Meeting Agenda:

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

Next Meeting Agenda:

* Future questions to think about:
  + If they decide to keep magic around, storms will continue to happen. If get rid of Chubacabra religion, could they undo the increased amplitude and go back to normal cycle or is it not repairable?
  + Do each religions punish you differently for murdering someone? Or is it the world?
* 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
* Summarize outcomes of game and pros / cons
* List of plots
* Start Religions bluesheets (after set up on LaTeX)
* Start Nations bluesheets (after set up on LaTeX)
  + Include before magic, during beginning of magic, over course of 500 years, and current history
  + Some might be brief, colored, wrong
* World map / continent map - Kelsey / Amanda (due Dec, 2019)
* Why did the 2nd storm hit the Vikings?
  + History question
  + Vikings
    - Overall Culture:
      * Worship God of balance, hit by last two storms, go around and fight sea monsters and that was important to culture, Democracy
      * Heroically defend balance of world by fighting epic sea creatures and utilize democratic element.
      * Currently isolationist but weren’t in the past. Voted on and implemented to reestablish balance
  + How Frequent are the storms?
    - Between 1 - 10 years
    - Ideally 1 - 5 years
    - 3 years sounds like a good year
  + Why did the storm start?
    - 3 creator gods
      * Created the world, then created the storm
      * Came jealousy, infighting (typical story of pantheons of Gods), last thing did was create a storm, thinking that their own followers being the most powerful could wipe the others out
    - **Gods created world, people had no magic - no access to powers of any kind, and then perhaps during peacetime decided they wanted magic / wonder / power of Gods, found leylines, built structure / building / school / etc, did things there that unlocked power and granted magic to world but in doing so unlocked storm and no one has yet to decide to undo it because if they destroy school then magic will be wiped out of the world. Pandora’s box (current favorite potentially)**
    - Result of magical global warming
      * could be combined with Pandora’s box idea, at first seemed wonderful and fine, more that magic was used / misused, the more storms started occuring, but couldn’t let leylines and school be destroyed.
      * Does Chubacabra religion want school to be destroyed / magic to be gone in order to destroy storm?
      * Perhaps science group proposing alternative means of dealing with storms but still keeping magic. Note - if people are researching alternative, everyone will sidestep hard questions in order to
        + Mageocracy fooling themselves to come up with alternative, people very convinced of this
        + Other side - we don’t have this yet, still need to be blasting other countries with this storm
        + Don’t even have a proof of concept yet and a lot of us may die in the meantime, telling this crock of crap to Agrarian society. Vikings do not believe this is possible because not possible with concept of balance, what is done must be undone in the correct ways
        + Before became isolationist, Mageocracy and Agrarian society hit them twice because Vikings wouldn’t believe them, Agrarian society bought into this, giving excuse to hit them more
        + Would be interesting if Agrarian society finds out this is a “crock of crap” during game
        + How many members of Mageocracy know it is a “crock of crap” and what are they doing to prepare, and how many are truly bought in? What will they do when they realize their own nation has not followed through?
        + Player - Scientist, desperately trying to cover this up, giving excuses, knowing they will eventually fail, supposed to present at this year’s school, trying to make it convincing enough to convince Agrarians that they still do have this working so that they don’t get blasted by storm or school isn’t destroyed
        + Agrarian and Mageocracy have had an unprecedented period of growth / etc since weren’t hit by storm in many years, maybe weren’t fortifying properly because of this alliance and so would be extra hurt if storms hit them because were depending on the alliance to keep them safe
        + Pro idea - not actually a solution here. Nope, actually religions are actually what's going on here, your technology won’t save you. Should not actually build in an alternative
        + Manage expectations

Put it in public documents - there is actually no technological solution to this. Disadvantage, you are spoiling people

How do we handle this?

