**Dominion of Voresh** -

Politics 3 (4 Actions)

Size 2 (21 tiles)

Military 4

Economics 3-

Society 1

Espionage 3

Arcane 2

Religion 2 (Twelve)

Technology 2

Army 4

Navy 3

Air Force 0

Resources:

* 0 towns, 2 damaged towns 1 city 1 Damage city 1 damaged fort
* Tier 1 - 3 fish, 2 crops, 1 crops (damaged), 1 herbs, 1 herbs (N), 1 peat, 2 hardwood, 2 textiles, 1 slave pits (damaged), 4 slave pits (T), 1 copper, 1 iron (damaged)
* Tier 2 - 1 waterwood, 1 coal, 1 narcotics, 1 rum (T), 1 gems (T)
* Tier 3 - 1 diamond (T)

UnderDark Tunnel to **Ker’zerak** (Defended)

* Monetary Income: 6g
* Treasury: 43g
* Storage: 6 slaves, 4 hardwood, 6 herbs, 3 peat, 11 textiles, 1 iron, 4 crops, 4 waterwood, 5 narcotics, 2 ivory, 4 copper, 3 coal, 2 gems, 4 diamond, 3 fine clothes, 3 silk, 1 spider silk, 1 rum

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Afenthar | 2 slaves | 1 rum | 2g |  |
| 0 | Y | You to Jurai | 1 slaves, 2g | 1 diamond | 0g |  |
| 6 | Y | You to Malim | 1 slaves | 1g | 1g |  |
| 8 | N | Durus to You | 2g | 1 gems | -1 |  |
| 8 | N | Ker’zerak to You | ?? | ?? | 1g |  |

Specialties:

* Autocracy - LE - Slaver nation and major economic power. The country is a small, marshy nation built on the backs of the slave trade, and is a powerhouse of human capital.
* Your peoples ideal leader: Evil Chancellor
* Currency costs are reduced by one for every internal action.
* Distance counts double for naval units.
* Can get +2 to a project if they also spend a unit of slaves in addition to the normal cost (limited to 1 per project each turn).

Advisors

1. Espionage - Counterintelligence
2. Technology - Master of Construction
3. Navy - Master of Ships

**Country Achievements:**

1. Voresh - Autocracy - LE - Slaver nation and major economic power. The country is a small, marshy nation built on the backs of the slave trade, and is a powerhouse of human capital.
   1. Enslave the World: Have under your control, either personally or through alliance/conquest, at least 20 slave pits.
   2. Emperor of the Inner Sea: Have under your Suzerain Karanex, Ostwil, Gnomeregnan, Veraxis, Galiaca, and the Athasian League. Also, all cities on the inner sea must be under your Suzerain or your direct control.
   3. Wealth Beyond Compare: Have 800 gold in your treasury.