Sheet updated for turn 11

**Ministries of Durus** - Jerry Accomando Jr. (12 Psychic/4 Expert)

Politics 4 (4 Actions)

Size 2 (25 tiles)

Military 2

Economics 3

Society 3

Espionage 5

Arcane 3

Religion 2 (Primean 2 and Darkness 1)

Technology 3

Army 2

Navy 1

Air Force 0

Resources:

* 4 towns, 1 city
* Tier 1 - 3 crops, 1 crops (T), 2 fish, 1 livestock, 1 hardwood, 1 marble, 1 fur , 1 textiles, 1 iron (N),
* Tier 2 - 1 coal, 1 gems (T), 1 darkwood, 1 darkwood bows/arrows, 1 residuum (N), 1 steel
* Tier 3 - 1 whales
* Monetary Income: 10g
* Treasury: 12g
* Storage: 0 whales, 6 horses, 3 crops, 3 marble, 2 darkwood bows/arrows, 0 fish, 1 Livestock, 4 darkwood, 2 hardwood, 1 fur, 2 textiles, 2 Iron, 4 coal, 2 glass, 1 steel

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Rohevan | 1 crops | 1g | 3g |  |
| 8 | N | You to Voresh | 1 gems | 2g | 4g | 1 |
| 11 | N | Ker’zerak to You | ?? | ?? | 1g |  |

1: Counter-intell applied

Specialties:

* Bureaucratic Ministries - LN - Medium-sized nation devoted to order through better mind control. This nation is led by an appointed bureaucratic minister. The psionic heritage of the Durun people also gives them fantastic leverage in the world of espionage. Think 1984 meets D&D.
* Your peoples ideal leader: Bureaucrat Prime Minister
* Trust penalties take twice as long to take effect
* NPC actions always benefit the state
* It is a secret that they are psions and that the government mind controls people.
* Super Secret Psion School: +1 on psionic projects
* One dose of the resurrection resistant poison. Very dangerous, handle with care.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Psy Ops | Espionage | Land | 1g, 1 food | Nullify one enemy special forces unit. Does not grant a bonus if they do this. |

Advisors

1. Minister of Peace (Military - Training/Special ops)
2. Minister of Knowledge (Espionage - Psionic Counter Intelligence)
3. Minister of Culture (Society - Education/Propaganda)

**Country Achievements:**

1. Durus - Bureaucratic Ministries - LN - Medium-sized nation devoted to order through better mind control. This nation is led by an appointed bureaucratic minister. The psionic heritage of the Durun people also gives them fantastic leverage in the world of espionage. Think 1984 meets D&D.
   1. Knowledge is power: Bring any six player countries under your Suzerain.
   2. Whispers behind the Thrones: Over the course of one year, accurately predict (usually by suggesting and having those suggestions followed, or setting people up so they MUST do something) 1 action for every player nation in the game. Must also specify the turn on which the player will engage the action. You get 5 incorrect guesses before the count resets.
   3. Iron Order: Be a member of any coalition of at least 9 player nations that does not have any unrest, rebellion, or similar negative effect for one year.
   4. Book of power have your people get the Name of the Wind book 3 written before the end of the country game using psionic to effect the real world.