Sheet updated for turn 11

**Malim** - Paul (lv 8 ranger, 4 bard, 5 barbarian)

Politics 3 (4 actions)

Size 2 (13 tiles)

Military 3

Economics 3

Society 3

Espionage 3

Arcane 3

Religion 4 (Druid/Spirit)

Technology 2

Army 3

Navy 1

Air Force 0

Resources:

* 1 towns 1 fortified city
* Tier 1: 2 olives, 2 fruit, 2 fish, 1 copper, 1 crabs, ~~1 Iron (T)~~, “1 slave pit (T)”, 1 herbs, 1 incense, 1 greenwood (T)
* Tier 2: 1 honey, 1 linite (hot), 1 gems, 1 coffee (N), 1 pearls, 1 waterwood, 1 wine, 1 dyes, 1 brass
* Tier 3: 1 gold
* Monetary Income: 12g
* Treasury: 5g
* Storage: 2 honey, 0 gems, 4 fish, 1 fruit, 2 olives, 1 starwood, 0 crabs, 0 herbs, 0 dyes, 2 greenwood, 2 ironwood, 3 holystone, 0 linite (hot), 1 pearls, 1 brass, 1 coal

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 4 | Y | You to Ti’Vashni | 1g | 1 greenwood | 4g |  |
| ~~6~~ | ~~Y~~ | ~~Galicia to You~~ | ~~1 wine~~ | ~~1 iron~~ | ~~2(g)~~ |  |
| 6 | Y | Voresh to You | 1 (g) | 1 Slaves | 1(g) |  |
| 9 | N | Ostwil to You | 1 Gold | 3g | 4g |  |

Specialties:

* Malim - Tribal Dictatorship - NG - Centaurs are a strong and proud race. Despite a desire for balance with nature centaurs have to eat a lot to fuel their large bodies and are known to overindulge, especially with wine and ale. Although some were solitary, centaurs generally lived in tribal hunter-gatherer societies.
* Ideal Leader: Warrior Poet
* Large Citizens: Malim needs an extra unit of food each turn for maintenance.
* Wild Strength: +1 to projects involving large amounts of physical labor.
* The secrets of nature allow olives to produce in winter.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Lancers | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces instead of giving a bonus to your army |

Advisors:

1. Arcane: Transmutation

2. Economy: Urban Planning

3. Military: Army: Sieging

**Country achievements:**

1. Malim - Centaur Chieftain - NG - Centaurs are a strong and proud race. Despite a desire for balance with nature centaurs have to eat a lot to fuel their large bodies and are known to overindulge, especially with wine and ale. Although some were solitary, centaurs generally lived in tribal hunter-gatherer societies.
   1. Iron Hooves: Bring Ti’Vashni, the Athasian League, Galicia and Therendrim under your Suzerain.
   2. Rebirth the Land: Restore Akhen, Karis, and Morgaard to their original habitats.
   3. Quest for Adventure: Discover three unknown wonders in the world.