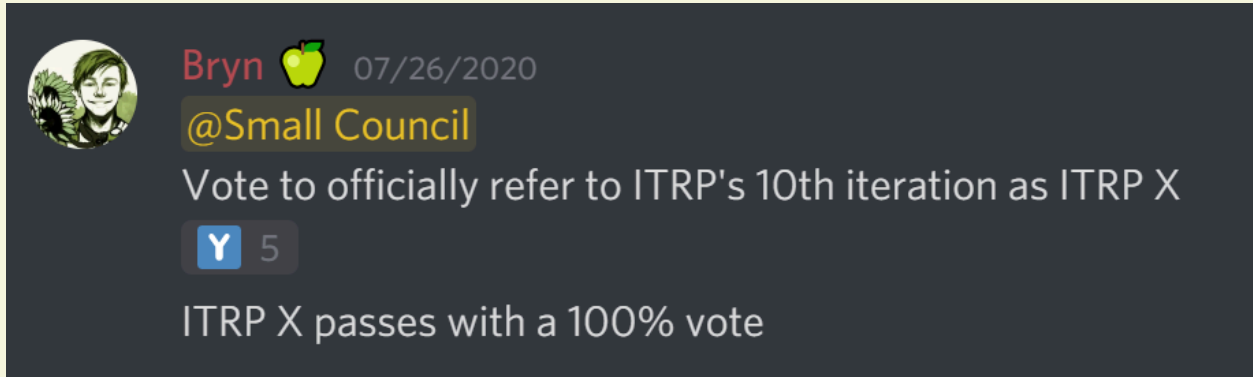


Monthly Mod Minutes: June-November

June 26th:



Bryn 🍏 07/26/2020

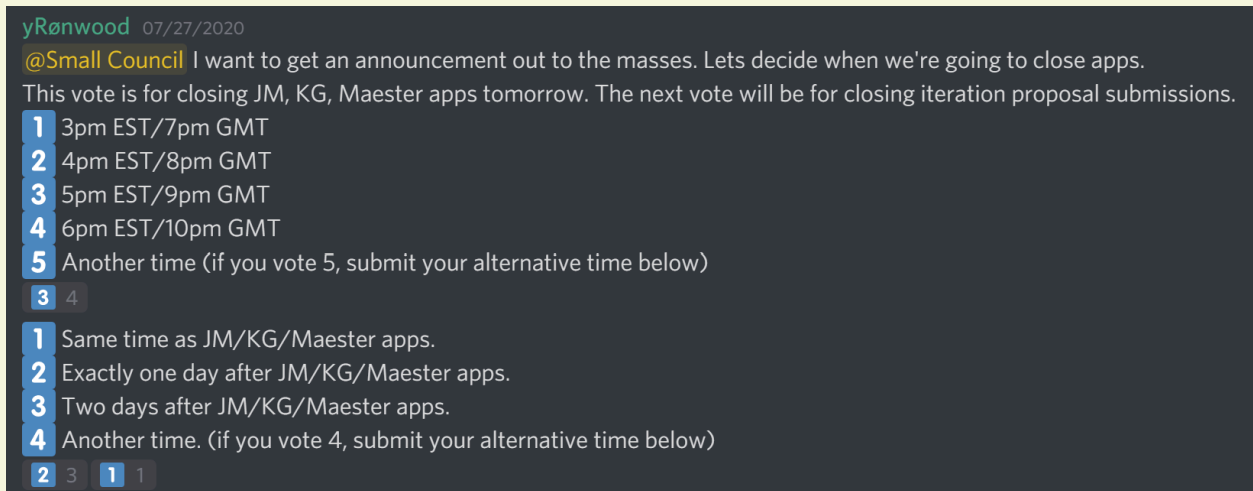
@Small Council

Vote to officially refer to ITRP's 10th iteration as ITRP X

Y 5

ITRP X passes with a 100% vote

June 27th:



yRønwood 07/27/2020

@Small Council I want to get an announcement out to the masses. Lets decide when we're going to close apps. This vote is for closing JM, KG, Maester apps tomorrow. The next vote will be for closing iteration proposal submissions.

