Updated for turn 11

**Aelthar Stewardship** - Steve Bellis (5 Wizard/1 Fighter/7 Eldritch knight /4 Aristocrat)

Politics 3 (4 Actions)

Size 3 (31 tiles)

Military 2

Economics 3

Society 4

Espionage 3

Arcane 4

Religion 3 (Elven/Druid/Spirits)

Technology 2

Army 2

Navy 1

Air Force 0

Resources:

* 5 towns, 1 city
* Tier 1 - 2 fruit, 1 fruit (T), 1 game, 3 fish, 1 fish (T), 1 greenwood, 1 greenwood (T), 1 furs, 1 copper, 1 herbs (T), 1 incense
* Tier 2 - 1 silver, 1 darkwood, 1 spices (T sage for cardamom), 1 residuum, 1 world tree fruit, 1 world tree wood, 1 iron wood (T), 1 cocoa (T), 0 cinnabar (1T - 1T)
* Tier 3 - 1 mithril, whale (N), 1 eternium (T)
* Sentient Creatures: Strix (Giant Owls)(Neutral)
* Monetary Income: 20g
* Treasury: 36g
* Storage: 3 world tree fruit, 0 game, 1 mithral, 2 greenwood, 1 furs, 6 world tree wood, 5 darkwood, 1 cinnabar, 1 residuum, 8 fruit, 0 game, 7 fish, 0 copper, 2 silver, 2 eternium, 2 spices, 0 herbs, 3 incense, 1 medicine, 2 waterwood, 1 phlogiston

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 2 | Y | You to the Gnomes | 1 ironwood | 1 cinnabar | 2g | 2 |
| 3 | Y | You to the Lycaeum | 1 fruit | 1 fish | 3g |  |
| 5 | Y | You/Thelenas | 1 spice | 1 spice | 3g |  |
| 6 | Y | Athasian to You | 1 cocoa | 1 eternium | 2g | 1 |
| 7 | Y | Ti’Vashni to You | 1 greenwood | 2g | 4g | 3 |
| 9 | N | Stildar to You | 1 fish | 1 herbs | 1g |  |
| 10 | N | Vrenzen/Aelthar | 1 cinnabar | 1g | 2g |  |

1: Defended

2: Gate

3: Transport via plants

Specialties:

* Elvenhome - Socialist Monarchy - CN - This small to middling elven nation is the ancient home of the long-lived elven people. They are rich in magic, lore, and personal freedoms.
* Your peoples ideal leader: Enlightened Philosopher King
* Has the secret of mithril
* Has a broken Mithal
* Silver dragon nest (Friendly)
* Has the World Tree resource (provides 1 unit a luxury, strategic, or food resource each turn) You shouldn’t trade these away or exploit.
* Fruit produces in the winter.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Forest Rangers | Military | Land | 1g, 1 food | Nullify the penalties for fighting in forested tiles |
| Eldritch Knights | Military/Arcane | All | 1g, 1 food | Gives a -1 penalty to enemy forces |

Advisors

1. Arcane conjuration
2. Espionage Information Gathering
3. Military Army fortification

**Country Achievements:**

1. Elvenhome - Socialist Monarchy - CN - This small to middling elven nation is the ancient home of the long-lived elven people. They are rich in magic, lore, and personal freedoms.
   1. Dominance of the Holly Throne: Raise the average of your stats to 4, including raising your Politics to 5. There must be no elven slaves in large numbers on the continent.
   2. Rapprochement: Have under your Suzerain Celsistark and Ker’Zerak, and be in an alliance with the HPE. There must be no elven slaves in large numbers on the continent.
   3. Gaian infrastructure: The Mythal must be repaired, the Curse must be removed from Morgaard, all Morganti Artifacts must be destroyed, and the Godking of Akhen must leave this plane of existence.