane - Conjuration
2. Military- Army - Logistics
3. Religion - Resurrection

**Country Achievements:**

1. Prindar - Corporate Autocracy - N - Having begun as an adventurer’s guild, this nation is built around maintaining that function. Staunchly neutral, they offer their services in problem solving and problem causing to other nations in exchange for large fees.
   1. Mercenary Lords: Gain 400 gold for people hiring adventurers.
   2. One man battalions: Gain direct control of at least 30 hexes.
   3. We Stand Alone: You may not have been part of a formal alliance, have suzerain over or be under anyone else’s suzerain for three years at the time the game ends.