Updated for turn 11

**Ti Vashni** **Matriarchy** - Billy Nyce (8 Ranger/8 Druid)

Politics 4 (4 actions)

Size 3 (34 tiles) (1 unassimilated)

Military 3

Economics 2

Society 2

Espionage 2

Arcane 3

Religion 3 (Druidic)

Technology 2

Army 3

Navy 1

Air Force 0

Resources:

* 3 towns, 1 city
* Tier 1 - 3 crops, 1 crops (legumes), 1 crops (T), 4 fish, 1 fish (S), 1 fruit (T), 1 livestock (S), 1 hardwood (T), 1 herbs (S), 2 herbs, 1 herbs (T), 1 greenwood (2T - 1T), 1 incense
* Tier 2 - 1 silver, 1 spices (T), 1 iron wood, 1 linite (hot), 1 sugar, 1 cocoa (N), 1 elephants (N), 1 coal (S)
* Tier 3 - 1 whales (N), 1 oricalcum (N), 1 deathstone (N)
* Sentient Creatures: Unicorns (Friendly)
* Monetary Income: 12g
* Treasury: 21g
* Storage: 1 crops, 0 fish, 0 olives, 4 linite (hot), 1 hardwood, 7 sugar, 4 waterwood, 12 herbs, 4 wax, 8 greenwood, 1 iron wood, 1 coal, 0 healing potion, 1 Incense, 1 silver,

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Athasian League to You | 1 spices | 1 crops, 1 herbs | 2g |  |
| 1 | Y | Galicia to You | ~~1 fruit~~, 1 hardwood | 2g | 4g | 1 |
| 4 | Y | Malim to You | 1 greenwood | 1g | 3g | 1 |
| 7 | Y | You to Aelthar | 2g | 1 greenwood | 0g | 2 |
| 7 | Y | Ostwil to You | 1g | 1 greenwood | 1g |  |

1: Defended

2: Transport via Plants

Specialties:

* Your peoples ideal leader: Amazon Queen
* Gets an extra adviser who is one of 2 goddesses: Ylcada Goddess of War and Wisdom and Chrocaliope Goddess of Nature and Magic
* Seafood produces food year round.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Unicorn Riders | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces |
| Druids | Religion | All | 1g or 1 food | None |
| War Whales | Navy | Sea | 1 food | Gives an additional +1 bonus. Can only be deployed in purely naval fights and raids. |

Advisors

1. (Leader) Wildmother Ehlonna (Spiritual Leader/ Wise Woman) Society (Culture)
2. Heirophant Melora - Religion (Nature) Archdruid
3. Warrior Boudica - Army Warrior (unimproved tiles)
4. Ylcada Goddess of War and Wisdom (Goddess) N

**Country Achievements:**

1. Ti’vashni - Matriarchal Naturalists - NG - Medium nation that is physically and culturally isolated from its neighbors. Noted for their strong following of the Druidic faith and feared for their unicorn cavalry.
   1. One with the Forest: Raise Religion (Druidic) to 5 and have suzerain over at least two other player nations with Religion (Druidic).
   2. Destroy the Patriarchy: Bring under your suzerain, conquer, or turn away from Primus the HPE, Therindrim, and the PPS.
   3. An advanced nation: Raise the average of your attributes to 4.