Agenda Meeting:

* Solidify Magic
* Sketch out Nations
* Settle in on the Gods/Religions
* Think of plots

Next Meeting Agenda:

* Why the 2nd storm hit the Vikings?
* Solidify Magic
* Discuss what should be siloed and what should be cross connected / interdependent

To Do:

* Compile list of roles that are being discussed / fleshed out - pull from notes from past couple meeting notes
* List of plots
* Start Religions bluesheets (after set up on LaTeX)
* Start Nations bluesheets (after set up on LaTeX)
* World map / continent map - Kelsey / Amanda (due Dec, 2019)

Plots:

* Chupacabra group - convert members to their group
* Cross nation romance (potentially with polycule)
  + Could occur between different groups
  + Conflict between personal connection and what nation wants out of this (ie: where are storms going to go?)
* Tropes
  + Klepto / stealing / sabotage
    - People attempting to steal / modify / power up artifacts
    - Small scale miracles
    - Magically enchanting “pebbles” to be color changing to affect voting / sabotage voting
  + Important / valuable artifacts
    - Religious artifacts
    - Magical artifacts
    - Tamperable / able to be almost invisibly tampered with
      * Couple “spy” characters who are able to do do this?
      * Perhaps spies could tamper with / wire tap communication mechanisms → **would need to be handled carefully. Restricted communication? Or breaks if overused**
    - Items related to purity - could be sabotaged to affect this
      * Ie: special dagger of goat-sucking+3, so sabotage or swap out dagger or damage it so that it sends power to different location or saboteur or God get angry and get goat-sucking -3
    - Magical library with dangerous books / artifacts
      * Need to survive long enough to take it home +2
        + Original texts for something → religion has drifted, tension with the God, need to take back to country to fix it. Or doing the wrong ritual and need to figure out correct ritual.
        + Character who wants the translation should be able to do the translation without doing too much themselves, but needs to be in library to do so -- allows them to act as pseudo guard without getting screwed over by having to be in the library for 3 hours
        + Or transcription stone that has to sit there for 3 hours? Just need to make sure that nobody walks off with your stuff
        + Could also make it unstealable
        + Transcription stone - could sabotage it - illusion of transcription going to you, but actual transcription going to different person - either two people getting copy, or making it very easy to discover that being duped
        + Or needs two transcription stones but each person or group only has one
      * Paper eating
      * Artifact eating - should be difficult
      * Each country has own place for artifacts / books, neutral place, religious place
      * Mix of items, some can be carried and come can’t
      * Not all items can be stashable
        + X hands bulky
        + Doesn’t fit under your robe
        + Etc
        + Can have phys-reps for things that should not be stashable - have budget for props
  + Trade across nation / group lines
    - Ritual components, artifacts, etc
      * May be enabling sabotage / evil upon self through trades, etc
      * DECEPTION!!!!!! MUAHAHAHAHAHA
    - Ritual supplies
      * Each group comes with x amount of supplies, trade amongst each other
  + Murder
    - If get caught - social consequences - mini trial, etc
    - World will punish as well, wipe mind
    - One of ways to get rid of opponents is to create “good guy” mob against them
      * Need to not have this happen too early in game or cause people to be driven out
    - Dichotomy between social witch hunts and world punishments
      * Can hide what the world has done to you, still have to seek out wrongdoers
      * Universal laws around leadership as well - if know that murder was committed are obligated to punish them / find them or you / others in your position will be penalized as well
      * Who is judge / jury?
        + Not students
        + Convene counsels of judges from members of each nation (older members)?
        + Is there separation of church and state?

Different countries operate differently - some have religious leadership, some do not

