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1 Imperial Constitution

1.1 Overview

The Constitution was produced at the dawn of the Empire, by the **First Empress** and her supporters. It is a set of axioms which dictate how the Empire can be governed and the rights of the nations of the Empire and their citizens. Although it is possible to change the Constitution, it is intentionally difficult to do so and impossible until The Throne is occupied. Even then, the NPCs of the **Constitutional Court** must ratify any changes to the constitution or to the way it is interpreted.

1.2 Purpose

The point of the Constitution is to ensure that Empire remains an enjoyable game to play. Senators have wide ranging powers to change the laws of the Empire, but the Constitution exists to reduce the chance that they use these powers to make the game less enjoyable. It inhibits players from reducing the complexity of the political system and tries to prevent them using undue power in the Senate to punitively victimize disenfranchised groups. Ultimately the Constitution limits the powers of players in the interest of keeping the game fun. Any attempt to change the constitution which we believe will adversely affect the enjoyment of the game will not be ratified by the **Constitutional Court**.

1.3 The Imperial Constitution

In concord with the representatives of our great nations, we declare the founding of our Empire⁽²⁴⁾. Let us be joined together by common destiny; to build a great Empire; to serve and protect its people; to let them prosper and achieve greatness and spread across the face of Creation together in unity.

Let this constitution set out the strong principles upon which our Empire will be founded; to serve as the solid base upon which we will build our glorious undertaking; and to mandate the responsibilities and duties of our people, our nations and our Imperial future.

By signing these accords of Empire we⁽¹⁾ agree to be joined in a single union to be governed in accordance with the principles of this constitution.

We shall be united in law and policy, but free to maintain the traditions that have made each of us strong. The nations of our Empire will be embodied by the spirit of an egregore, created to preserve its essential character. Our Empire will recognize as citizens those whose oath to accept the culture of a nation; to honour the virtues of the Way, and to support the laws of the Empire⁽²⁾, is accepted by those egregore.

To these citizens we will guarantee dignity⁽³⁾, freedom⁽⁴⁾, and prosperity⁽⁵⁾. Each citizen that owns land or property will tithe annually wealth equal to a single crown⁽⁶⁾ to be used in service of the Empire that protects them. Citizens shall not hold more than one high office at a time and must exercise their powers in person⁽⁷⁾; those whose virtue causes them to be offered numerous Imperial titles must choose between them. In this way no citizen shall accumulate so much responsibility that they consider themselves better than their fellows.

The Throne shall lead the Empire and represent her in all things. It shall be a beacon to her people and a terror to her enemies. Whenever the Throne sits in the great councils laid out in this constitution, then their voice shall carry the greatest weight⁽⁸⁾.

The Civil Service shall serve The Throne and the people, and be bound in oaths of loyalty to the Empire⁽⁹⁾. They will be civil in their dealings and treat each citizen by their virtues, without prejudice or favour regardless of wealth, nationality or title. They will choose amongst them those who will serve as magistrates, to ensure the law is a friend to no-one but instead the servant and the master of all.

The Senate shall ensure the good governance of the Empire. The Senate will assume responsibility for relations with other nations, for the creation of just laws and for the allocation of Imperial taxes as the Senate sees fit, by majority vote. The confirmation of the Empress's⁽¹⁰⁾ right to occupy the Throne requires the approval of the greater majority of senators⁽¹¹⁾. Matters of similar weight⁽¹²⁾ require similar consideration and the approval of the Throne and must be ratified by the magistrates to ensure that this constitution is protected⁽¹³⁾.

Each territory of the Empire⁽¹⁴⁾ will elect a single senator to participate in the Senate, according to the traditions of the nation that claims it. Territorial nationality shall be decided by vote of the existing Senate, where it is legitimately disputed⁽¹⁵⁾.

The Military Council shall ensure the rigorous defence of the Empire. Each nation in the Empire will raise armies as directed by the Senate. The Senate will appoint a general for each army, but only where the will of the nation in this matter is not clear⁽¹⁶⁾. The Military Council will execute the strategy of war without interference from the Senate. If the Throne finds complaint with the worst of their number then she may carry the burden of their office until an acceptable replacement may be found.

The Civil Service will ensure that those who soldier to defend our Empire will be equipped and provisioned to meet this challenge. Citizens who render

two year's service to the Military Council will receive 50 acres of land or equivalent wealth or property if land is not to be had.

The Synod shall ensure the virtuous behaviour of the Empire. The Synod will remove from Imperial office those whose behaviour is deemed unvirtuous whether they sit upon the Throne; serve the people in the Senate or on the Military Council or in the Civil Service; or serve within the councils of the Synod itself.⁽¹⁷⁾ The Synod will ensure the behaviour of individual citizens does not debase the Empire.

Those who stand in the Synod shall express the views of their congregation. The Synod will establish assemblies that each may know their virtue and select the most virtuous amongst them to lead. Voting in the Synod will be performed by such assemblies as are rightfully able to weigh the virtue of an action or individual, in accord with their nationality and authority. The civil service will render to these priests such liao as is needed to minister to their congregation. The Throne and those amongst them with the greatest virtue will be given True Liao to distribute as they see fit, excepting one dose which shall be rendered to whichever citizen has demonstrated the greatest prosperity, in service of the Synod.

The Conclave⁽¹⁸⁾ shall ensure the fit and proper use of magic in the service of the Empire. They will identify those arcane practitioners whose arts work against the Empire, so that they may be condemned. The Conclave will accord a voice to those citizens who demonstrate command of magic and demonstrate the necessary commitment to the authority of the Conclave. The Conclave will appoint leaders who will assist in the allocation of such resources as are needed to further its aims; it shall be guided by fraternities of magicians under the general aegis of the Senate, and without interference from the Synod⁽¹⁹⁾.

The Bourse⁽²⁰⁾ shall control access to those resources that are essential to the prosperity of any great empire. Appointment to the Bourse shall be established by auction and shall be free of all interference of the Senate, or from the Synod⁽²¹⁾. Such resources as are already controlled by the Imperial nations shall remain in the careful custody of those Nations; those that are discovered or conquered after the founding of the Empire may be eligible to any Imperial citizens. The funds raised by the Bourse through distribution of its estates will remit what profit they can support to the Senate⁽²²⁾.

No coin may be accepted that has not been produced in the Mint⁽²³⁾ and which does not bear the rightful stamp of The Throne.

By these principles, councils, and virtues we agree to be governed in perpetuity; not as chains of unchanging servitude, but as inspiration to exalt us and drive our great endeavour.

1.4 Commentary on the constitution

1. One copy of the Imperial Constitution was created for each of the eight nations present at the creation of the Empire. Further copies were created when Urizen and later the Imperial Orcs joined the Empire. All original copies of the constitution are stored in the capital in Highguard.
2. The wording to 'support the laws' rather than simply uphold or obey the laws is used to justify the requirement for all citizens to render all reasonable service to a magistrate when required.
3. The guarantee of citizens' 'dignity' is always invoked when citizens or senators attempt to propose motions or laws that would restrict or require particular dress codes or speech. It is occasionally seen as a rebuke for individuals who are perceived to be wasting the Senate's time with frivolous motions.
4. The guarantee of citizens' 'freedom' ensures that slavery of Imperial citizens is illegal throughout the Empire, but it also prevents incarceration for crimes committed, a punishment common in some foreign nations. The guarantees originally only extended to Imperial citizens, but the joining of the Imperial Orcs to the Empire was conditional on this protection being extended to all 'people'. It required a constitutional vote of the Senate to change the interpretation of the Constitution such that that guarantee of 'freedom' was taken to outlaw all slavery. In Winter 382 the constitution was amended as part of the **Liberty Pact** to define hylje and daeva as people.
5. The guarantee of citizens' 'prosperity' is presented by nations like the League and the Brass Coast as proof that the Empress intended citizens to be able to pursue their own wealth and prosperity without consideration for the Empire itself. It has been used countless times to rule unconstitutional motions and laws intended to raise additional taxes for the Senate or to seize control of the estates of the Bourse. As a result taxation remains fixed at levels laid out in the constitution.
6. In the original document this amount was rendered as 'a measure of silver coin' but was amended when **Emperor Giovanni** founded the Imperial Mint and the Empire moved to the modern **currency** of rings, crowns and thrones.
7. 'No citizen shall hold more than one high office at a time' expresses the clear restriction that no citizen can hold two offices of state at one time. All attempts to define individual Imperial titles and positions as outside this restriction have always been ruled to be unconstitutional.
8. The phrase 'their voice shall carry the greatest weight' has changed interpretation several times since the beginning of the Empire. However in all cases the clause that The Throne must be present to exert their powers remains pivotal. Emperors and Empresses have regularly been forced to choose in which council they will sit; although their power is considerable, it cannot be used after the fact.
9. 'Oaths of loyalty to the Empire' - this paragraph establishes the role of the Civil Service. These oaths are rarely spoken of in public, but they are believed to include powerful hearth magic that guarantees the probity of those who serve.
10. Although the wording is the same on all copies of the constitution, citizens of any gender are able to assume the Throne.
11. Most motions before the Senate are decided by majority vote of those Senators present. The 'greater majority of Senators' requires the support of two-thirds of all the senators of the Empire, whether or not they are present or have even been elected.

12. ?Matters of similar weight? is taken to indicate any law or ruling that would change the constitution or its interpretation, or change the balance of powers between the different bodies of the Empire. The practical implication of this is that while the constitution can be changed, the Senate may only do so by a vote of the greater majority (commonly referred to as a constitutional vote).
13. ?Founding principles are protected? empowers the Magistrates to refuse to allow changes to the law and the constitution which are deemed to not be in accordance with the founding principles of the Empire. There have been three attempts by the Senate and the Throne to force through the implementation of laws that were deemed unconstitutional since the founding of the Empire; two attempts to increase taxation in the Empire and one attempt to limit the power of the Synod. All three attempts were firmly rebuffed by the Civil Service and were ultimately abandoned.
14. The Civil Service use a combination of magic and essential geographic features like rivers and mountain ranges to identify a territory. These are divided into regions. The civil service define a ?territory of the Empire? as any territory where the majority of the regions in the territory are under Imperial control. Any territory where the majority of regions are not under Imperial control does not receive representation in the Senate.
15. The nationality of a conquered territory has only been disputed once in the history of the Empire, when the city of Holberg surrendered to the League, after the surrounding regions were conquered by Dawnish forces. The ensuing Senate vote confirmed that Holberg would be treated as a League territory. Attempts by Dawnish senators to introduce a motion to over-turn this decision in Dawn's favour were ruled to be unconstitutional, due to the absence of any factors that meant that Holberg's status was ?legitimately disputed?.
16. The ?will of the Nation? is taken to mean the unanimous decision of the senators appointed to represent that nation in the Senate. Only where a unanimous decision cannot be reached does the appointment of the generals fall to a majority vote of the whole Senate.
17. The Synod have in the past removed senators, generals, cardinals, civil servants and even an **empress**. They do not have the ability to remove the officers of the Conclave; neither do they have the ability to remove citizens from seats on the Bourse.
18. These provisions regarding the Conclave were added during the reign of Emperor Giovanni the Peacemaker. Previous references to the Conclave were aspirational - ?We shall establish a body of magicians to use magic to strengthen and protect the Empire.? It was not until Giovanni brought the Urizen into the Empire that the Conclave in its current form took shape.
19. The Orders of the Conclave are created and dissolved by the Senate, rather than the Synod. The magicians who helped to form the Conclave were adamant in their belief that they should serve the Empire, not the Synod. In theory, a constitutional change could be used to grant the Synod powers over the Conclave, but to date no such attempts have been successful.
20. These provisions regarding the Bourse were added during the reign of Emperor Giovanni the Peacemaker. Previous references to the Bourse were aspirational - ?We shall establish a market to protect the economic interest of the citizens from those who would exploit or tax them in the name of good government.? The restriction on access to the resources is interpreted to mean access to the mines, forests and other resources which produce mithril, weirwood, white granite and ilium in large quantities, not the actual materials themselves. There are no legal restrictions on the purchase and sale of such materials in the Empire.
21. Although the Bourse enjoys immunity from revocation (like the Conclave), its members are still subject to excommunication, as this power is considered to be used against the individual - not the office they hold.
22. The paragraph about resources was added during the reign of Empress Mariika, who oversaw an extensive modification of the role and responsibility of the Bourse. She ensured that the profits raised by auctions in the Bourse went to the Senatorial treasury.
23. In the original document this amount was rendered as ?a measure of silver coin? but was amended when Emperor Giovanni founded the Imperial Mint and the Empire moved to the modern **currency** of rings, crowns and thrones.
24. In the original document this wording was "In concord with the representatives of the great nation of humanity, we declare the founding of our Empire." It was **amended** by a constitutional vote in Spring 381.

2 Senate

2.1 Overview

The Imperial Senate is the primary legislative body for the Empire. It is an elective chamber; with one [senator](#) appointed by each territory of the Empire to represent their interests. The chamber has access to a wide range of political powers which makes senators some of the most powerful political individuals in the Empire. They alone have the ability to change Imperial law, as well as enjoying access to the Imperial treasury. They are also responsible for appointing [The Throne](#).

2.2 Role within the Empire

The purpose of the Senate is to govern the Empire. This control extends to all areas of Imperial life not already covered by the other houses of government; the [Synod](#), [Bourse](#), [Military Council](#), and the [Conclave](#).

Any major [commission](#), whether military or economic in purposes requires the approval of the Senate. They cannot order the Bourse to provide the materials required, but they control the Imperial treasury and can disburse funds from it to purchase the materials needed.

The Senate is forbidden by the [Imperial Constitution](#) from intervening in the business of the Military Council, but members of the Senate appoint each [general](#) and only the Senate can declare war on another nation - or end it. When a territory is conquered by the Imperial armies, it is the Senate that decides which nation the territory will be assigned to.

The Senate are also responsible for [Imperial law](#). Any changes to Imperial law must be raised and approved by members of the Senate; changes which have constitutional implications also require authorisation by The Throne and approval by the [Constitutional Court](#). The Senate also has the power to create new offices of state, individuals with powers and responsibilities, who operate as part of any of the great houses of government.

Because of their great power, the Senate is closely watched over by the Synod who have the power to [veto](#) decisions made by the Senate.

2.3 History

The Senate was created at the dawn of the Empire to ensure that the power to govern remained in the hands of the citizens. The Senate is a development of the Witan which existed in [Wintermark](#) to help the monarch run the nation, in the time before the Empire.

The design of the Senate is a direct consequence of the unique way the Empire was formed, not by conquest, but by a union of nations. All agreed that the Senate should limit the power of The Throne - the first Empress was a popular figure - but not *that* popular. But every nation had their own dogmatic views on how the new Empire should be run. Nations with strong military traditions, like [Dawn](#) and [The Marches](#) sought to enhance the power of the military, while nations like [The League](#) were openly contemptuous of the idea that politicians should control the Empire's economy. [Highguard](#) as the driving force behind the creation of the Empire was determined to secure the power and authority of the [Synod](#).

Compromises were made to ensure unity; for example the constitutionally protected roles of the [Bourse](#) and the [Military Council](#) were expressly created to thwart the desire of senators to control these areas of the Empire. As a result, while the Senate is the most powerful of the five political houses, it has defined limits to its power set down by the Constitution, and it is forever watched over by the Synod.

2.4 Sessions

The Senate typically sits twice in each full day of an Imperial summit, and once in each part day. Sessions are conducted in the Senate chamber at the heart of Anvil. To keep order each [Senate session](#) is chaired by the [Speaker for the Senate](#), a civil servant responsible for ordering motions during a sitting, allowing time for motions to be considered, for maintaining civil debate, counting votes and ensuring due procedure within the chamber.

The agenda consists of [motion](#), [announcements](#), and [addresses](#). Motions are raised by members of the Senate and considered and voted upon by all present. By historical tradition, motions are nailed to the walls of the Senate so that all citizens can be aware of them. It is common for the civil service to take a copy of the motion and make it available through the hub.

Announcements are made by any holder of an [Imperial title](#) who wishes to use Senate powers that have been delegated to that office. They can be considered and discussed like a motion, but are not subject to a vote. Addresses are made by those whose title grants them the power to address the Senate. Like an announcement, they may be considered and discussed, but no vote is taken.

It takes great strength of character
to be in favour of something you hate.

Lady Clarice Novarion

2.5 Participation

Only a **member of the Senate** or civil servant is entitled to enter the Senate chamber for a session. Members must arrive promptly, entry is prohibited to any member of the Senate once a session has begun. Anyone who has the right to enter has the right to speak during the debates. To do so they must catch the eye of the Speaker and wait until invited to speak. To cast a vote, eligible members who are present will be called upon by the Speaker to take a stance on each motion brought before the Senate.

The right of **witness** ensures that every member of the Synod is entitled to observe all aspects of the Senate. To facilitate this, the Senate building has a large viewing gallery that runs alongside the main chamber. When it was originally constructed the gallery was only available to members of the Synod, but it was easier to open the gallery to all, and now all citizens with an interest in the proceedings are encouraged to attend. Any Imperial citizen can ask the Speaker or the **Captain of the Senate Guard** to remove a non-citizen from the viewing gallery.

Although only a handful of citizens have the right to raise motions and vote on them in the Senate, the Senators who form the mainstay of the Senate are chosen by the people of their nation. Most senators work hard to make themselves available to the citizens who elect them. A senator who does not adequately represent the interests, views, and goals of the people of their nation and territory can quickly find themselves removed from office.

2.6 Limitations



2.6.1 Veto

The decisions of the Senate, both motions and announcements are subject to veto by [The Throne](#) and the [Synod](#). Any veto automatically cancels the motion or announcement, as if it had been a motion which was voted down. A motion that is vetoed cannot be raised again before the start of the next summit.

The [Synod](#), either the Assembly of Nine or the General Assembly, may veto any motion with constitutional implications. In addition, the General Assembly of the Synod may veto any one Senate decision during any summit, using its [veto](#). A veto by the Synod must be submitted before the start of the next session (as discussed on the [veto](#) page).

The Throne may [veto](#) any vote that occurs as part of a Senate session while they are present.

2.6.2 Constitution

The power of the Senate is limited by the [Imperial Constitution](#). The magistrates may declare a motion to be unconstitutional if they believe it violates the principles of the Constitution. Where possible the magistrates will always do this before a motion is considered if they are given due time. If a motion is declared unconstitutional, the magistrates are required to provide complete guidance for why it was ruled unconstitutional. The Senate may then consider a new motion on the issue at any time.

2.7 Further Reading

2.7.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

2.7.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

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3 Senate design

3.1 Overview

The **Senate** is the most powerful political house in the Empire, with the ability to change the balance of power between the five political houses, appoint generals, control the Imperial budget, amend **Imperial law**, authorise great works and create **new Imperial titles**.

However, there are significant limits on the power of the Senate, which the Senate is not able to circumvent. This page aims to explain why those limits exist.

3.2 Purpose

The core reason to limit the power of the Senate is to get the right play balance. The Senate is far-and-away the most powerful of the five political houses - but we've designed it so that those powers are not supreme. Even an Empress would not rule with the divine right of kings in Empire. If you want someone fired - your first port of call is the **Synod** - not the Senate. If it involves magic - it's likely that the **Conclave** can influence the issue far better than the Senate. The **Bourse** serves as a firewall between the Senate and the game economy, the **Military Council** has dominion over the strategic elements of the campaign. The ideal design is one in which the powers of the five houses complement and oppose each other, you can't ignore the other houses if you have a seat in one of them.

There are some less obvious reasons - like protecting individual players and groups of players to allow them to continue playing the game even if badly defeated politically. If nine nations unite against the tenth in Empire - they could do massive damage to the political interests of that nation - but they can't just throw them out of the game. The goal is for the constitution to act as a safety net - to allow for wide-ranging political PvP - but prevent the political equivalent of a coup de grace that ends the game.

Ultimately though the reason to limit the power of the game is to make it fun for as many players as possible. The "constitution" serves as a mechanism to prevent the Senate weakening the political game through the entirely justifiable IC action of extending their own powers. If the Senate's power was supreme, the game for all the players in these other houses would be diminished as the political game became far less complex, less nuanced and involve less players. The constitution works to try and preserve game for everyone playing Empire - and in that way make the game more involved and challenging for everyone.

3.3 Player Limitations

These limitations are extensions of the setting that involve other players, rather than limitations that are initiated by Profound Decisions.

3.3.1 Losing My Religion

The most obvious limitation of the Senate is the oversight of the **Synod**. There is quite deliberately a delicate balancing act to get the relative power of these two political houses right. Ultimately the game design gives the Senate all the active powers to change things and do things - but the Synod is the body with all the powers to undo these. They can **revoke** people to remove them from office and they can **veto** motions passed by the Senate.

The veto is deliberately staggered so that the veto the Synod can deploy easily - the veto of the Assembly of Nine cannot be used against the majority of the Senate motions. For these the Synod needs to muster over fifty percent of all the priests at the event, a herculean task - and one that requires a significant number of players to be highly motivated.

The veto does not exist to preserve the game design - it is there to enable politics between the Senate and the Synod. For political interaction to take place between these two houses, a dynamic of power needs to exist between them. The Synod veto gives the Synod a hold over the Senate, it is a political weapon they can wield to gain interests, for whatever purpose the Synod choose. The veto is also a tool any player in the game can conceptually wield - you don't have to be a member of the Synod to try to get the Synod to act, that is something anyone can attempt.

The distinction between **constitutional votes** and **majority votes** exists to allow for a changed balance of power between the Synod and the Senate in the different circumstances. The goal is to empower the Synod to play a significant role in the political game - to give them tools to fight their political battles according to their goals and ambitions.

Without the veto, or some equivalent, the Synod would be toothless and the Senate would be able to ignore them. Of course that would suit the best in-character interests of the senators, but it would make their game significantly less challenging. There would still be politics within the Senate of course, between rival senators and nations, but the political game would be reduced to one in which the senators were the only actors - a less complex, less challenging, less involving game for them as well as everybody else.

3.3.2 The Prince

The Senate has some power over the **Military Council** - because they appoint the generals - but they cannot replace them and they are legally forbidden to enter the Military Council chamber. This limitation is pretty unique in Empire - most of the game is about giving people powers to do things, not stopping them doing something that would normally be trivial.

The limitation exists to try and ensure that each **general** is able - as far as possible - to play the military game independently of the senators who chose them. The Military Council is very focussed on the war with the barbarians, it has almost no political autonomy outside of that. The war is very important to the whole Empire - and understandably many senators are going to want to involve themselves in that conflict.

The point of trying to keep them out is that the senators already have a political game taking place in the senate - people who want to play the Military game should be striving to become generals or adjutants in the Military Council. The military game takes place primarily within the Military council - the game is designed to ensure that the senators can't directly move the military game into the Senate - either consciously or sub-consciously.

3.3.3 Clause 4

We don't have an opinion on whether trickle-down economics work in real life, but we are firmly of the opinion that they do not work well in LRP games. The wealth rarely trickles down far enough to create a vibrant game of trade and commerce. Trickle down economics are particularly vulnerable in a setting where the IC leaders are PCs - NPCs can be told to hand out their wealth equally - PCs natural and appropriate response is to hoard it.

In Empire the primary source of wealth is the contents of each player's pack. The Senate has vastly more money to spend than any individual player - but significantly less wealth to spend than all the players combined. It is the biggest fish in the economic pond by a long way - but it is tiny compared with the sea of smaller fish that surround it.

Much of the economic game centres around the key **Bourse** resources that everyone is trying to gain. The sale of these resources lies in the hands of the Bourse - the founders of the Empire deliberately tied the hands of the Senate to stop them having control over the most valuable resources of the state. Instead the Senate are forced to compete to buy their resources on the same footing as everyone else. They have more money - but they don't have any powers they can use to circumvent the need to engage in trade to get what they want.

The goal is to make certain that the Senate can't use its powers to close down the trading game. They can play the trading game - along with all the other players - but they have to trade - they can't take what they want by fiat. Their only weapon in that game is their wealth - anyone who can afford to outbid them can defeat them.

This kind of trickle-up economics, placing the power in the hands of every individual player and allowing them to pool their resources to achieve common goals is the fundamental basis of the economic game design. It gives players goals and empowers them to take action. Ultimately the reason the Bourse exists is to prevent the Senate from influencing the trading game by means other than playing the trading game. The goal is to preserve the breadth and depth of that trading game for every player who wants to participate.

