Updated for turn 11

**Draconian Overlordship of** **Veraxis** - Lindsay Martz (Great Wyrm Blue Dragon)

Politics 3 (4 Actions)

Size 2 (18 tiles)

Military 4

Economics 3

Society 3

Espionage 2

Arcane 4

Religion 2 (Dragon)

Technology 2

Army 2

Navy 1

Air Force 4

Resources:

* 3 towns, 1 city
* Tier 1 - 1 fish, 3 crops, 3 livestock, 1 textiles, 1 iron, 1 slave pit
* Tier 2 - 1 silver (T), 1 bloodstone, 1 baubles 1 brass (T)
* Tier 3 - 1 diamonds
* Monetary Income: Hoard (8g)
* Hoard: 80g
* Storage: 2 livestock, 2 fish, 3 crops, 6 diamonds, 6 bloodstone, 6 textiles, 6 slaves, 3 textiles, 4 brass, 5 iron, 4 baubles, 2 cinnabar, 1 residuum

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 2 | Y | You to the Gnomes | 1 silver | 1 brass | 5g | 1 |

1: Defended

Specialties:

* Draconic Gerontocratic Aristocracy - LE - While dragons don’t usually go around ruling countries, very few people are going to tell them that they can’t. This small nation is ruled by a clan of blue dragons who consider the peoples of the nation part of their collective hoard.
* Your peoples ideal leader: Effective Powerful Despot
* Hoard: All currency goes into the hoard. Does not need to spend gold on internal projects or on maintenance.Luxuries may be put into the hoard at their (g) value. Gain bonuses based on the size of your hoard. (100, 300, 600, 1000)
* Blue Dragon Nest

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Blue Dragon Wing | Military/Arcane | All | \* | Negates 1 points of enemy bonuses and gives a -2 penalty to enemy forces |
| Dragon-blooded Sorcerers | Arcane | All | 1 food | Gives a -1 penalty to enemy forces |

\* 1 unit of gems, baubles, silver, gold, diamonds, or jewelry

Advisors

1. Military: Air Force (Raiding)
2. Espionage: Counterintelligence
3. Religion: Resurrection

**Country Achievements:**

1. Veraxis - Draconic Gerontocratic Aristocracy - LE - While dragons don’t usually go around ruling countries, very few people are going to tell them that they can’t. This small nation is ruled by a clan of blue dragons who consider the people of the nation part of their collective hoard.
   1. What Goes in the Hoard Stays in the Hoard: Collect 800g. From the time you collect this gold, you may not spend resources for any reason for two years. If you do spend resources, or if you go under this amount of resources, restart the clock.
   2. Conquest of all I can survey, from the Air: You must bring under your direct control every hex adjacent to your starting area. Further, at least four nations must be under your Suzerain, two of which must border the inner sea.
   3. Having the Finest Things: Raise your Politics, Economics, Arcane, and Technology to 5.