1 3pm EST/7pm GMT

2 4pm EST/8pm GMT

3 5pm EST/9pm GMT

4 6pm EST/10pm GMT

5 Another time (if you vote 5, submit your alternative time below)

3 4

1 Same time as JM/KG/Maester apps.

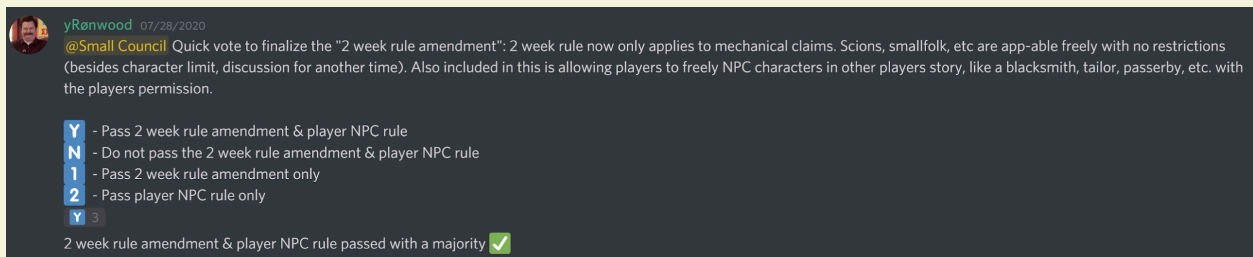
2 Exactly one day after JM/KG/Maester apps.

3 Two days after JM/KG/Maester apps.

4 Another time. (if you vote 4, submit your alternative time below)

2 3 1 1

June 28th:



yRønwood 07/28/2020

@Small Council Quick vote to finalize the "2 week rule amendment": 2 week rule now only applies to mechanical claims. Scions, smallfolk, etc are app-able freely with no restrictions (besides character limit, discussion for another time). Also included in this is allowing players to freely NPC characters in other players story, like a blacksmith, tailor, passerby, etc. with the players permission.

Y - Pass 2 week rule amendment & player NPC rule

N - Do not pass the 2 week rule amendment & player NPC rule


1 - Pass 2 week rule amendment only

2 - Pass player NPC rule only


Y 3

2 week rule amendment & player NPC rule passed with a majority ✓


June 29th:

 **Bryn** 🍏 07/29/2020
@Small Council vote to share the iteration voting document with advisors before their voting round? (edited)
Y 3 N 2
passed!


June 30th:

 **yRønwood** 07/30/2020
@Small Council @Advisor Vote to finalize Black and Red by Gam as our iteration for ITRP X with the stipulation that the game begins without a prologue.
Y - Yes
N - No
Y 6
Passed with a majority ✓


June 31st:

 **yRønwood** 07/31/2020
@Small Council @Advisor Vote to lift the ban on the player Lucion/GoldenhandTheJust/Loosh on the basis that it has been 5 years since their ban and that we are willing to give them another chance.
Y - Lift the ban
N - Keep the ban
Y 6
Passed with a majority ✓


June 31st:

 **yRønwood** 07/31/2020
@Small Council @Advisor Vote to share the ITRP X & You doc with the Masters to get them in on helping us out with lore work.
Y - Share the doc.
N - Don't.
Y 7
Passed with a majority ✓


August 2nd:

 **yRønwood** 08/02/2020
@Small Council @Advisor Vote to replace the current Subterfuge System with the **Passive Intelligence & Active Subterfuge** proposal pinned in #deleted-channel.
Y - Yes, replace the system.
N - No, keep the current system.
I - I don't know, I want to talk about it more/I have more questions before dedicating my vote.