3.4 Game Limitations

These are limitations that are controlled by Profound Decisions, they exist to try and preserve the integrity of the game - they are not meant to be exercised as part of the political game itself.

There is only one kind of game limitation - the **Constitutional Court** can declare a motion "unconstitutional". Ideally this would happen before a motion is passed and when it does we will try to provide positive feedback about what would need to be changed to make the motion valid.

The list below presents all the reasons we can think of that we might declare a motion to be unconstitutional. The list appears long, but most of these things are never likely to come up in play - and by telling players what they are, we hope that players will find it easier to avoid them. We're trying to clearly delineate the boundaries of the game, so players don't find themselves unwittingly stumbling into them.

3.4.1 IC/OOC divide

In normal circumstances Profound Decisions do not operate a policy of putting IC blocks in front of players who attempt IC actions we cannot OOC support. For instance - if players were attempting an advance on a battlefield that would be unsafe OOC - then we would provide OOC instruction to the players on how to avoid the area.

While some players appreciate having an IC explanation for OOC rulings, the risk with any IC explanation is that it is confused with plot. In theory the risk is that players go and poke the IC explanation thinking it will be cool plot when in fact it is just a justification for an OOC safety decision. In practice

that very rarely happens - a much more serious and much more common problem is the reverse. Players attempt an IC action - they meet significant IC opposition because what they are trying to do is difficult - and they give up because they "assume PD don't want them to do that".

In all other situations, *except this one*, if you meet significant IC opposition to your IC plans - it is because what you are trying to do is difficult. It is *never* because PD out-of-character don't want you to do that thing - on the contrary we are usually keen for you to attempt it, we just want to make it consistent and appropriately challenging. If PD have out-of-character reasons why we don't want you do something in the game - we will tell you that out-of-character and if humanly possible we will tell you why. OOC rules exist so players know what is safe and fair to do in game - IC challenges exist to be overcome.

The exception is the "constitutional ruling" of the [Constitutional Court](#). These are only done for out-of-character reasons - and we will try to identify why we are doing them when we provide the rulings - but they are dressed up in IC language and presented IC because to do otherwise would be too damaging to the immersion of the game. None-the-less we want to be utterly upfront that these are out-of-characters decisions, take for reasons of game design, they are not political challenges to be overcome in-character.

3.4.2 Lots of Games

The main reason that some motions would be declared unconstitutional is because they disrupt the fundamental balance of power between the political houses of the Empire. There is room for change in these positions, the Senate can empower the other houses by giving them powers and creating titles appointed by them. But they have almost no ability to reduce the powers of these bodies - they can't centralize the power with themselves.

This is simply the out-of-character line that underpins the game design elements described above for the Synod, Bourse and the Military Council. The [Conclave](#) is slightly different, but in theory it's game is also protected by PD - the Senate can't simply grab these games and take them for themselves.

3.4.3 The Maze

One of the reasons we might prevent a motion from proceeding is because we think that in the long term it will serve to make the overall game play less interesting. There is obviously a significant element of judgement in this but the judgement is geared towards preventing decisions that simplify the complex political structures of the Empire. A lot of the political game is about manoeuvring through the different political bodies of the Empire.

The natural instinct of most people in those situations is to remove these blocks. But once a block can be removed sufficiently easily - then the complexity of the political moves that can be made is reduced - and by extension the complexity of the political game is reduced. If you consider a game of chess - it is not improved if every piece can move to anywhere it wants. A labyrinth is only a challenge if you aren't allowed to bring a bulldozer.

We want the political game to remain challenging for decades to come, so motions that work to make the game simpler and easier to play - less complex and subtle and involved - by dismantling offices and structures of the state will be prevented. One of the core reasons that an [Imperial title](#) is created by the Senate but will usually have to be appointed by a different house is precisely to ensure that the integrity of the maze remains intact.

3.4.4 The Dark Shadow

There is often a desire to make things "fairer" - to give every player a chance to speak, a chance to vote. Every player who attends Empire should have a game to play - but the dark shadow of fair play is a threat to an enjoyable game. Sharing everything out - giving everyone one of everything makes the game less interesting, less involving, less challenging. A trading game is castrated when everyone has one of everything - a degree of inequality is a healthy element of an exciting game - and gives characters a basis for striving to advance their own political and personal goals.

Fair play can be particularly injurious to the flavour of a game. It's clearly, categorically, blatantly unfair that Urizen citizens don't get a vote unless they are a ritual magician. This is quite deliberate - the game that flows from this basic inequality serves to underpin the character and flavour of Urizen as a nation while simultaneously creating game for Urizen characters as they try to achieve their aims in light of this. Changes to the game that are driven by fair play that serve to reduce the impact of the character of the setting will be prevented.

3.4.5 No Going Back

Vacillation can be enjoyable in the moment - and political confrontations that turn and turn again in the moment of a few hours are the dramatic battles of a political game. But our assessment is that it would not be fun to be constantly reassessing every major decision the Senate had made. If a vote to assign territories and regions could be altered later - it makes compromise much easier (compromise IC is a design bug, not a feature) and encourages repetition.

As a result key game decisions are "locked in" once made - constitutionally forbidding the characters from changing their minds later.

3.4.6 The Weakest Link

Empire is intended to be a very political player-vs-player game. There are lots of different political fault lines, and there are great prizes to be claimed by the winners in the game. But you can't vote one of the contestants off so that they don't have to compete in future rounds. The Senate, the Synod, the Conclave, the Bourse and the Military Council can all do horrible, horrible things to characters, groups and nations they don't like. But they can't easily kill a character and they can't just expel a nation from the Empire, because they got a 2/3 majority in the Senate for a single vote.

Senate motions that disband or expel a nation or simply emasculate them in a single stroke (for instance a vote to make it illegal for Marchers to vote) will not pass constitutional scrutiny.

3.4.7 Dead Parrot

Like most LRPers of a certain age, we're big fans of Monty Python - but not in our LRP games. Empire is intended to be a serious game of politics, faith, trade, war and magic. We take the game seriously and we believe that the efforts out players make indicates that they share our preference for that approach. Motions that are clearly meant to be comic - will not pass constitutional scrutiny **especially if it's funny**. The Senate can change the laws of the Empire, they cannot make everyone wear a comedy hat.

3.4.8 OOC Fairness

There is the entirely theoretical risk that senators might attempt to pass motions that would violate Profound Decisions out-of-character rules for things like equality and diversity. We don't expect this will ever happen, but it is only appropriate to give notice that any attempt to do so would be declared unconstitutional.

3.5 Changes in this Update

This update is primarily intended to improve the presentation of this section of the wiki adding further useful information and making it easier for players to find and access the content they want. We have changed a small number of things in this update, most notable of which are edits to the powers of [The Throne](#) and the removal of procedural motions.

The procedural motions have been removed to enhance player agency, putting the emphasis firmly on the players to raise these motions at the point where they want them raised. It streamlines the Senate process, further reduces the direct impact of the NPCs and gives a player the chance to present what are often very significant or momentous motions.

The page listing the powers of The Throne conflicted with other pages on the wiki, making it unclear if The Throne possessed the right to vote or raise motions in the Senate. This has been clarified in the negative. We have added some additional powers in the Synod, to try to ensure that the position's influence in the Synod is adequately reflected and in line with their influence elsewhere.

The official explanation for this changes is now familiar "Time of Emergency". That the powers of the Throne and processes of state work slightly different during a time of emergency and then revert back to the standard procedures once everything has settled down.

The time of emergency was what happened in the first few years following the death of Empress Britta and most of the Empire's finest who died with her. This was why every senator at the first event was having to be elected and so on - it was the rules following a time of emergency when basically everyone who was running the Empire is dead. The explanation is that the Civil Servants have one set of rules to use when running the Empire in the period immediately following the declaration of emergency - and then they revert to the standard rules (the ones now on the wiki).

Obviously this is a figleaf justification, we are not attempting to claim that this is a seamless elegant solution, but hopefully it will help to minimise the impact of the changes for individual players - allowing them to roleplay that what happened has happened. It isn't particularly helpful to postulate that individual civil servants are somehow engaged in some kind of conspiracy to control the Empire; this *isn't* some kind of actual plot you can interact with - it's a justification by PD for the changes we are making to the game to make it better for everyone playing it.

3.6 Further Reading

3.6.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

3.6.2 Additional Information

- Commission
- Senate address
- Senate announcement
- New Imperial titles
- Appointment by the Senate
- Appointments to the Senate
 - ◆ The Throne
 - ◆ Master of the Imperial Mint
 - ◆ Conscience of the Senate
 - ◆ Imperial Consul
 - ◆ Imperial Magus
 - ◆ Advisor on Orc Affairs
 - ◆ Speaker for the Senate
- Imperial treasury
- OOC design

4 Senator

If they need to be named, let it be on the fortifications we will build in Karsk. If there must be a monument let it be built from the skulls of our enemies! And you can stand upon it and cry out the names of your fallen as we crush those who took them from us.

Yelislaveta Vlanich of the Wychlova, Senator Miekarova

4.1 Overview

The **Senate** is a representative chamber; each territory in the Empire selects a single senator according to the customs of that nation. To be eligible to return a senator, at least half of the territory must be under Imperial control. If more than half of a territory is controlled by barbarians or foreign powers, then it cannot be represented in the Senate. A territory must be part of one of the ten nations of the Empire. When new territories are captured, they are allocated to a nation by majority vote of the Senate. A territory may only return a senator who is recognized as a member of that nation by the nation's **egregore**.

4.2 Responsibilities

Officially senators represent the people of their territory and their nation in the Imperial Senate. As part of the ruling body of the Empire, senators are ultimately responsible for the well-being of the entire Empire. Collectively their duties include passing laws, assigning the Imperial budget, and appointing other Imperial titles, notably **The Throne** and the generals of their nation.

Senators are expected to attend at least some of the **Senate sessions**, and to both raise **motions** and cast their votes wisely. In doing so they must balance many competing interests; the Empire, their nation, their territory, the people who got them elected, and their own ambitions. It is rare that all these interests align and even the most virtuous senator can find themselves forced to make painful compromises.

During a sitting, a senator is expected to comport themselves with proper decorum and act respectfully toward their peers. A senator may be **sanctioned** by the **Speaker for the Senate** in response to boorish or disruptive behaviour.

Following a **decision** of the **Senate**, the responsibilities of a senator include calling for a moment of silence to honour the dead after any **motion for emergency resupply** is voted on.

4.3 Limitations

4.3.1 Military Council Prohibition

And furthermore, the Druj must be destroyed.

Giuseppe Sanguineo von Temeschwar, Senator for Temeschwar

Although senators choose the generals, the Senate is forbidden by the **Imperial Constitution** from interfering with the **Military Council** under any circumstances. The constitution states that "The Military Council will execute the strategy of war without interference from the Senate." Interpretation of what constitutes 'interference' is complex, but it is always a crime for a senator to enter the Military Council chamber when it is in session. Magistrates work hard to enforce this law and senators risk harsh penalties if they break it.

Some historical scholars claim this reflects the importance the First Empress and her advisors placed on the separating the business of war from the business of politics. Less flattering interpretations point out that since the Empress (or Emperor) is a member of both chambers, this ruling also enhances the prestige and power of The Throne. This restriction supersedes even the right of **Witness** possessed by a Senator who is a member of the Synod.

4.3.2 Abstention

Senators do not have the power of abstention as they represent the citizens of the Empire. If they are present for a session then they are legally required to vote and face censure by the Speaker, as well as the censure of the Synod and the attention of the magistrates if they try to abstain.

Senators are permitted to miss a session entirely. In such cases they must only explain themselves to the Synod. Omission is commonly accepted by those senators who take the battlefield regularly, but those whose absence is driven by a lack of courage or prosperity risk revocation.

4.3.3 Expert Witness

Senators may not be called as expert witnesses during a Senate session, irrespective of their expertise or role in creating the motion. Senators are expected to already be present on the Senate floor and able to petition the Speaker to comment on the motion.

This ensures a clear separation between those who can propose and decide motions, and those who provide specialist insight to inform decisions. If a senator believes their knowledge is vital to the discussion, they may wish to raise the motion themselves.

4.4 Powers

4.4.1 Member of the Senate

Each senator is a **member of the Senate**. They are entitled to enter the Senate chamber at the start of a **Senate session** and participate in the debates.

4.4.2 Representation

Senators may cast a **vote** on any motion that is brought before the Senate.

4.4.3 Proposal

Senators may **propose** a single motion for consideration by the Senate each summit.

The limitation on this legal power is on the title, not the occupant. If a new citizen is elected to the title, they cannot use the ability that summit if it has already been used.

4.4.4 Executor

If a motion requires significant decisions to be made outside the Senate chamber, then it is responsibility of the senator who proposed the motion to execute those decisions. E.g. if the Senate passes a motion to construct a dam across the Couros river in the territory of Bastion in Highguard, then any further decisions are the responsibility of the senator who proposed that motion. The dam will require materials that must be purchased from the Imperial Bourse, so the Senate may vote a budget for this project. That money is then **given** to the senator who proposed the motion who can use it as they see fit to attempt the goals stated in the motion.

Historically it was considered virtuous for a senator to keep any funds assigned by the Senate that are not required to carry out a motion. It was widely held that a successful senator who worked hard to secure the resources needed at a cheaper price deserves to be rewarded for their prosperity. In recent times this practice has been strongly criticized and senators have felt a heavy pressure to return unused funds. Although it is unconstitutional to legally compel a senator to return any funds, this new practice remains widespread.

4.4.5 Curtailment

A senator may call for a **vote of curtailment** to end the current Senate session early. Curtailment is not a motion, and the call does not need to be seconded.

A senator may only call for a vote of curtailment if they (or their legal proxy) are present in the chamber during the session, they cannot submit the request in advance.

4.4.6 Proxy

A senator is entitled to appoint a **proxy** who may exercise the legal powers of their office in their name.

4.5 Appointment

Each nation has a traditional mechanism to return a senator for a **territory** as shown below. Usually, but not always, the ability to directly **influence the choice is limited** to those who dwell in the territory. **Merlot** from the Imperial Civil Service is responsible for overseeing the appointment processes for senators and does his utmost to ensure due process is followed. When a new territory is assigned to a nation, the Imperial Civil Service consults the **egregore** of that nation to determine how the senator for the territory will be selected.

Senator elections take place on Saturday afternoon during a summit. If a senator dies, is revoked or abdicates their title, then the position will automatically come due for selection by **extraordinary election** at the next summit.

A senator can be **revoked** by the **General Assembly**, the appropriate **National Assembly**, and by the **Assembly of the Nine**.

Politics is like muck-spreading. No matter how much the stench turns your stomach, it still has to be done. So quit bloody whining; all that matters is what we achieve, not how we go about it. A tree is known by its fruit, not by its leaves.

Walter Brewer, senator for Upwold

If a senator is revoked or served a writ of excommunication by the Synod, dies, or abdicates their title, then the position will automatically come due for selection by **extraordinary election** at the next summit for a limited term.

The senatorial elections for each nation are based on:

- **The Brass Coast** - being a **dhomiro** with a purse of **coins**
- **Dawn** - being a **noble**
- **Highguard** - having a **congregation** (i.e. being in the Highborn **Assembly**)
- **Imperial Orcs** - being leader of a **military unit**
- **Navarr** - having a **resource** in the appropriate **territory**
- **The League** - having a **business**
- **The Marches** - being a **farmer** (who votes for a steward who decides)
- **Urizen** - being a **magician**
- **Varushka** - being a **wise one**
- **Wintermark** - being in the appropriate **tradition** and having a coin

4.6 Further Reading

4.6.1 Core Brief

- **Senate session**
- **Senate motion**
- **Senate powers**
- **Senator**

4.6.2 Additional Information

- **Commission**
- **Senate address**
- **Senate announcement**
- **New Imperial titles**
- **Appointment by the Senate**
- **Appointments to the Senate**
 - ◆ **The Throne**
 - ◆ **Master of the Imperial Mint**
 - ◆ **Conscience of the Senate**
 - ◆ **Imperial Consul**
 - ◆ **Imperial Magus**
 - ◆ **Advisor on Orc Affairs**
 - ◆ **Speaker for the Senate**
- **Imperial treasury**
- **OOO design**

5 The Throne

This article is about the Imperial Position. For the coin, see [Currency](#).

A bleeding pox take your manners. Having a beard doesn't make you wise. We could put a pig in that chair and put a crown on it - it would still be a ruddy pig. She can have my respect when she earns it.

Walter Brewer, Senator for Upwold

5.1 Overview

The Throne is the most powerful political position in the Empire. It is the formal title for the position of the head of the Imperial state, be they emperor or empress. The occupant heads the [Senate](#), the [Synod](#) and the [Military Council](#) and serves as a rallying figure for the entire Empire.

The powers of The Throne were codified when the Empire was first created and have remained largely unchanged since then. There have been [twenty-one Emperresses and Emperors](#) since the Empire was created.

5.2 Duties

The Throne holds a unique power: as a head of state, an Emperor or Empress is the only person who can have simultaneous influence in the Senate, the Synod and the Military Council. This gives them a signature ability to help provide unity of vision to the entire Empire and to guide it towards its manifest destiny.

5.3 Limitations

5.3.1 No Proxy

The Throne is not entitled to appoint a [proxy](#). This restriction presents any potential for fraud by a claimant as well as avoiding any possibility of two participants acting as The Throne simultaneously (the incumbent and a proxy). Ultimately though this limitation was imposed by the founders to limit the powers of The Throne - the powers of an Empress are potent, but she must be physically present to utilise them. The only exception is an [Imperial favour](#).

5.3.2 Senate Support

The Throne may use the legal powers granted to them without approval of the Senate, but they cannot propose a [Senate motion](#). The Throne does not even receive a vote in the Senate, as they are expected to remain above the natural politics of the chamber.

5.3.3 Constitution

Although The Throne is needed to ratify amendments to the [Imperial Constitution](#) which have been passed by the Senate, they cannot approve an unconstitutional motion. A motion that has been struck down by the [constitutional court](#) because it is considered to violate the spirit of the Constitution cannot be ratified by an Empress.

5.3.4 Synod Veto

Three powers of the Throne - [Hand of the Chancellor](#), [Face of the Empire](#), and [Declaration of War](#) - are made by announcement in the Senate. As with any announcement, if the [Synod](#) choose to use their [veto](#) then The Throne may not make another announcement which is functionally the same until the next summit. For example, if the use of Hand of the Chancellor were vetoed by the Synod then it could not be used again that summit. If the Synod vetoed a Declaration of War by The Throne, The Throne could not declare war against the same country or power that summit.

5.4 Powers

5.4.1 Powers of State

5.4.1.1 Member of the Senate

The Throne is a [member of the Senate](#). They are entitled to enter the Senate chamber at the start of a [Senate session](#) and participate in the debates.

5.4.1.2 Right of Address

The Throne has the right to make a [Senate address](#) once per summit. As a member of the Senate, The Throne is able to participate freely in the debates there, but this power allows them to deliver an impassioned speech on a subject of their choice. To make an address, The Throne must add the address to the agenda for the next [Senate session](#).

5.4.1.3 The Hand of the Chancellor

Up to one third of the residual income to the Imperial Treasury each season can be [disbursed](#) by The Throne without approval by the Senate. They may take these funds and dispose of them as they choose. To use this power, The Throne must make an appropriate [announcement](#) in a Senate session. If the General [Assembly](#) of the [Synod veto](#) the announcement, then The Throne may not use the Hand of the Chancellor again that summit.

The maximum that The Throne may disburse in this way during a summit is equal to a third of the Senate's income for that summit, after all upkeep has been paid. The Imperial Treasury cannot go into debt, so no motion or announcement may disburse more thrones than remain in the Treasury.

5.4.1.4 Ratification

If a constitutional vote in the Senate is successful, then the motion is passed but does not become law until it is ratified by signature by The Throne. This means that it is not possible to make any alterations to the constitution unless they are ratified by The Throne. The Throne may choose whether to ratify constitutional changes or not. Any constitutional changes which are not ratified remain in suspension and may be ratified by a future occupant of The Throne. One of the first jobs of a new Throne is often to ratify several outstanding constitutional changes.

5.4.1.5 Power of Veto

The Throne may veto any motion that has been passed by the Imperial Senate. Unlike the power of veto exercised by the Synod, this power can be used any number of times without limitation. To veto legislation, The Throne must be present when the vote is taken and must exercise the veto *immediately* after the vote. An announcement is legally considered to be equivalent to a motion.

The Throne may also veto a [vote of curtailment](#). They cannot veto the use of legal powers in the Senate, for example they cannot veto the [right of address](#), nor can they veto a vote to recognize a proxy.

5.4.1.6 Exclusion from the Senate

The Throne may order a single senator removed from the Senate for the duration of a vote. They are not required to present a justification for this action. Unlike the [Speaker for the Senate](#), they may only remove a single senator during a session and only for the duration of a single motion. Traditionally the Speaker uses their power to exclude senators whose behaviour is disorderly while The Throne acts to remove senators whose behaviour is considered to go against the best interests of the Empire.

5.4.1.7 Declaration of War

The Throne can [declare war on any foreign power](#). Unlike the Senate, they are not able to end a state of war with another nation. To use this power, The Throne must make an appropriate [announcement](#) in a Senate session.

If the declaration of war is vetoed by the Imperial Synod, then The Throne may not make another declaration of war *against the same nation* for the remainder of the summit.

5.4.1.8 Address the Empire

Each summit, The Throne can grant a single citizen the right to address the Empire. The chosen citizen must provide the Imperial civil service with their words in writing over the following weeks. Their words will then be copied by scribes and spread throughout the land. The Throne may choose to address the Empire themselves or name any other Imperial citizen.

The text of the address must be submitted by e-mailing plot@profounddecisions.co.uk before the end of the downtime following the event. The letter will form part of the Winds of War and Winds of Fortune update that appear on the wiki for the next event but must be submitted before they appear online.

5.4.1.9 Face of the Empire

The Throne may remove an [ambassador](#) from their position. The Throne must make an appropriate [announcement](#) in a Senate session. If the General [Assembly](#) of the [Synod veto](#) the announcement, then The Throne may not use the Face of the Empire *against the same ambassador* for the remainder of the summit.

The occupant of The Throne automatically assumes responsibility for representing the Empire to that **foreign nation** and all associated legal rights accorded to that ambassador. In effect, the power to negotiate a treaty, to send a letter to their counterpart in the other nation, and the running of any associated **ministry** become part of the legal powers of The Throne for the duration.

The Throne continues to operate as the ambassador until a new election is held for the position. This happens when the assumed title of ambassador comes due for re-election at the normal time - or when The Throne is revoked. The ambassador that loses their position in this way is no longer considered to possess an Imperial title. While holding the responsibilities of the removed ambassador, The Throne cannot remove any further ambassadors from their position. The Throne cannot choose to appoint a new ambassador to take their responsibilities from them. This means that they cannot use this power again before a new election takes place for the title.

5.4.2 The Great Councils

The Throne has the power to vote in any formal session of any **Imperial sodality**, regardless of whether they have the appropriate Mark of Fellowship or not. In addition they may cast a deciding vote in the event of any tie between sodality members. To participate in this way, they must be present when voting takes place. The only exception is the **Sun Chamber**, which excludes the Throne, unless they are eligible to be a member of that sodality by dint of their age.

5.4.3 Powers of Virtue

5.4.3.1 Member of the Assembly of Nine

The Throne is a member of the **Assembly of Nine**. They have a single ordinary vote in the Assembly, like all other members. In the event the Throne does not lead a **congregation**, they may raise a single **judgement** each season in the Assembly of Nine (only).

In addition they may cast a deciding vote in the event of a tie between assembly members. To cast a deciding vote, they must be present in the Hub when the outcome of the vote is being determined.

5.4.3.2 Custodian of Virtue

The Throne may intercede in the creation of any judgement by any assembly that requires a **lesser majority** of the **Synod**. This intercession causes the judgement to require the greater majority to pass. To use this power, The Throne must intercede before the judgement is complete; they cannot use this power *after* a judgement has been rendered. The Throne does not have the ability to rescind the use of this power once they have announced its use.

