Updated for turn 11

**Therendrim** - Steve Tasker (16 Aristocrat/1 Cavalier)

Politics 3 (4 Actions)

Size 3 (37 tiles)

Military 3

Economics 2

Society 3

Espionage 3

Arcane 1

Religion 4 (Primean)

Technology 3

Army 3

Navy 2

Air Force 0

Resources:

* 5 towns, 3 cities
* Tier 1 - 4 crops, 3 fish, 1 fish (T), 2 fruit ,1 fruit (T), 3 livestock, 1 textiles (S), 1 marble (T), 1 iron, 1 Incense (T), 1 hardwood (S) , ~~1 hardwood (T)~~, 1 copper (S)
* Tier 2 - 1 wine (S), 1 silver, 1 coal (T), 1 sugar (S), 1 tobacco (S),
* Tier 3 - none
* Monetary Income: 7g
* Treasury: 7g
* Storage: livestock, 0 crops, 2 fruit, 4 fish, 4 iron, 1 Incense, 4 herbs, 4 sugar, 2 coal, 2 parchment, 1 hardwood, 4 silver, 1 pearls, 2 copper

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| ~~2~~ | ~~N~~ | ~~Ti’Vashni to You~~ | ~~1g~~ | ~~1 hardwood~~ | ~~0g~~ | 1 |
| 4 | Y | You to Pallenia | 1 Incense | 1 fish | 3g |  |
| 4 | Y | Shai to You | 1 marble | 1 fruit | 2g |  |

1: Ti’Vashni paused/halted turn 7.

Specialties:

* LN - Constitutional Monarchy - Middle sized nation that is heir to an ancient empire that spanned the eastern half of the continent. Much of play centers around getting the nobility to do what you want them to and balancing that with international issues.
* Your peoples ideal leader: Alexander the Great
* Expensive Tastes: The constitution of this constitutional monarchy specifies that the nobility all get a piece of the pie. Lose 25% of all **monetary** income. (currently 3g/turn)
* NPCs get an additional action each turn. Your trust is considered to be two higher for purposes of what this action is. At +3 Trust they will ask you what these actions should be.
* Families: Grays (Wants wealth), Wests (Expansionists), Paternus (Restoration of the Emperor), Nigellus (Power to the people), Lease (Wants Durendal to do well and wants Ti’Vashi to be crushed. (This is malleable and will change over time/could be shaped)

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Engineers Corp | Military | Land | 1g, 1 food | Negates 1 point of fortification bonus each turn (cumulative). Resets as you take forts. |

Advisors

1. Wests (Clavius) - Army (logistics)
2. Paternus (Giselle) - Society (history, archaeology)
3. Nigellus (Maria) - Espionage (sabotage)

**Country Achievements:**

1. Therendrim - LN - Constitutional Monarchy - Middle sized nation that is heir to an ancient empire that spanned the eastern half of the continent. Much of play centers around getting the nobility to do what you want them to and balancing that with international issues.
   1. Therin Empire Reborn: Bring under your Suzerain Ti’vashni, the HPE, the Papal States, Alaria, Ostwil, Veraxis and Morgaard.
   2. Ancient Wealth: Bring your economy up to 5, even with your nobles skimming off the top.
   3. Artifacts of times gone by: Gather the following Artifacts of the old empire (crown, armor, sword, ring, and scepter of the Emperor).