Updated for turn 11

**Tribes of Celistark** - thepoetsirrah@gmail.com (8 Swashbuckler/7 Ranger)

Politics 2 (3 Actions)+

Size 3 (52 tiles)

Military 3

Economics 2+

Society 3

Espionage 1

Arcane 3

Religion 3 (Twelve/Druid)

Technology 3

Army 3

Navy 3

Air Force 0

Resources:

* 5 towns, 1 city
* 1- 2 crops, 4 fish, 2 game, 1 hardwood, 1 hardwood (N), 1 furs, 1 copper (N), 1 Iron
* 2- 1 silver, 1 whiskey (T), 1 iron wood (T), 1 linite (cold), onyx (N)
* 3- 1 whales
* Trade routes: none
* Monetary Income: 9g
* Treasury: 15g
* Storage: 2 crop, 1 fish, 3 game, 1 hardwood, 1 whales, 4 linite (cold), 4 furs, 2 iron, 1 whiskey, 1 bloodstone, 1 faerzess, 1 slaves, 1 obsidian

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 5 | Y | You to Athasian | Ironwood | 2g | 4g |  |
| 10 | N | Rohevan/Celistark | 1 whiskey | 2g | 3g |  |

Specialties:

* Tribal Kingdom - CN - Large country composed of several fierce and proud tribes of warriors, poets, and sailors. This nation is feared for its seaborne raiders, and much of the player experience lies in dealing with infighting, dangerous neighbors, and occasionally preying on the weak. Think Vikings and Celts rammed together at high speeds.
* Your peoples ideal leader: Wise, Egalitarian, and Strong
* Navies can raid and invade 1 additional tile inland
* The first two movement zones do not count toward the total for navies.
* Game produces food in the winter.
* White dragon nest (Unfriendly)
* NPCs will raid other players (you get no benefit)

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Dragon Boats | Military | Sea | 1g, 1 food | Can also deploy on tiles with rivers. Reduces the penalty for amphibious invasions. Only costs 1g when deployed for raiding. |

Advisor

1. Religion: Proselytizing
2. Military Navy: Raiding
3. Economics: Finding resources

**Country Achievements:**

1. Celistark - Tribal Kingdom - CN - Large country composed of several fierce and proud tribes of warriors, poets, and sailors. This nation is feared for its seaborne raiders, and much of the player experience lies in dealing with infighting, dangerous neighbors, and occasionally preying on the weak. Think Vikings and Celts rammed together at high speeds.
   1. A Viking We Will Go: Over the course of one year, acquire 100g (or equivalent in resources) from raiding.
   2. Hunger for War: Bring under your Suzerain any 4 player nations, two of which must have started the game Primean.
   3. Daring Merchants: Initiate and maintain 8 active trading relationships over the course of a year with 8 of player nations.