

MACC CONQUEST

IDEAS

For when you come up with something to put in the book but don't know where to put it.

PLOT

PLOT GOALS

MACC colony attempt to find the three parts of an artifact that will unlock true intellect and aid them in saving their dying, asylum-bound peoples.

PLOT OUTLINE I: THE KEY TO INTELLECT

Theme: You can't do everything on your own.

Perspective: Third-person, alternating perspectives

Arjun's Perspective

1. The Colony is suffering, and resources are running out quick. After centuries, the stored up food from the days of the Empire is dwindling and is no longer able to support even the colony's miniscule population. The populus is painfully aware of this, and the Elders have been thinking up solutions to combat it.

2. Start the book with Arjun, Kayden, Ruby, Hez, and George (who I will now collectively refer to as *the company*) at an outdoor bar talking about the situation. Insert some details in this scene to introduce the characters. Arjun drifts in and out of conversation, thinking about last week's Civ Sim finale when he had battled the opposing team leader (Tia). The two of them had fought for so long that the game had been called off and declared a tie. He would never forget the praise of Elder Tang as he strode to the podium, Tia a few steps behind- on the other staircase, of course. As much as he respected Tia's skills, he hated her... for no real reason.

2.5. Notice how the above paragraph starts straightforward and to the point, until it drifts off to Arjun's thoughts about Tia. **This is hint for you new writers (and yes I'll**

make you write yourself simping for Tia, Arjun. I am a manic (no)). Do not overdo this but put it in occasionally when you have an opportunity.

Tia's Perspective

3. Later on the same day, the populus is gathered to hear a speech from the Elders' Senate. Speaker Max announces the proposed solution. As a joint way to explore the wilderness, give the scions some experience, and save the colony, they'd be holding a competition among the scions tomorrow to determine which two of them would be going to retrieve the Key to Intellect, first of the three Keys.

4. We see some of Tia's motivation for joining the competition. She sees this- much like the Elders see it- as a golden opportunity to improve her skills. A small scene where she's walking back with friends (Ruby, you're writing this. I don't know how women interact with each other), discussing the situation. They're predicting who will win, and Arjun comes up. Show off Tia's mixed feelings towards him.

Arjun's Perspective

5. Tomorrow: competition. There's a combat test, an intellect test, an agility test, etc. At the end, the showman Elder Tang announces the winners. Arjun walks on stage triumphant- and to his horror, so does Tia.

Tia's Perspective

6. Elder Tang shows the two of them to a room on the training complex and gives them a briefing on their mission. They both sit as far away from each other as possible. Tang gives them a mission briefing: they are to leave tomorrow, headed for the temple of Susyonder. They will be given ample supplies for an estimated two-week long journey.

Arjun's Perspective

7. Arjun meets up with *the company*. More character development for them. They make a point about how much Arjun and Tia seem to win things together. Arjun waves it off, then spends the rest of the conversation trying to assert to himself that he has no feelings for Tia. Add in: Arjun bringing up the topic of him and Tia himself after the group has moved on.

8. Noon tomorrow, Tia comes to find Arjun at the meeting spot they'd decided on yesterday. Awkward interaction. They gather up their things and depart the Colony, travelling for about five hours. Don't record this entire time, just add in Arjun observing the scenery every so often. Tia tries to start conversation once or twice but doesn't get anywhere.

Arjun's Perspective

9. They stop after travelling about 25 kilometres (5 hrs), setting up camp. Arjun takes off into the woods to gather some firewood. He's successful in acquiring a healthy amount of sticks and starts walking back to where Tia has already set a tent and firepit.

However, he ends up face to face with a clump of Gestalt matter- quite rare this far from the hubs. Keep in mind that the Colony doesn't really understand what the Gestalt is- they don't have a word doc to explain it to them.

10. The Gestalt matter, in this case, is an assimilated human. Looks something like a zombie, just covered in leaves and with no facial features except for a pair of yellow eyes (definitely not a c-2 reference). Arjun and the Gestalt have a silent standoff. Insert some internal monologue here about how he'd never fought actual monsters before. They fight, and Arjun comes out unscathed, though does very nearly dodge what would've been a fatal blow.

11. He returns to camp, eager to tell Tia about the incident. This is the first conversation they've had the whole trip, and he actually enjoys it. However, once it's over, he slaps himself back to his 'senses'.