Nations and Religions

* Different economics
  + Agrarian - primarily functional on food resources
    - Plenty of water, plenty of fertile land
    - Trades with Technocracy
    - Tend to be more pacifist, tend to be more based around sun worship and weather control for religion
      * God of Cat Worship - active
      * God of Succulents/plants - resource management
      * Please the pill bug Gods / ladybug Gods then your soil will be fertile and your aphids will be eaten
      * Plants / animals
    - Leadership
      * Benevolent Dictatorship - Do we want a monarch? Emperor? Etc?
      * Feudal undertones
      * Could cause resentment with people at the bottom - causing low socioeconomic to turn to goat worship
  + Technocracy / Magocracy
    - Magical equivalent - ie: crystal balls that allow talking to people / talking stone
    - Industrial equivalence to Victorian-era innovation w/ steampunk
    - Trades with Agrarian nation
    - Religion could be tied with magic that fuels their technology
      * Perhaps elemental
      * Ie: fire to heat your home, water to make your ship go
      * God of knowledge - research, libraries, collecting knowledge; think knowledge should be free
        + God of secrets
    - Leadership - Religious oligarchy
      * Religion is often used to limit people from going outside of what is believed to be right by the rulers
      * Religious thumb on technocracy prevents just anyone from going hog-wild from it
      * Dangers, should be regulated by religion - rather than whoever has the most money
      * Theocratic technocracy
      * There could be people who believe technology shouldn’t be limited by religion, might turn to goat worship / sacrifice
  + Separatists - doesn’t trade with anyone, self sustaining
    - Little bit of everything - water, fertile land, mountains and valleys for mining, etc
    - Would always have less than those who trade, but would be less impacted when other nations are hit, hit harder when they are hit
    - Separatists nations tend to be more warfaring
    - Other nations would have more alliances, may send storms toward separatist country several years in a row → causing separatist country to suffer and start sacrificing goats to get a leg up
    - Rise of the Chupacabra religion could be from here!!! No alliances
    - Ocean-faring, somewhat agrarian -- This is the separatist country
      * Industrial equivalence to Victorian-era innovation or sailpunk
      * Live by the water / ocean
      * Vikings? Hunting leviathans, taking trophies, hanging them on their ships, etc
    - Religion tends to be warlike, chaos, childbirth, women, sea serpents, death, sex
      * God of Balance/duality
        + Balancing good and evil acts
      * God of chaos - God of Change
    - Leadership
      * Counsels / republic
      * Disparate groups that come together for counsels
      * Chiefs get together to vote / etc
      * Chiefs are elected democratically (21st century morality, arguably the “villains” but voted for it)
        + What type of democracy? Representative or true?
        + Borrow from Silent Conversation - consensus building from ground up. Within each community, people decide whether isolationist or not. People get together in small group (ie: by house / boat / etc). Discuss until agree. One representative from each discussion go to discussion at village and talk until agree. Propagate upwards / hierarchical process
        + Could be using this process to elect who is going to the school, rather than “son / daughter / child of the leader”
    - What caused them to shift to isolationism?
      * Fear mongering?
        + Have a leader / charismatic public speaker convince people that they’re the bad guys and they’re out to get you
        + Could play on balance

For years and years and years, we have been cooperating / trading / etc. Now need to reset balance and withdraw for a while

* + - * Get hit 2x in a row → spur for them to become isolationist. Chain of events that leads to them withdrawing. 3rd storm also goes against them
        + 2nd storm - balance is off, need to be isolationist
        + 3rd storm - they’re going to be isolationism, we’ll send the storm only against them

Some of the Vikings believe it was a mistake

Some of them believe in order to restore balance, need to restore the school

* + - Why did the 2nd storm go against them?
      * Plot - uncovering history
        + Bad blood between people at school?
        + Why did this happen?
        + Could be something that some characters are interested in
  + Do they trade between nations? If they do, what would happen if the other nation was damaged? What is the impact?
    - Ie: less access to food / technology / tools between multiple nations?
    - Would also lead to alliances / conflicts between the different nations
    - Versus nation that is separatist / isolationist would be less impacted but have less overall
  + Geography informs economics informs religion
  + Types of leadership
    - Religious oligarchy
    - Benevolent or otherwise dictatorship
    - Technocracy / Magocracy (theoretical)
      * Those who possess the greatest control over technology rule
  + Are there other nations in this world?
    - Other nations not reachable by storms - storms have to go to one of these three countries
    - **“Other nations” must be defined very carefully** - otherwise will be scapegoated, used to provide optimal outcome. May not want to give players easy outs / force them to make hard choices
      * Become convenient solution - if another agrarian nation that can trade with, could send storm toward own agrarian nation, etc etc
  + Why are the Vikings isolationist? Why would the storms ever be sent toward the allies?
    - Originally every three year / equal sharing
    - Recent change in Viking culture, no longer trading, pulled out of alliances
    - Alliance started hitting only separatists
    - Separatists changed to Chupacabra religion - want to take out school, stop targeting nations. People at lower levels / low socio-economic in other countries have joined them because they’re tired of being hit also because they get hit the hardest when storms hit
      * Some Vikings may disagree with this
    - Why not just wipe out Vikings?
      * Could be that military of Vikings is too strong for them to be taken out? Using storms instead?
      * Leviathans - unspoken truth that they would attack people on shore if Vikings do not hunt them, Vikings hunting them is good for all nations - another reason to not wipe out Vikings
      * All countries should have coast - school is landlocked, countries are not → one continent
      * Maybe Vikings also have islands as well around most of it

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| **Economy** | **Religion** | **Government** |
| Agarian | Animals and plants | (benevolent) Dictatorship (could be monarchy?) |
| VIking | Balance, chaos, duality | Actual democracy (voted for isolationism) silent conversation? |
| Mageocracy | Elementals, knowledge | Theocratic |