If the judgement fails to pass, then any subsequent judgement raised in the same summit that would have the same outcome automatically requires the greater majority.

5.4.3.3 The Mercy of the Empress

The Throne may present an appeal for clemency on behalf of any Imperial Citizen who is being sentenced. The citizen must have pleaded guilty during their trial and The Throne must present the appeal on Virtuous grounds.

5.4.3.4 The Gift of Liao

The first portion of **true liao** that is produced by the Synod in each season is given to The Throne. The Throne may dispense this portion of liao as they choose.

5.4.4 Powers of Magic

5.4.4.1 Order of The Throne

If the Throne is present, they may nominate any citizen, including themselves, to speak during a **Conclave session**. To use this power, the Throne must be present during the Conclave session. The Throne is always asked to nominate first on any **declaration** being discussed.

In addition, the Order of the Throne has additional weight when it comes to curtailing the discussion of a declaration. If the Throne *moves to vote* then the formal debate always closes at the end of the current round. Every grandmaster has one final chance to nominate a speaker before voting commences.

If granted via an Imperial favour, the Order of the Throne lasts for the entire session, including the power to curtail discussion.

5.4.4.2 The First and the Last

Before the Conclave session begins, the Throne can make two alterations to the Agenda. They can declare a single declaration to be primary, ensuring that it will be the first declaration to be presented and discussed. They can also name the final declaration choosing one declaration to be presented and discussed at the end of the session. This power takes precedence over the power of the **Imperial Magus**. To use this power the Throne must inform the office of the **Prefect of the Conclave** of the changes they are making to the agenda before the Conclave session begins.

5.4.4.3 Address the Conclave

At the start of each Conclave session there is a single opportunity for the Throne to address the magicians present. The Throne can choose to address the Conclave personally or else nominate a single citizen to speak.

The Throne must pay mana to do so following the **Principle of Proportions** for speaking before the Conclave, one mana for the first minute, two for the second and so on. To use this power the Throne simply informs the Prefect of their intention and the address is added to the Conclave agenda as the first order of business before any declarations are presented.

5.4.4.4 Declaration of Candidacy

The Throne is empowered to raise a single **Declaration of Candidacy** each summit to the agenda for debate during a **Conclave session**. The Civil Service will provide the Throne with a single writ. They can complete the writ themselves or give it to any other citizen to submit. To add the declaration to the Conclave agenda it must be handed to the **Prefect of the Conclave** at least one hour before the **Conclave session** begins.

5.4.5 Powers of War

5.4.5.1 Member of the Military Council

The Throne is a **member of the Council**. They are entitled to enter the Council chamber at any time, participate in the debates and cast a single vote on any issue. In addition to voting normally, The Throne may cast the deciding vote in the case that a vote is tied.

5.4.5.2 Power of Veto

The Throne may **veto** any vote that has been passed by the Imperial Military Council during a **Council session**. This power can be used any number of times without limitation. To veto a decision, The Throne must be present when the vote is taken and must exercise the veto *immediately* after the vote. The Throne may not veto the decision taken during the **muster** on which battle opportunities to take and which nations will take the field.

5.4.5.3 Right of Address

The Throne has the right to make a **Council address** once per summit. As a member of the Military Council, The Throne is able to participate freely in the debates there, but this power allows them to deliver an impassioned speech on a subject of their choice. To make an address, The Throne must add the address to the agenda for the next **Council session**.

5.4.5.4 Defender of the Empire

The Throne may remove a **general** from their position on the Imperial Military Council. The occupant of The Throne automatically assumes responsibility for and control of the **Army** and all associated legal rights accorded to that general. In effect, command of the army and the right to appoint an adjutant become part of the legal powers of The Throne for the duration.

The Throne continues to operate as the general until a new election is held for the position. This happens when the assumed title of general comes due for re-election at the normal time - or when The Throne is revoked. The general that loses their position in this way is no longer considered to possess an Imperial title.

While holding the responsibilities of the removed general, The Throne cannot remove any further generals from their position. The Throne cannot choose to appoint a new general to take their responsibilities from them. This means that they then cannot use this power again before a new election takes place for the title.

5.4.6 Imperial Favour



An Imperial Favour allows The Throne to delegate certain powers to trusted allies.

The Throne has the right to award a chosen citizen with an Imperial Favour. A Favour can be presented at any time, and allows the bearer to perform a single act with the full power of The Throne. E.g. A citizen may claim the first portion of pure liao that is produced that season or they may issue a declaration of war. The Favour must be physically presented to the relevant body to be used.

It is possible for The Throne to create an Imperial Favour which must be used within a period of time stated on the favour. It is also possible for a favour to be limited in terms of what powers of The Throne can be used and it is common for favours to be created to allow the use of a single specific power. It can also be limited so that it can only be used by a named individual or group. Whatever powers are accessible by the holder of a favour - it can still only ever be used once. It is not possible to specify how a power can be used or place limits on it. For example, a favour that allows the bearer to use the [Hand of the Chancellor](#) can not set limits on how much money can be disbursed nor specify what the money must be spent on.

An Imperial Favour is a physical document describing the specific power that can be used, created with the assistance of a Magistrate. An individual occupant of the Throne may only have one favour in existence at any one time. They may not award an additional favour until their current favour has been presented and fulfilled. Any favour not presented by the time of the death of an Empress or Emperor remains valid until it is used. An Imperial favour is transferable and may be passed to another if the current owner desires.

5.4.6.1 Using an Imperial Favour

In legal terms, when an Imperial Favour is used, it counts as if it were being used by The Throne. For example, an Imperial Favour used to **replace an Imperial general** would count as if it were used by the Throne. It is not possible to use an Imperial Favour to replace an Imperial general if the Throne has already used that power, nor would it be possible for the Throne to use the power if an Imperial Favour had been used to take control of an army.

If a favour grants access to any power that is defined as part of the **powers of state**, then the bearer is automatically granted the power of a **member of the Senate**. The favour ceases to provide this benefit after it is invoked - the Speaker will invite the bearer to carry out the favour of The Throne and then withdraw once that is complete.

If a favour grants access to any power that is defined as part of the **powers of war**, then the bearer is automatically granted the power of a **member of the Military Council**. The favour ceases to provide this benefit after it is invoked - the Herald will invite the bearer to carry out the favour of The Throne and then withdraw once that is complete. The exception to this is that a **Senator cannot** attend meetings of the military council, even if they have a favour. This effectively means that a Senator is unable to use any favour granting one of the powers of war.

If a favour is used to claim **membership of the Assembly of Nine** then the bearer is entitled to vote on a single judgement, or to raise a judgement and vote on it.

If a favour is used to enact the **Order of The Throne** then the power lasts for the entire **Conclave session**.

5.4.6.2 Further Reading

Some **historical research** relating to potentially still existing Imperial Favours from **historical Thrones** has been **made public**.

5.5 Appointment



Vesna Borkovna Prochnost (seated), the Throne

Any Imperial citizen may seek election to the Throne but appointment requires a **constitutional vote** by the Imperial Senate. Although many occupants of the Throne have been senators before their accession, there is no requirement to be so. The Senate may choose *any* Imperial citizen.

The exact procedure is as follows:

- A motion is raised that we should have a Throne.
- Any holder of an Imperial title with the power of proposal can choose to put forward a candidate (whether that is themselves or another imperial citizen).
- Each candidate has the opportunity to give a short speech, in the order in which they were nominated.
- Every senator then stands behind the single candidate they wish to give their support to or moves to a designated 'none of the above' area.
- If any candidate has got the required two-thirds of all senators in support (**constitutional majority**) then they have succeeded.
- If there is no successful candidate then, with no further discussion, senators are given a short amount of time to reconsider their position and move their support if they wish.

- If any move then a recount is conducted, still seeking a [constitutional majority](#) for a successful candidate.
- This process is repeated until none of the senators wish to move their support, meaning that there will be no successful candidate. In this case the motion has failed.
- If any candidate is successful then they become emperor or empress at the start of the next Senate session after the Synod ([General Assembly](#) or [Assembly of Nine](#)) have had time to [consider their position](#).
- One of the first tasks undertaken by the Throne is the ratification of their own appointment (which is after all a Constitutional motion).
- The coronation of the new Throne is normally scheduled for the following summit.

The Throne serves until they die or step down. The Throne can only be [revoked](#) by the [General Assembly of the Synod](#).

Summit	Nation	Elected
Winter Solstice 385YE	Varushka	Vesna Borkovna Prochnost
Spring Equinox 380YE	The League	Lisabetta Giacomi von Holberg

5.6 Recent Elections

This title is currently held by Vesna Borkovna Prochnost. This title has tenure, the occupant may hold the title until it is revoked, they die or they relinquish the position. The table to the right shows the citizens who have been elected to hold this title in the years since [Empress Britta](#) died.

5.7 Further Reading

5.7.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

5.7.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)
- [Historical Thrones](#)

6 Conscience of the Senate

No. Call it the Conscience of the Senate. If I ever have need of a conscience... I'll find my own priest.

Varkula, The Throne

6.1 Overview

The Conscience of the Senate is an **Imperial title** appointed by the **Cardinal of the Assembly of the Way** in the **Synod**. It is considered a virtue title of the Assembly of the Way.

During the reign of **Empress Teleri**, all the cardinals of the Synod were granted the abilities now wielded by the Conscience. They used them in a variety of ways, and to the increasing chagrin of the **Senate**. When **Empress Varkula** came to the **Throne**, she orchestrated matters so that the Senate was able to successfully remove those powers from the cardinals. As a compromise, however, the post of the Conscience was created and its appointment left in the hands of the Cardinal of the Way. The intention is that rather than representing the interests of any one Virtue assembly it will instead represent all the virtuous citizens of the Empire.

The title was **amended** during the Autumn Equinox 385YE to add the power of **Precedence of Virtue**, perhaps drawing inspiration from a similar power enjoyed by the **Imperial Magus**. Though the original motion indicated that the Conscience was to be able use the power once each session, it was later amended to once per summit through an **administrative motion** raised by the Speaker for the Senate.

6.2 Responsibilities

The Conscience is intended to observe Senate affairs; to speak on behalf of the virtuous; to keep the **senators** focused on their duty to the citizens of the Empire rather than their own aggrandizement; and to represent the Synod in the Senate when needed. When the Synod passes a judgement of **veto**, it is the responsibility of the Conscience to ensure that someone presents that decision in the next Senate meeting. Often the Conscience will do so themselves, but they may appoint someone else to do so.

6.3 Powers

The Conscience enjoys many of the same powers as a **senator** with the advantage that they do not need to worry about re-election. Some Consciences decline to use these powers, seeing their role as more ceremonial; others take full part in the business of the Senate, engaging in spirited debates with their fellow senators.

6.3.1 Member of the Senate

The Conscience is a **member of the Senate**. They are entitled to enter the Senate chamber at the start of a **Senate session** and participate in the debates.

6.3.2 Precedence of Virtue

The Conscience may - once each summit - choose to bring one motion to the front of the agenda. Administrative motions and motions that have been curtailed are still debated first, but the chosen motion is debated before any others in that session.

6.3.3 Representation

The Conscience may cast vote on any **majority motion** that is brought before the Senate. They may not vote on a motion that requires a constitutional vote.

6.3.4 Proposal

The Conscience may **propose** a single motion for consideration by the Senate each summit.

6.3.5 Voice of Virtue

The Conscience may **abstain** from any vote in the Senate. The conscience will often be called on to speak on matters relating to the Synod.

6.4 Limitations

6.4.1 One Year Only

The Conscience serves for up to one year, unless removed from office early. In addition, no person may hold the seat of the Conscience more than once in their lifetime. This restriction is **historical** in nature, put in place when the post was first created to limit the power of the Conscience.



Aspar, Conscience of the Senate

6.4.2 Lay Person

The Conscience must be a lay-person; this means that if the appointee has a **congregation**, they must give up their membership of their assembly and lose the ability to participate in the business of the **Synod** for as long as they serve.

6.4.3 Proxy

As with many Imperial titles, the Conscience of the Senate may appoint a **proxy** following the normal rules. The proxy must be legally eligible to hold the title so they may not preside over a **congregation**, and must never have held the title of Conscience of the Senate previously. However, being the proxy for the Conscience of the Senate does not then prevent someone from holding the full title at a later date.

6.5 Appointment

The **cardinal** of the Way may appoint any citizen to be the Conscience, provided that that citizen has never held the position previously. It is frowned upon to name a conscience from the same nation as the cardinal. If the Conscience controls a congregation, they face **additional restrictions**.

The conscience may hold the seat for no longer than a year, or until a new cardinal of the Way is appointed and chooses to name a replacement. For example, if a Conscience were appointed during the Winter Solstice, they would serve until the end of the Winter Solstice the following year, or until a new cardinal was appointed who wanted to replace them.

They can be [revoked](#) by the [General Assembly](#), the [Assembly of the Way](#), and the [Assembly of the Nine](#).

Summit	Nation	Elected
Winter Solstice 386YE	Urizen	Aspar
Winter Solstice 385YE	The Marches	Richard (she/her)
Winter Solstice 384YE	The League	Aurelio Sanguineo Rezia di Tassato
Autumn Equinox 384YE	Varushka	Yulia Kasimirova Voronov
Autumn Equinox 383YE	Dawn	Bridget Talbot
Winter Solstice 382YE	Navarr	Elyan
Autumn Equinox 382YE	Navarr	Elyan
Winter Solstice 381YE	The Marches	Mel Greenhill of the Mourn
Winter Solstice 380YE	Wintermark	Ingrid Sigeing
Summer Solstice 380YE	Urizen	Maximillian Ankarien
Winter Solstice 379YE	Imperial Orcs	Rawk
Winter Solstice 378YE	The League	Lisabetta Giacomi von Holberg
Winter Solstice 377YE	Highguard	Gideon of the Suns of Couros
Winter Solstice 376YE	Imperial Orcs	Gralka

6.6 Recent Elections

This title is currently held by Aspar; it will be reelected at the next summit. The table to the right shows the citizens who have been elected to hold this title in the years since [Empress Britta](#) died.

6.7 Further Reading

6.7.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

6.7.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

7 Master of the Imperial Mint

So, to summarize Master, we've no bloody money, no bloody mithril, and no bloody hope of getting any? Right - I move we pass the motion anyway. I don't give two shits where the ruddy Freeborn get the Mithril from. You don't plough another person's field.

Walter Brewer, Senator for Upwold

7.1 Overview

The Master of the Imperial Mint is based in [Tassato](#) and has ceremonial responsibility for producing all Imperial coinage and protecting it against forgers. The position of Master of the Mint comes with an opulent apartment in Tassato overlooking the river as well as a position on the [Bourse](#). By tradition the Master is able to address the [Senate](#) at their own behest or on the instruction of the Bourse.

This Bourse position is reserved for a citizen of [The League](#) who presents the largest bid. Part of the payment is used to pay for the expenses incurred in running the mint, the remainder is taken by the Senate treasury. It does not produce any material wealth, but many a skilful occupant has found ways to turn a cheap seat on the Bourse to a profit.

During the Autumn Equinox 387YE, the Imperial Senate voted to [amend the title](#) to grant it the power to amend the Guerdon, and to give it the responsibility to collect [donations](#) to the treasury.



Lieselotte von Holberg, former Master of the Mint

7.2 Responsibilities

The title was created during the reign of [Emperor Giovanni](#), under the direct sponsorship of [The Throne](#). Giovanni saw the title as a vital go-between for the Bourse and the Senate, able to keep both groups apprised of important matters. While this may have been the intent, when the title was created it was given no specific responsibilities. Some Masters favour the Bourse, while others attempt to convince their fellow seat holders to cooperate with the Senate rather than pursue pure profit. Most walk a fine line between houses, however, avoiding becoming too tied to one or the other. Many see the relative freedom of the Master as a necessary component of the office - and as the seat cannot be revoked, it tends to be somewhat moot.

The Master of the Imperial Mint has the responsibility to collect donations to the [Imperial treasury](#).

7.3 Powers

7.3.1 Member of the Senate

The Master of the Mint is a [member of the Senate](#). They are entitled to enter the Senate chamber at the start of a [Senate session](#) and participate in the debates. They do not have the power to raise motions or to vote on a motion.

7.3.2 Right of Address

The Master of the Mint has the right to make a **Senate address** once per summit. This is intended to allow them to present important information for the senators' consideration. To make an address, the Master must inform the **Speaker for the Senate** of their intention, so that the Speaker can add the address to the agenda for the next **Senate session**.

7.3.3 Seat on the Bourse

The Master of the Imperial Mint is a Bourse position. It is an Imperial title that grants the right to participate on the rare occasion when the Imperial Bourse as a body is required to make a decision.

7.3.4 Access to the Accounts

Each season, the Master of the Mint receives a briefing from the office of the Imperial Treasury and a summary of the Imperial accounts. This usually involves a meeting with the auditor (currently *Gerard La Salle*). Only the Master of the Imperial Mint is privy to this information, and they have complete freedom as to how they use it and who they share it with.

7.3.5 Set the Guerdon

The Master of the Imperial Mint may set the **Imperial Guerdon**. To use this power, the Master of the Imperial Mint must make an **announcement** in the Imperial Senate. No voting is possible by the Senate at this point, as the power has been delegated to the Master of the Imperial Mint. The **Synod** may choose to exercise its **veto** over the announcement. The **Throne** may choose to exercise their **veto** over the announcement.



Tristan Ramson von Holberg, Master of the Imperial Mint

7.4 Appointment

The Master of the Mint is appointed during the Spring Equinox each year. Election is by open auction, overseen by the civil service.

The title may only be held by a League citizen. As a title appointed through the Bourse, they cannot be [revoked](#) by the [Synod](#).

Summit	Elected	Bid
Spring Equinox 387YE	Tristan Ramson von Holberg	35 thrones
Spring Equinox 386YE	Tristan Ramson von Holberg	15 thrones
Spring Equinox 385YE	Tristan Ramson von Holberg	51 thrones
Spring Equinox 384YE	Gancio	86 thrones
Spring Equinox 383YE	Lieselotte van Holberg	41 thrones
Spring Equinox 382YE	Lieselotte van Holberg	25 thrones
Spring Equinox 381YE	Lieselotte van Holberg	10 thrones
Spring Equinox 380YE	Fererro	
Spring Equinox 379YE	Fererro	
Spring Equinox 378YE	Guillamo de Tassato	
Winter Solstice 377YE	Guillamo de Tassato	18 thrones
Winter Solstice 376YE	Nicolo Barossa De Tassato	

7.5 Recent Elections

This title is currently held by Tristan Ramson von Holberg; it will be reelected at Spring Equinox 388YE. The table to the right shows the citizens who have been elected to hold this title in the years since [Empress Britta](#) died.

7.6 Further Reading

7.6.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

7.6.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
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 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

8 Imperial Magus

8.1 Overview

The Imperial Magus is an [Imperial Title](#) appointed by [Declaration](#) of the [Conclave](#).

When it was initially created, the title was *Conclave Liaison to the Senate* and had only the right to address the Senate. At the Autumn Equinox summit 378YE the powers of the title were amended, and re-titled Imperial Magus. During the Spring Equinox 379YE, the responsibilities of the title were further expanded to include a responsibility to keep the Imperial Conclave apprised of the Senate's position on magical matters.

During the Spring Equinox 384YE, the Senate [expanded the powers](#) of the Imperial Magus to include [the Magus' Precedence](#), allowing them to raise a single [declaration](#) each summit that supersedes the usual running order of the agenda. There were some [some concerns](#) among the Constitutional Court about this change, but they chose not to challenge it.

8.2 Responsibilities

The Imperial Magus is expected to take responsibility for providing the Senate with advice on magical matters. Following [further discussion](#), these responsibilities were expanded to give the Imperial Magus the responsibility to advise the Imperial Conclave of the Senate's position on magical matters.

8.3 Powers

8.3.1 Right of Address

The Imperial Magus has the right to make an address to the Senate once per summit. This is intended to allow them to present important information for the Senators consideration. To use this power, the Magus informs the Civil Service that they wish to address the Senate. Their address will be added to the agenda for the next [Senate session](#).

8.3.2 Member of the Senate

As a non-voting [member of the Senate](#), the Imperial Magus is entitled to enter the Senate chamber at the start of a [Senate session](#) and participate in the debates. They do not have the power to raise motions or to vote on a motion. This power is intended to be used to participate in [Conclave](#) related discussions.

8.3.3 Speaker for the Conclave

The Imperial Magus is empowered to raise a single [Declaration of Concord](#) each summit to the agenda for debate during a [Conclave session](#). The Civil Service will provide the Imperial Magus with a single writ - to submit their declaration to the Conclave agenda they should complete the writ and hand it to the office of the [Prefect of the Conclave](#) at least one hour before the [Conclave session](#) begins.

Unlike a [grandmaster](#), the Imperial Magus is personally responsible for any [presentation](#). While a [proxy](#) may be appointed to deliver the presentation, their declaration is recorded as having come from the Imperial Magus.

8.3.4 The Magus' Precedence

When the Imperial Magus places their Declaration of Concord, they may use this power to have it supersede the usual running order of the agenda, being deliberated and voted on before any other declarations. If [the Throne](#) nominates a primary declaration this is debated first, followed by the Magus' Declaration of Concord.

8.4 Appointment

The appointment, replacement, or removal of the Imperial Magus is made by the [Declaration of Candidacy](#) as part of a [Conclave session](#). The Imperial Magus serves until they are replaced by another magician using the Declaration of Candidacy. As a title in the Conclave, they cannot be [revoked](#).



Æsa Sigeing, Imperial Magus

Summit	Nation	Elected
Autumn Equinox 384YE	Wintermark	Æsa Sigeling
Spring Equinox 384YE	Urizen	Laelius of the Waxing Sun
Autumn Equinox 383YE	The League	Lucia Van Holberg
Autumn Equinox 382YE	Varushka	Juha, the Cave Spider
Autumn Equinox 381YE	Varushka	Pavel Denisovich Patriciu
Spring Equinox 379YE	Highguard	Cyrus of Felix's Watch

8.5 Recent Elections

This title is vacant and will be reelected at the next summit. The table to the right shows the citizens who have been elected to hold this title in the years since [Empress Britta](#) died.

9 Imperial Consul



The first Imperial Consul was appointed in Summer 379YE

9.1 Overview

The Imperial Consul is an **Imperial title** appointed by the **Senate**. It was **created** by the Senate during the Summer 379YE summit, and sparked **considerable controversy** leading to a clash between the senators and the civil service over the recommendations of the **Constitutional Court**.

In Summer 382YE the Imperial Senate voted to **provide a stipend** to the Imperial Consul. They further amended during the Spring Equinox 383YE to **make them a member of the Senate** - again with a **certain amount of controversy**.

In Winter 383YE the title was further modified when the Senate chose to **construct** the **Imperial Consulate** in **Tassato** following the **suggestion** of the Merchant-Prince of the Featherwick Guild, granting additional benefits including briefings on the Empire's diplomatic position, access to merchants from a variety of foreign nations, and equal respect as any regular Ambassador.

9.2 Responsibilities

The Imperial Consul is expected to liaise with Imperial **ambassadors** and similar positions and report back to the Senate. The Imperial Constitution is clear that authority for negotiation with foreign powers lies with the appointed ambassador- the Consul has no legal right to direct the ambassadors in their work - their role is to liaise with the Imperial ambassadors and help keep the Senate abreast of diplomatic developments.

The Imperial Consul is however responsible for handling diplomatic relations with any foreign and barbarian power with which the Senate has not created a separate ambassador. The **Imperial Constitution** grants the power of authority for diplomatic relations to the Imperial Senate - by creating this title, the Senate divests itself of their remaining authority in this area to the Consul. When dealing with such a nation, their responsibilities are similar to those **common** to an ambassador

Foreign nations have agendas of their own, and may seek to draw the Empire into their intrigues. The existence of the Imperial Consul does not automatically mean that a foreign nation will engage with them - most nations are disinclined to deal extensively with the Empire while there is no embassy. The civil service and the [Secretary to the Diplomatic Corps](#) will do their best to appraise such nations of the role of the Imperial Consul.

