Updated for turn 11

**Primean Papal States** - Ellie Woodruff (18 Cleric)

Politics 2 (3 Actions)

Size 2 (14 tiles)

Military 2

Economics 3

Society 4

Espionage 3

Arcane 1

Religion 5 (Primean)

Technology 3

Army 2

Navy 1

Air Force 0

Resources:

* 4 towns, 1 city
* Tier 1 - 3 crops, 3 fish, 1 fruit, 1 incense, 1 tin (N), 1 copper (T)
* Tier 2 - 1 wine, 1 porcelain, 1 stained glass, 1 glass (T)
* Tier 3 - 1 oricalculum,
* Monetary Income: 7g
* Treasury: 9g
* Storage: 3 fish 6 fruit, 10 crops 5 oricalcum, 4 incense, 3 diamonds, 6 porcelain, 8 wine, 7 stained glass, 1 Iron, 1 Hardwood, 1 Horse, (Alaria gift 1 Steel, 1 Iron, and 1 Textile)

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Alaria to You | 3g | 1 glass, 1 copper | -1g |  |

Specialties:

* LG - Theocracy - This smallish nation dominates the religion of several nations, and its ruler, the Patriarch is responsible for the souls of the members of all Primean nations (Alaria, Rohevan, Therendrim, Durus, and theoretically the protestant Athasian League, as well as several minor powers).
* Your peoples ideal leader: Pious Religious Leader
* Can call holy crusade. Primean nations that don’t contribute get a -1 to trust. This stops if there is a Leadership event. Primean nations get a +1 on military rolls against the target. There is a reward to participants if they succeed.
* Tithe: The pope is given money each turn from loyal Primeans all over the world. Increase other nations Primean religion stat and bring new countries into the fold to increase this (round up). 13 g/turn (Size\*.2\*Religion) round up for every Primean nation.
* Know the Primean religious stat of other nations: Alaria (3), Durus (2), HPE (4), Rohevan (2), Therendrim (4), Karstak (3), Emridar (3), Sholosen (1), and Pallenia (3)
* Excommunicate: The pope can spend an action to excommunicate Primean leaders. While a leader is excommunicated their nation loses a point of trust every turn.
* Preparing for winter is 5 pts easier.

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Clerics | Religion | Land/Sea | 1g, 1 food | Reduce your penalties by 1 |

Advisors

1. Espionage - Master of Spies (spy networks)
2. Economics - Primean financier/trade mogul (trade routes)
3. Religion - Cardinal (leadership and organization)