Updated for turn 11

**Vrenzen Dwarven Monarchy** (Hill Dwarves) - Carolyn Susie (10 Expert/6 Barbarian)

Politics 3 (4 Actions)

Size 2 (22 tiles)

Military 3-

Economics 3

Society 3

Espionage 2

Arcane 0

Religion 3 (Dwarf 3/Skyfather 1)

Technology 4

Army 3

Navy 0

Air Force 0

Resources:

* 2 towns, 2 cities, 3 forts (1 Town and 2 forts lost in the storm 1 town damaged)
* Tier 1 - 2 crop, 2 livestock, 2 mushrooms, 1 iron, 1 copper (damaged), 1 lead, 1 cheese (damaged)
* Tier 2 - 1 silver, 1 steel, 1 coal, 1 gems
* Tier 3 - 1 adamant, 1 orichalcum
* Sentient Creatures: Griffin (Neutral)
* Monetary Income: 5g
* Treasury: 10g
* Storage: 0 crops, 0 livestock, 5 mushrooms, 0 Iron 1 copper, 2 lead, 3 cheese, 3 adamant, 4 orichalcum, 3 steel, 4 silver, 1 coal, 1 purification substance, 1 gems

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 10 | N | Vrenzen/Aelthar | 1g | 1 cinnabar | 2g |  |

Specialties:

* Hill Dwarven Plutocratic Monarchy - NG - A small but defensible country squeezed in between some very dangerous neighbors, the Hill Dwarves are a resilient country with many advantages belying its small size.
* Your peoples ideal leader: charismatic (sarcastic), hardworking leader (Tyrian Lannister)
* Has the secret of Adamant
* +1 to internal projects
* Underground crops produce in the winter.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Ram Riders | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces instead of giving a bonus to your army. Nullify the penalties for fighting in hill tiles |
| Tunnel Guards | Military | Land | 1g, 1 food | Nullify the penalties for fighting in mountain tiles |

Advisors:

1. Military - Army, Fortification
2. Religion - Disaster relief
3. Technology - Civil Engineering

**Country Achievements:**

1. Vrenzen - Hill Dwarven Plutocratic Monarchy - NG - A small but defensible country squeezed in between some very dangerous neighbors, the Hill Dwarves are a resilient country with many advantages belying its small size.
   1. King in Exile: Bring Khazak-Dhur under your Suzerain, and be in an alliance that includes Stildar, the HPE, and Celistark.
   2. Merchant Princes: Raise your Economy and military to 5, once you have done this you may not be at war with any of your neighbors for one year.
   3. Exploiting the Natural World: Have under your direct control at least forty resources.