Updated for turn 11

**The College of Lycaeum** - Ben Walker (19 Wizard)

Politics 3 (4 Actions)

Size 1 (3 tiles)

Military 2

Economics 4

Society 3

Espionage 3

Arcane 5

Religion 3 (Twelve (2) and Outer Darkness (1))

Technology 3

Army 1

Navy 1

Air Force 2

Resources:

* 1 town, 1 city
* Tier 1 - 1 crops, 1 fish, 1 fish (T), 1 fruit (T)
* Tier 2 - 2 residuum, 1 dyes, 1 bloodstone, 1 scrolls, 1 direcrops (T)
* Tier 3 - None
* Monetary Income: 5g
* Treasury: 21g
* Storage: 4 dire crops, 1 crops, 5 fish, 3 fruit, 16 residuum, 7 scrolls, 7 bloodstone, 5 dyes, 1 oricalculum, 1 mithral

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Kenhall | 2g | 1 direcrops | 0g |  |
| 3 | Y | Aelthar to You | 1 fish | 1 fruit | 2g |  |

Specialties:

* Magocracy - N - The Lycaeum is at its heart the home of the world’s guild of wizards, attempting to regulate the use of arcane power in the world. More run like an institution of learning than a nation, the Lycaeum presents unique challenges to the person playing it, as it must balance neutrality with the practical goals of the advancement of magic in the world.
* Your peoples ideal leader: Grumpy Dean Wizard
* Red spy ring in every nation with an Arcane rating of 3 or higher.
* The dean can spend an action to blacklist another country giving them a -2 to their arcane stat. Does not cost an action to rescind.
* Floating City: The wizards have a floating city above their lands which is a city without a tile. This can be moved at great difficulty to any Lycaeum controlled tile.
* R&D Lab Building: +1 on arcane research

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Battle Mages | Military/Arcane | All | 1g, 1 food | Gives a -1 penalty to enemy forces |

Advisors

1. Technology - R&D (Conjuration school)
2. Espionage - Divination
3. Religion - Resurrection (Divination school)

**Country Achievements:**

1. Lycaeum - Magocracy - N - The Lycaeum is at its heart the home of the world’s guild of wizards, attempting to regulate the use of arcane power in the world. More run like a institution of learning than a nation, the Lycaeum presents unique challenges to the person playing it, as it must balance neutrality with the practical goals of the advancement of magic in the world.
   1. Unified Magical Theory: Every nation with an arcane rating of 3 or higher must agree to allow the Lycaeum to regulate its casters and magical praxis.
   2. Teach the Peasants to Read: All Primean nations must decriminalize arcane magic and adopt the Lycaeum as their guiding advisor on said magic.
   3. Creating Wonders: Create at least two world wonders with magic.