9.2.1 Limitations

The Imperial Consul can only represent the Empire in dealings with foreign or barbarian nations where there is no existing Imperial ambassador with responsibility for doing so. If an embassy for a foreign nation has been completed then the legal powers of the Consul do not cover dealings with representatives of that nation - even if the ambassador is absent or the post has not yet been filled; the existence of such a title is sufficient.

9.3 Powers

9.3.1 Right of Address

The Imperial Consul has the right to make a [Senate address](#) once per summit. This is intended to allow them to present important information for the senators consideration. To make an address, the Consul must inform the [Speaker for the Senate](#) of their intention, so that the Speaker can add the address to the agenda for the next [Senate session](#).

[Axou](#) Merchants

160 rings 5 beggar's lye, 4 orichalcum, 3 tempest jade, 3 mana crystals

600 rings 15 beggar's lye, 12 orichalcum, 9 tempest jade, 9 mana crystals

[Commonwealth](#) Merchants

160 Rings 5 green iron, 5 tempest jade, 4 ambergelt

600 Rings 15 green iron, 15 tempest jade, 12 ambergelt

[Faraden](#) Merchants

192 Rings 4 true vervain, 2 Imperial roseweald, 5 weltsilver, 3 orichalcum, 2 tempest jade, 2 green iron

720 Rings 12 true vervain, 6 Imperial roseweald, 15 weltsilver, 9 orichalcum, 6 tempest jade, 6 green iron

[Suranni](#) Merchants

192 Rings 6 marrowort, 6 green iron, 4 ambergelt, 2 orichalcum

720 Rings 12 marrowort, 20 green iron, 14 ambergelt, 6 orichalcum

[Thule](#) Merchants

288 Rings 10 mana crystals

864 Rings 24 mana crystals

[Sarcophan](#) Merchants

160 Rings 5 beggar's lye, 5 weltsilver, 5 marrowort, 4 Imperial roseweald

600 Rings 15 beggar's lye, 15 weltsilver, 15 marrowort, 12 Imperial roseweald

[Sumaash](#) Merchants

160 Rings 6 liao, 5 orichalcum, 5 dragonbone, 3 Imperial roseweald

600 Rings 18 liao, 15 orichalcum, 15 dragonbone, 9 Imperial roseweald

9.3.2 Member of the Senate

The Imperial Consul is a [member of the Senate](#). They are entitled to enter the Senate chamber at the start of a [Senate session](#) and participate in the debates. They do not have the power to raise motions or to vote on a motion.

9.3.3 Foreign Merchants

The Imperial Consul enjoys a unique form of [mercantile support](#). Merchants and those seeking favour from every foreign nation with which the Empire has established an Embassy send representatives to Tassato to visit the Consulate. This functions as a series of [ministries](#) which allow the Consul to purchase quantities of special materials at a set price, similar to those enjoyed by the respective Ambassadors, albeit not on the same scale.

The Consul spends their money and makes their choices during downtime from their character page. Money is removed from, and resources are placed into, the character's inventory when the downtime is processed.

9.3.4 Representative of the Empire

The civil service provide support to help an ambassador to represent the Empire when dealing with foreign dignitaries from any nation where there is no existing ambassador. They have all the available legal powers of an ambassador; the power to receive a [delegation](#) and compose a [treaty](#) when dealing with a foreign or barbarian nation.

The Consul receives a unique [briefing](#) every summit, containing information about the various barbarian and foreign nations the Empire has no existing ambassador to deal with. They also receive a broad overview of the relationship between the Empire and all nations with which it does have an Embassy. Although these briefings are not as in-depth as those received by the individual Ambassadors, they serve to assist the Consul in discharging their duties as a liaison between the ambassadors and the Senate.

9.3.5 Stipend

The Imperial Consul receives a stipend of 5 thrones each season from the [Imperial treasury](#).

9.3.6 Vitore's Mightiest Weapon

The Imperial Consul bears *Vitore's Mightiest Weapon*, an artefact of unknown power. It is the legal property of the title. If the Consul loses their position, then the item must be given to the new Consul with all appropriate haste. The Imperial Consul is encouraged to take all appropriate precautions to keep this item safe.

9.4 Appointment

The Imperial Consul is an Imperial position [appointed by the Senate](#). Any Imperial citizen can hold this title, and the consul serves for a year. They can be [revoked](#) by the [General Assembly](#) and by the [Assembly of the Nine](#).

Summit	Nation	Elected
Summer Solstice 387YE	Wintermark	Atte Arrow-Tongue Metsastajason
Summer Solstice 386YE	Dawn	Jarrigk Silktongue
Summer Solstice 385YE	Dawn	Jarrigk Silktongue
Summer Solstice 384YE	Dawn	Jarrigk Orzel
Summer Solstice 383YE	Imperial Orcs	Fal
Summer Solstice 382YE	Imperial Orcs	Fal
Summer Solstice 381YE	The League	Aureliana Perpetua Nicasia Saverio di Sarvos
Summer Solstice 380YE	The League	Aureliana Perpetua Nicasia Saverio di Sarvos
Summer Solstice 379YE	Wintermark	Kellua Itsepainen

9.5 Recent Elections

This title is currently held by Atte Arrow-Tongue Metsastajason; it will be reelected at Summer Solstice 388YE. The table to the right shows the citizens who have been elected to hold this title in the years since [Empress Britta](#) died.

9.6 Imperial Consulate

Refurbished from an old four-storey building a stone's throw from the University of Tassato, the Consulate is an impressive edifice on the eastern banks of the river Vassa. The expanded private docks allow dignitaries and merchants from a wide variety of foreign powers to visit the Consul in private to discuss matters of import - or merely import their goods. The building also features fine apartments for the Consul's exclusive use, allowing them to host guests from within and without the Empire's borders and impress them with the accoutrements of state.

Around a dozen staff also reside in the building, hand-picked by the Civil Service for their diplomatic acumen.

9.7 Constitution

During [scrutiny](#) by the [Constitutional Court](#) several significant issues were raised with this title. [These issues](#) included concerns about the use of the [Right of Address](#), the implicit authority of the title to command other Imperial citizens, and the use of the word "High" in the original title.

The Constitutional Court returned the motion creating the title to the Senate with a series of proposed amendments, leading to extensive and energetic debate between the Senators and [Magistrate](#) Karkovich. After spirited discussion, the [administrative motion](#) suggesting changes to the presentation of the title was accepted by the Senate.

9.8 Further Reading

9.8.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

9.8.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

10 Imperial law



A magistrate of the Empire at work

10.1 Overview

Imperial Law is the body of law which has been created by the **Senate** and which extends the principles laid down in the **Imperial Constitution**. The law is prosecuted by magistrates, members of the **Civil Service** who are trained in Imperial jurisprudence. Magistrates act as judges during trials, determining guilt and sentencing and are able to deputise individuals to help them enforce the laws. The Throne and members of the **Synod** may appeal for clemency on behalf of the accused to obtain a reduced sentence.

10.2 Magistrates and trials

The implementation of the Law is overseen by the magistrates. They instigate an investigation into any potential crimes they are aware of; any character who believes a crime has been committed may bring the matter to the attention of a magistrate. The magistrates have far-reaching legal powers to allow them to go anywhere in the Empire and demand an audience with any citizen, similar to those possessed by the Synod. The magistrates may also deputise citizens to act on their behalf, either to gather evidence or to arrest a suspect.

Trials are **inquisitorial** rather than **adversarial**. There are no juries and no barristers. Trials are conducted by the magistrate who weighs the evidence and determines guilt and the accused is expected to speak in their own defence. The magistrate has the authority to silence anyone from speaking in their court and will use this power to ensure that trials remain short and dramatic.

Modern legal frameworks do not apply. There is no right to silence; if the accused refuses to answer a question, the magistrate may make an adverse inference about their guilt. Hearsay and circumstantial evidence are admissible. If a person has been murdered late at night, reports that the accused is known to dislike the victim may be weighted as evidence.

If the magistrate finds the accused guilty then they will proceed to sentencing. If the accused has pleaded guilty, a member of the **Synod** may submit a plea for clemency on their behalf. The plea must be based on Virtuous grounds; that is they must establish that the accused was acting virtuously, albeit illegally, when they committed their actions.

Magistrates have considerable power but are known to be bound by powerful magical oaths to uphold the spirit of the Law. As such they are considered to be above reproach. Their decisions may be incorrect - they are not infallible - but they are known to be absolutely impartial and honest.

10.3 Purpose

The point of the Law is to attempt to create a game in which there is a strong effective legal sanction against theft and murder. The goal is to create a convincing, compelling and original setting and also to encourage the majority of player-vs-player activity in the game to remain political rather than murderous. By making murder difficult to get away with, we hope to ensure that it is the least attractive option open to a player in dealing with their political enemies, rather than the most attractive option. The goal of Empire is to focus on a high degree of political interaction between players but have the balance of combat take place between players and monsters.

All magistrates are NPCs; they work solely towards the goal of making the law be trustworthy and effective. Any player character in this role would be minded to have other in-character considerations, other than to promote the game. The magistrates are also briefed to ensure that trials remain short and sweet, rather than running on interminably which is common in situations where they are not rigorously controlled.

Because the magistrates' primary role is to make the law effective, they will *never* be used to run plot around corruption or other themes. They can be swayed by clever or charismatic testimony but they cannot be bribed, blackmailed or browbeaten.

10.4 Not About Conduct

Imperial law is purely in-character - it is part of the setting and breaking the law naturally leads to in-character consequences, such as pursuit by the militia and a potential trial. The legal system is designed to make some activities - like murder - dangerous - to try to build the sense of a functioning society, but that doesn't mean that those activities fall outside the out-of-character purview of the game.

However Empire also has a set of out-of-character rules for **conduct** that describe how players are expected to behave at events. These rules are categorically not part of Imperial law, because they are out-of-character - for example in-character bigotry (such as hating Highborn or despising the Dawnish) is perfectly acceptable in Empire, is encouraged in the game and is not illegal. Out-of-character discrimination against members of real-world minority groups is not permitted - players who witness a breach of the out-of-character game rules should refer the matter to Profound Decisions, the incident will be dealt with out-of-character means, not via the militia and the magistrates.

10.5 Further Reading

Core Brief

- Imperial law overview
- Imperial law
- List of Criminal Offences
 - ◆ Religious crime
- Civil Claims
 - ◆ Will
- Criminal trial

Additional Information

- Court Reports
- Intent
- Crime and Criminality
- Officers of the Law
 - ◆ Magistrates
- Conclave
 - ◆ Alignment
 - ◆ Sorcery
 - ◆ Interdiction
- Imperial Constitution
- Clemency guidance

11 Commission

11.1 Overview

The [Senate](#) has the power to commission important projects or great works of construction that will benefit the Empire. Any Imperial citizen can make use of mithril, weirwood or white granite they have purchased to improve a resource they own. But regardless of how much wealth they possess, no citizen can recruit their own [army](#) or simply order the construction of a [great work](#) unless they have been granted the authority to do so by a Senate motion or by a title such as [Bearer of an Imperial Wayleave](#), [Legion Engineer](#) or [Arcane Architect](#).

Most commissions automatically result in the creation of a new [Imperial title](#), for example raising a new army causes the creation of a new Imperial [general](#). Creating this title is an integral part of the commission and does not require a second motion to be considered by the Senate.

11.2 Creating a New Commission

The following pages describe the current library of known commissions distilled from the ledgers maintained by the Imperial civil service. We will maintain this list with any new forms of commissions that develop in play.

11.2.1 Military Commissions

- [Army](#)
- [Fortification](#)
- [navy](#)
- [Shipyard](#)
- [Smugglers cove](#)
- [Spy network](#)

11.2.2 Civilian Commissions

- [Sinecure](#)
- [Ministry](#)
- [Great work](#)
- [Edifice](#)
- [Embassy](#)
- [College of Magic](#)
- [Runeforge](#)
- [Fane](#)
- [Navarr wayhouse](#)

11.3 Costing

Any commission that is [proposed](#) by a [senator](#) will be costed by the civil service so that the Senate can make an informed decision on whether to pass the motion. The civil service use extensive ledgers of known costs based on the desired outcome - so they can cost any request for something that has been built before - or a variation thereof - *provided the citizen makes clear what they want the commission to do*.

Most costs are defined in terms of the number of wains of mithril, weirwood and white granite which are required to complete the construction. Costings will also state any ongoing upkeep costs as well as the time and money required to complete the construction. Civil servants are present during the construction of the commission, so it is not possible to construct anything other than the commission approved by the Senate.

The civil service try to provide costings to any citizen who requests them, but if they are unusually busy then they will prioritise requests for costs which are linked to a motion that has actually been proposed.

11.3.1 Upkeep

Some commissions have a set upkeep, a fixed outgoing that must be paid each season or the commission will fail in some way. For example, an Imperial army has an upkeep of fifty thrones each season. If this sum is not paid, then the army will disband.

Some commissions do not have a fixed upkeep. However it is possible for any commission to be damaged, by magic, by saboteurs, by attacking forces or simply as a result of current events. In this case it may require further materials or money to restore its grandeur or prevent its complete collapse.

11.4 Necessary Details

Whenever a new commission is being created several important details need to be communicated to the Civil Service. We will provide help or advice on creating these details on request. In particular, players are welcome to email plot@profounddecisions.co.uk to discuss new commissions they are seeking to create. If any details are omitted, then we will either try to contact the player whose character proposed the motion to create the commission to get details from them, or else we will make up the missing facts.

- **Name**
- **Location**
- **Cost**
- **Imperial Title**
- **Nature**

The commission itself will need a **name**, so that it can be clearly identified in Imperial Records.

The **necessary details** include the rough **location** where the commission is to be raised or built - usually the **territory** and region are sufficient.

Most commissions have a standard **cost** for mithril, weirwood and white granite, for example a new Imperial army requires 200 wains of mithril and 75 thrones, so this detail is fixed. If the commission can be of variable size, then the necessary details include what materials will be used to complete the commission to the size desired by the citizen overseeing the project. If the costs for the commission have not been defined in the motion, then the civil service assume it is of the minimum size for such a commission.

Commissions that result in the creation of a new **Imperial title** also require the necessary details for the **new title**. The position will need a name. If the Imperial title bears any particular duties or responsibilities then this is particularly important information.

The civil service need to have a clear idea of the **nature** of any commission that is being built, where that is not clear. A **sinecure**, for example, is a very general term, only marginally more specific than a word like "building" or "construction". It is used by the Empire to describe any construction designed to produce a fixed income. A concise overview on the nature and purpose of a commission may be relevant to the Senate's decision to pass a motion; a more detailed description can be provided to the civil service later. Sinecures, ministries, great works etc. are all effectively *classifications* for different types of structure that the Senate can commission. It is very helpful to provide as much flavour and detail on how an individual commission works as possible. While these in-character details do not affect the rules, they are important for the campaign and can influence plot developments involving the commission.

11.5 Limitations

11.5.1 Marshes

The **supernatural storms** of 384YE turned **large sections of the Empire's marshes into boggy swamps**. Any commission built in a region with the **marsh** quality will see an additional fifth added to the labour cost to construct it. At first there were optimistic projections that the problem would persist only until the start of Winter 384YE, but all the indications are that the change will be permanent.

While the conjunction meant that the rituals used didn't directly affect territories outside the Empire, the additional water has broadly ignored territorial boundaries. As such, this change to the labour costs of commissions in marshy areas *does* apply to **Bregasland**, **Zenith**, **Liathaven**, **Brocéliande**, and **the Barrens** as well as regions such as **Drownbark Forest** in Ossium.

11.5.2 Imperial Titles

The approval of the **Senate** is required to approve the commission of any significant project. Because of the great costs involved in creating a structure using mithril, weirwood, or white granite, most commissions are built to provide important practical benefits. If these benefits require administration or oversight by a citizen then the **constitution** mandates that a suitable Imperial title be created and a citizen with no other Imperial title be appointed to the position.

As a result of these rules laid down at the dawn of the Empire the Constitutional Court does not allow the Senate to authorise a commission that would provide tangible benefits to an individual citizen without creating an **Imperial title** to be responsible for the commission and any benefits or powers it provides.

Citizens shall not hold more than one high office at a time and must exercise their powers in person; those whose virtue causes them to be offered numerous Imperial titles must choose between them. In this way no citizen shall accumulate so much responsibility that they consider themselves better than their fellows.

Some Imperial commissions - most notably fortifications, follies, and great works do not provide practical benefits that an individual could gain from. The Imperial Senate may still create an Imperial title with responsibility for the commission if they wish, by including explicit instructions to this effect in the wording of the motion.

There can only ever be a single Imperial title with responsibility for a commission. Whoever is appointed to the title becomes the legal custodian of the commission; if it were to be threatened in any way, it would be their responsibility to deal with those threats. Likewise, if any [opportunity](#) relating to the commission presented itself, they would make any decisions needed to take advantage of it.

11.5.3 Setting Consistency

The various commissions are designed to allow players a great deal of flexibility when adding new things to the game. There are some areas, however, where the consistency and believability of the setting may make a given commission difficult or sub-optimal. Some commissions are already restricted - a [shipyard](#) for example can only be built in a [region](#) with the *coastal* quality. In other cases, the game team may increase the cost of a commission (such as the references to building a [fortification](#) in the marshy territories of [Bregasland](#) and [Kallavesa](#) being more difficult outside of certain regions), or reduce its effectiveness (such as with [herb](#) commissions in the cold northern territories which are less effective at producing tropical herbs such as [cerulean mazzarine](#)).

In general, the main consideration is that the commission must make a certain amount of in-game sense both in terms of the setting, and the effect it will have in the game world. For example, a [great work](#) that enhances the production of [fleets](#) could be built in a coastal region easily, or on a major river such as the Vassa or Gancio, but might encounter difficulties or be impossible to build in an area such as the completely land-locked [Anduzjasse](#) in [Segura](#).

11.5.4 Altering an Existing Commission

The appearance and character of an existing commission can be altered after it is completed. Doing so requires a new commission, following all the normal rules, and requires the same labour costs as the original commission. Alterations take a minimum of three months. You cannot use a [wayleave](#) to alter an existing commission, only create a new one.

11.5.5 Domestic Affairs

Most commissions can only be constructed in a region controlled by the Empire. Spy networks and smugglers coves are an example of a current exception.

11.5.6 Foreign Powers

Some commissions rely on the Empire's diplomatic relationship with an NPC power such as a [foreign nation](#) or an [eternal](#). Depending on the relationship, these powers might be altered, added to, or even removed entirely. An obvious example is the [ministries](#) available to ambassadors.

11.5.7 Maximum Commissions Available

The Empire has limited capabilities to oversee new commissions. In a given season, the civil service is able to deal with only **eleven** new commissions. Attempts to commission more than eleven projects in a single summit beyond this will fail - they will not be actioned. This includes commissions from the senate and from both the [Bearers of an Imperial Wayleave](#) and the [Legion Engineer](#) which have been given the ability to commission via an announcement.

Following the mandate [enacted](#) by [Luca i Taziel i Riqueza](#) after the Winter Solstice 385YE the number of commissions available has been reduced as the faithful have been convinced to withdraw their labour. This will continue until either the Imperial Senate uses a motion to assign fines from the magistrates to the Virtue fund or the [Prosperity Assembly](#) uses a clearly worded [Statement of Principle](#) upheld with a greater majority to encourage the faithful to once again take up their tools. More information can be found in the [Forwards and Rewards](#) wind of fortune.

Some titles can announce commissions that do not count towards the limit such as the [Chair of the Wolf](#), the [Master of Rings](#), the [Master of the Koboldi](#), and the [Mistress of Monuments](#) but they each have their own limitations.

The only exception to this rule is for Imperial armies and navies, which do not count against the limit of the number of commissions available.

11.5.8 Altering the Setting

You cannot use a commission to change a key detail about the setting or to resolve a known problem. For example, if the cleansing fire of Surut is used to purge the vile taint of the vallorn from a region, then we will update the wiki to reflect the damage done by Surut's fire. That damage cannot be restored by building a sinecure, ministry, or great work - the effects of a normal commission are limited to the rules defined for that commission - so it cannot undo the effects of the fires of Surut as well.

The only exception to this rule is when an appropriate plot **opportunity** explicitly states that building a specific commission will change a key detail in the setting or resolve a known problem.

11.6 Opportunities

Opportunities are seeded into the game from plot. Opportunities are usually commissions; often they will circumvent or exceed the regular play balanced rules for determining the outcome of a commission.

A commission opportunity must be proposed by a senator to be voted on as any normal commission, but it may provide the ability to do something at a reduced cost, or in a way that could not normally be achieved. The nature of the plot will normally dictate what benefits the opportunity provides, as well as what information is available on those benefits.

11.7 Improvements and Repairs

In addition to new commissions, the Senate may also pass motions to upgrade or improve existing commissions. In the case of armies and fortifications they can also pass motions to expend the resources needed to **return the army to full strength** or **repair the fortification**. These motions follow the same processes used for new commissions.

11.8 Implementing a Commission

Any player whose character is providing wains or money for a commission, should put the coins or the bourse notes representing the wains of mithril, weirwood and white granite that they are committing to their project **in the bag that they hand in at the end of the event**. When downtime opens, you will be able to access the materials by selecting the "inventory" button on the downtime website. This will show you all the materials you handed in and give you options to transfer them to other characters or provide them towards a commission. The cut-off for providing funds for a commission is the end of downtime after that event; any wains or money provided after that will not count towards that season's funding.

A commission needs a set amount of funding each season to progress. This is usually the total amount of wains and money in the commission divided by the number of seasons required; a fortification costs 80 white granite and 240 crowns, and takes four seasons, so a minimum of 20 white granite and 60 crowns needs to be provided each season for progress to be made. It is possible to fund everything as soon as the commission is available, at which point it is just a matter of waiting. The limit on what can be used in a single season is 50 wains and 150 crowns.

The responsibility for implementing a motion lies with the senator who passed the motion. They are considered to be in charge of the work, and the civil service will liaise with them to obtain any necessary details which have not been included in the wording of the motion. However, once the Senate has passed a motion, the legal authority to create the commission has been granted, so any character can provide the resources needed to build the commission.

Please do not include a note when you hand in your wains as it is impossible to process these notes at the point where your bag is processed.

11.8.1 Lapsed Commissions

A Senate commission has a year to **begin** construction from the date it passes.

In the event that no payments have been made against a construction for a period of one year, the motion will lapse and will no longer be considered under construction. A payment is considered to be at least one season's worth of the required materials. It requires fresh authorisation by the Imperial Senate to restart a lapsed commission and may require a fresh costing from the civil service.

At this time, there are the following lapsed commissions.

- **College of magic in Morrow** passed in Winter 378YE
- **Reckoners Reward** passed in Autumn 379YE
- **General Estana's Repository** passed in Summer 380YE

- [Hanging Fruit Gardens of Gerondi](#) passed in Autumn 380YE
- [Mana ministry in Astolat](#) passed in Autumn 380YE
- [Runeforge](#) passed in Spring 380YE
- [Holt of the Oak](#) passed in Autumn 381YE - later [successfully completed](#)
- [Seren's Whispering Garden](#) passed in Winter 381YE
- [Iron Qanat](#) passed in Spring 382YE- later [successfully completed](#)
- [Legacy of Wisdom](#) passed in Summer 382YE
- [Expansion to the Halls of Knowledge](#) passed in Summer 382YE
- [Bounders Hall in Bregasland](#) passed in Summer 386YE

11.8.2 Oversight

If the Senate passes a commission, then the member of the Senate who proposed the motion is responsible for overseeing the project. Any funds allocated from the treasury are given directly to the proposer to use for the completion of the commission. The citizen remains responsible for the commission and is legally empowered to authorise it, even if they lose their position in the Senate during that time. The only way a commission overseer can be changed is if the citizen dies or is excommunicated; only then is the Senate legally permitted to pass a motion to assign one of their number to complete the project.

A character can go about spending their funds as they see fit, and can delegate some or all of the responsibility to others, but they are ultimately considered to be responsible for ensuring the project is completed.

11.9 Further Reading

11.9.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

11.9.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

12 New Imperial titles

12.1 Overview

Only the **Senate** has the power to create a new **Imperial title**. If another house, such as the **Synod** wants a new Imperial title to be created to help them discharge their responsibilities then they must request the Senate create the position for them.