Sorry if I'm seeming pushy with this, I just want to get this system done and out of the way so I can focus on the Econ system & Beyond the Wall lore
Y 4

 **yRønwood** 08/02/2020
Passed with a majority ✓

August 3rd:

 **yRønwood** 08/03/2020
@Small Council @Advisor Vote to begin a server partnership with **Geeks United**, advertisement seen in #deleted-channel will be posted in #partner-servers.
Y - Aye
N - Nay
Y 7
Passed with a majority ✓

August 6th:


 **Elissa** 08/06/2020
@Small Council @Advisor Create a faceclaim channel for people to share and help each other with face claims for the beginning of the iteration?

Y - Yes
N - No

Y 5

Passed with a majority! ✓

August 6th:


 **Magic the Gatherer** 08/06/2020
@Small Council @Advisor Adding the new prestige system we discussed earlier?

Y - Yes
N - No

Y 5


Magic the Gatherer 08/06/2020
Passed with a majority! ✓

August 6th:


 **Magic the Gatherer** 08/06/2020
@Small Council @Advisor (Last one I promise) Confirming Myself, Sark, and Cody as our 3 Mod Preclaims.

Y 4

August 7, 2020

 **Magic the Gatherer** 08/07/2020
Passed with a majority! ✓


August 11th:

 **yRønwood** 08/11/2020
@Small Council @Advisor Vote for future major character pre-claims:

A - Set amount of 2 mod majors at most.
B - 2 mod majors with the possibility of an appeal (appeal process TBD)
C - Vote before each iteration to determine appropriate amount of mod majors.


A 2 **B** 5

Reminder, majority is 4 with 7 of us on the team. If majority is not reached, we can then vote on the top 2 options.


 **yRønwood** 08/11/2020
Majority reached for 2 mod majors with the possibility of an appeal ✓

August 14, 2020


August 14th:

 **Bryn** 🍏 08/14/2020
Going to do an unofficial survey here - please select **Y** to your preferred **House Reservations Date**
---- (edited)
17/08/2020
18/08/2020
Y 1
19/08/2020
Y 6
20/08/2020
21/08/2020
22/08/2020
23/08/2020

August 15, 2020

 **yRønwood** 08/15/2020
August 19, 2020 date set for reservation start 

August 15th:

 **Bryn** 🍏 08/15/2020
Okay, secondary survey then
Assuming we launch without a hitch on 19/08/2020, when would we wish to open for live play?
please select **Y** to your preferred **ITRP X Launch Date** (edited)
22/08/2020
23/08/2020
Y 6
24/08/2020
25/08/2020
26/08/2020
27/08/2020

August 16th:



Bryn 🍏 08/16/2020
@Small Council @Advisor

I'd like to release a schedule of the coming week to the public, with the format as shown in the image below.

Please vote **Y** or **N** whether you would be okay with me announcing a timetable tonight.

regarding the actual dates themselves, we can debate and arrange them in shadowacolytes. A final vote on the schedule will be held before the announcement.



Bryn 🍏 08/16/2020
Passes, announcement will be released tonight at 20:00 BST (british summer time).

August 17th:



Bryn 🍏 08/17/2020
@Small Council @Advisor

Do we want Bolt to have a Royal Bastard?




(doing a formal vote on this due to the magnitude of the decision)




Bryn 🍏 08/17/2020
passes, @King Cody 🏰 feel free to tell him


August 20th:


 **yRønwood** 08/20/2020
@Small Council @Advisor 2 votes below.
 Open a 'Classifieds' channel (6 hour slow mode) where anyone can post an advertisement for relations for their houses and whatnot.
Y - Yes open it.
N - No, don't.
1 - Alternative (explain in #deleted-channel)
Y 5

Allow for stacking of talents (e.g., Fisher x3) to get more than +1 on a roll. Fisher x3 would get a +3 to fishing rolls.
Y - Yes
N - No
1 - Alternative (explain in #deleted-channel)
Y 4


 **yRønwood** 08/20/2020
 Both passed with a majority. ✓

August 21st:

 **yRønwood** 08/21/2020
@Small Council @Advisor Vote to completely shelf any economic proposal for this iteration. Feedback in #itrpx-planning wasn't the best, and I think it may be for the better to just keep going with what we have to open up on time and relatively smoothly.
Y - Yes, shelf it for X.
N - No, make some sort of changes.
1 - Other (explain in #deleted-channel)
Y 5

 **yRønwood** 08/21/2020
 Passed with a majority. ✓


August 22nd:

 **Bryn** 08/22/2020
@here Quick vote on some minor adjustments:

1. Remove spy master point sharing until we can figure out a way where it won't be broken.
2. Allow only 1 (one) agent per location to prevent stacking all three agents in one area and getting 6 infiltration by moon 2 to assassinate the King.
3. Change the rolls for PI to request only instead of rolling every thread. This way players also can interact more actively with the system as well. There will be a limit to threads posted in that moon only, unless the threads comments continue actively into the next moon.

Y 4

August 23rd:

 **yRønwood** 08/23/2020
@here Another quick vote:

1. Change the requirement for PI roll request to a CommonMan PM instead of a ping on the thread.
2. Change the requirement for a Magic spy request (greendream, dragon dream, etc) to a CommonMan PM instead of a ping on the thread.

Y 6


@here And another adjustment, this time to improvements:



1. Remove Counter Intel Network improvement
2. Change Spy Network to provide 2 PI rings in your home kingdom (current bonus does not apply to new system)
3. Change Tavern to provide 1 PI ring in your home kingdom


Y 4

First set of changes passed with majority ✓
 Second set passed with majority ✓


August 23rd:




 **Elissa** 08/23/2020
@Small Council **@Advisor** Quick vote!
 Change Old Age Limit to 70?



 4  1

Passed with majority 



August 24th:

 **yRønwood** 08/24/2020
@Small Council **@Advisor** Change the construction counter to begin the moon you submit the order. Currently it starts the moon *after* you submit the order. This will make it so that if you submit a 3 moon long project in Moon 1, the end of moon 1 counts as 1, end of moon 2 counts as 2, end of moon 3 is when it finishes. Previously, it would have been submitted in moon 1, end of moon 2 is 1, end of moon 3 is 2, end of moon 4 is 3.


 - yes pass
 - no dont (edited)
 5




 **yRønwood** 08/24/2020
 Passed with majority 

August 25th:

 **Bryn**  08/25/2020
@here

Can Dusty gift the prince a glass candle as discussed?

 5

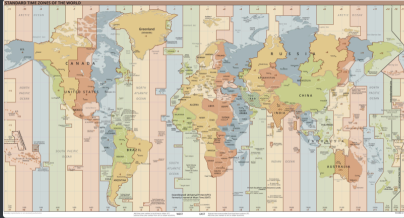
 **yRønwood** 08/25/2020
@Bryn  Passed w/ majority 

August 27th:

Bryn 08/27/2020
 @here - Vote to establish Timezone roles, which users can gain through reacting to a special message from Mee6. This will allow for easier co-ordination of threads and replies.

These should range from GMT +12 through to GMT -12 to ensure global coverage.

Y 5



August 28th:

the new guy 08/28/2020
 @Small Council @King Cody 🏰 Vote to implement on the Claims Sheet the Iron Bank's lore-established debts as follows: 60k owed from the Iron Throne to the Iron Bank and 30k from the Sealord of Braavos to the Iron Bank.

Y 6

Passed with a majority ✓

August 29th:

yRønwood 08/29/2020
 @here Vote to set initial sellsword starting size roll at 2d200+100 for a minimum of 102 sellwords and a maximum of 500 sellwords

Y 5

@here Vote to finalize prizes for melee & joust & archery:

1st place: 15,000 gold
 2nd place: 10,000 gold

Consolation to those missed in the melee: 5,000 gold each

Y 6

August 29th:

yRønwood 08/29/2020
 @here Vote to change the Monstrous bonus from +2 to +5 when using Two-Handed/Blunt weapons, and an additional +5 when using Armored instead of +2.