Ensure scientist who really is pushing this actually knows it’s crock so that people don’t spend entire game trying to find this solution and feel like their game was wasted

Believed it in the beginning, sold it in the beginning, realized it wouldn’t work, maybe told their government and they told them that they had to find a solution now or the Agrarian society would blast them / blast the school

Agrarian society - revelation that it is a crock of crap should not happen end game, needs to happen mid game. Also less dependent on magic than others / than mageocracy so ability to pivot to other religion is higher

If Agrarians decide halfway through game to wipe magic off the map, that would end that plot. Agrarians don’t have capacity to create magical technology, but are reliant on it, may not want to completely wipe them off the map. However, players / culture may be able to adapt

Personal reasons to attach to magic

Magical hearts - you personally die without magic. Your mother, your family, etc

Can only feed x amount of people. If you get rid of magic, you will kill x% of your society. Mass starvation if magic went away

Vikings - monsters stronger or use magic to fight them, without magic might not be able to - entire set of cultures might lose ability to be seafaring

* + - * + Vikings - separate from Chubacabra religion but more likely to be part of Chubacabra religion because seen as option in part of restoring the balance. Not endorsed by Vikings, just growing more easily there because of terrible conditions there
        + Some Vikings - don’t want to destroy magic
        + Chubacabra religion - destroy religion
      * People clinging to magic even though may be bad idea
      * Mageocracy, high status in world based on magic, pushing to hold on as much as possible even though really screwing things up
  + What did world originally look like? What did three nations look like before magic?
    - Mageocracy
      * Before technology?
      * Mass starvation, very dependent on Agrarian culture for food
      * Loss of mage tech, and all that entails
      * Loss of communication devices
    - Agrarian
      * Comfortably feeding own population growth + 80 - 90% of food to Technocracy plus some food to Vikings, who were they before they could produce all that?
      * Before fertilizers, had to actively fallow / let land rest / compost / etc - rebuild nutritional value of land. If have 7 fields, 3 or 4 are fallow every year
      * As soon as magic goes away, all of land almost immediately inarable. Famine the likes of what never seen before. Population of what they are feeding - Agrarian and Mageocracy peoples
      * Mass starvation, population severely reduced
    - Vikings
      * Before seafaring / able to take on serpents
      * Decreased ability to go fishing, not able to go fishing
      * Cultural consequences and losses
      * Potentially preparing for this outcome? Didn’t think this would work in the first place
  + What is the alternative to obliterating magic?
    - Vikings do not believe there is a technological solution but may not believe it should be ended immediately so not all Chubacabras
    - Storm is the Balance - maintains balance, should be shared out equally
    - History or theory that storms are worse now, but cyclic - just need to last another century and will die back down again
    - Global warming deniers
    - But should consider possibility that they’re right
      * Magic global warming - use of magic is making worse over time / contributing to it, but not only contributing factor, just going up faster / higher, nature just does this
      * Chubacabras - world uninhabitable, end of days - get rid of magic
      * Balance - will not lead to this, just need to wait it out (100 years, etc?)
      * Scientists may not have been able to see the cycle (either don’t have the data, don’t have the ability or haven’t had the ability for long enough)
    - How will we show / demonstrate that global warming deniers are correct?
      * In this place of power, can commune to Gods, convince them to talk to you
      * Look into future and see impacts
      * Don’t have to give incontrovertible proof of this - have to roleplay convince others
      * One nation performs a ritual to obtain proof to verify this (expensive, etc) - “my God said it will all be fine”. Maybe Vikings do that. Might reasonably convince fair number of Vikings away from Chubacabrais but wouldn’t convince other nations / religions
  + Why shouldn’t they just continue to hammer the Vikings / wipe them off the earth?
    - Sea serpents - make them very important
    - Nothing to control them, they are ability to walk on land?
    - Impassable mountain between Agrarian and Mageocracy, have to use boats to go between or they’re on two islands
    - **Archipelago of islands**? School just on another island
    - Vikings patrol islands and hunt sea serpents
    - What happens when mageocracy makes airships?
      * Sea serpents that can fly for short periods of time - enough to take down an airship
      * Tell story to various characters - in history, so-and-so invented an airship that would attempt to get from one place to another but eaten by the flying sea serpent!
