

Ischia - the Island

Basic land description: Off the northeastern coast of Beqanna is a large island surrounded by a handful of smaller islands. All are covered with dense tropical greenery and bordered with beautiful white sand beaches. There are a few freshwater springs on the big island, but no wildlife aside from the native parrots. Each night, bioluminescent phytoplankton wash ashore and light up the sand with their eerie blue glow.

I've also found this picture that I was planning on using for the board html:

http://allpicts.in/download/7800/2016/03/4K_Wallpapers_with_Jungle_and_River_Pictures_Free_to_Download_3840x2160-1920x1080.jpg/

AND the whole "bioluminescent phytoplankton" thing would look like this:

<http://blog.kolipediving.com/wp-content/uploads/2014/05/01349158.jpg>

Any ideas on a more detailed description?

Maybe add in how outsiders would find/reach island. I think Tins said in low tide a sandbar might connect the continent?

That's a good idea! Like maybe they'd have to swim a short distance, and then they'd hit the sandbar where they could walk or whatever the rest of the way?

This is an amazing idea

In terms of ranks, it currently goes

Ea →

Ashley / Phaedrus / Tiphon →

Others? (for now) ← maybe (acknowledged) immediate family/mates to all leaders? Less of a rank and more like recognition?

Do we WANT ranks? Do we WANT to split things up peace/war/spies or maybe new sections like "membership" (working on new ideas to cultivate new members, teaching members how to recruit, idk) "foreign relations" (knowing what's going on with other lands, dealing with alliances, etc) or whatever else y'all can think of! If we want to shape this land more like a herd and less like a kingdom, I'm down. If we want to go full on kingdom, I'm down. Feel free to add onto this google doc (I, Leah/Ea, will be this pretty color) or respond to this post IC.

(Toli/Wallace)

(Tiny/Phaedrus)

(this is patrick-aka Call although my ramblings are meaningless really as i have no ponies here but ye shall have my nonsense if you want it)

(Sam/does not actually have an Ischia pony, just being nosy/helpful/bored)

I don't know anything about running a kingdom/herd or what ppl find the most fun for them. So I figure maybe just keeping ranks simple? Leaders and "honored" family members or something.. Sometimes ppl need something to strive for though, so idk.

I think that ranks and that sort of stuff would prove helpful, maybe allowing for people to earn leadership positions, so its not just a random thing? I personally like the idea of peace (foreign relations)/warriors/(maybe something like the membership/spy mix?) idk just a bit of thoughts, I'll have to think it over and get back to you a little later.

-maybe break up the castes into more detailed positions. Spies, warriors, thieves, foreign relations, sentries, etc. idk. Depends on if yall are looking to break away from the same old same old. And truthfully would only need so many bodies in certain areas, like say thieves mainly focused on doing and blocking steals how many would need to be assigned to that 2-3? Maybe could put points towards holding positions within the sections since a lot of people will have a bunch of points to do nothing with. Like you could purchase the position for your charrie, or something since people will poof and someone else could buy in a spot and bump the inactive charrie out. 10 pts a position?

I think it would be pretty neat to see things done a little differently, you know? I like the membership/foreign relations/etc idea, maybe a guard for border patrol, interacting with visitors, that sort of thing? Idk, this just seems like a really good opportunity to be trying a whole new structure. That said, if you guys want to go traditional kingdom style, that's cool too. I've got no horse in this race. Or land, rather. Not that I'm opposed to it, island = badass. I just don't have one at the moment. XD

Yeah, with the new version comes the freedom to do something completely new with the territories. However, I really didn't understand the last version's structure to begin with aside from the king/queen part (duh). So, i definitely can't help with making it different. :P

I, personally, have never had an interest in the politics side of the site. I'm just here to play out some chars and let them build relationships, live life yada yada ;D so, again, i dont understand what people find as their "goals" when rping? I mean, do yall like to try to rise in the ranks? Or is it holding a title that matters to you? (or both i guess) what is everyone's "end game" really when they breed a new char?

Also, to have a spy caste, is to not have a spy caste, right? O.o

I love those ideas, Sam and Call!!!! <3 Sorry I haven't been able to focus on anything the last week :) tomorrow things SHOULD settle in. I'll be writing up posts between classes, and then later tomorrow night I should be able to post them. Right now I'm just wayyy to tired.

I definitely like the idea of having 'different' castes from the traditional war/peace. And, like Toli, most of my characters didn't really like to work to rise in the ranks so I totally get that aspect of it. We could definitely do ranks and then have a residents/herd side that just wanna live on the island and hang out. So maybe the board will be something like this?

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And maybe, instead of ranks within each section, they can just earn more responsibilities? So for like foreign relations, the lowest 'ranked' isn't allowed to speak to a different land's leader, but they can shadow a more experienced person. I'm not sure what all the steps would be for each section but yeah. Maybe when Ea/the Wisemen want to give out a promotion or more responsibilities, we can have a vote on it?

ALSO maybe we can use the whole different language thing for each of the sections? Being in the membership caste sounds kinda lame.

Whats the different language thing? Like, amazons was "khaleesi" or whatever for the queen? Maybe some that would still be obviously what they are? Ish? Oh nice, true

Yeah exactly, a bunch of kingdoms have used other languages for their ranks and generally I like keeping them english, but unless y'all can come up with better terms then I think a different language would sound nicer. Yeah definitely, plus I can do a hover over the words saying what they are. Sorry I was on the phone and couldn't think and type at the same time lmao

I like that newbie-side of the ranks you just said. Sort of like, a squire or in-training person has to shadow the more experienced to learn the ins and outs of it before they're able to take on the duties? That definitely sounds like it == more posting, which we loovess :P

Is there a difference between membership and resident? So residents would just be like people who wanna hang out. And the 'membership' caste is like, for people who want to just recruit new members and kind of cultivate the members within the land. Can come up with new ideas on how to attract new members.

Should residents just be allowed to recruit? oic

Yeah I think residents can do whatever they want, they're just choosing not to be a part of a caste officially. And then aren't gaining any responsibilities or whatever.

TITLE IDEAS

"Queen/king": idol, icon, sovereign, magnate, magis, Source, origin, primary, Key

"Wisemen": scholars, enlightened

FR ideas: orator, lehyzon?(some kinda funny spelling for liaison?)

Spy ideas: Nito (incog), Perdu (hidden/secret)

Guards:

Members:

Residents:

The heart (king/queen), the mind(wisemen), the voice(mouth?), the shields(guards), the daggers(spies), the..members Ohh I like this idea!! I couldnt think of others but it sounded cute to play around with! Maybe even able to use cute icons to represent them if you wanted :P

I sort of wish we could have generation-type kingdom lineage with arranged marriages and junk. Sooo many possible love stories/tragedies in those xD

DUDE. YES. I don't know if anyone is still looking at this, but arranged couples would be interesting xD

I KNOW RIGHT?? I want them so bad xD

Tiny-So because I'm lazy and dont change color, just saw this I freakin love that idea!!!!