Y 5

August 30th:

yRønwood 08/30/2020
 @Small Council @Advisor Adding 2 resources


Slaves: 1500 gold per moon, +1 construction slot, -1 to construction time (no less than 2 moons unless rushed, then no less than 1 moon)

Elephants: +3 to land battle/siege section of your choice. Only applies to one section. *Can* add to gifts/skills.


Y - Yes, add
 N - No, do not
 1 - Yes, but with changes (if so, please explain in #deleted-channel)

Y 5

August 30th:


 **King Cody** 👑 08/30/2020
 @Small Council @the new guy
 Brought it up a few times but do we want to add the Whitewalls egg (red and black) to the eggs available bringing us up to 4 dragon eggs
 Y 5

August 31st:


 **yRenwood** 08/31/2020
 @Small Council @Advisor
 Proposal to revert mercenary mechanics back to the 8.0 mechanics. Lemon has confessed to me that, admittedly, the 9.0 mercenary mechanics are not very well thought through and are more trouble than they're worth and I wholly agree after a relatively thorough review.


Pretty much, the only change will be removing expenses from PC mercenary companies. You can review the 8.0 claim sheet to see what it would look like. The only reason merc companies would gain expenses is if they begin building improvements or hire other merc companies. I think this is a good change, and will benefit us all in the long run (especially the core story of ITRP X, not forcing Blackfyre into a timer).

Y - Yes, revert.
 N - No, do not.
 I - Alternative proposal.
 Y 5 M 1

 **yRenwood** 08/31/2020
 All of the above proposals, dating back to the 29th, have passed at least with a majority ✓

September 2nd:

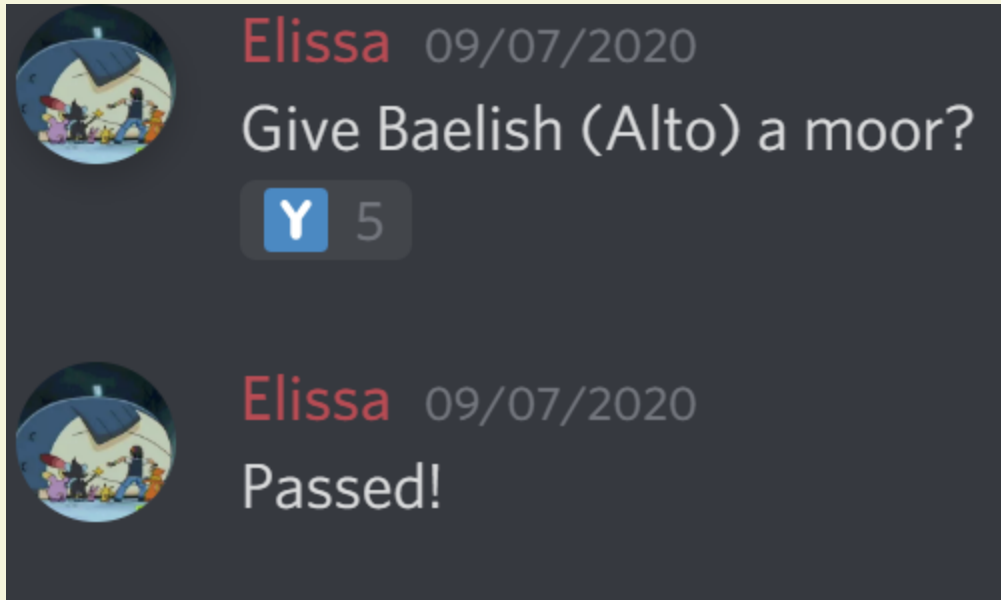
 **King Cody** 👑 09/02/2020
 @Small Council @the new guy
 Y/N Alting in other free cities in order to play on their behalf ie a soldier of Pentos (just need a quick response so I don't leave modhelp hanging)
 N 5

