

Minor update to Hearthside's political system

Minor update to Hearthside's political system: the werenoot is the only house that can propose legislation, but all legislation must be approved by the wifemoot. Further, the two houses aren't considered higher or lower, just as the US house and senate aren't generally considered as such (at least I never do).

This arrangement was set up to reflect the primordial role of shaman as advisors to the sheriffs. And yes I'm aware that the pious dissolutionists happily living under an ecclesiocracy is a circle I have to square. For now the explanation is that Hearthside was set up as the Bright Way acknowledging their hitherto tacit control of the government, saying the quiet part out loud, and simply being open and honest about it went a long way to making it work, since now the clergy were actually accountable.

Hearthside was intended to be an exercise in ecclesiastical utopianism, and while hardly a utopia, it functions as well as a government can be expected to.

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