New titles have the potential to possess wide-ranging powers with little or no oversight or constraint. Because of this new titles are subject to particularly thorough constitutional **Scrutiny** to ensure that they preserve the spirit of the **Imperial Constitution** and do not unduly change the separation of powers between the five great houses of the Empire, **Synod**, **Senate**, **Bourse**, **Conclave**, and the **Military Council**.

12.2 Appointment

When a title is created, the Senate *must* decide how the position is appointed. The normal constitutional approach is that an Imperial title will be appointed by whichever arm of the Imperial government it draws most of its powers from.

For example, the **Quartermaster General of the Imperial Armies** helps the Military Council by resupplying their armies. However the power to authorise the resupply of Imperial armies lies with the Senate - so the most common method is to have the **Imperial Senate appoint the position**.

The magistrates will almost always allow the Imperial Senate to divest this responsibility to another house if they feel it is appropriate. So the Senate could choose to have the Military Council appoint the Quartermaster General directly if they felt this was appropriate. However the **Constitutional Court** will normally act to prevent the Senate drawing undue power to itself by claiming the appointment of new Imperial titles which are more properly the business of another house. For example, if another Imperial college of magic were constructed, the magistrates would almost certainly insist that a dean be appointed by the Conclave, not by any other house.

12.2.1 Eligibility

A new Imperial titles may be designated as an Imperial position or a national position.

If it is an Imperial position then any Imperial citizen of any nation is eligible to hold the title. **The Throne**, **archmage** and similar positions are all examples of Imperial positions.

If a title is a national position then only citizens of that nation are eligible to hold the title. **Senator** and **general** are both examples of national positions. Only a League citizen is eligible to become a League senator. If a citizen holding a national title changes nation then they immediately lose the position.

Eligibility for some titles may be limited to membership of a **Conclave order**, a specific **assembly** or **Imperial sodality**. Such titles always undergo significant scrutiny - in most cases it is only appropriate to limit eligibility to a title in this way, when the position has responsibility to represent or provide leadership to that order, assembly or sodality.

It is not constitutional to make eligibility for a title be contingent on a citizen's Virtue, skills, or personal **resource**.

12.2.2 Term

A Senate motion may indicate whether a new Imperial title will be re-elected annually, be elected to serve for a year, or serve with **tenure**. This choice is often limited by constitutional precedents depending on the method of appointment and the legal powers a title has. For example appointments by the Conclave (and only appointments by the Conclave) are always elected by **declaration of candidacy** and always serve until replaced unless the title-holder steps down or dies.

Titles that are re-elected annually, are elected at the same summit each year. Most Imperial titles - such as a **senator** follow this pattern. If the title falls vacant prematurely, then the new occupant will serve for a reduced term with the title reelected at the same summit as normal. If a title is re-elected each year on the same date, then the civil service have the power to set which summit that election is regularly scheduled for, so that they can ensure the smooth running of elections.

If a title is elected to serve for a year, then it serves for one year from the summit it is elected. It can be re-elected from the same summit one year later onwards. Under normal circumstances, only Imperial titles appointed by the Senate are elected to serve for a year.

This restriction on tenure is designed to release titles held by players who have left the system. A player who is unable to attend events but is planning

to return as soon as they are able can avoid being removed by the civil service by [emailing us](#). A character who has notified us of an extended leave of absence is still subject to [revocation](#) in their absence.

12.2.3 Tenure

If a title has tenure then the occupant serves until they die, resign, or are revoked. Only new Imperial titles with minor legal powers can be given tenure; traditionally titles associated with minor sinecures are expected to have tenure. If a character has not attended Anvil for over one year (five events) and has not made prior arrangement with the civil service it is assumed that they have resigned from the position.

12.2.4 Well Worn Paths

The standard processes for appointing a citizen vary with each house. The standard methods described for each house represent "*well worn paths*", common approaches that have been used for decades or more. Appointments that follow these paths are far less likely to be classed as [unconstitutional](#) or require a [constitutional](#) vote to pass. It is common for Senate motions to state which house will appoint a new Imperial title and that it will be done by the "well worth path" - allowing the relevant information to be concisely and accurately communicated to their fellow senators.

- [Appointment by the Senate](#)
- [Appointment by the Synod](#)
- [Appointment by the Conclave](#)
- [Appointment by the Military Council](#)
- [Imperial positions appointed by the Bourse and national positions appointed by the Bourse](#)
- [Appointment by Imperial Sodality](#)

It is possible for a [Senate motion](#) to request that an Imperial title employ a novel method of election or have an unusual tenure or method of removal, but varying the mechanism from the traditional forms ensures that the motion will require much greater scrutiny to ensure it is compatible with the [Imperial Constitution](#). All such motives are automatically subject to a high degree of scrutiny by the [Constitutional Court](#); the Court tend to be very conservative figures and anything that is novel or unique is often regarded with suspicion, just on principle.

12.3 Powers

A title may be assigned one or more legal powers. In the vast majority of cases these are either powers exercised by members of one of the arms of government - or they are powers exercised by that house collectively. For example a bursar created by the Senate to investigate expenditure by senators and seek out malfeasance, could be granted the power of [Inquisition](#) (a power normally exercised collectively by the Synod) and the [right of address](#) in the Senate (a legal power normally granted to senators and the like).

Titles created by the Senate in this way do not need to follow the normal restrictions on their usage. For example, for the Senate to employ the power of commission requires a motion be proposed by a senator and approved by majority vote. In 377, the Senate wished to give greater support to the [Military Council](#) and [created the title of Imperial Quartermaster](#) with a limited power of Commission - and the duty to arrange the resupply of Imperial armies.

12.3.1 Secrecy

It is possible for the Senate to create an Imperial title that can circumvent the normal legal checks and balances by accessing legal powers without the house that controls those powers having to vote each time they are used. The accompanying ease with which this allows these powers to be used is often cited as the reason for creating a new Imperial title, although historically the same reason is often given for abrogating the title later.

However it is never possible to create an Imperial title that is able to use powers in secret that would normally require a vote or official process of some kind. Normally the magistrates will insist that such powers are authorised using a suitable announcement to the relevant house, such as a [Senate announcement](#). This allows the members of that house to be aware how their powers are being used, it allows the civil servants to determine when powers are being legally accessed and in the Senate it allows the decisions to remain subject to the [veto](#) of the Imperial Synod.

12.3.2 Limitations

It is not possible to dictate how a power may be used - the Senate is forbidden from extending its power by creating titles under their direct control. However the Senate can set limitations on how any legal powers can be used. The standard limitations are by nation, territory or house - the holder of that title can then only use those powers on members of that nation, territory or house or commissions based in that nation or territory.

For example, a title might carry the responsibility to secure the defences of [Holberg](#). This title could come with the legal authority to resupply armies of [The League](#) and repair fortifications in Holberg. The holder of this title would not be able to resupply other armies or fortify other regions.

It is not acceptable to limit a title in other ways. For instance, it is possible to create a title with the responsibility to support the welfare of the Church of the Little Mother, with the legal authority to authorise the construction of churches and cathedrals. But legal authority could not be constrained in any way so that only the Church of the Little Mother could benefit from the construction.

12.3.3 Restrictions

All Imperial citizens are forbidden to hold more than one Imperial title concurrently. Attempts to create an Imperial title which appears to have more powers than are appropriate for the position are usually ruled unconstitutional - as an attempt to bundle too many responsibilities and power together.

12.3.4 Responsibilities

Senators are encouraged to define carefully what the responsibilities of any Imperial title they propose to create. It is not possible to place legal requirements on how the powers a title possess must be discharged, the holder of an office cannot legally be directed on what actions to undertake to uphold their office. However the responsibilities of an office are important - the Synod is expected to use the stated responsibilities of an office to judge whether a citizen is failing in their duties and needs to be removed by [revocation](#).

12.3.5 Sodality

The Senate can create a new [Imperial sodality](#) or recognize an existing one when creating a new title. For example in 377YE, the Senate passed a motion to [create the Captain of the Senate Guard](#). Implicit in the description of this title is the existence of a sodality - the Senate Guard - and that the new title will assume responsibility and leadership of this sodality.

12.3.6 Stipend

Any title may be granted a stipend - a regular income which is drawn directly from the Imperial treasury. Titles with responsibilities that are likely to incur significant costs are the most eligible for a stipend, but any post can have one attached to it in theory. Every title is considered to have a stipend of zero thrones, and the minimum amount that a stipend can be increased by is one throne per season. The [Stipulator of Stipends](#), a title appointed by the Imperial Senate, has the power to announce a change in the stipend of a single title once each season.

12.3.7 Regalia

Several titles have *regalia* - one or more [magic items](#) that are the property of the title. A new title may be granted regalia when it is created. An existing title may be granted regalia by the [Senate](#), as with any other amendment to an [Imperial title](#). It may also be granted regalia by the [Conclave](#) through use of the [Declaration of Endowment](#).

An item of regalia is the legal property of a single Imperial title. If the holder of a title changes, they must hand over any item of regalia to the new title holder as soon as possible. If an item of regalia is lost or stolen, it is the responsibility of the title holder to try and recover it.

Regalia usually takes the form of an [artefact](#) crafted by an [artisan](#). There have been cases - as with the Champions of Virtue - where a title is given legal ownership of an item that is not in Imperial hands. Such cases are carefully observed by the magistrates and Constitutional Court to ensure that this is not an attempt to steal an item belonging to another Imperial citizen. It is not possible to pledge to deliver a normal magic item each year without an appropriate [opportunity](#).

12.3.8 Creating New Powers

The powers of the houses and the titles associated with those houses are well known and understood by constitutional scholars. It is perfectly possible for the Senate to create a new legal power - but any attempt to do so will bring close scrutiny from the [Constitutional Court](#) to ensure it is compliant with the ethos of the Constitution. It is usually simpler to incorporate existing legal powers rather than create new ones.

12.3.9 Custodian

The Senate can grant an Imperial title the custodianship of a commission. A custodian is not automatically assumed to be involved in the day to day operation of the commission but is assumed to direct those efforts. If the commission were to be threatened in any way, it would be their responsibility of the custodian to deal with those threats. Likewise, if any [opportunity](#) relating to the commission presented itself, they would make any decisions needed to take advantage of that. The custodian cannot take any action that would require a legal power to authorise, such as [abrogating](#) or [ceding](#) the commission (which are powers of the [Senate](#)).

The custodian does not receive additional information about events in the Empire, nor can they request special reports or downtime actions. These details are assumed to be below the abstraction layer. The title holder is encouraged to create their own stories about their activities within reasonable limits and to get involved in events appropriate to their title during the game, but they do not have any options beyond those explicitly listed for the commission or provided by an opportunity. Plot that involves a commission will be rare - but the power exists to create the potential for it to happen.

If an Imperial title is automatically created as part of a commission - then custodianship is included as a constitutional requirement. For example, the general of an army must always have custodianship of the army. It is not constitutional for two Imperial titles to share custodianship of a single commission.

12.4 Removal

According to the constitution Imperial titles that are appointed by the Senate, Synod, or Military Council are subject to revocation by appropriate assemblies of the [Synod](#). The well worth paths for such titles is that Imperial titles can be revoked by the [General Assembly](#) or the [Assembly of Nine](#). National positions can also be revoked by the relevant national assembly and any titles appointed by a virtue assembly can be similarly revoked by them.

Imperial titles that are appointed by the Conclave or the Bourse are explicitly protected by the Constitution. They cannot be made subject to revocation by the Imperial Synod. In practice the Constitutional Court have also consistently refused to sanction other means to remove such titles.

As with the election, it is possible for a [Senate motion](#) to stipulate that an Imperial title be subject to removal by different or additional means, but such originality is usually frowned upon and rarely passes constitutional scrutiny. The removal of a title holder from their office is constitutionally regarded as the province of the Synod, attempts to grant the Senate the power to remove a citizen from an Imperial title in particular are always declared unconstitutional.

12.5 Automatic Titles

Some motions of the Senate result in the automatic creation of a new title. For example, if the Senate create a new Highborn army, then this results in the automatic creation of a new Highborn General. If the Imperial armies complete the conquest of a territory, then this results in the automatic creation of a new Senator. If a motion causes a title to be created then any variation to the powers or appointment of the title desired by the Senate must be specified at the point where the motion is passed; the title is assumed to come into being at that point - even though the position usually remains vacant until any work required is complete.

12.6 Further Reading

12.6.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

12.6.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

13 Casualties



The dead, the maimed, the walking wounded.

13.1 Overview

Both sides involved in a campaign take casualties. This is represented by a reduction in their effective fighting strength.

Casualties represent fatalities, permanent damage to equipment and lost resources. Thanks to easy availability of magical, herbal and surgical healing, injured soldiers are generally restored to full fighting fitness within a short period of time, and are not counted as casualties.

13.2 Calculating casualties

Each side in a campaign normally inflicts casualties on the other side equal to one tenth of its fighting strength. The casualties are split among all the forces present in the territory based on [the orders submitted](#) by the commanders on both sides and the outcome of the campaign. The actions of player characters during time-in, particularly the outcome of skirmishes and battles, may also have an effect if that was part of the in-character brief. However the armies and navies of a side are assumed to stand and fight together, it is not possible to single out an enemy army.

A force that falls below 1,000 strength is disbanded. An army is routed, or annihilated, a navy is sunk. It is effectively destroyed and ceases to exist as a significant force although individual soldiers or vessels may survive. A large army disbands if its fighting strength falls below 1,500.

E.g. There are three full strength Dawnish armies fighting in [the Barrens](#). They have a total fighting strength of 15,000 so they will inflict 1500 casualties on the opposing forces. The precise number of casualties may be adjusted due to the orders submitted and any appropriate rituals in place as well as any [battles](#) that have taken place.

The casualties are split equally between the enemy forces present and then the casualties each force incurs is adjusted based on the order submitted for that army or navy. If an army is completely destroyed (reduced to 0) then any excess casualties are split between the remaining defenders.

13.3 Natural Resupply

- **Must be in an Imperial territory, on defensive orders, with no opposing forces present during the season**

Resupply represents new equipment and materials, and new recruits to replace the dead. If an Imperial force spends the entire season in a territory controlled by its allies with no opposing forces there during the season then it automatically recovers 500 strength (750 for a large army or navy).

In order to benefit from natural resupply, the general must issue a **defending** order to their army. It is not possible to gain the benefits of natural resupply while taking an **attacking** order to capture territory even if there are no opposing forces present.

No natural resupply takes place if there is an enemy force defending or attacking any part of the territory. Forces leaving the territory at the start of the campaigning season do not count, but forces that enter the territory that season do.

Armies cannot resupply in a territory in which there is an ongoing damage effect such as **Thunderous Tread of the Trees** or **Mountain Remembers Its Youth**. This does not stop an army that has taken damage while moving through a territory from resupplying as long as they end their movement in a territory where no such effects are in place.

A force cannot be resupplied above its maximum fighting strength normally 5,000 (7,500 for a **large** force), and cannot benefit from natural resupply if the nation has more armies and navies **than it can support**.

13.4 Emergency Resupply

- **Can be used anywhere provided the force is not engaged in a campaign that season**
- **Requires mithril or weirwood and 2 crowns per wain**

Wains Spent	Benefits
1-20	25 points/wain
21-40	20 points/wain
41-60	15 points/wain
61-80	10 points/wain
81-100	5 points/wain

The **Senate** may pass a motion to authorise the use of mithril or weirwood to speed up the resupply of an Imperial **army** or **navy**. In the case of an army, these materials represent weapons and armour as well as tents, wagons, siege equipment and other supplies. For a navy they include repairs to existing warships as well as new vessels, shipboard weapons, food and materials for the ships and their crews, and other supplies. This represents a concerted effort by the Empire to bring the target force back up to full strength. Emergency resupply, like natural resupply, takes a season to complete.

Emergency resupply can be used with any force that is not engaged in a campaign that season. If the force takes part in a campaign - either attacking, being attacked or being part of a larger force that attacks, then any attempt to use emergency resupply fails.

When a motion of emergency resupply passes, any imperial citizen may contribute resources and money towards the resupply of that army before the start of the next summit. A citizen who provides wains to resupply an army must also provide the appropriate amount of money at the same time.

In a single season, the first 20 wains of mithril **or** weirwood restore 25 army strength for each wain allocated. The next 20 wains provide an additional 20 army strength each, and so on up to a maximum of 100 wains in a single season. In addition to materials, emergency resupply costs 2 crowns per wain. The rate of emergency resupply resets each season so the mithril and weirwood spent in a subsequent season is not affected by earlier actions.

Following a **decision** of the **Senate**, it is the responsibility of the **Senator** (or other agent of the Senate, such as the **Quartermaster General of the Imperial Armies**) to call for a moment of silence honouring the dead after any motion for emergency resupply is passed. Unless the Senate imposes additional restrictions, a **senator** authorised to oversee the resupply of a specific Imperial army can do so freely for a year following the passage of the motion.

13.5 Further Reading

13.5.1 Core Brief

- **Military Council**

- War

13.5.2 Additional Information

- Imperial armies
- Army orders
- Navy orders
- Casualties
- Territory
- Army qualities
- Spy network
- Smugglers cove
- Fortification
- Campaign outcome

14 Historical research

14.1 Overview

The department for historical research was established by [Emperor James](#) in an attempt to repair the damage done to Imperial scholarship by [Emperor Nicovar](#). Fifty years passed between the devastation of the libraries and the establishment of a formal order dedicated to regaining what had been lost - five decades for the situation to deteriorate further. Staffed by dedicated civil servants, and taking direction from the Imperial Senate, the new department worked tirelessly to recover damaged documents, and reconstruct those that had been lost forever to the fires of the mad [Throne](#).

The Empire has been in existence for nearly four hundred years, but human civilisation stretches back much further than that. The relatively recent arrival of [Dawn](#) and the [Highborn](#) were preceded by centuries of orc barbarian chaos. And before that the Bay of Catazar area was home to the sprawling kingdoms that were the ancestors of [Navarr](#), [Wintermark](#), [Urizen](#) and [Varushka](#). Any given scholar today knows only a part of the epic history of humankind.

The best records the Empire kept were destroyed by [Emperor Nicovar](#), and much of the early history of the Empire, and the history of the nations that preceded it, was lost. What documents and histories endure are kept in the personal histories and records of communities scattered across the Empire. The civil service works under the direction of the Senate, to recover knowledge that has been lost and to push back the boundaries of Imperial understanding of the past and the present. Finding specific information in the decentralised Imperial memory is a daunting task. Teams of people must spread out across the Empire to seek out lore buried in any of the countless personal libraries.

Following the [restructuring of the Department](#) after the Winter Solstice 384YE, the civil service has the resources to research one subject each season. Prior to [the murderous events of 379YE](#), the civil service was able to perform more research each season; the loss of so many experienced researchers significantly curtailed their ability to perform scholastic study.

Since the death of Empress Britta, the Senate devolved much of the responsibility for guiding historical research, creating individual titles - the [Minister of Historical Research](#), the [Dredgemaster of Feverwater](#), [Advisor on the Vallorn](#), and the [Imperial Advisor for the Feni](#). The Dredgemaster [had this power removed](#) during the Winter Solstice 381YE, while the Advisors also lost this power during the changes mandated by [restructuring](#).

14.2 Commissioning Historical Research

The power to direct the civil servants in the department of historical research lies with the Imperial Senate. Until recently, this power was employed by use of a [senate motion](#). In recent years, senators have created three new [Imperial titles](#), who may all commission a piece of historical research using a [senate announcement](#). Both the Advisor on the Vallorn and the Imperial Advisor for the Feni lost this power during the [Spring Equinox 385YE](#). The Minister of Historical Research may in theory make any number of announcements but since the [decision to retrain](#) members of the Department as [prognosticators](#), the matter is moot. Whichever subject is announced first will be undertaken.

Regardless of how the power is employed, the thrust of the research should be clear. It is possible to commission broad research into a significant topic such as "the history of the Brass Coast" or "Exemplars of Pride", giving the civil service free rein as to how to proceed. It is more common, however, to select a tight focus such as "the life of Myfanwy" or "the Crown of Three Tears".

Each season, the researchers will provide a report summarising their findings in the previous three months. This often takes the form of a written document detailing what they have uncovered, sometimes presented by one of the civil servants responsible for collating the information. It may sometimes take the form of a discussion with an expert on the issue, or a lead that will secure specific information that requires direct action by an Imperial hero.

The report will often include suggestions for where to take the research next, if there are any avenues of research left that the researchers believe might be beneficial, explaining the problems with uncovering more information, or presenting an [opportunity](#) for some action that might help move the research forward. If the researchers do not believe that any further work on a subject will provide additional useful information then they will report that.

OOO Explanation: The downtime after a report is received, the contents will be added to the main wiki. Depending on the nature of the report this may mean a new page detailing the results of the research, or edits to an existing page. Any scholar is free to roleplay that they have received copies of the research document.

14.3 For the Benefit of the Empire

During the season following the presentation of a historical research report, the civil service will make the contents available to any scholar who asks as well as dispatching copies of the report to libraries, universities, and colleges across the Empire. This is done to help ensure that the information discovered can never be lost again, and to expand the collective knowledge of the Empire.

14.4 Dangers of Historical Research

Uncovering information about the past is not a safe occupation. The **eternals** known as the **Whisper Gallery** have shown that they are prepared to take extreme steps to interfere with historical research, for example, including **murdering civil servants**. The **Conclave** has placed them under **enmity**, but this does nothing to prevent their mortal associates causing trouble for the department of historical research. The Senate treasury once paid a significant amount of money into a fund to protect civil servants associated with the department, but **Ris Steelfist**, one of the bodyguards funded by the Senate, presented a proposal that saw private citizens fund the defence of the department. Sometimes a project is too dangerous for them to explore directly. In this case, they may call on the citizen with the appropriate Imperial title to undertake dangerous actions, or request additional materials that they cannot acquire themselves.

Citizens who hold one of the titles associated with historical research should be aware that they are potential targets not only for the Whisper Gallery but for other secretive organisations that have a vested interest in preventing discovery of historical information in general, or specific to whatever is being researched.



Leontes the Scribe, **Marcher** scholar and Imperial Archivist, oversees the Department of Historical Research

14.5 The Department of Historical Research

The department of historical research is ultimately overseen by the Imperial Archivist, Leontes the Scribe, who is a member of the **Constitutional Court**. He is said to be a notoriously curmudgeonly individual whose deep knowledge of the history of humanity has left him with a perpetually dismal view of it. The day to day running of the department defaults to the most senior scholars, each of which in turn directs the remaining handful of researchers, scribes, and investigators. As of the Autumn Equinox 381YE, there are four senior researchers in the department. Each is a veteran civil servant and respected scholar of Imperial history.

14.5.1 Snowstorm Henk

The first **Imperial Orc** member of the Department, Snowstorm Henk, is a young academic who has an extensive interest in lost Imperial artifacts. He takes a "hands on" approach to research, often dragging himself and his team into dangerous situations such as when he **undertook an expedition** into the **Lorenzo's Deep Pockets**, or was (briefly) captured by Thule while **exploring Sungold Pass**. He often undertakes research where a "fresh approach"

is appropriate; the Imperial Orcs are the youngest nation and Snowstorm Henk likes to think about preconceptions and "accepted wisdom" when exploring a topic.

14.5.2 Octavia of Stream's Source Spire

An [Urizeni](#) who takes a methodical approach to any project she is involved with. She is at home in libraries, and often delves deep into the root causes of the events she is asked to research. Her reports will often quote other sources; she is in her element when a project requires examining large amounts of existing information and trying to distil it down into a usable format.

14.5.3 Marko Siwarsbairn

An adventurous [Wintermark](#) scholar, Marko enjoys field work, especially poking around old ruins and haunted libraries. They are known to take a particular joy in delving into the lives of historical figures, rather than historical events, especially if compiling such a biography will give them an excuse to visit somewhere they have never been before.

14.5.4 Ser Eddard d'Argenteux

Ser Eddard d'Argenteux recently joined the Department of Historical Research after retirement from his life as an active questing-knight at the age of 63. Having taken up the mantle of a troubadour since his retirement, his primary interests are the legends and folktales told of the glorious and the foes they face. An experienced traveller, there are few places inside the Empire he has not been, and many places he has been beyond. He specialises in rumour, myth and legend: when he conducts historical research it can be difficult to separate the tall tales from the hard facts, but rarely is it not a fantastic story.