 **King Cody** 👑 09/02/2020
 ✓

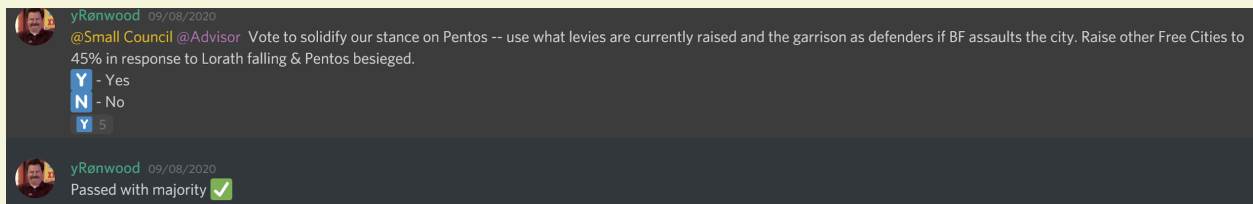
September 2th:

 **King Cody** 👑 09/04/2020
 @Small Council @the new guy
 Y/N Kingsguard may alt in the crownlands if they wish
 Y 5
 Passed with maj ✓

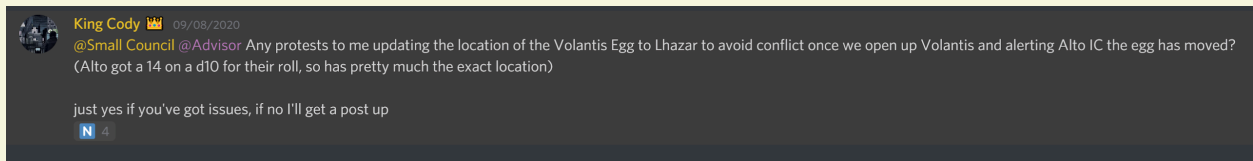
September 7th:



September 8th:



September 8th:



September 9th:

yRønwood 09/09/2020
@Small Council @Advisor Vote to walk back the sellsail roll we did previously. The following is listed on the Part 2 of the character creation process, seems we forgot about it.
 Companies may begin as either "sellswords" which begin with 2d200+100 soldiers or "sellsails" that begin with d100+100 men and 2d6 ships. Note these terms are not descriptive of your particular group, they're simply used to denote the difference between the two types of group.
 Should this vote pass, we shall re-roll that sellsail group and provide them with d100+100 men and 2d6 ships.

Y - Pass
N - Nay
Y 4

yRønwood 09/09/2020
 Passed with majority ✓

@here Quick vote to change the Improvements in the Econ system to be built by anyone if they have the money, essentially removing the "attached to a keep" requirement. Gives players more freedom to interact with the econ system if they are not a lord.
<https://cdn.discordapp.com/attachments/735137786839171185/753258506122952741/Ron.JPG>

Y - Pass
N - Nay

Improvements

Also referred to as "buildings." Unlike Holdings or Resources, Improvements are always attached to a keep (unless the Improvement is the keep itself), and can only be attacked once the keep itself has fallen. Improvements can also be razed, which downgrades the Improvement by one level if successful.

Y 5

September 9th:

yRønwood 09/09/2020
@here Addendum to the above vote: Separate Improvements and Buildings. Improvements can only be built by those with a Keep and Buildings can be built by anyone.

The following will be considered an **improvement**:
 Holdfast, Keep, Castle, Stronghold, Fortress, Moor, Docks, Shipyard, Port, Watchtower, Armory, Library, Dragonpit, Tourney Grounds, Torture Chambers, Engineers' Guild, Siege Tunnels, Training Grounds.

The following will be considered a **building**:
 Holy Site, Landmark, Market, Fairground, Great Plaza, Forge, Stables, Workshop, Lumber Mill, Quarry, Menagerie, Barbers' Guild, Winery, Couriers' Guild, Tailors' Guild, Spy Network, Outpost, Kennels, Bounty Hunters' Guild, Tavern.

The above listed improvements provide some sort of bonus that really only can apply to a House/Keep claim whereas the listed buildings provide a bonus that pretty much anyone can utilize.