      * Bulk materials - airships can’t carry much. Perhaps just one path but it was lost?
      * Communication - magical communication devices
  + Vikings
    - Before isolationism - were the sole fleet of ships
    - Afterwards - the other nations had to build their own ships, but weren’t very good at it (or lent some of the fleet?)
    - Were they being paid a lot for these services? Why would they go isolationist? Maybe a movement but not complete thing. Vote was isolationist but dissenters have become pirates and are conducting illicit trade between two nations
    - How has that impacted ability of two nations to trade or are they building their own boats? Short term impacts, probably nations building their own boats. Dissenters, defect and pass on ship building knowledge, ships
    - Dissenters may still keep old Gods / old religion since still “maintaining the balance”
    - Chubacabraists - perhaps the more “liberal” of the religion (out of rebellion against poverty). Perhaps more likely to be young, except for the students of the school, as they are hand picked
    - Thoroughly indoctrinated - less likely to convert mid game than those who just haven’t been exposed
  + Isolationism
    - 6 or 9 years
  + How long as “Pandora’s Box” been opened?
    - 300 years? Had magic long enough that could say that it’s a cycle even if don’t have memory of technology
    - Potentially longer, 1000 may be too long
    - Consider where technology has gone in 1000 years (exponential growth versus slower, based on where we start on curve)
    - Start with some “flatter” - just getting started (~75 years) then take off for 225 years in exponential growth
    - Start of curve should be around 0 AD or so
    - **500 years instead - need more time to build up storms, establish school and culture of sending children, etc**
    - If good enough record of before storms, need to have longer time of storms so that records are destroyed so don’t realize is a cycle and will decrease
    - 0, 50, 100 - 100 is where it’s crippling, then cycling between 50 to 100. Certain amount of randomness to it to help to make it harder to discern patterns
    - Reasonable to expect would take people a long time to find out storms are actually building up in power
      * Ie: took 100 years to determine that global warming in real world was real
      * Storms may seem less powerful if building buildings out of stone instead of wood
      * What feels like a “baby storm” now, may have felt devastating back then
    - Storms occurring starting around 450 years ago, have gone through a cycle and a half (300 years to a cycle), cycle is almost at its peak based on these numbers
      * School has to have been around by the time it peaked the first time
      * Rise of Chubacabra religion - causing storms to be even stronger than should be, increasing amplitude - make the storm bad enough and stay at the school and it will destroy the conduit. Only way to fix magic is with magic (like how Vikings were thinking of it)
      * If they decide to keep magic around, storms will continue to happen. If get rid of Chubacabra religion, could they undo the increased amplitude and go back to normal cycle or is it not repairable?
        + May take some time - will do more damage as closing that gap - peak will still be higher than it should be
        + If Chubacabra religion continues - do they reach “end of days” conditions?
        + That explains why bunkers may have been being built
        + If world reacts to magic and how it’s used, and get rid of religion, world may go back to normal but should take a long time (like full 300 year cycle)

Should be something about how it’s practiced, not the fact that it’s another religion

It’s “out of balance”

If put it back into its lane, would also potentially correct the balance

If religion were accepted and treated normally, would be just fine, but because they have to be underground / backbite / deny who they are worshipping, that is where the problem is → religious intolerance. Gods don’t like it when you tell lies about them

The other Gods could also be the ones making this worse - they’re angry that followers are lying about following them

Gods as beings who have opinions and can be offended. Universal laws.

Do each religions punish you differently for murdering someone? Or is it the world?

* Solidify Magic
  + Mechanics question
* Discuss what should be siloed and what should be cross connected / interdependent
  + Ie: there will be some things that only one group of people care about and some things that have impact across groups
  + Histories, plots, etc
  + Something to be kept in mind over time
  + For example: romance plot
    - Siloed plot - only two players care
    - Faction plot - everyone in faction cares (two different castes, etc)
    - Different factions plot - everyone in multiple factions cares (warring factions, etc)
    - Different religions plot
    - Etc, etc
    - Chubacabra God - “Get these people together!” All other Gods - “No, keep them apart, or the fabric of space time will be torn asunder!!!!”