14.5.5 Other Researchers

There are a handful of other respected scholars associated with the department of historical research. They are often assigned specific roles by one of the Imperial Archivists. There are also several retired members, or members who have moved on to other departments.

- Rosalind Friedlin von Holberg (Retired): A graduate and former professor at the University of [Holberg](#), Rosalind is also a veteran of the Druj occupation, and an expert in pre-Nicovar Imperial history. She has extensive contacts among - and some influence over - the various Imperial centres of learning. Rosalind encourages researchers to adopt a detached, academic style with their studies and prefers them to include plenty of references to existing Imperial scholarship.
- Peter of Hintown (Retired): Something of a maverick, this adventurous [Marcher](#) scholar discovered both the [Gildenheim runeforge](#) and the [mithril deposits](#) that eventually led to the creation of [Pride of Ikka's Tears](#). In contrast to Rosalind, he has an extensive network of contacts and correspondents outside of established academia, preferring to associate with independent scholars. His main area of academic interest lies with pre-Imperial artifacts, and what little is known about the history of the orc barbarians - especially the Empire's battles with them.
- Eilian Sweetwater (Promoted): A [Navarr](#), of Storm's Run Striding, Eilian was best known for his [extensive report](#) on [Axos](#) and the history of the Terunael there, prepared for the [Advisor on the Vallorn](#). In Winter 384YE, he was [reassigned](#) to the Prognosticator's Office.

No Imperial Archives

While there is an Imperial Archivist, there are no Imperial Archives any more - no secret libraries maintained by the civil service. Instead, there are numerous small libraries, archives, records, and similar spread across the Empire. Navarr stridings carry books and scrolls with them in their wagons. Every Wintermark hall keeps a tally of judgement stretching back generations. Every Dawnish house keeps records of its most glorious members. Each Highborn chapter records the deeds of its worthy scions, every Urizen spire maintains libraries both arcane and more mundane in nature. The Marchers have memories written and oral that stretch back to the times before there *were* any Marchers, while the Varushkan Wise Ones and Cabalists maintain written records and keep the rich tradition of stories and cautionary tales alive from generation to generation. The tribes of the Brass Coast maintain family archives the first scrolls of which were carried with the exiled Founders when they left Highguard. The League cities build white granite libraries dedicated to the history of the city-folk and jealously guard the personal histories of guilds and grudges and debts owed. While the Imperial Orcs are new to the Empire, their cultural drive to education and their reverence of the written word have already begun amassing records, books and scrolls.

There are millions of documents in the Empire. Once upon a time, hundreds of years were spent copying tomes and collecting documents together... and then [Nicovar the Mad](#) burnt them down. Recreating these *Imperial Archives* would cost millions of thrones and take centuries. The closest the Empire has to an Imperial archive at the moment is the great disparate body of writing that is spread across the entire Empire.

14.6 Recent Historical Research

This table represents official requests to the department of historical research, whether from the Senate or from one of the titles empowered to commission research. For clarity's sake it also includes the research commissioned by the [Lepidean Librarian](#), although that title does not use researchers from the Department.

Topic	Date	Commissioned By	Notes
Eternals of the Sea	Autumn 387YE	Watt Lambrook, Minister of Historical Research	In Progress
Saoirse Beroaidh	Autumn 387YE	Hazelelponi, Lepidean Librarian	In Progress
Adelmar the Lion	Summer 387YE	Watt Lambrook, Minister of Historical Research	In Progress
Suranni Military History	Spring 387YE	Silk Farkas, Minister of Historical Research	In Progress
Origins of Exemplars	Spring 387YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	In Progress
The Howling Queen	Winter 386YE	Silk Farkas, Minister of Historical Research	Published
Past Life of Brendan Brackensong	Winter 386YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	Published
Regarding Amity and Enmity	Autumn 386YE	Silk Farkas, Minister of Historical Research	Published
The Courage of Ahraz	Autumn 386YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	Published
Life, history, and personal values of Tom Drake	Summer 386YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	Published
Deadwood Knight	Summer 386YE	Vaclav Mladenovich Kosti, Minister of Historical Research	Published
Vardas and Mikkal	Spring 386YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	Published
Sorrowful Tunnels	Spring 386YE	Vaclav Mladenovich Kosti, Minister of Historical Research	Published
The Ore Hills Rebellion of 326YE	Winter 385YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
Malachi of the Winds of Virtue	Winter 385YE	Hazelelponi of the Shattered Tower, Lepidean Librarian	Published
Founders of the Sarcophan Delves	Autumn 385YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
Isenbrad	Summer 385YE	Jared of the Suns of Couros, Lepidean Librarian	Signs of Isenbrad
Urizen in Mareave	Summer 385YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
The virtue of Jaggah	Spring 385YE	Jared of the Suns of Couros, Lepidean Librarian	Published
Tower of Solokha	Spring 385YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
Saul of the Cora	Winter 384YE	Jared of the Suns of Couros, Lepidean Librarian	Published
The tomb guards of Ahraz	Winter 384YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
Findings of Magisters	Winter 384YE	Caleb of the Cenotaph, Former Minister for Historical Research	Published
Expedition to investigate Andretti	Autumn 384YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
The "Speaker for the Dead" of the Free Folk	Autumn 384YE	Jared of the Suns of Couros, Lepidean Librarian	Published
Sinking of Bregasland	Autumn 384YE	Watt Lambrook, Advisor on the Feni	Published
Reclamation of Seren		Nathair Autumngale, Advisor on the Vallorn	Published

Topic	Date	Commissioned By	Notes
	Summer 384YE		
Palace at Orieb	Summer 384YE	Vaclav Mladenovich Kosti, Minister for Historical Research	Published
"Old Morgan" Steward of Brock's Heath	Summer 384YE	Jared of the Suns of Couros, Lepidean Librarian	Published
The Feverwater and the dock of Terunael origin	Spring 384YE	Nathair Autumngale, Advisor on the Vallorn	Published
General Cretatus, the Claw of the Dragon, and the history of the Sword Scholars	Spring 384YE	Severin Teyhard von Holberg, Minister of Historical Research	Published
The life and example of Sister Ruth of the Seven Stars	Spring 384YE	Jared of the Suns of Couros, Lepidean Librarian	Published
The Doctrine of Human Destiny	Winter 383YE	Severin Teyhard von Holberg, Minister of Historical Research	Published
Origins of the Feni	Winter 383YE	Watt Lambrook, Advisor on the Feni	Published
Research black lotus	Autumn 383YE	Severin Teyhard von Holberg, Minister of Historical Research	Published
The Heirs of Terunael	Autumn 383YE	Siân Eternal, Advisor on the Vallorn	Complete ¹
Expedition to Sarcophan to investigate the origins of the Highborn	Summer 383YE	Caleb of the Cenotaph, Minister of Historical Research	Published
Ghita's Veils	Spring 383YE	Siân Eternal, Advisor on the Vallorn	Published
The Origin of Eater of Hope	Spring 383YE	Caleb of the Cenotaph, Minister of Historical Research	Published
The Life of Drustan	Winter 382YE	Siân Eternal, Advisor on the Vallorn	Published
Sungold Pass	Winter 382YE	Caleb of the Cenotaph, Minister of Historical Research	Published
Abraxus Stones	Autumn 382YE	Siân Eternal, Advisor on the Vallorn	Published
Maude Daughter of Esther	Autumn 382YE	Caleb of the Cenotaph, Minister of Historical Research	Published
The life and final fate of the noble Terunael general Bryony and her crystal crown	Summer 382YE	Siân Eternal, Advisor on the Vallorn	Published
Anomalous conjunctions with reference to Empress Britta's death	Spring 382YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The past life of Adelina Barossa	Spring 382YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
Fire from the Heavens	Winter 381YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The descendants of Terunael in Axos	Winter 381YE	Siân Eternal, Advisor on the Vallorn	Published
Exploration of Lorenzo's Deep Pockets (opportunity)	Winter 381YE	Tormund of Wintermark	Published
Myfanwy of Hercynia and her travels and relationships with the First Empress	Autumn 381YE	Eleri Bronwen's Rest, Dredgemaster of Feverwater	Published
Expedition to Terunael ruins in Axos	Autumn 381YE	Siân Eternal, Advisor on the Vallorn	Published
Aneira Dancewalker, thought to be General of the Quiet Step during the fall of Liathaven, and her brother Eurion Dancewalker who forged Aneira's Talon	Summer 381YE	Eleri Bronwen's Rest, Dredgemaster of Feverwater	Complete
Mage known as Star, compatriot to Navarr and Thorn	Summer 381YE	Siân Eternal, Advisor on the Vallorn	Published
Rhonwen's Fall	Spring 381YE	Merel Eternal, Advisor on the Vallorn	Published
	Winter 380YE		Published

Topic	Date	Commissioned By	Notes
Apaayuqiu King, and the pre-Wintermark history in Sermersuaq area		Ioseph of Phoenix Reach, Minister of Historical Research	
Luca Ritter von Holberg, Cardinal of Courage around 125YE	Winter 380YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
Founders of the Brass Coast	Autumn 380YE	Ioseph of Phoenix Reach, Minister of Historical Research	Superseded by recent discoveries about history and the lives of Erigo , Guerra , and Riqueza
The noble house of Mazzarin of Dawn	Summer 380YE	Brennyn of Bronwyn's Rest, Dredgemaster of Feverwater	Published
The Lost Art of Crafting	Summer 380YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
The Charter Stone of the Terunael city of Seren	Spring 380YE	Siân Eternal, Advisor on the Vallorn	No reference to "charter stones" could be found; some information about singing stones was uncovered as part of the research.
The Heart of Peytaht, its contents and the nature of the entities within it	Winter 379YE	Corey Brackensong, Dredgemaster of Feverwater	Published
Cadaver, a sovereign, of the Dark Hearts vale in Varushka	Winter 379YE	Neb, Advisor on the Vallorn	Complete ¹
The Gwerin Marfae, the marshfolk around at the time of Terunael	Autumn 379YE	Corey Brackensong, Dredgemaster of Feverwater	Published
Further research into the runeforge in Skarsind	Autumn 379YE	Palladius, proxy Minister of Historical Research	Published
More origins of the Vallorn	Summer 379YE	Neb, Advisor on the Vallorn	Published
Origins of the Vallorn	Spring 379YE	Neb, Advisor on the Vallorn	Published
The relationship between auras and the paragons/exemplars they are named for with particular reference to Isaella's Resolve	Spring 379YE	Yael of Felix's Watch	Published
The naval campaign of Emperor Barabbas	Winter 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The Claw of the Heavens spire of Urizen	Winter 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
The runeforge at Gildenheim in Skarsind	Winter 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
The origins of the Hallowing ceremony	Winter 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
Briar graves and land fertility in the Marches	Autumn 378YE	unknown	Complete
Empress Varkula's burial rites (and their efficacy)	Autumn 378YE	unknown	Published
Artok Ice Golems	Autumn 378YE	unknown	Complete
The Incarnadine Satchel	Autumn 378YE	unknown	Published
The Mask of the Visionary	Summer 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
Mazen and the missing Golem	Summer 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete
The Crown of Three Tears		Thane Aedred in Wintermark	Published

Topic	Date	Commissioned By	Notes
	Summer 378YE		
The Equine Rod	Summer 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Complete ¹
The Imperial Favour of Empress Britta	Summer 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The life of Megan Black Blood	Summer 378YE	Merel Pathfinder, Advisor on the Vallorn	Published
The Campaigns of Emperor Guntherm against the Jotun	Spring 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The Banner of the Gryphon's Pride	Spring 378YE	Ioseph of Phoenix Reach, Minister of Historical Research	Published
The origins of the Volodny Bas Celik		Simargl of the Circle of Zulgan-Tash	Complete ³
Coven of the Burning Star		Ioseph of Phoenix Reach	Complete

¹: In these cases rather than a written document a meeting with an expert was arranged. As a consequence there are no published details.

²: In these cases the research was used to update existing information.

³: The recipient of the document has declined to have it more widely published

14.7 Further Reading

14.7.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

14.7.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)
- [Minister of Historical Research](#)
- [A long December](#) - 385YE Spring Wind of Fortune detailing the consequences of the Department being restructured

15 Conclave order

The surest way to corrupt a youth is to instruct her to hold in higher esteem those who think alike than those who think differently.

Lebannon of Haros Water

15.1 Overview

The orders are political bodies with clear philosophies about how magic should be used. They are made up of like-minded individuals and exist to bring together magicians who share a common vision for how magic should be used in the Empire. There is no requirement for a magician to join an order, and many magicians involve themselves in the discussions of multiple orders.

Any individual present who is not a member of an order can only play a limited role in Conclave business. They can participate in all votes but can only speak during debates if they have the support of a **grandmaster**.

Each order also controls their own **Conclave vault**. The vault contains mana crystals and materials that are distributed by the Conclave to the order for their use. As the property of the order, responsibility for their distribution lies with the grandmaster of the order.

15.2 Joining an Order

- Any Imperial magician may join an order at any time using the Arcane Mark ritual
- Magicians may use the ritual to change order at any time
- Characters with the magician skill can choose an order to start in without paying any mana cost to join

Any Imperial magician may join any order. To become a member requires the use of a simple **magic ritual**. Several civil servants associated with the Conclave have mastered this ritual and can perform it on an Imperial citizen at no additional cost beyond the crystal mana required. The ritual places an invisible mark on the target which can be revealed with **detect magic** and several rituals.

Citizens may change order at any time, but a magician who changes order cannot vote in the election for a new grandmaster, if they were a member of another order when that order voted for a grandmaster in the last year. In effect you cannot participate in the election for a new grandmaster if you were previously *eligible* to vote when a grandmaster was elected at any of the previous three summits. Attempting to influence the election of a grandmaster without due authority is electoral fraud and can carry harsh penalties.

During character creation, a character with the **magician** skill can join an order without needing to expend any crystal mana. A character who chooses not to take this option will need to join an order in play at the usual cost.



Costume by **Costume Mercenary**

15.3 Powers of membership in an order

15.3.1 Electing a Grandmaster

- Every member of the order receives a single vote when electing a grandmaster
- Only members of a Conclave order may stand to be grandmaster

Each member of an order can cast one vote during elections to determine who the **grandmaster** of the order will be. The grandmaster must be a member of the order to be eligible to stand.

15.3.2 Establishing Precedence

- Orders receive precedence to speak and access to Conclave resources based on the size of their order

The number of members of an order attending Anvil determines **precedence**. The precedence of an order determines when they speak during a Conclave session, and what share of the Conclave resources they receive. Only members of the order who bear the order's Arcane Mark count for precedence. Precedence is determined by the Civil Service by performing a census of the **arcane mark** possessed by each magician attending the summit shortly before it begins.

15.3.3 Right of Challenge

- Members of an order may challenge another magician to confirm membership

Claiming to be in an order one is not a member of is considered electoral fraud. Any member of an order may request that another member prove their membership in the presence of a magistrate; in this case the onus is always on the challenger to examine the target's Arcane Mark using the detect magic spell. If the outcome is disputed then the **Prefect of the Conclave** will repeat the spell.

15.3.4 Challenging the Grandmaster

- Any member of an order may call for a vote to replace their grandmaster at any time
- Members of the order can register their support for or opposition to the grandmaster in the Hub at any time while the vote is running
- The vote ends immediately if more than half of the members vote in support or against the grandmaster, otherwise the vote fails

At any time during the summit, a member of an order may challenge the grandmaster to try to remove them from their position. To do so, they must request a vote of no confidence with the **Prefect of the Conclave** (usually found in the Hub). An announcement of the challenge will be publicly displayed in the Hub and regularly updated with votes for and against the current grandmaster, as well as the current size of the order.

The challenge continues until the end of the summit (in which case it has failed) or until a majority of the order present at the summit cast either a vote of no confidence or a vote in support of the current grandmaster. The threshold for a successful challenge is set by the precedence determined before the summit. A grandmaster can only be challenged once during each summit. A magician may change their vote at any time by informing the Prefect, however the vote ends immediately if the threshold of votes in support or against the incumbent is reached.

If the challenge is successful, it is announced at the start of the next **Conclave session** and at that moment the grandmaster loses their title. The order has no grandmaster during this session of the Conclave. An election for a new grandmaster occurs immediately afterwards, following all the normal rules for the appointment of a grandmaster.

As with other elections, it is not legal to vote against a grandmaster if you were **eligible** to vote in a different order's grandmaster election within the last year.

15.4 Existing orders

In the modern era, the following Orders are legally recognised as part of the Conclave:

- **The Celestial Arch:** The **Celestial Arch** maintain that the skill and knowledge required to master magic mean that magicians are naturally better leaders and statesmen. They champion the cause of magicians and magic in choosing the Empire's course.

- **The Sevenfold Path:** The [Sevenfold Path](#) manifesto centres on the belief that magic serves the Empire best when it is used virtuously, and that the virtuous should not fear magic. It often serves as a bridge between the Conclave and the [Synod](#).
- **The Rod and Shield:** The most martial of the orders, the manifesto of the [Rod and Shield](#) centres on the role of magic in defending the Empire and expanding its borders. The Rod and Shield is a popular order with battlemages and healers.
- **The Golden Pyramid:** The manifesto of the [Golden Pyramid](#) centres on the role of magic in generating wealth across the Empire. This Order also champions the causes of [artisans](#), and the right of all magicians not to be treated as servants or slaves.
- **The Shuttered Lantern:** The [Shuttered Lantern](#) focuses on the protection of the Empire and the accumulation of knowledge about allies and enemies alike. They are known to favour scrying, espionage and other subtle uses of magic.
- **The Unfettered Mind:** The [Unfettered Mind](#) believe that the study and use of magic are ends in their own right. They work to expand the Empire's arcane knowledge and power, and oppose measures to curtail or constrain Imperial magic.
- **The Silver Chalice:** The [Silver Chalice](#) focuses on the health and wellbeing of the Empire and its citizens, wielding magic that nurtures life, mends what is broken, and brings what is torn apart back together. They are the newest Conclave order, formed officially during the Autumn Equinox 381YE.

15.5 Creation and Dissolution of an Order

- **The Empire can dissolve existing orders or create new ones with a constitutional vote of the Senate**
- **Senate is permitted to authorise the existence of up to seven distinct Conclave orders at any one time**

Conclave is limited to a maximum of seven distinct Orders at any one time. According to legend, this limit exists to ensure nobody ever tries to create one order for each realm of magic, a proposal the founders of the Conclave firmly rejected. Provided this limit is observed, existing orders can be dissolved and new ones created by a constitutional [vote of the Senate](#).

A newly created order must have a clear statement as to its purpose and attitudes to magic, and a symbol, similar to those possessed by existing orders, that is used with the [Arcane Mark](#) ritual. When an order is dissolved, the contents of its vault are redistributed among the remaining orders.

15.6 Further Reading

Core Brief

- [Conclave Overview](#)
- [Arcane Colloquium](#)
- [Conclave order](#)
- [Conclave session](#)
- [Declarations](#)
 - ◆ [Alignment](#)
 - ◆ [Candidacy](#)
 - ◆ [Concord](#)
 - ◆ [Dissemination](#)
 - ◆ [Endorsement](#)
 - ◆ [Endowment](#)
 - ◆ [Imperial lore](#)
 - ◆ [Interdiction](#)
 - ◆ [Sorcery](#)

Additional Information

- [Conclave vault](#)
- [Key Appointments to the Imperial Conclave](#)
 - ◆ [Archmage](#)
 - ◆ [Grandmaster](#)
 - ◆ [Prefect of the Conclave](#)

16 Ambassador

16.1 Overview

The **Senate** has the power to **commission** an **embassy** to handle negotiations with a foreign nation or power. The Empire can open embassies with distant foreigners such as **Asavea**, **Jarm** and the **Commonwealth**. These foreign powers are empires in their own right and have a similar level of might and influence to the Empire, but are far away over the seas and have many concerns of their own. The Empire can also open embassies to nearby foreigners such as the **Axos**, the **Faraden** and the **Iron Confederacy**. These nations possess power equivalent to one or more Imperial nations, but they are much closer to the Empire and their concerns are much more likely to be aligned with Imperial concerns.

Each embassy is overseen by an ambassador - a new title is automatically created when a new embassy is created. The power to oversee relations with other nations is vested in the **Senate** but in practice it is logistically impossible for the Senate as a body to carry out detailed negotiations with a foreign power. As a result, appointing an ambassador automatically grants a citizen the authority to negotiate on their behalf.

It is possible to appoint an ambassador to another nation without constructing an embassy - however most foreign nations will only take an ambassador seriously if an appropriate embassy is constructed to house them and the civil servants required to support them. When a title with authority is created, it is essential to clearly delineate which nation or power the title is being given authority to negotiate with. It is not possible to grant authority to negotiate with a non-Imperial group unless they are clearly a nation, major power or the equivalent. For example it is possible to grant an ambassador authority to negotiate with the Sarcophan Delves - but not authority to negotiate with a prominent Sarcophan family or trading house.

It is not possible for the Senate to limit the scope or dominion of an ambassador. For example, it is not possible to limit the authority to conduct treaty negotiations to specific subjects such as religion, trade, or magic.

16.2 Responsibilities

An ambassador is responsible for representing the Empire to a foreign nation, and often vice versa. They are presented as the primary contact for any official Imperial business to the nation in question so their letters carry much greater weight and importance than anyone bar the Throne. They are expected to conduct or oversee any treaty negotiations with that foreign nation. The civil service will direct representatives and citizens of the foreign power to the ambassador wherever appropriate. It is illegal for any Imperial citizen to falsely claim authority to negotiate a treaty on behalf of the Empire.

Although it is only possible for a single citizen to have authority to negotiate treaties with a foreign nation, any citizen can negotiate and agree individual deals with members of other nations and it is possible for the Senate to create other titles that have *responsibility* to ensure good relations or similar with certain members of that nation. In most cases the ambassador's responsibilities will be assumed to include such liaison and cooperation with those individuals as is required to ensure effective relations with the nation in question.

In addition to the Empire's goals, foreign nations have agendas of their own, and may seek to draw the Empire into their intrigues. The Asavean Plenum might seek to enlist the Empire in its conflict with the Sumaah Republic, for example. One member of the Plenum might seek to engage Imperial support in a conspiracy against another Plenum family. A high ranking noble might want to employ foreign mercenaries to help put down a slave revolt, or to locate a prized artefact. Handling these matters are considered the primary responsibility of the ambassador.

16.3 Powers

Using the Power of Treaty

For a senator to raise a motion to ratify a treaty, they must present a written copy of the treaty alongside the motion to ratify or decline it.

It is a serious crime for an ambassador to attempt to fake a treaty, which risks being prosecuted for subverting the agencies of state. The written treaty must include all the terms that have been agreed with the foreign power and must be signed by the relevant ambassador on behalf of the Empire. Their signature denotes their authority and their assertion that the treaty reflects the terms that they have good cause to believe are agreeable or have been agreed with duly appointed representatives of the foreign nation. It is preferable to have a treaty signed by representatives of both sides before it is put up for ratification, but this is not always possible and is not legally required.

An ambassador cannot raise a treaty - their legal power is to create a written treaty on behalf of the Empire. Once a treaty has been written out - and duly signed by an appointed ambassador, then a senator can use a separate senate motion to raise that treaty for ratification.

16.3.1 Treaty

Authority grants the holder the power to negotiate a treaty with another nation for consideration by the Senate. A **senator** must use a **Senate motion** to submit the treaty for ratification by the Senate - but ratification only requires a single senate motion, regardless of how many legal changes are required to ratify the treaty. For example, the Senate recently **ratified a treaty with the Thule** which ceded control of the Wintermark region of the Silver Peaks and declared peace with them for three years.

Ratification of a treaty is considered to be a single motion before the Senate because the Senate can either choose to accept the treaty or reject it. It is not possible to **amend** a treaty once it is presented as a motion; it either passes in its entirety in the form it was submitted or it does not pass. The only legal way for the Senate to ratify variations of a treaty is to submit different treaties as separate motions.

Any citizen can negotiate and agree a deal with individuals from another nation, but only the Imperial title with authority may submit a treaty for ratification by the Senate and only when the civil service have confirmed that it is a genuinely negotiated treaty with members of that nation.