Y - Pass
N - Nay
1 - Pass, but with adjustments (list adjustments in #deleted-channel)
Y 4

Passed with a majority ✓

September 9th:

yRønwood 09/09/2020
@Small Council @Advisor Vote to open apps for High Septon, closing 12 noon EST on Friday
<https://discordapp.com/channels/273992240274210818/735137786839171185/753306447030517880>

Y 5

Passed with a majority ✓

September 10th:


Bryn 09/10/2020
@Small Council - I think our choices for JM and KG are pretty much locked at this point - do we want to close applications tonight? This would be at 19:00 UTC (so 3 hours and 17 minutes from now). (edited)

Y 5


majority

I'll post in announcements now (no ping)

September 11th:


 **the new guy** 09/11/2020
 Post the message (https://docs.google.com/document/d/1jiB-NqK-edn6_Friv_U5aTGZbRHLbxehwkRPJlNaiRw/edit) addressing the anonymous post on the community sub.
 Y 8
 @Small Council @Advisor
 Passed with a majority ✓


September 13th:

 **King Lemon** 09/13/2020
 @Small Council @Advisor
 I've decided to put forwards a vote. I otherwise think we're more or less likely to endlessly roam in circles in the same conversation, and to come to a more definitive conclusion on this matter is for the best. Enough time has been wasted already. So, moving forwards:


- 1 - In this case, remove capitulation rolls completely. This calls for denying them in regards to Pentos and all future attempts.
- 2 - Permit capitulation rolls for Pentos, though moving forwards there are to be no more capitulation rolls. It is mentioned as such in the announcement channel and ended then and there.
- 3 - Keep capitulation rolls entirely, allow them to be request against NPC claims.
- A - Abstain from the vote. (edited)

2 6 A 2 1 2

 **the new guy** 09/13/2020
 Recusing myself from the vote.

 **King Lemon** 09/13/2020
 Pentos second option majority.


September 13th:

 **Sarkozey | Martell** 09/13/2020
 @Small Council @Advisor The method of Pentos surrender rolls.


- 1 - v1, modified Lorath favorability and surrender rolls with the target of 65 for the final roll, the deciding d10 uncapped
 The proof of concept; <https://discordapp.com/channels/273992240274210818/736229632164102239/754708608087752726>
- 2 - v2, modified Lorath favorability and surrender rolls with the target of 60 for the final roll, the deciding d10 capped to 10.
 The proof of concept;
<https://discordapp.com/channels/273992240274210818/736229632164102239/754712410757005373>
- 3 - v3 modified Lorath favorability with normal persuasion rolls.
 The proof of concept;
<https://discordapp.com/channels/273992240274210818/736229632164102239/754718484134625320>

((Another vote for the purpose of tweaking .Such as target adjustment for the decided method is possible after this vote if an objection is raised.))

2 6 A 1

 **Flo Ewok | Kingmaker&Hand&Arryn** 09/13/2020
 Version 2 passed with a majority ✓


September 13th:

 **yRenwood** 09/13/2020
 @here Vote to allow Plumm to become mechanical? That entails removing 500 troops from House Payne and giving them to Plumm. 6 holdings to start, Holdfast and one resource (this resource can be decided in discussion in #deleted-channel).

Y - Allow
 N - Nay
 Y 9

Passed with majority ✓


September 15th:

 **Locke** 09/15/2020
Remove City Restriction on Recruitment


- 1 - Remove restriction, you can now recruit anywhere and everywhere.
- 2 - Remove restriction, you can now recruit anywhere and everywhere. But the amount you can recruit is reduced when outside a city.
- 3 - Uphold current restrictions. Cities only.
- 4 - Something else?