12. The two of them go to sleep.

WORLDBUILDING

MACCRIODOR

- The main setting of the story, a planet quite similar to Earth, in a separate universe left under the radar of interdimensional forces.

THE MACC COLONY

- Centuries ago, a cataclysmic civil war in the great MACC Empire between grade 7s and grade 6s left in ruins. Only one small colony remains, hiding out in the last of the decomposing asylum-fortresses, the only remnants of the great Empire. Lost with the Empire were three precious artifacts, known as the Keys. When combined, they opened a mythical vault, which is said to provide knowledge beyond human comprehension, opening up never-before-seen realms of technological advancement. This may be able to lift the starving colony up from their misery.

- The Outsiders are people from the outer islands of Maccriodor. In stupid people terms, non-MACCs.

- The Outcasts are people who have left the Colony on their own or were banished by popular vote after a particularly heinous feat.
- The Children are... well, children. Ungrateful short fat fucks.
- The Scions are the teenagers. Ungrateful slightly taller somewhat not-fat fucks.
- The Seniors are the graduates from the shitty school system, retired Elders, or adults that were never voted for or never bothered to join the Elders.
- The Elders are the higher justices on the MISC court, elected from the ranks of the Seniors by recommendation and popular vote.

MAGIC SYSTEM

- Maccrion has a soft magic system (for new writers, that means a very ambiguous and mysterious system with no hard rules).
- The system is composed of many different schools of magic. Think of them like RPG classes, but without all the rules and game mechanics. A dark mage, a sword-conjurer, a healing baker, a magically enhanced artist.
- For volume one, the only thing we really need to consider is the mage archetypes and the swordsman archetypes. I chose these for Arjun and Tia for because it's really just the most common combat archetypes you'd see around- and we're not putting any effort into this.
- Bottling elemental essence is done by using reinforced glass bottles, with inscribed scripts atop their caps. These bottles are then placed where the element required can access it. As essence is a metaphysical substance, the cap is left on the bottle to invite essence in. Once it enters the bottle, the inscriptions keep it from leaving.

THE GESTALT

- During the civil war, both sides unleashed a terrible WMD, a strain of enhanced plant life that assimilated everything it touched. However, this infectious creature developed a sort of animalistic sentience, and tried to break from its human captors- and succeeded. It swallowed the lands of the MACC Empire, assimilating living beings into its hive mind and inorganic matter into spare parts. The Colony has labelled this hive mind: the Gestalt.

- The Gestalt runs off of three hive 'hubs' that are nodes of its collective intelligence. These hubs are defended by progressively harder more dangerous layers of Gestalt matter. The closer to a hub, the more dangerous it is.
- Gestalt matter in remote areas, farther from the hubs, is often completely dormant and pretty much just plants. Every so often, there will be matter under the influence of the hubs, capable of assimilation.

MONSTERS

- Monsters include various, generally hostile, somewhat intelligent creatures. They have a lot of strange and disconnected origin stories- think of this world's lore like its an ancient mythology- lots of gods and monsters springing up from the craziest of places.

MISC (MACC INTERLOCUTORY SENATOR COURT)

- A supreme court in the Colony. If you have a case, ask to start a meeting. If you came in the court to troll, police brutality will be inflicted.
- The court is hosted in Loghenge, an ancient shrine uncovered underneath the Colony's asylum-fortress sometime after it was established. This is a sacred spot for the Colony, as it is the only thing keeping the plants away. It's a circle of marble logs, surrounding a mystical tree.

CIV SIM

- A tournament that happens once every two years. There, scions can join and create groups of civilizations to fight to the near-death. The scions spend a month fighting monsters, planning attacks, and trading with one another while building their civilization through activities. However, many alliances will be broken, and friendships will be lost. Sometimes, competitors hate each other after the games end.

MACC WIKI

- An archive written hundreds of years ago, documenting histories long past. This is one of the only ways we can get a glimpse of what previous generations of the Colony were like.

