Updated turn 11

**Stildar Confederacy** - Paul Reed Susie (12 Ranger/ 4 Druid)

Politics 4 (4 Actions)

Size 3 (51 tiles)

Military 4

Economics 3

Society 3

Espionage 1

Arcane 3

Religion 3 (Druid (3)/Spirits (2)/Twelve (1))

Technology 2

Army 4

Navy 3

Air Force 0

Resources:

* 3 towns
* Tier 1 - 5 fish, 2 fish (T), 2 game, 3 crops (T), 1 slave pits, 1 whipwood, 2 peat, 1 copper, 2 herbs (T), 1 hardwood (N)
* Tier 2 - 1 waterwood, 1 spices (T), 1 dyes, 1 coal (T), 1 baubles, 1 linite (cold)
* Tier 3 - none
* Wyverns (Friendly)
* Monetary Income: 12g
* Treasury: 1g
* Storage: 0 fish, 0 crops, 2 game, 6 herbs, 2 spices, 5 coal, 4 waterwood, 0 slaves, 9 whipwood, 11 peat, 6 Linite cold, 0 waterwood, 6 dyes, 1, coal, 5 baubles

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Kenhall to You | 1 herbs | 1 crops | 2g |  |
| 7 | Y | Ostwil to You | 1 spices | 1 crops | 2g |  |
| 8 | N | You to Gnomergnan | 1 coal | 1 crops, 1g | 4g |  |
| 9 | N | You to Aelthar | 1 herbs | 1 fish | 2g |  |

Specialties:

* Lizardfolk and Human Confederacy - NE - This large nation is a fairly backwards, swamp filled land ruled by lizardfolk. The rich resources of this land provide much opportunity for someone who can overcome the clannish nature of the people and provide the necessary guidance to build them into a strong country.
* Your peoples ideal leader: Strong Dictator
* Has access to the black dragon. He will help defend the confederacy and give advice (has risk).
* Black dragon nest (“Friendly”)
* Pays ½ gold maintenance from size
* Can develop water resources on land

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Riverfolk | Military | Land/Sea | 1g, 1 food | Reduces the penalty for amphibious invasions |
| Swampfolk | Military | Land | 1g, 1 food | Nullify the penalties for fighting in swamp tiles |
| Flying Monsters | Military | Land | 1 food | Negates 1 point of enemy bonuses |
| Drakengard | Military | All | 1g, 1 food | Negates 2 points of enemy bonuses |

Advisors

1. Technology (Civil Engineer)
2. Army Ranger (Ambush)
3. Religion Head Priest (proselytizing)

**Country Achievements**:

1. Stildar - Lizardfolk and Human Confederacy - NE - This large nation is a fairly backwards, swamp filled land ruled by lizardfolk. The rich resources of this land provide much opportunity for someone who can overcome the clannish nature of the people and provide the necessary guidance to build them into a strong country.
   1. Behold the Lizard King: Gain Suzerain over Levain, Prindar, Kenhall, Ashen’gar, and Vrenzen.
   2. Drain the Swamp: Have an income of 20(g).
   3. Age of Enlightenment: Raise your Society, Economy, and Technology to a 4.