1 6 2 2


September 22nd:

 **King Cody** 👑 09/22/2020
 @Mod Team are we all in agreement on doing a patch for Qohor

Y 8


 **Lake** 09/22/2020
 Majority in favor

September 26th:


 **Mudd** 09/26/2020
 @Small Council We're at 9 8 Maester apps, most of which are really solid. Do we want to close Maester Apps tonight (one day early) to give us more time to do voting and narrow down our field? Y or N

Y 5

Also just a reminder, Majority now is 4

 **Flo Ewok | Kingmaker&Hand&Arryn** 09/26/2020
 Majority reached ✓

October 1st:

 **Mudd** 10/01/2020
 @Small Council Just want to formalize two things we discussed to today

Introducing a small retcon into the Riverlands which include murdered Tully guards at the hands of the...Fiery Hands....pun unintended. This will include a CM post on the matter to inform all of the Riverlands of the change. Tka has consented to the change (playing House Frey) and I believe Arthur/Butters (Tully) has as well


Y 5

Final ruling on "Contingency" for Freed and Cam. Our current line of thinking seems to be that now that Cam has mechanical control over the Master of Whisperers spy rings he had tell them to stop leading the Master of Coin to their location without the need for a PI attempt to learn of these events

Y 5

Majority on both

October 1st:

 **Mudd** 10/01/2020
 Also

@Small Council Deep Den getting Natural Defenses? It doesn't really have much stated on the matter on AWOIAF. It lies directly on the path of Goldroad, so it's basically the gateway to the Westerlands from the south. Rivers argues it's similar to the Golden Tooth, but the Golden Tooth is explicitly noted for being strongly defended in the books

N 5

Majority for no, I'll go break the bad news

October 12th:



Locke 10/12/2020

@Small Council Vote on whether Greyjoy catches the Hightower fleet in transit.

We've been discussing it for so long and not reaching a conclusion so lets get some finality to it.

1 for Greyjoy catches them, 2 for they went the other way round.

1 5

October 28th:



Flo Ewok | Kingmaker&Hand&Arryn 10/28/2020

@Small Council

Boarding Rolls-Sunspear Battle

For context please look at the convo in #shadowgovernment

- 1** - Use the proposed Boarding mechanics in the Sunspear Battle
- 2** - Don't use the Boarding mechanics yet, and refine them for all future battles
- 3** - No further Boarding mechanics.

1 4

November 1st:




King Lemon 11/01/2020

@Small Council - In recent times, we've become a bit busier than need be. It's resulted in some queue build up that can best be avoided and bringing in new people is a benefit for the inevitable resignation from some of us. So, I'll put forwards a vote for new Advisors / Juniors and prepare a form in the event it is a majority for that can be posted beside the turn change announcement. Figured by 05/11 is a fine enough due date should it be launched today (01/11).

- Y** - Yes, more Advisors / Juniors.
- N** - No, no Advisors / Juniors.
- A** - Abstain.

Y 5 **N** 1

November 8th:

 **Locke** 11/08/2020
@Small Council

Ping to vote on the bonus an army should receive for attacking another army as they disembark from ships.


Comparable situations are defending a Ford and defending a bridge, which are a +5 & +4 respectively.

I propose a +4, as whilst the terrain is akin to a Ford they are attacking rather than defending the position.

Y / Suggest something else

Y 7 **A** 2

November 10th:

 **nyct** 11/10/2020
@Small Council @Advisor

I'll drop this in here since it's official: vote to implement a Google Sheet for Disciplinary Action, to be used in tandem with the actual channel, for ease-of-use when it comes to the standardized system. Link in in [#shadowacolytes](#).

Y for yes, do this

N for no, just keep it to the channel

Subsequently:


B for share the doc with the Kingsguard so they can help update and maintain it

C for keep the doc among the small council / advisors and just update it as we go

Y 11 **B** 10

oh and just to note, majority is six with the advisors

November 13th:

 **nyct** Yesterday at 10:39 PM
@Small Council @Advisor

Vote to establish public CM and EM channels where players can drop their own roll requests?

Y for yeah, do this

N for no, don't do this, lets find another option

A for abstain (edited)

Y 8

majority

Conclusion

As always feel free to ask us in #modhelp or via modmail if you have any questions about any of the votes.