Updated for turn 11

**Jurai Sultanate** - David DiSabatino Jr (10 Sorcerer/7 Aristocrat)

Politics 2 (3 Actions)

Size 4 (110 tiles)

Military 3-

Economics 4-

Society 3-

Espionage 3

Arcane 2

Religion 3+ (Twelve 3/Skyfather 1)

Technology 3

Army 3

Navy 1

Air Force 0

Player Resources:

* 4 towns, 0 cities (1 cities damaged 3, town damaged 3 Fort destroyed)
* Tier 1 - 5 fish, 3 crops, 1 crops (S), 1 livestock (damaged), 1 fruit, 1 crabs, 1 iron, 1 herbs, 1 horses, 1 whipwood (T), 2 hardwood, 1 textiles (S), 1 copper (S), 1 furs (S), 1 slaves (T),
* Tier 2 - 1 silk (T), 1 steel, 1 coal, 1 spices, 1 narcotics, 1 medicine (S), 1 gems (S), 1 alcohol (T), 1 glass (T), 1 cocoa (N), 1 brass (T)
* Tier 3 - 1 gold (T), 1 phlogiston (N), 0 diamonds (1S-1T)
* Monetary Income: 24g
* Treasury: 48g
* Storage: 0 fish, 5 crops, 0 fruit, 0 crabs, 2 livestock, 2 diamonds, 3 furs, 2 medicine, 9 gems, 3 iron, 7 herbs, 4 horses, 1 whipwood, 10 hardwood, 1 silk, 5 steel, 4 coal, 2 narcotics, 2 slaves, 1 cocoa, 1 fine clothes, 1 adamant, 1 parchment, 1 paper, 1 coffee, 2 healing potions, 5 whipwood, 2 porcelain, 1 alcohol, 2 textiles, 1 furs, 3 brass, 2 spices, 2 alcohol, 3 glass

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Voresh to You | 1 diamonds | 1 slaves, 2g | 4g |  |
| 6 | Y | You to Jewel Cities | 1 Silk | 1 Alcohol | 3g |  |
| 9 | N | You to Ostwil | 1 gold | 1 glass, 1g | 6g |  |
| 9 | N | Akhen to You | 1 whipwood, 1g | 1 brass | 0g |  |

NPC Resources:

* Emir Azra Birol (near Akhen): 1 city, 3 crops, 1 alcohol
* Emir Berat Kahya (NW): 1 city, 2 livestock, 1 textiles, 1 darkwood
* Emir Nisa Orbay (near pirates): 1 city, 1 fish, 1 livestock, 1 copper, 1 iron
* Emir Deniz Saylan (NE): 1 city, 1 town, 1 fruit, 1 game, 1 furs, 1 silk
* Emir Ceylin Toker (Jungle, S central): 1 city, 2 fish, 1 herbs, 1 medicine, 1 copper

Tribute:

* The Jewel Cities gives 1g and 1 gems
* Abhorsen gives 1g and 1 diamonds
* Emir Azra Birol (near Akhen) gives 1g and 1 crops
* Emir Berat Kahya (NW) gives 1g and 1 textiles
* Emir Nisa Orbay (near pirates) gives 1g and 1 copper
* Emir Deniz Saylan (NE) gives 1g and 1 furs
* Emir Ceylin Toker (Jungle, S central) gives 1g and 1 medicine

Specialties:

* Satrapy-based Sultanate - LE - One of the most powerful nations in the world, the Jurai are ancient in their acquaintance with political infighting, intrigue, and danger. Massively cosmopolitan, the Jurai have hundreds of different peoples, languages, and customs within their borders, all owing fealty to their sultan.
* Your peoples ideal leader: Cosmopolitan Sorcerer King
* Starts with resources that are controlled by NPCs
* Tributaries: The Jewel Cities and Abhorsen were once part of the empire and still pay tribute to its sultan. Each gives 1g and 1 luxury resource each turn
* Copper dragon nest (Neutral)
* Can demand that the Emirs give additional resources and money over to the Sultanate. Does not cost an action but does cost trust.
* The Sultan currently has 5 Emirs under him who are powerful nobles. The Emirs all control vast swaths of land (5-7 tiles each) and a small personal army. These titles are ancient hereditary positions given to the heirs of the people who originally forged the Jurai Sultanate. There are two Emirships that are no longer in use due to their family lines having died out. The Emirs pay a tribute to the Sultan in the form of 1g and 1 resource each turn.

Advisors

1. Espionage (spy master)
2. Military army defensive
3. Economics resource management

**Country Achievements:**

1. Jurai - Satrapy-based Sultanate - LE - One of the most powerful nations in the world, the Jurai are ancient in their acquaintance with political infighting, intrigue, and danger. Massively cosmopolitan, the Jurai have hundreds of different peoples, languages, and customs within their borders, all owing fealty to their sultan.
   1. Twelve Gods, one Sultan: Have the nations of Tanaf, Afenthar, Korim, Akhen, Voresh, Galiaca, Karis, Karanex, and the Lycaeum under your Suzerain.
   2. Becoming a Superpower: Raise all of your stats to a 4, and have 2 of them at 5.
   3. Becoming a Superpower: Raise all of your stats to a 4, and have 2 of them at 5