**Agenda:**

* Schedule in August (2 meetings?)
* 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
  + If TPK option, need way for players to know early in game
  + No obvious best case solution (need to have hard choices)
* 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)
* Technomancer scientist
  + Know the whole time that isn’t possible that the storms cannot be eliminated
  + Either bluff / lie way through game, try not to be found out
  + Or make up for lost PR

Final Game State

|  |  |  |  |
| --- | --- | --- | --- |
| Outcome | Who Supports | Who Opposes | Actual Consequences |
| Storm goes to the Vikings | Technomancer religion  Agrarian religion | Chupacabra religions  Viking religion |  |
| Storm goes to the Technomancers | Viking religion | Chupacabra religions  Technomancer religion  Agrarian religion |  |
| Storm goes to the Agrarian Society | Viking religion | Chupacabra religions  Technomancer religion  Agrarian religion |  |
| Storm goes to School | Chupacabra religion | Governments of all three nations  Children being sacrificed for the storms | Magic is destroyed  School is destroyed  Agrarian famine - Technomancers also starve  Vikings unable to battle sea serpents  Technomancers - Unable to use magic for mining / trade / etc. All technology stops working  Apocalyptic |
| School is wiped out during game |  |  |  |
|  |  |  |  |
|  |  |  |  |

* Time magic / ability to temporarily tamp down severity of storms but makes them more severe in the future
  + If going to hit your country, try to reduce severity for your country so that hits someone else harder (enemy down the road)
  + Needs to be immediate personal consequences as well or players will continue to punt to future
    - Ie: spilling a large amount of your blood here, never allowed to leave or see your family
  + Perhaps always did that in the past because was in the past was turn-based and was considered worthwhile (sacrifice a few to protect the many)
* Potentially use this instead of the “cyclical” idea
* Could end the increasing severity by not continuing to punt it, but that means someone has to take the hit, but how big is that hit?
* Even at it’s weakest, school will be destroyed if the storm stays at the school and magic will be destroyed
  + How quickly is magic destroyed?? Gone very quickly, consequence should be felt (sudden, very quick)
  + Dragons are still around - if they use magic, their magic will go away
  + Sea serpents - will still exist
* Why would they actually destroy the school if it would cause apocalypse?
  + They’re starving anyway, they may not make it even if isn’t an apocalypse
  + Might not believe it’ll be that bad / maybe someone minimizing impact
  + Might be better prepared for it / better able to withstand it
  + Won’t be as bad as the gov’t told you, just want to keep their magic
  + Preppers
  + Character idea - Charismatic leader of chupacabra folks
* When does the sacrifice happen?
* CYLONS (planted in the factions)
* Chupacabra wild card
  + Steal / transfer / neutralize power of the children
  + Killing people? Could have a handler
  + Creating potion of the river Lethe
  + Possibility that Chupacabra has different punishment to murder that isn’t wiping people’s memories
    - Could start game with a dead NPC - looking for murderer with missing memory but the murderer isn’t missing memory
    - Potentially have amnesiac character who is being framed for this
  + Does the Chupacabra God punish murder, what do they punish, and how do they punish?
    - Perhaps start to cease to exist in other people’s memory (ie: someone they care about back home forgets who they are) - being removed from reality. Once person has nobody who remembers you, you cease to exist / fall off face of the planet and go to the realm of the Gods.
    - Belief makes power for Gods, removing belief in person who is being punished
  + No murder until X, etc
    - No weapons here, have to make poison going to use, etc etc
* More plots please!!!
  + Technomancers want to hide from Agrarians that they can’t hide the storms. Aliance is relatively new (2 storm cycles ago - 9 years?) - feels shaky because agraians are trading more food for less tech, starting to realize they’re getting the short end of the stick. Technomancers trying to cover the lie
    - Plot: Find out the tech can’t actually stop the storm. - Library!
  + College students - their parent is here, are they doing politics and trying to arrange marriages, etc.
    - Perceived power vs actual power
    - Advisors caught in the middle
    - Marriage arrangements - love interests/complicated; off-screen lovers from other nations (want to protect them)
  + LIbrary / museum - want to smuggle stuff off of the island?
    - New information discovered?
    - Chupacabras want to learn how to kill people
    - People have personal plots the library can help with.
    - Technomancer finds a way to fool people for a little longer?
    - Books that take over people’s minds - some book could suck someone into the book; curse someone, or use it to hide - only fits one person? 30 min time limit? Invisible and can run around and listen in on stuff
    - Amnesiac should be the librarian - supposed to be keeping the library safe but doesn’t remember to do it? Tragic backstory of a mercy kill
    - Important magical artifacts that the nations keep here on neutral ground; may be absorbing lots of magic and no impossible to destroy?
    - What about attempted suicide also leading to amnesia?
  + Vote changing
    - Plot to gain the power to mess with votes
  + Klepto
  + Consequences (Gods)
    - 3? 2?
    - Misdemeanors, Felony, Oh-God-Why crimes
    - Different Gods care about different things

Evening of Saturday, Aug 10th?