Any attempt to submit a treaty for ratification that is not negotiated with authorised representatives of that nation by the Imperial citizen with the appropriate authority would be breaking Imperial law by **subverting the agencies of state**. Any deals which require Senate authorisation that are made with foreigners who are representing their own interests rather than their nation must be submitted as distinct Senate motions as usual.

A negotiation does not have to take place face-to-face. Winds of fortune for foreign diplomacy will often contain offers and **opportunities** presented by the foreign nation that have been negotiated with the civil service that supports the ambassador. A treaty can be used to ratify these opportunities, as they represent agreements that the foreign power has already confirmed.

As a senate motion, a treaty should be **carefully worded**. It should be concise and to the point, clearly laying out the actions to be taken as part of the treaty. Treaties are subject to **scrutiny** like any other senate motion. Perhaps more so than other motions, it is sensible to have a treaty scrutinised before it is presented to the Senate.

16.3.2 Delegation

If a foreign delegation is seeking to meet with the ambassador to discuss matters of state, then the Secretary will inform the ambassador of their presence and let them know when the delegation is expected to arrive. The ambassador can choose where to receive the delegation, they may opt to receive them in the Senate if it is free or choose a more informal location if they prefer. The secretary will pass on the information to the delegation and may escort them to the agreed location if necessary.

Unless instructed otherwise, the Secretary will remain present during any official meeting between an ambassador and a foreign delegation. They can provide help with formulating treaties to ensure that they are legal and binding. Where possible they will consult with the Constitutional Court over the wording of a treaty to minimise the impact of scrutiny and their confirmation is required to submit a treaty to the Senate to guarantee that it is a genuinely negotiated treaty with representatives of the appropriate nation.

Priests with the power of witness may attend a formal meeting to observe proceedings but only those given permission by the ambassador may speak. Anyone who attempts to disrupt such a meeting, even speaking without permission, runs the risk of being prosecuted for **subverting the agencies of state**.

16.3.3 Communication

The ambassador will often want to write to their counterpart in the other nation to engage in direct diplomacy with them. To facilitate this, the ambassador can create a single letter each season which will be sent for them by the civil service. As they have staff to arrange this, the letter can be sent up to a week after the summit ends. (**OOO Note:** The ambassador can e-mail the text of their letter to plot@profounddecisions.co.uk before downtime closes to send a single missive in this way.) This power can only be used to send a letter to **their counterparts** in the foreign nation they are the ambassador to. This letter has the same restrictions on the total number of characters - 2,500 including spaces - as **Call Winged Messenger**.

16.3.3.1 Trade Opportunities

A common type of opportunity presented to ambassadors are trade opportunities - the ability to exchange commodities with a foreign nation. To take advantage of an opportunity like this, the ambassador ensures that the materials or money required as payment are in their inventory, and then e-mails plot@profounddecisions.co.uk before downtime closes. They should include clear details of the trade.

16.3.4 Mercantile Support

If the Empire opts to build an embassy then merchants of both sides who engage in trade between the Empire and the nation in question will visit it to curry favour with the ambassador for various reasons. Commonly they will take a portion of the items they buy and sell and make them available to the ambassador at favourable prices.

This benefit is usually reflected by the inclusion of a [ministry](#) as part of an embassy. This allows the ambassador to directly purchase raw materials from traders and merchants of the associated nation. For example, the [Asavean](#) embassy allowed the ambassador to purchase [cerulean mazzarine](#), [orichalcum](#), [iridescent gloaming](#), and [tempest jade](#) directly for Imperial [currency](#). The materials provided may fluctuate, but will be tied to those which the foreign nation has regular surpluses of.

16.4 Imperial Consul

The default situation under the [Imperial Constitution](#) is that authority for all foreign relations is vested in the Senate. If the Empire chooses to appoint an ambassador (or any other title with authority) then they have authority to handle all treaty negotiations with any representative of the foreign power, without recourse or appeal to *any* higher power.

In Summer 379YE, the Senate [passed a motion to create a Consul](#), with the power to exercise authority where no other Imperial title existed with that power. The [title](#) included responsibilities to coordinate with existing ambassadors. The Constitutional Court issued explicit guidance to make absolutely clear that an ambassador would have primacy in all matters of authority for the nation they dealt with. The Consul has no legal right to direct the ambassadors in their work.

16.5 Selection

The [well worn path](#) for choosing an ambassador is via appointment through the [Senate](#). This is done by a motion of [Appointment](#).

In the past, there have been times when individual ambassadors have been appointed by unanimous decision of the Senators of a chosen nation, by the General Assembly of the Imperial Synod, and through open auction on the [Bourse](#). During the reign of [Emperor Nicovar](#), a motion was proposed to modify the powers of [The Throne](#) to allow them to appoint the ambassadors. The motion was approved by the Constitutional Court at that time, but did not pass the Senate.

16.6 Removal

The method of removal depends on how the title has been selected. If the well-worn path is followed, an ambassador can be revoked by the General Assembly or the Assembly of Nine.

An ambassador serves until a new ambassador is appointed. By default, an ambassador serves for one year before the title must be reappointed. It is traditional for an outgoing ambassador to bring their replacement up to speed on any outstanding business. The Secretary to the Diplomatic Corps will deliver a briefing to the new ambassador when they are appointed.

16.7 Current Ambassadors

This table includes all ambassadors which have been appointed in recent times. For a full list of title holders see [here](#). This was last updated following the Winter Solstice 385YE.

Ambassador	Incumbent	Foreign Nation	Location of Embassy	Term
Ambassador to Asavea	Asier i Elia i Guerra	Asavean Archipelago	Sarvos , Cigno	Year, Summer
Ambassador to Axos	'Shacklebreaker' Thanmir Hrafnar	Axos	Redoubt , Limus	Year, Winter
Ambassador to the Commonwealth	Finn Pridetalker	Commonwealth	Madruga , Siroc Plains (Destroyed)	Year, Spring
Ambassador to Faraden	Ebenezer	Faraden	Segura , Anduzjasse	Year, Spring
Ambassador to the Grendel	Starlight Starchaser	Grendel	Redoubt , Limus	Year, Winter
Ambassador to the Iron Confederacy	Tethros i Zuhri i Erigo	Iron Confederacy	Sarvos , Cigno	Year, Autumn
Ambassador to Otkodov	Kindra Surefoot	Thule	Miekarova , Mieriada	Year, Spring
Ambassador to Jarm	Damiàn i Martàn i Erigo	Principalities of Jarm	Redoubt , Limus	Year, Autumn
Ambassador to the Sarcophan Delves	Dino i Riqueza	Sarcophan Delves	Redoubt , Limus	Year, Autumn

Ambassador	Incumbent	Foreign Nation	Location of Embassy	Term
Ambassador to the Sumaah Republic	Accalon	Sumaah Republic	Necropolis, Coursmouth	Year, Spring
Imperial Consul	Atte Arrow-Tongue Metsastajason	Druj, Jotun and Skoura	Tassato, Tassato Regario	Year, Summer

16.8 Further Reading

16.8.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

16.8.2 Additional Information

- Commission
- Senate address
- Senate announcement
- New Imperial titles
- Appointment by the Senate
- Appointments to the Senate
 - ◆ The Throne
 - ◆ Master of the Imperial Mint
 - ◆ Conscience of the Senate
 - ◆ Imperial Consul
 - ◆ Imperial Magus
 - ◆ Advisor on Orc Affairs
 - ◆ Speaker for the Senate
- Imperial treasury
- OOC design

17 Appraisal

17.1 Overview

The Imperial civil service support **the Throne** and all arms of the Imperial government, providing detailed reports for consideration by the Empire's leaders every summit. For the most part these reports entail detailed assessments of the latest developments in the Empire, outlining what is known about the situation, what options might exist, and what the implications of those options are. The bulk of these reports are reactionary - the civil servants responding to current events as they are developed between summits.

However, during periods where civil service capacity to produce effective summaries is demonstrably greater than is needed to keep pace with current events, they place this additional capacity at the disposal of the Senate. Doing so allows the Senate to pass a motion of appraisal, instructing the civil service to investigate a specific area to see what opportunities if any exist for the Empire to take action.

During the Winter Solstice 384YE, the Imperial Senate took advantage of an **opportunity** offered by the **consecration of the walls of Holberg** to restructure the **Department of Historical Research**, encouraging some of the civil servants there to join the Prognosticators' Office. As such, the Senate can now commission *two* appraisals each season.

17.2 Commission an Appraisal

The power to direct the civil servants lies with the Imperial Senate. At present this must be employed by use of a **senate motion**, although in theory there is no reason that the Senate could not delegate this authority to an Imperial title - such as **the Throne** - or to another house entirely if they chose. Any Imperial title that was endowed with the ability to instruct the civil service would need to make an appropriate announcement in the Senate each time the power was used.

Regardless of how the power is employed, the thrust of the research should be clear. The purpose of an appraisal is to investigate a specific subject, with a view to identifying what **opportunities** exist to influence the situation. It does not matter how broad the scope is, it is possible to commission broad research into a significant topic such as "fortifying the borders of the Empire" or into something very specific such as "Uses for the ruined Runeforge in Gildenheim". Provided that the wording of the motion clearly identifies a known problem or a current situation the Imperial civil service will be able to provide some insight.

An appraisal is very different to **historical research**. Historical research unearths information on past events, so that the leaders of the Empire can be better informed about matters of history. An appraisal must be focused on current events - the civil servants who carry out an appraisal work for the Prognosticators Office, they are mathematicians, diviners, actuaries, and logisticians, *not* historians. Their focus is to identify options that exist today - not lost records of the past.



17.3 Capacity

At present, the Imperial civil service have sufficient resources to support **two appraisals** each season. If more than two are passed by the Senate, subsequent motions will be ignored unless they include explicit instruction to abrogate all earlier motions of appraisal.

Prior to the **murderous events of 379YE**, the civil service were unable to support any instructions to carry out an appraisal but some experienced researchers chose to leave the **department of Historical Research** for their own safety. Those with the inclination and ability joined the Prognosticators Office, significantly improving their capacity. This situation may change unexpectedly - many of these individuals are due to retire soon - but for now the capacity of the office has been increased, allowing it to carry out a single appraisal instructed by the Imperial Senate each season.

17.4 Necessary Details

There are no **necessary details** with an appraisal; the civil service will only look at the actual wording of the motion as presented to the Senate.

The senate motion may specify which member of the civil service will lead the appraisal, but this *must* be explicitly included in the wording of the motion.

17.5 The Results of the Appraisal

The civil service will produce a detailed report outlining every opportunity that has been identified during the course of the appraisal. This will be widely published alongside the normal reports in the weeks immediately preceding the summit to allow those planning to attend the summit to consider the matter carefully. The report will be complete, which is to say that it will identify all options that exist currently; unless the report explicitly indicates otherwise it should be understood to cover every option available. There is no benefit in instructing the civil service to carry out the same appraisal unless the extenuating circumstances have substantially altered in the meantime.

The report will aim to be concise, so it may leave out explicit references to elements of the situation examined that make it unique. The appraisal should be understood to apply *only* to the location and scenario laid out in the report. Unless otherwise noted, options that may exist to address the problem are not applicable elsewhere. An appraisal which identifies an opportunity to build a navy in Meade, is specific to a navy in Meade - it does not apply to Sarvos or any other location. Nor does it apply to an army or a fortification. Any options that exist to vary what can be achieved will be explicitly laid out in the report.

If the appraisal identifies any opportunities which are time-limited, that is they are only valid if carried out within a limited time-frame, then this will be made clear in the report.



17.6 The Prognosticators Office

The Prognosticators Office is ultimately overseen by the Imperial Auditor, Gerard La Salle, who is a member of the Constitutional Court. He is known to be a meticulous individual, who despises waste and inefficiency, but there is no other individual alive with a better grasp of the options available to the Empire. The day to day running of the office defaults to the most senior scholars, each of which in turn directs the remaining researchers, magicians, and bookkeepers.

As of the Winter Solstice 384YE, there are four senior researchers in the department. Each is a veteran civil servant and respected scholar with a particular emphasis. The Senate may choose which civil servant will be the lead on the appraisal by including the name of the researcher in the Senate motion (along with the name of a backup researcher if the first is already employed elsewhere, if desired). Everyone from the department will work on the appraisal, but the character of the lead civil servant appointed will help to shape the nature of the opportunities. If no individual is directed to lead the research, Gerard La Salle will select whichever researcher he considers most appropriate to do the work. In the event that two appraisals both call for the same civil servant, the first raised and passed will take priority. If the second motion does not also propose an alternative researcher, Gerard La Salle will pick.

17.6.1 Graciana i Lòpez i Guerra

Graciana is known for her unusual techniques and novel approaches to any problem. She is a skilled night mage, one of few who work in the prognosticators office, she is known to value imagination over industry in those who work for her. She came late to her calling, in her early days she was a wealthy merchant and corsair; she has travelled widely and spent years living abroad. When she finally returned home, she chose to join the civil service, determined to place the benefits of her wide-ranging experience at the disposal of those who lead the Empire.

If the Senate instructs Graciana to carry out an appraisal then the work will be focused on seeking novel or unusual solutions to the problem. But work by Graciana will usually produce ways to tackle a problem that are as innovative as they are unorthodox. Such options are *never* cheap, tried and tested techniques are invariably cheaper than new ideas because of the accrued expertise that supports them, but the costs will take a completely different form to the normal channels.

17.6.2 Naomi of Virtue's Rest

Naomi is the youngest of the lead scholars in the office. A diminutive woman with an endearing smile and an engaging personality, she is known for her charm; a quality she brings to her work. The eldest of five sisters, she joined the office at an early age, driven by a desire to help the Empire achieve the best possible results for its citizens. Though she is no great scholar of the Way she is a trained priest, skilled with all the religious rites that use liao.

If the Senate instructs Naomi to carry out an appraisal then the work will be focused on finding the most diplomatic possible solution. Naomi is adroit at identifying options that are best placed to satisfy the concerns of the people affected. The risk of such an approach is that it concentrates on the best possible solution to a problem rather than the cheapest or the most efficient.

17.6.3 Lutomysla Niegoslava

Lutomysla is an experienced **cabalist** from **Karov** who sees magic as the most effective tool to address complex situations. They served for a time as **Archmage of Night** during the reign of **Emperor Hugh**, and after stepping down from the title joined the Civil Service as an aide to the **Conclave**. Unlike their predecessor Mladen Escovitch, Lutomysla is unlikely to be concerned about efficiency or parsimony. Rather, they are interested in identifying practical magical solutions to problems.

If the Senate instructs Lutomysla to carry out an appraisal then the work will focus on magical solutions. They are not interested solely with ritual magic; as a cabalist they are practiced at dealing with powers such as eternals or even sovereigns and have made an extensive study of esoteric magics such as **hearth magic**, peculiar **regio**, **astronomantic tulpas** and even more obscure occult topics.

17.6.4 Eilian Sweetwater

Eilian of Storm's Run Striding joined the prognosticator's office in 384YE following the Imperial Senate decision to **shift focus away** from the **Historical research** toward appraisal. A former researcher with the **Department of Historical Research**, he is perhaps best known for his **in-depth report** on the nation of **Axos** and its history with the ancient Terunael people. He heads up a small cadre of other former researchers, civil servants well versed in exploring archives, collecting information, and uncovering past events. He also maintains excellent relations with the remaining researchers at the Department, and with the Imperial Archivist.

If the Senate instructs Eilian to carry out an appraisal then the work will be firmly grounded in the Empire's history. This might mean revisiting and reassessing historical proposals, building on past discoveries and theories, or finding inspiration in the stories and traditions of the ten nations. He's also a Navarr, and where history provides no guidance he will fall back on the most practical solution - although just like his colleague Graciana he recognises that "practical" sometimes means *expensive*.

17.6.5 Retired Prognosticators

17.6.5.1 Mladen Escovitch

Three decades ago, Mladen was one of the most brilliant **schlacta** of his age, a master of the two-handed axe he was not just a capable warrior but also a brilliant strategist. His ambitions were cut tragically short by the permanent loss of all mobility in his right arm to a Druj poison. Unable to fight, he rededicated his life to the prognosticator's art, rising steadily through the ranks of the civil service. He soon developed a reputation as a notorious stickler for economy, driven to examine every possible option, to find ways to save even a single ring. He **retired** shortly before the Spring Equinox 384YE, following a final appraisal - of opportunities to fortify the nation of Urizen. Prior to that his work was focused on identifying the most efficient way to resolve a problem. The options identified by an appraisal are rarely cheap - and they will usually make use of standard practices available to the Empire, but Mladen usually tried to do so in a way that would save the Empire valuable money or resources.

17.7 Previous Appraisals

Appraisal	Date	Senate Decision	Civil Servant	Outcome
Prosperity of Spiral	Autumn 387YE	Passed	Naomi of Virtue's Rest	Presented before the Winter Solstice 387YE
Expansion of Printer's Guild	Autumn 387YE	Passed	Professor Immanuel Gelberg	Presented before the Winter Solstice 387YE
Bridges in the Brass Coast	Autumn 387YE	Passed	Lutomysla Niegoslava	Presented before the Winter Solstice 387YE
Exploration of Tsirku	Autumn 387YE	Withdrawn	Nobody requested	No appraisal
Society of Inspiration	Autumn 387YE	Withdrawn	Nobody requested	No appraisal
Ministries	Summer 387YE	Passed	Graciana i Lòpez i Guerra	Presented before the Winter Solstice 387YE
Port in Utterlund	Summer 387YE	Passed	Naomi of Virtue's Rest	Any port in a storm
Supplies of Holberg	Summer 387YE	Passed	Professor Immanuel Gelberg	Threats that are to come
Building lighthouses	Spring 387YE	Passed	Eilian Sweetwater	For those in peril on the sea
Disrupting Druj resupply	Spring 387YE	Passed	Nobody requested; Mladen Escovitch assigned	Hope and fear
Port in Utterlund	Spring 387YE	Failed	Naomi of Virtue's Rest	No appraisal
Destroying the Kongeg?r	Winter 386YE	Passed	Graciana i Lòpez i Guerra	A bridge too far
Displaced Varushkans	Winter 386YE	Passed	Naomi of Virtue's Rest	Outside the wall
Powers of the Senate	Winter 386YE	Failed	Nobody requested	No appraisal
Interfering with Salt Lord relationships	Autumn 386YE	Passed	Naomi of Virtue's Rest	Fake empire
Seed Exchange	Autumn 386YE	Passed	Nobody requested; Graciana i Lòpez i Guerra assigned	Send for me
Interfere with Mallum supply	Autumn 386YE	Failed	Nobody requested	No appraisal commissioned
Improve cooperation in Mareave	Summer 386YE	Passed	Eilian Sweetwater	Here to stay
Peace with the Jotun	Summer 386YE	Passed	Naomi of Virtue's Rest	A stone for a stone
Hercynian armoury	Summer 386YE	Failed	Eilian Sweetwater	No appraisal commissioned
Dho'uala	Spring 386YE	Passed	Lutomysla Niegoslava	Less welcome tenants
Wealth of Sermersuaq	Spring 386YE	Passed	Graciana i Lòpez i Guerra	Farm, fur, and fish
Dry Patricians	Winter 385YE	Passed	Lutomysla Niegoslava	Parched earth
Fleets in the Bay of Catazar	Winter 385YE	Passed	Graciana i Lòpez i Guerra	An angry blade

Extending road networks	Autumn 385YE	Passed	Graciana i Lòpez i Guerra	Road out of nowhere
Spider's Dream Bridge	Autumn 385YE	Passed	Eilian Sweetwater	Dreaming in strands
Defence against raiding	Summer 385YE	Passed	Nobody requested; Graciana i Lòpez i Guerra assigned	Restraint
How the League can support Urizen in Spiral	Summer 385YE	Passed	Naomi of Virtue's Rest	A question of loyalty
Integration of Barrens septs	Summer 385YE	Failed	Naomi of Virtue's Rest	No appraisal commissioned
Naval Supply II	Spring 385YE	Failed	Lutomysla Niegoslava	No appraisal commissioned
Gardens of Pallas	Spring 385YE	Passed	Default to Lutomysla Niegoslava	Restoration and renewal
Improving Ossium	Spring 385YE	Passed	Nobody requested; a prognosticator will need to be assigned	Culling the threat
Naval Supply	Spring 385YE	Failed	Graciana i Lopez i Guerra	No appraisal commissioned
Black Canals	Spring 385YE	Failed	Naomi requested	No appraisal commissioned
Kahraman	Winter 384YE	Passed	Naomi requested	Time and time again
Pilgrims of the Way	Winter 384YE	Passed	Naomi requested; Eilian Sweetwater of Storm's Run Striding was assigned	Blood will thicken
Restore Zenith	Autumn 384YE	Passed	Default to Naomi	Write your own ending
Attract foreign pilgrims	Autumn 384YE	Failed	Naomi Requested	No appraisal
Architectural University in Temeschwar	Summer 384YE	Passed	Graciana assigned	Back in the same place
Incite uprising in Sarangrave	Spring 384YE	Passed	Graciana assigned	Make it happen
Identify people taken as slaves by the Grendel	Spring 384YE	Failed	Nobody specified	No appraisal commissioned
Appraise Urizen fortifications	Winter 383YE	Passed	Defaulted to Mladen Escovitch	A place on a map
Appraise Sign of Tamar	Autumn 383YE	Passed	Graciana assigned	Signs and sigils
Appraise Trods	Summer 383YE	Passed	Graciana assigned	Woven as a weapon
Reclamation	Summer 383YE	Failed	Graciana requested	No appraisal commissioned
Mournwold Orc Integration	Spring 383YE	Passed	Defaulted to Naomi	Heart of gold
Trade Sanctions	Winter 382YE	Passed	Defaulted to Naomi	The price of liberty
Disperse Feni	Winter 382YE	Failed	Nobody requested	No appraisal commissioned
Legalize Bite	Winter 382YE	Failed	Nobody requested	No appraisal commissioned



17.8 OOC Design

An appraisal is designed to allow the Imperial Senate to direct the civil service to look for a new solution to an existing problem facing it. Inline with the broad remit of the Senate, this could be economic, magical, military or religious in nature. The normal powers of the Senate allow the institute to address a wide range of problems using well-known and clearly defined powers. For instance, fortifications can be built, armies raised, navies constructed. They can disburse the contents of the Imperial treasury, make declarations of war or peace and so on.

An appraisal is different - it directs the civil service to look into a specific situation to see if there is an **opportunity** to address the problem in a way that either does not use the standard powers of the Senate to commission, or does so in a way that is unorthodox or unique. It will result in a Wind of Fortune that is produced for the next event which defines what is known about the problem and identifies what opportunities if any exist to take effective action to address it.

Like any other Wind of Fortune, the options presented in the plot opportunity on the wiki only apply in the situation explicitly laid out in the update. An appraisal does not create new powers for the Senate, unless explicitly stated otherwise, it simply creates a unique, one-off opportunity to act in ways outside the normal rules. Any variations which are possible will be clearly and explicitly identified in the wind of fortune, the flexibility with an appraisal is in what you ask for, not how you employ it. As always with winds of fortune we will try to be absolutely explicit about what the costs and benefits of any actions are.

We will treat the appraisal exactly as we would any other plot that we working on for a wind of fortune. Players should anticipate that appraisals will *often* identify solutions that benefit one group of Imperial citizens at the expense of another. Many will be contentious or expensive or both. Appraisal is a chance to tackle a problem in a novel way, it is not a free-lunch generator.

In particular, appraisal will generate a plot opportunity focused on the problem outlined in the motion that ordered it. It does not generate a specific solution - senators should specify the problem they want examined, not the solution they want found. It is not possible to specify the nature or shape of

the solution - all attempts to do so will be ignored at best. At worst they may cause the whole appraisal to fail.

