Updated for turn 11

**Akhenian Submission** - Jim Wood (18 Wizard/2 Divine Ranks Domain: Magic)

Politics 5 (5 Actions)

Size 1 (7 tiles)

Military 2

Economics 2+

Society 3 +

Espionage 3

Arcane 4

Religion 4 (Godking)

Technology 1

Army 2

Navy 0

Air Force 0

Resources:

* 1 towns, 2 cities
* Tier 1 - 2 crops (T), 2 fish , 1 incense (T), 0 brass (1T - 1T), 1 whipwood (T)
* Tier 2 - 1 salt (T), 1 linite (hot), 1 dyes (T)
* Tier 3 - 1 eternium
* Trade routes: none
* Monetary Income: 8g
* Treasury: 25g
* Storage: 3 fabricated stone, 3 fabricated crops, 0 crops, 5 game, 1 diamond 0 brass, 1 dyes, 2 whipwood, 0 eternium, 1 fabricated incense

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 7 | Y | You to Galicia | 1 incense | 1 dye | 4g |  |
| 8 | N | Athasian League to You | 1 salt | 1 brass, 1g | 2g |  |
| 9 | N | You to Jurai | 1 brass | 1 whipwood, 1g | 5g |  |

Specialties:

* Absolute Theocratic Autocracy - NE - This small nation is ruled by a God-King. Within the borders of this country, anything that the ruler wants, the ruler gets. He can reshape, kill, and revive the people of his country how he wills, for it is his place to rule. However, those massive powers end at the border of his nation.
* Your peoples ideal leader: A God
* +5 to all defensive actions within your nation. This is reduced to +2 against nations with religion equal to or greater than your own.
* The god king can create up to 3 units of tier 1 resources each month, but they cannot leave his territory.
* May be personally involved in two actions per turn
* Can apply “chosen of” template to 2 individuals. This means at all times there is an active “Chosen” special unit available to the God-king at no cost to deploy.

Advisors

1. Economics - Magical trade
2. Religion - Proselytizing
3. Society - Godhood, divine ranks

**Country Achievements:**

1. Akhen - Absolute Theocratic Autocracy - NE - This small nation is ruled by a God-King. Within the borders of this country, anything that the ruler wants, the ruler gets. He can reshape, kill, and revive the people of his country how he wills, for it is his place to rule. However, those massive powers end at the border of his nation.
   1. Have five player nations have a Religion (Godking) rating of at least three.
   2. Land of the Divine: Have all but three of your stats at a 5.
   3. Pharaoh Rules the World: Have the nations of Galicia, Karanex, the Jurai Sultanate, Voresh, and Karis under your Suzerain.