Assembly Procedures

The Wind and Water Assembly convenes at a rotating neutral site within the Central Twilight Zone, typically near Lake Auran. Sessions last two to three weeks, with delegations arriving in waves as travel times permit. Major city-states hold permanent seats with full voting rights, while smaller settlements send rotating representatives who may speak but vote only on matters directly affecting their regions.

Decisions follow a tiered system. Routine matters—trade route maintenance, caravan schedules, minor resource adjustments—require simple majority votes among permanent members. Significant policy changes—water redistribution mandates, military mobilization, infrastructure projects—demand a two-thirds majority and input from regional coalitions. Constitutional-level decisions, such as admitting new settlements to the Accord or altering the fundamental structure of governance, require near-unanimous consent and are exceedingly rare.

Wayseers serve as neutral arbiters, their psychic abilities employed to detect deception or assess emotional sincerity during contentious debates. While they cannot compel votes, their judgments carry immense weight. A Wayseer's declaration that a delegate is acting in bad faith can derail negotiations or trigger investigations into corruption.

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