PEOPLE

THE ELDERS

Richard Li

Ada Wang

James Imbeault

Violet Karr

Steven Shi

Owen Zheng

THE SENIORS

Sung Joon Cho

Jodi Helmer

Kaia Zhang

Ruiyi Xiong

Arthur Yi

Brielle Kwon

Chloe Chiang

Daniel Carter

Emma Cao

Emma Choi

Emma Jia

Miles Wu

Olivia Kim

Yalda Gaffari

Lennon Bicknell

Myles Maldonado

Olivia Bell

Jennifer Shi

Dan Zhang

Emma Robinson

Emma Yue

Gloria Gao

Ian Koh

Fiona Wang

Shuang Wu

Matt

Austin Moi

Eden Liang

THE SCIONS

Shelly Chen

Channi Park

Honour Howell-Smith

Adam Lin

Franklin Huang

Lucas Chen

THE CHILDREN

Allen Gao

Claire Ni

Connie Zheng

Amelia Cerny

Bokun Liu

Emilia Lau

Lucas Zhang

Luke Huang

Narae Abueg

Natalie Tan

Nathan Ho

Nika Tang

Renie Qiao

Evelyn Zhang

Dylan Kim

Nicolas Paquette

Nicolas Yi

Nicole Huang

Travis Liang

Zhengyan Yang

THE OUTCASTS

Kaitlyn

Sapir Sachar

Nolan Rhude

Asston Zhou

THE OUTSIDERS

MAIN CAST

Chuck Pan (Children)

Lochlan Beard (Children)

Ivyanne Zhang (Children)

Setareh Azadegan (Children)

Tay Park (Children)

Toral Chouhan (Children)

Arjun Subash (Scion)

Tia Coupland (Scion)

George Xu (Scion)

Joyce Zhang (Scion)

Ruby Phu (Scion)

Kayden Zhou (Scion)

Hezekiah Kwok (Scion)

Alma Frankel-Lopez (Senior)

Wesley Ku (Senior)

Jack Virginillo (Senior)

Chloe Ko (Senior)

Jason Chow (Senior)

Ethan Tang (Elder)

Max Qian (Elder)

Michael Lam (Elder)

Sunny Xue (Elder)

Jonathan Koh (Elder)

Emily Tran (Elder)

Lochlan Marshall (Elder)

Mirabelle (Outsider)

Jason Cui (Outcast)

PROFILES/CHARACTER SPECIFIC INFO

ARJUN SUBASH

INTERNAL CONFLICT

- Being a prodigy in the Colony, specifically in the Civ Sim games, has given Arjun a bit of an ego. He tends to overestimate his abilities and attempt things by himself, refusing help when offered.
- Given an opportunity to help out the Colony, he immediately goes for it and further tries to prove himself by everything solo. His goal is to retrieve the Key of Intellect- and his pride makes him want to take all that glory with it.
- Over the course of the story, Arjun begins to cause tension between him and Tia, who had no objection working with him. His insistence on personal glory, on working alone, only makes him unhappy as his only company on this trip slowly becomes hostile to him. Eventually, he'll break and run off, leaving Tia, only to realize that he can't do everything alone and returning. From here, we truly kickstart their relationship as Arjun becomes more comfortable and trustworthy around Tia.

POWER SET

- Arjun has trained from the start of his Civ Sim career as a swordsman. He uses a pair of dual falchions as his primary weapons, though is proficient in most bladed melee weaponry.

TIA COUPLAND

INTERNAL CONFLICT

- Despite her continued success as the Colony's other prodigy, she still feels that it's not enough. Tia never feels satisfied with what she does, no matter how glaringly obvious her prowess is.
- Much like Arjun, Tia also feels a need to prove herself, which she thinks she'll achieve by retrieving the Key.
- Over the course of the story, Tia will learn from Arjun's insistence on his own perfection, seeing what it does to him. She will see that she doesn't need to be perfect, that she's already good enough.

POWER SET

- Tia utilizes a sort of hybrid telekinetic-lightning magic, using her staff to channel and magnify the bottled lightning essence she puts into it. Using this magic, she can conjure ritual circles with telekinetic capabilities, as well as directly summon forms of lightning with a conjured ritual circle, manipulated on the free hand.

SCRIPT SCENES

For when you have a vision of a scene and want to not forget about it.

N THERAPY

Arjun has just returned from pridefully running off because he thinks he can do everything by himself. Predictably, he got absolutely butchered by the plant hive. He's returned to where he and Tia were staying mid trip and apologized profusely.

ARJUN

All I know is... I need you. To figure things out... together.

TIA

That's real sweet of you, but WHAT THE FUCK were you thinking?!!!

Notes: A fucking masterpiece - Ruby