Title: Master Fantasy Worldbuilding: Culture, Conflict, and the Pillars of Power Interest/Topic: Create a fantasy world Content: The People of the Iceberg: Developing Societies and Internal Conflict Materials Needed Map created in the previous lesson (Geography and Settlements). Notes/summary of the previous lesson's Founding Conflict and Magic Rules. Index cards or sticky notes (one color for each society/race). Pens, pencils. Worksheet or digital document for structured note-taking. Introduction (15 Minutes) Review: Building on the Foundation In the last session, we laid the bedrock: a detailed map, a deep history (the Founding Conflict), and clear rules (the Limitation). Quick Check: Pull out your map. Look at City A (the river city) and City B (the mountain city). Q: Based on its location, what kind of resource is City A most likely built around? (Answer connects to Lesson 1: Water/trade/fertile land.) Q: How does the Geography from Lesson 1 restrict or influence the lives of the people who live there? (This reinforces the structure of learning.) Hook: Geography vs. Culture Geography sets the stage, but culture defines the play. People adapt to their environment. A society living on a resource-rich coast will develop differently than one struggling for survival in a hostile desert. Today, we turn our abstract landmasses into living, breathing societies—and inevitably, these societies will clash. Learning Objectives Building on your foundational geography and lore, you will be able to: Analyze how environmental factors (geography/climate) dictate societal structure and economic focus. Define the three core pillars of a society: Culture (Beliefs), Governance (Power), and Economics (Resources). Develop two distinct, contrasting societies within your world, complete with unique strengths and weaknesses. Create a logical, driving conflict between these two societies that leverages the 90% hidden lore (Iceberg Principle). Success Criteria You know you were successful if you can clearly explain: The primary resource of Society 1 and how it determines their government type. One unique cultural tradition for Society 2 that is a direct response to a harsh environment (from your map). The source of the conflict between the two societies, and how that conflict is influenced by the Founding Conflict or the Secret Rule established in Lesson 1. Phase 1: I Do â€" Modeling the Cultural Ecosystem (15 Minutes) Concept: Societies as Responses A society is the collective answer to the question: "How do we survive here?" Example Modeling: The Desert Tribe vs. The Coastal Federation We will use the rules we set last time (Lesson 1: Magic is limited—it requires intense, ritualized focus and crystal dust). Society A: The Shifting Sands Nomads (Location: Desert on your map). Response to Geography: They are constantly moving, so they cannot build complex cities. Economics: They rely on trading rare desert spices and domesticated herd animals. Culture/Governance: They must be agile and strong. Governance is tribal/democratic, led by the strongest elders (physical strength is respected). *Connection to Lesson 1:* Their rituals for focused magic use (which requires concentration) are often performed alone during the quiet desert night, reinforcing their solitary lifestyle. Society B: The Sunken City Builders (Location: Coastal region). Response to Geography: They live near the ocean/river, focusing on stability and wealth. Economics: Trade, fishing, and deep-sea mining of the crystal dust needed for magic. Culture/Governance: Highly structured, hierarchical bureaucracy (monarchy/oligarchy). Stability and order are valued above all else. *Connection to Lesson 1:* They hoard the crystal dust, making magic rare and controlled by the ruling elite—a direct link to the magic limitation rule. Instruction: Notice how geography determines their resources, which determines their culture, which determines their government. Phase 2: We Do â€" Defining Two Societies (40 Minutes) Activity: The Pillars of Power Select two distinct geographical areas from the map you created in Lesson 1. Use sticky notes/index cards (one color per society) to define their core pillars. Task A: Society 1 (The Dominant Power/Highland Group) Name & Location (e.g., The Ironbound Kingdom, situated in the mountains). Economics: What is their primary resource? (E.g., Mining rare metals, controlling a chokepoint river.) Governance: What is their structure? (E.g., Monarchy, Dictatorship, Republic.) Why did this government form? (Hint: It protects their resource.) Culture: List one unique law or tradition. (E.g., All children must serve three years in the mines before they can marry.) Task B: Society 2 (The Challenger/Oppressed Group/Coastal or Forest Group) Name & Location (e.g., The Free Coast Tribes, situated on the remote coastline). Economics: What do they lack? What do they trade? (E.g., They rely on subsistence farming and must secretly trade with outsiders for metal.) Governance: What is their structure? (E.g., Decentralized, Anarchy, Tribal Council.) Why is it different from Society 1? Culture: List one unique belief

