1/22/16:

Organization: possibly use git or google docs?

Tone of writing: do we want to use the same form of language that Lovecraft uses (i.e. old spellings and terminology?)

* I think we should definitely adopt some of the aspects of Lovecraft’s writing in the game bible (i.e. the duel sentence structure: hinting at the supernatural while at the same time leaving a door open for a scientific/rational explanation).
* Specific words (Ben has some more of these written down in his notes):
  + Pandaemoniac
  + Cachinnation
  + Phantasm
  + Foetid
  + Lugubrious
* Use of false sense of security
* Don’t necessarily need to stick strictly to canon

Story

* Inciting incident: what could it be?
  + Mysterious death (if so, it should mean something to the players)?
  + Some sort of mentor is corrupted by dreams and/or an artifact and turns against the players (could die in the first act; the players could see them die, and then see them re-animated as the main villain of the campaign)? The players can then either follow in their footsteps through their letters/documents/findings, or be openly antagonized by them, or **both**.
  + Investigating a derelict ship?
  + Found a gigantic carcass in the middle of the ocean?
* Endings
  + Actions of players determine the exposure of a dead city breaking out from under the ice of Antarctica (Wendell Sea?); players’ final goal is to sink the city once again, and the only way to do so is through permanently mind-altering magic.
* Settings:
  + Could Antarctica be a good end-of-game setting?

Characters

* NPCs: how many of these do we want in our story, who are they, what do they want, etc.? Should they travel around with the main party (could have some of them die mysteriously in order to emphasize theme of hopelessness)?
* Cults?

Mechanics:

* Any kind of puzzle solving, maybe that intersects with the story/world like Myst/Riven?
* Inventive use of spells (i.e. for purposes not explicitly intended) will be rewarded?