Why are there students? Why isn’t this just a group of adults

* Want to create “groups” as students, teachers, bodyguards/aristocracy; they will have different experiences.
* Purity/youth/innocence/etc provides power.
  + Can we connect it to “perception” of purity - don’t get caught
  + “So you want to be a wizard” = age based
  + College ish age?
  + Looking for the optimal point between age (lose power over time) and knowledge (gain knowledge over time at school)
  + Purity might be defined differently by different gods (4 Gods?)
    - Could get different things based on the God
    - Easier to switch to the uprising God. - active
    - God of Consent - passive
    - God of Goat Sacrifice. :p - active
    - God of Cat Worship - active
    - God of Music - active
      * Search for inspiration and musical notes and build a song to dedicate
    - God of Succulents/plants - resource management
    - God of Balance/duality
      * Balancing good and evil acts
    - God of Honesty - passive
    - God of chaos - God of Change
    - God of knowledge - research, libraries, collecting knowledge; think knowledge should be free
    - God of secrets
  + Each God as a scale of purity 1-10; compare across
  + Extremists within each faction

Why this location

* Ley lines; this area is more powerful - sacrifices/actions to the gods are worth more here?
* Can the kids only access their magic here?
* Worth lots of social/political status?
* Careful of the 20th century morality
* Why do the kids agree to it?
  + Could have been lied to/brainwashed - Hatred, just a game (Ender’s Game)
  + Threats/blackmail - do what we say or we take you home.
    - Dropping out = social pariah; abdicated whatever power you might have had; keep hidden away. Could be executed....
    - Graduating = have your own power, control your own life and that of those around you due to the prestige; social and economic wealth.
  + “Choices” - can go to college and do cool stuff, or could go marry x/do thing they don’t like/want, sold off to the highest bidder type stuff.

Executioners

* Small class of people who are made to take on the consequences of murderers in order to execute the people who need to be executed.
* Too many mind wipes, lose your sanity; end up in a vegetative state.
* If you leave the school; you probably end up as one of them

Bunkers and The Storm

* Storm exists where they are constantly; gets worse at night.
* Waxes and wanes on something like a lunar schedule
  + Must send out when strong otherwise destroy school
  + During wane times, can transfer people in and out
* Bunkers usually strong enough but shenanigans cause the storm to be strong enough this time around to damage the bunkers
* Send out storm once in game?
* Storm could hit 2x once on Friday, once on Saturday?
  + Friday night - hide in the bunkers because storm is as strong as the school can stand; want to hold off sending it out until the last possible second
  + Saturday - storm has to be sent out; otherwise does damage to school
  + Sunday - storm has to be sent out at noon; otherwise school will be destroyed.
* How do we actually send the storm? What is the mechanic here?
  + Negotiate during the day
  + 2 students in each nation; are jockying to be the “most pure” by whatever standard to be the decision maker; can change up who goes to the negotiation.
  + Understudy, but the big honor is to be the chooser, playing it straight.
  + What if a lie told is: the decoy but working together
  + Both are competing each other, well balanced
  + Each of 3 has to vote; if they don’t agree in the vote, the storm stays at the school.
    - Secret votes in rounds? Vs open voting?
      * Vote tokens go into a hat?
      * Secret additional tokens for the secret gods
      * Purity levels = number of tokens?
      * 2 tokens for the leader; 1 for the understudy; allows us to quantify gods.
      * 4th color tokens that the cupacabra god followers can cast; GMs secret count so we can replace the 4th color in secret to try to get as close to stalemate as we can.
    - Open discussion and shake to agree (advisors get to watch but not influence)
    - Most pure votes first; last to vote required to vote to not stalemate

# of characters

* Aim for 23-25 characters
* 3 nations of ~8
* Secret factions.

Next Meeting:

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