Updated for turn 11

**Tanaf** **Caliphate** - Nate Applegate (12 Sorcerer/5 Aristocrat)

Politics 3 (4 Actions)

Size 2 (16 tiles)

Military 2

Economics 3

Society 3

Espionage 2

Arcane 4

Religion 4 (Twelve)

Technology 3

Army 2

Navy 1

Air Force 2

Resources:

* 3 towns, 2 cities
* Tier 1 - 2 crops, 1 crops (T), 3 fish, 1 fish (T), 1 olives (N), 1 camels, 1 incense (T)
* Tier 2 - 1 dyes, 1 salt, 1 glass, 1 linite (hot), 1 tobacco, 0 narcotics (1T - 1T), 1 ivory (T)
* Tier 3 - 1 jewelry
* Monetary Income: 12g
* Treasury: 26g
* Storage: 8 crops, 12 fish, 5 glass, 5 narcotics, 4 tobacco, 7 camels, 6 salt, 5 jewelry, 6 dyes, 6 linite (hot), 1 incense, 4 ivory, 3 salt, 2 darkwood

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to the Plane of Fire | 1 crops | 1 narcotics | 2g |  |
| 3 | Y | You to Afenthar | 1 narcotics | 1 ivory | 3g |  |
| 9 | N | Plane of water to you | 1 Glass | 1 fish, 2g | 3g |  |

Specialties:

* Genasi Caliphate - N - Distant cousins of the people of Jurai, the Tanafen are as much related to Geniekind as they are to humanity. A small country of hidden mysteries and wealth, Tanaf is a power poised on the edge of greatness. This country has a classic Arabian Nights vibe.
* Your peoples ideal leader: Generous Wise Sultan
* Permanent portal to the elemental (inner) planes. Access to really good trade routes off plane. Also generates 1 gold per turn from internal trade.
* Crops will produce in winter

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Elemental Sorcerers | Arcane | All | 1g, 1 food | Gives a -1 penalty to enemy forces |

Advisors

1. Economics (Prospecting)
2. Arcane (Extradimensional Physics)
3. Technology (R&D)

**Country Achievements:**

1. Tanaf - Genasi Caliphate - N - Distant cousins of the people of Jurai, the Tanafen are as much related to Geniekind as they are to humanity. A small country of hidden mysteries and wealth, Tanaf is a power poised on the edge of greatness. This country has a classic Arabian Nights vibe.
   1. Rulership of the Elemental Courts: Bring Vrenzen, Karis, Galacia, and Afenthar under your Suzerain.
   2. Four Corners of the World: Be part of an alliance that includes Elvenhome, the Jurai Sultanate, Ti’vashni, Celistark, and Durus.
   3. Cities of Enchantment and Mystery: Raise your Society, Political, Economy, Arcane, and Espionage to 5.