**2Karis Desert Clans** Jordan Marvel (13 Fighter/5 Oracle) Sheet updated month 11

Politics 4 (4 Actions)(4 town damaged by storm and 1 fort destroyed )

Size 3 (28 tiles)

Military 3-

Economics 2-

Society 1-

Espionage 3

Arcane 2

Religion 4 (Spirit)

Technology 2

Army 3

Navy 0

Air Force 0

Resources:

* 1 towns (4 town 1 fort damaged)
* Tier 1 - 1 game, 2 livestock, 2 livestock (S), 2 camels, 2 incense, 1 copper, 1 textiles
* Tier 2 - 1 salt, 1 residuum (T), 1 linite (hot), 1 dire crops (T)
* Tier 3 - 1 orichalculum, 1 gold
* Sentient Creatures: Nightmares (Hostile)
* Monetary Income: 7g
* Treasury: 6g
* Storage: 0 livestock, 7 camels, 10 incense, 4 copper, 8 textiles, 8 salt, 6 residuum, 7 linite (hot), 7 orichalculum, 5 gold, 2 dire crops

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 9 | N | You to Kenhall | 1 residuum | 1 dire crops | 5g |  |

Specialties:

* Messianic Tribal Monarchy - CN - This is a mid-sized desert nation ruled by a prophesied monarch who, it is said, will lead the people to a land of plenty. The people of this nation don’t have much, but are a fierce and powerful people. Think the Aiel from Wheel of Time or the Fremen from Dune.
* Your peoples ideal leader: Wise Messiah
* Pays ½ food maintenance from size
* Spirits are angry (could be fixed eventually)

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Desert Runners | Military | Land | 1g, 1 food | Nullify the penalties for fighting in desert tiles |

Advisers:

* Military (Army) - Raiding
* Technology - Civil Engineering
* Espionage - Theft

**Country Achievements:**

1. Karis - Messianic Tribal Monarchy - CN - This is a mid-sized desert nation ruled by a prophesied monarch who, it is said, will lead the people to a land of plenty. The people of this nation don’t have much, but are a fierce and powerful people. Think the Aiel from Wheel of Time or the Fremen from dune.
   1. Land of Milk and Honey: Bring at least 40 tiles of non-desert, non-mountain territory under your direct control that were not in your control at game start.
   2. Desert Merchants: Have a trade alliance with every nation west of Khazak-Dhur.
   3. Greening the Desert: Have at least 17 tiles inside Karis’s original borders be made into plains, forest, or jungle