or skill. (E.g., They are excellent sailors and believe the sea gods reward silence.) Formative Assessment Check Review the contrast: Are Society 1 and Society 2 truly different? If they share the same resource, culture, or government, they aren't distinct enough. Push for extreme contrasts (e.g., Lawful Monarchy vs. Chaotic Anarchy; Wealthy Traders vs. Resource-Poor Warriors). Phase 3: You Do â€" Engineering Internal Conflict (50 Minutes) Activity: The Spark of War The most engaging fantasy plots happen when believable societies clash. The conflict must stem logically from the geography and the hidden lore (Lesson 1's Iceberg Principle). Task 1: The Core Dispute What is the specific, tangible thing Society 1 wants from Society 2, or vice versa? (Prompt Examples: Water rights, control of a specific magical artifact, liberation of an oppressed class, or revenge for the Founding Conflict.) Define the Dispute: Write a single sentence stating the conflict (e.g., "The Ironbound Kingdom needs the Free Coast Tribesâ€™ sailing expertise to reach the sacred island, but the Tribes refuse to serve the monarchy.") Task 2: The Iceberg Conflict Integration Now, connect this immediate dispute to the deep history you created in Lesson 1 (The Founding Conflict or The Secret). This makes the conflict feel ancient and significant. Prompt Questions: How does the current king of Society 1 unknowingly repeat the mistakes of the Founding Conflict? Does Society 2 know the Secret (from Lesson 1) and are they fighting to reveal it? Example Connection: The Ironbound King is demanding the sailors' help. Unbeknownst to him, the sacred island holds the key to the global magical limitation (the Rule from Lesson 1), and if he reaches it, magic will be unleashed chaotically, starting the Founding Conflict all over again. Outcome: Write a 2-3 sentence paragraph explaining how the conflict is secretly tied to the world's deepest history. Conclusion (15 Minutes) Recap and Reflection We have now moved from static land (Geography) to dynamic interaction (Culture and Conflict). We defined societies by their resources and built a conflict that is not random, but deeply rooted in the foundational history and rules of your world. Bridge Language: Now that we know *where* and *why* your people live there, the next logical step will be to give life to individual stories: defining the roles and psychology of the people who fight this conflict. Summative Assessment: The Conflict Briefing Present your two societies and their conflict, ensuring you hit the success criteria. Name Society 1 and its governing structure, relating it back to a geographical feature on your map. Name Society 2 and explain its economic struggle or advantage. Articulate the current dispute. Crucially, reveal the deeper, Iceberg connection (Task 2) that makes this conflict dangerous and meaningful, linking it back to Lesson 1's lore. Differentiation and Adaptability Scaffolding (For learners needing more structure) Pre-defined Systems: Provide a list of simple government structures (Monarchy, Theocracy, Democracy) and economic types (Agrarian, Trade, Mining) to choose from, rather than creating them entirely free-form. Visual Aid: Use the different colored index cards/sticky notes to visually map the connections between Resource, Government, and Conflict. Extension (For advanced learners or longer engagement) The Third Power: Introduce a third, neutral society or race that benefits from the conflict between Society 1 and Society 2 (e.g., a merchant guild, a mercenary group, or a religious order). Define their role and strategy for maintaining tension. Psychological Detail: Create two "Everyman" characters (one from each society) and write a short dialogue snippet that clearly showcases how their different cultures influence their viewpoint on the conflict. Economics Deep Dive: Define the currency system for one society and explain why that specific item (e.g., rare shells, obsidian fragments, dried grain) holds value in their culture.