**Chiefdom of Levain** - Brianna Grimes (6 Shaman/10 Ranger) Sheet updated month 11

Politics 2 (3 Actions)

Size 2 (25)

Military 2

Economics 2

Society 5

Espionage 1

Arcane 2

Religion 4 (Spirits)

Technology 1

Army 2

Navy 0

Air Force 0

Resources:

* 1 town
* Tier 1 - game (N), 1 fruit, fruit (N), furs (N), hardwood (N), herbs (N), greenwood (N)
* Tier 2 - honey (N), darkwood (N), cocoa (N), spices (N), sugar (N), ivory (elephants) (N), tobacco (N), 1 baubles (T)
* Tier 3 - starwood (N)
* Sentient Creatures: Pegasi (Neutral)
* Trade routes: none
* Monetary Income: 5g
* Treasury: 15g
* Storage: 2 baubles, 1 diamonds, 1 furs, 1 marble

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 9 | N | You to Kenhall | 1 baubles | 2g | 4g |  |

Specialties:

* Tribal Gerontocracy - N - This smallish country is absolutely the poorest, least advanced nation in the game, this country is ruled by its eldest member. Their primary advantage is their powerful union with the spirits of the land who nurture and defend them, tending to most of their needs.
* Your peoples ideal leader: Wise Traditional Elder
* Each month the leader of Levain can ask the spirits of the land for one unit of any resource. Spirits might not know how to make some manufactured resources.
* +1 on all defenses and an additional +3 against invasions
* Does not pay any maintenance from its size.
* Cannot access resources in their country without angering the spirits.
* -2 on all projects and cannot make cities or lv 2 fortifications
* Loses bonuses if they anger the spirits.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Braves | Military | Land | None | Nullify the penalties for fighting in forested tiles |

**Advisers**

Arcane - Enchantment

Espionage - Information gathering

Religion - Forest Spirits

**Country Achievements:**

1. Levain - Tribal Gerontocracy - N - This smallish country is absolutely the poorest, least advanced nation in the game, this country is ruled by its eldest member. Their primary advantage is their powerful union with the spirits of the land who nurture and defend them, tending to most of their needs.
   1. Tranqulitity in the Land: No foreign military or trade may set foot in your land for five years.
   2. Return to the Spirits: Bring under your Suzerian Stildar and Korim. Your nation and theirs must have a religion (spirits) of 3.
   3. A Modern World: Raise all but two of your stats to a 4.