17.9 Further Reading

17.9.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

17.9.2 Additional Information

- Commission
- Senate address
- Senate announcement
- New Imperial titles
- Appointment by the Senate
- Appointments to the Senate
 - ◆ The Throne
 - ◆ Master of the Imperial Mint
 - ◆ Conscience of the Senate
 - ◆ Imperial Consul
 - ◆ Imperial Magus
 - ◆ Advisor on Orc Affairs
 - ◆ Speaker for the Senate
- Imperial treasury
- OOC design

18 Tariffs

18.1 Overview

At present the civil service operate a complex tariff system using a set of controls developed during the reign of **Emperor Giovanni** and which has continued largely unchanged since that day. Merchants bringing goods to the Empire pay tariffs that can vary based on the nature of the cargo involved, the port where the ship is docked, the size of the vessel, and even the time of the year in the case of some goods. The situation is made more complex by a wide range of associated costs, including trading permits, docking fees, unloading fees, and warehousing fees. There are also factors that vary by nationality of the captain and the crew - for example many Imperial captains obtain favoured rates with local stevedores who work the docks, due to their shared national bonds.

As a result of the bewildering complexity of this patchwork of overlapping fees, tariffs and charges, the civil service operate the system on behalf of the Empire inline with the guidelines laid down by Giovanni. To do this, they employ Autumn magic rituals cast by members of the prognosticators office to calculate the most efficient possible levels for the charges that will produce the outcome the Senate has requested.

Giovanni was of the firm conviction that tariffs should be set at whatever level produced the highest taxes for the **Senate** - and while there have been countless adjustments to the many different charges since his day - the guiding principles have rarely changed. Periodically the Senate will identify some foreign power or other to whom they wish to apply favourable or punitive rates - but in the past they have always returned to Giovanni's **mercantilist** status quo eventually - usually when the Senate has run short of money. As a result the Senate there are four possible options that the Senate can apply to trade.

Before the Winter Solstice 382YE the rates had not been changed in decades - nobody alive is certain what the actual quantitative outcome will be as they are changed. Crucially the actual impact would be partly determined by any equivalent response from the other nation - in practice, most other nations or powers will retaliate in kind - but that is not always a given.

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Nation	Imperial Tariffs	Last changed
Axos	Free Trade	Summer 384YE
Faraden	Mercantilist	Autumn 384YE
Iron Confederacy	Free Trade	Autumn 386YE
Thule	Free Trade	Autumn 384YE
Grendel	Sanctions	Autumn 383YE
Asavean Archipelago	Sanctions	Winter 382YE
Sarcophan Delves	Free Trade	Winter 384YE
Principalities of Jarm	Embargo	Summer 384YE
Commonwealth	Free Trade	Summer 384YE
Sumaah Republic	Free Trade	Summer 384YE

18.2 Senate Motion

The Imperial system of government does not support senators making individual decisions about the charge to unload a cargo of Sumaash offal pies from a Sarcophan vessel tied up at the anterior docks at Sarvos on a given Tuesday in June. There have not been enough Senate motions since the Empire began to control Imperial tariffs in this way. What the Senate can do is use a **Senate motion** to issue fresh guidance to the civil service who administer the Imperial ports - causing them to change the whole system of charges in line with the Senate's wishes.

To ensure that the civil service are correctly identifying what the Senate want them to achieve, there are four different trading positions that the Empire can take vis-a-vis other nations. To changing the trading relations with a nation requires either a Senate motion or treaty ratification.

18.2.1 Embargo

Embargo represents the most serious step that the Empire can take against another nation or foreign power. It prevents vessels of that nation docking at Imperial ports and completely prevents captains and merchants of that nation unloading and selling their goods at Imperial ports. An embargo is automatically applied in the event that the Senate declares war on a foreign nation - but it is possible for the Senate to impose it without declaring war by using a Senate motion.

Reciprocity is an important factor in determining the impact of such arrangements. During the recent disagreements, the Sumaah declared war on the Empire, closing their ports to Imperial ships. The Empire refused to dignify the declaration of war with a response, which meant that Sumaah ships were still free to dock at Imperial ports during this time. This was unusual - traditionally a foreign power that is subject to an embargo will respond in kind.

An embargo produces the most severe decline in taxation for the Empire - the immediate loss of trade between the two nations causes a decline in the strength of the Imperial economy accompanied by the loss of all tariff revenue. If the other nation responds in kind, the losses are increased even further, as all trade between the two nations ends. The Empire's prudent decision to ignore Sumaah's declaration of war shielded the Imperial economy from some of the adverse impact of their embargo.

The diplomatic impact is dramatic; an embargo goes hand-in-hand with a declaration of war because it is the trade equivalent. It is one of the most hostile gestures that the Empire can make towards another state short of a physical invasion - and is treated accordingly.

18.2.2 Sanctions

The practical alternative to an outright ban on all trade is for the Senate to instruct the civil service to impose punitive sanctions. This can take a wide variety of forms, the civil service can increase tariffs on key goods originating from a nation, they can impose lengthy delays in issuing permits to dock, to unload, to trade. They can seize vessels that dock at Imperial ports to carry out summary inspections of the contents to check for smuggling.

The purpose of imposing sanctions is to harm trade between the two nations, but to stop short of declaring all out economic war. In practice the gains provided by increased taxation are partially offset by the overall reduction in ships docking at Imperial ports. There is a decrease in overall taxation, though it is smaller than the losses incurred by imposing an embargo. Again, if the other nation responds with sanctions of their own then there is a loss of overall taxation by both sides, as trade between the two nations is cut in half.

Imposing sanctions has significant diplomatic repercussions, but they are usually limited in nature. Inevitably the diplomatic ramifications of such a move are linked to the impact on trade and taxation experienced by the other nation - usually around half what would be felt if an embargo were put in place.

18.2.3 Mercantilist

Emperor Giovanni was a strong believer in the benefits of efficient traditional relations between nations, provided that they were directed to support the wealth and prosperity of the Empire. His **mercantilist** ideas were enshrined in civil service practice as a set of guidelines intended to produce the most efficient possible trade for the Empire. Tariffs, fees, and charges are all adjusted in such a way as to maximise the taxation raised by the Empire. The mercantilist position does not suit every Imperial citizen, there are always merchants seeking protection for their own trade, but it does produce the highest possible taxation for the Imperial Senate.

The Empire currently enjoys mercantilist trading relations with several foreign powers, including local foreigners such as Axos, the Thule, Faraden and the Iron Confederacy, all of which employ large numbers of slaves. Any change to any of these trading relations will mean a decline in taxation flowing into the Imperial treasury.

The efficient trading relations involved produce no diplomatic outcomes by themselves. Tariffs and fees exist - and hurt the trade of foreign merchants - but there is a clear understanding that the Empire has not singled a nation out for punitive action. Instead, they have simply adjusted their tariffs to the rate that serves them best. Other nations might want or seek more beneficial trading relations, but they don't expect to get them for nothing.

18.2.4 Free Trade

It is within the power of the Senate to instruct the civil service to apply highly advantageous trading conditions towards another nation. This will usually involve a significant reduction in tariffs, but it can also mean expedited checks of cargo, the removal of the need for docking and unloading permits and so forth. There are a wide range of benefits that civil servants can apply to reduce the effective cost of doing business with the Empire.

Doing so will cause a rise in the level of trade coming from that nation to Imperial ports. This enhanced trade will help stem some of the losses incurred by reducing individual tariffs, but the trade will also harm some Imperial businesses, so the net effect overall is a noticeable loss of taxation by the treasury. Half of this loss will be mitigated up by an increased flow of trade to the foreign nation, *provided that they reciprocate in kind*.

The diplomatic benefits of free trade with a nation are significant. The improved trading conditions are clearly visible to everyone involved in trade between the two countries and produces a steady flow of positive support for the other nation amongst merchants and traders affected.

18.3 Summary

Trading Condition	Impact on Trade	Impact on Taxation	Diplomatic Impact
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Trading Condition	Impact on Trade	Impact on Taxation	Diplomatic Impact
Embargo	All incoming trade ceases	Significant loss of taxation	Extremely damaging
Sanctions	Incoming trade is halved	Small loss of taxation	Damaging
Mercantilist	Trade remains stable	Taxation is maximised	No adverse impact
Free Trade	Incoming trade increases	Small loss of taxation	Positive impact

18.4 Fiscal Consequences

Nation

Sarcophan Delves

Jarm

Asavea

Faraden

Commonwealth

Axos

Thule

Sumaah

Iron Confederacy

The civil service do not have the capacity to carry out a rigorous analysis to predict the quantitative impact of imposing different trading relations on the various different foreign powers. The only way the civil service could provide figures to accompany the options above is if they were instructed to carry out a full [appraisal](#) of the situation. This would be time-consuming and expensive - but a single appraisal could identify the costs involved in changes to the trading status for up to five different nations.

What is known is the effects will vary by nation - the more trade the Empire does with a foreign nation, the larger the impact on taxation of any change will be.

However it will also depend crucially on the response if any - that the other nation takes. The most likely outcome is that a foreign nation retaliates in kind - but as the recent incident with Sumaah showed, that is not guaranteed. They may do nothing - or they may opt for more severe retaliation depending on the diplomatic overtures that accompany the decision.

The civil service had been able to rank foreign nations in order based on how much taxation trade with that nation creates, starting with the most important. These estimates were produced for the Winter Solstice 382YE.

The Imperial Senate notes that the Iron Confederacy's trading status with the Empire could best be described as the equivalent of punitive sanctions. They have relaxed their embargo, but Imperial shipping still faces numerous hurdles in trading there. The Empire's own status towards the Confederacy remains mercantilist.

18.5 Further Reading

18.5.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

18.5.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)

- ◆ Master of the Imperial Mint
- ◆ Conscience of the Senate
- ◆ Imperial Consul
- ◆ Imperial Magus
- ◆ Advisor on Orc Affairs
- ◆ Speaker for the Senate
- Imperial treasury
- OOC design

19 Senate session

Bugger off! No-one wins when the judge has a dog in the race. She can't sit on the bloody throne **and** chair the sodding thing. That's daft talk. A big house needs a servant to clean it. And they need to keep a calm tongue in their head. Only a civil tongue buys cheap apples.

Walter Brewer, senator for Upwold

19.1 Overview

Like the **Conclave** and the **Military Council**, the **Senate** conducts its official business at formal sessions, where matters are discussed and votes are cast. Although members of the Senate meet to discuss business throughout the day (the **Speaker for the Senate** encourages all members to discuss Senate in advance of the session), the sessions are the best chance to address the entire Senate and the only time that motions can be raised and voted upon.

Traditionally, the Senate aims to have two sessions each full day of an Imperial summit and one session each half-day.

19.2 Member of the Senate

Under normal circumstances Imperial citizens are not permitted to enter the Senate chamber while it is in session. They may view the proceedings, but only from the viewing gallery built for that purpose, and only if they remain in good order and keep the noise to a minimum. Citizens and others may be invited to speak in support of a specific **motion** by its proposer, and may speak if that invitation is deemed by a Speaker to be useful.

Only members of the Senate and key civil servants may attend Senate sessions. A member of the Senate is not automatically eligible to vote or raise a motion - but they can speak on any motion or **announcement** that is brought before the chamber. The current Imperial titles that are classed as a member of the Senate are:

- **The Throne**
- **Senator**
- **Conscience of the Senate**
- **Master of the Imperial Mint**
- **Imperial Magus**
- **Advisor on Orc Affairs**
- **Speaker for the Senate**
- **Imperial Consul**

In 383YE, the Constitutional Court **issued legal advice to the Imperial Senate** to indicate that they would not approve the creation of any further titles with the power of Member of the Senate unless one of the existing titles was amended or abrogated first. They also ruled that granting a title this power required a **constitutional majority** and **ratification** by **the Throne**. It is also a constitutional matter to add the power to an existing title, but it is not a constitutional matter to remove the power, or to abrogate a title that has it.

19.3 Speaking before the Senate

Every member who wishes to attend a Senate session must arrive before the session begins. Once a session is in progress, nobody, not even **The Throne** may join the session.

Each session is chaired by a **Speaker for the Senate**. To maintain order, members and civil servants may only speak once invited to do so by the Speaker. Those who wish to speak must catch the Speaker's eye and then wait their turn. The stated goal of the Speaker is to keep sessions brisk and on topic. Like all civil servants their oath binds them to strict neutrality. As Speaker they must balance the need to give every member of the Senate a chance to speak with a demanding time-table for Imperial business.

19.3.1 Expert Witness

Any citizen raising a **motion** in the Senate may request that a single expert witness be permitted to speak in support of it. These witnesses are technically permitted at discretion of the Speaker for the Senate, but it is rare that the request is refused. However, it is important to note that **senators themselves** may not serve as expert witnesses.

It is expected that expert witnesses be individuals with recognised authority or specialist knowledge relevant to the motion, but some senators choose instead to call citizens with a personal connection to deliver a brief and impassioned plea. Expert witnesses will always be allowed to speak briefly at the start of the motion, except when time is pressing during the Sunday session where tighter restrictions apply. The citizen proposing the motion may choose to defer responding to questions to the expert witness.

The civil service has issued **guidance** to help citizens prepare when they are called as expert witnesses.

19.3.2 Addressing Senate

Any individual who is due to **address** the Senate, make an **announcement**, or be an expert witness must wait outside the chamber until called. They may only enter when called and must leave once their speech is complete and they have answered any questions from members of the Senate. There is no legal requirement for truth on the floor of the Senate: anyone speaking in the Senate is within their legal rights to choose whatever words they feel will suit their cause best.

19.3.3 Discretion of the Speakers

In exceptional circumstances, the Speaker may permit someone without the **requisite power** to address the Senate. Requests lodged well before a session begins and with a clear purpose that cannot be achieved by any existing title are more likely to be granted.

19.4 Civil Service

In addition to the Speaker, there are usually one or more civil servants present in the chamber during a Senate session to provide the benefit of their legal and civil expertise to the senators. Civil servants have the legal right to enter the Senate at any time but may only speak if they are recognized by the Speaker. John of Meade in particular is known to be particularly determined on this point and has expelled civil servants from the chamber for attempting to speak without being recognized.

In practice civil servants will only speak out to present the material facts as they are known to the civil service to the Senate. This will usually be because key facts known to the civil service which are pertinent to the subject are being misrepresented or omitted. Civil servants will not attempt to speak if they are not certain of the relevant facts, so silence cannot be taken as implicit support for claims made on the floor. If a member of the Senate wishes to clarify this point they may ask the civil servants present to confirm if something is known to be true or is not known.

19.5 Setting the Agenda

The mainstay of the agenda for a session are the motions. The right to raise a motion is one of the most important powers of senators, shared only with the **Conscience of the Senate**. Motions can be presented to a Speaker at any time, but the civil service usually reject a motion brought to them less than two hours before a session is due to begin, unless there is a very good reason for it.

Announcements occur when the holder of an Imperial title exercises legal powers of the Senate on their behalf. These powers would normally require a Senate motion to use - and thus are subject to veto by the **Synod**. The Senate may delegate these powers to one or more Imperial titles - but the citizen exercising those powers must then announce them during a Senate session to ensure that they remain subject to the appropriate oversight. Announcements are not voted on - but the Speaker will sometimes allow a short debate by members of the Senate.

Any citizen that holds an Imperial title that confers the right to address the Senate may do so by informing the Speaker of their intent. The Speaker will add the address to the agenda and call the citizen to speak at the relevant moment.

The order of motions is set by the Speaker - the aim of the civil service is to ensure that the most important motions are dealt with last.

19.5.1 Sunday session

The Sunday Senate session is often pressed for time. As a result, the Speakers strongly encourage senators to bring their motions at earlier sessions, particularly if they expect extended discussion. While they always try to make time for important debates, the Civil Service must manage the agenda to conclude the session promptly.

To support this, the Speakers will use their existing discretion more actively during Sunday Senate. If the docket is substantial, they will use any or all of the following means to ensure the session ends well before 3pm:

- Restricting questions in elections. Each candidate for the position may give a brief speech, then move directly to elect.
- Restricting questions from the floor. From about 2:15pm, Speakers will permit only a brief speech by the citizen raising the motion and their chosen expert witness, then move directly to vote.
- Restricting all speeches. From about 2:30pm, the Speaker will read the motion, then move directly to vote.

Senators are urged to plan their use of time accordingly and raise their motions before the Sunday session if they wish to ensure their motion gets the full discussion it deserves.

19.6 Concluding the Agenda

Once all agenda items are dealt with, the Senate session ends. If a session ends prematurely for any reason, remaining agenda items are added to the agenda of the next Senate session.

19.6.1 Curtailment

A senator may call for a Vote of Curtailment in an attempt to bring the current session to an end early. This is often proposed because an important decision must be made but those present feel there is insufficient information available to vote on the matter, however a senator is under no obligation to provide a reason.

When a Vote of Curtailment is called, the Speaker will conduct a [majority vote](#). Those present who are eligible to vote will be asked to vote "Aye" if they wish to close the session early; otherwise the session continues as normal. If the votes passes then the session comes to a premature end. Any motions that have not yet been voted upon are automatically added to the agenda for the following session by the Speaker.

Curtailment is not a motion, and does not need to be seconded. It is not subject to veto by the Imperial Synod, but it *is* subject to veto by The Throne. Only a senator may call for a Vote of Curtailment - no other member of the Senate may do so.

19.7 Further Reading

19.7.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

19.7.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

20 Senate motion

I have no need of the power to propose a motion senator - that's what you are for. The soldier has a post, the sword has a scabbard, the pot has a fire. Everything has a purpose. Raising this motion is now yours.

Varkula, The Throne



The implications of any Senate motion are constrained by the precise [wording](#).

20.1 Overview

Motions are the primary way that the [Senate](#) carries out its business. Commissions are ordered, laws implemented, citizens appointed - all using motions. All the main [powers of the Imperial Senate](#) rely on a motion being raised and passed when directly employed by the Senate.

The only alternative to a motion is if the Senate create an [Imperial title](#) which has the legal authority to use one or more Senate powers. These powers can then be executed using a [Senate announcement](#) rather than a motion.

20.2 Proposal

A member of the Senate with the power of proposal may propose a single motion each summit. The number of motions is strictly limited to prevent individual senators from monopolising the Senate's time. Currently, the Imperial titles with the power of proposal are:

- [Senator](#)
- [Conscience of the Senate](#)
- [Citizens' Voice](#)

A motion must have a second. Any citizen with the right to propose a motion may also second a single motion each summit.

Motions can be [presented to the Speaker](#) at any time, but the civil service usually reject a motion brought to them less than two hours before a session is due to begin, unless there is a very good reason for it.

There is a printable pro-forma for Senate [motions here](#).

20.3 Limitations

20.3.1 Wording

The legal implications of any Senate motion are constrained by the precise [motion wording](#). The [Speaker for the Senate](#) will read out the wording of a motion, before it is discussed, so it is vital to *keep the wording concise* and avoid circumlocution. Unnecessarily long motions try the patience of the Senate and everyone present when they are read out.

The senator who proposes a motion is responsible for the execution of the motion if it is passed by the Senate. The civil service will take guidance from the senator who proposed the motion to complete any [necessary details](#) that are omitted from the wording of the original motion.

Once a motion has been read out, a short time is set aside by the Speaker to ask questions and debate the motion. The claims made while speaking on the floor of the Senate do not carry any legal weight; it is left to the **Synod** to ensure that citizens who they feel have misled the Senate are suitably dealt with.

20.3.2 Single Issue

A motion must contain a single clear issue that senators can vote on. The civil service will not normally allow a motion that incorporates multiple separate issues. The defining test for this is whether a senator might wish to vote in favour of one part of a motion and against another part. It is common for the Senate to debate a set of motions with similar themes; in these situations the motions are often discussed together as a set and then voted on in rapid succession.

It is legitimate for a senate motion to affect a set of things, provided it affects every member of the set. For example, it is legal to have a motion to disband a specific Imperial army, it is legal to have a motion to disband all Imperial armies, but to disband two specific Imperial armies (but not the others) requires two motions.

20.3.3 Constitution

It is not legal for the Senate to pass a motion which violates the spirit of the constitution. Each motion that comes before the Senate is **scrutinised** by the **Constitutional Court** to check for any constitutional implications. Motions that propose changes to the way the constitution is interpreted or applied are possible, but require a **constitutional vote** to pass. Motions that violate the principles of the constitution will be struck down even if they have already passed the floor of the Senate. Sensible senators will bring their motions to the civil service in good time, before submitting them for a session, to ensure that they can be checked and any appropriate changes made.

The **Constitutional Court** is the highest authority on the principles and application of the constitution. Historically, the Court has always acted to ensure that the rights and powers of the other bodies of state such as the Bourse, Military Council or Conclave and the nations and citizens of the Empire receive the protection they are guaranteed by the Constitution.

20.4 Voting

Motions are decided by vote of the **Senators** and the **Conscience of the Senate**. Votes are usually open. In open votes, the Speaker will invite all in favour of the motion to move to the Throne's left or right; "Ayes" to the right and "Noes" to the left. The functionaries of the Senate will then count the votes and the result is announced. If no-one present disputes the count, then it is recorded and the matter is complete.

If a citizen is not present during the session then they forfeit their right to vote, unless they have appointed a proxy who is present to vote in their stead. It is not possible to cast a vote in advance, the citizen with the power to vote must be present to do so. It is not unknown for senators on their deathbed to be brought to the floor of the chamber to cast a vote.

20.4.1 Majority Vote

A normal motion requires a majority vote. For a majority vote to pass requires only that the majority of those present vote in favour. This means that the votes of those who are absent are ignored. Most, but not all, members of the Senate have the right to vote on each ordinary motion that is brought before the Senate. Currently, the Imperial titles which the power to vote on an ordinary motion are:

- **Senator**
- **Conscience of the Senate**

The **General Assembly** of the **Synod** may **veto** a single majority vote once per Imperial summit. If any motion is vetoed by the Imperial Synod then the Senate may not raise a motion which is functionally the same until the next summit.

20.4.2 Constitutional Vote

Any motion that changes the way the constitution is interpreted or applied requires a constitutional vote to pass. The election of a new empress or emperor to **the Throne** also requires a constitutional vote, as does any **appointment by the Senate** where the senator has invoked the power of **escalation**.

For a constitutional vote to pass requires a two-thirds majority vote of the senators of the Empire, whether or not they are present, or even in position at that time. The Imperial Constitution explicitly states that only senators may vote on such an issue, so no other Imperial title exists or can be created which can vote in a constitutional vote.

The **Throne** is assumed to be independent of the political affiliations of the senators. Any change to the law that has constitutional implications requires the approval of The Throne to ensure that the Senate is acting in the interests of the Empire as a whole. A motion that requires a constitutional vote cannot come into force without an Empress or Emperor to ratify it.

The General Assembly or the Assembly of Nine may veto any constitutional vote (including the **appointment of the Throne**).

20.4.3 Budget

If a vote requires a budget to be allocated, the Speaker will ask every individual who voted in favour to remain standing where they are. The Speaker then suggests the minimum possible amount the individual who proposed the motion believes might be used to achieve the goal. If the majority of voters remain in favour then the Speaker will keep announcing a higher figure until enough citizens cross the floor that there is no longer majority support for the motion at that level of expenditure. The motion is passed with the highest level budget that received majority support.

20.5 Consideration

Although there are limits on how often the Synod may act they are entitled to veto any motion passed by the Imperial Senate. Formally, a motion passed by the Senate does not become law until the beginning of the next session - as this is the time limit by which the Synod must act if they intend to do so. Traditionally however, employing the veto is sufficiently rare that the Senate usually goes about its business without delay. Only a coronation is automatically delayed until the beginning of the next session.

If members of the Synod wish the Senate to delay implementation of a motion, while the power of the veto is sought, then the best way to achieve this is to tell relevant individuals in the Senate. The conscience of the Senate, or any **cardinal** who tells the Speaker for the Senate that they intend to seek the veto will be sufficient to delay a disbursement until the beginning of the next session. The priest may also speak directly to any senator or citizen who has been charged to act by the Synod requesting that they delay acting until the Synod has had time to consider the matter.

Citizens are not legally compelled to wait - but any citizen that does not do so is taking a grave risk. If a citizen acts on a motion that is subsequently vetoed by the Synod, then that citizen is likely to be found guilty of **subverting the agencies of state**. The severity of any punishment will be based on how reversible the actions are and how aware the citizen was that the Synod intended to veto the motion.

20.6 Withdrawal

The citizen who proposed a motion may withdraw it at any time. If a motion is withdrawn before a session begins then the citizen may still raise a motion that summit. If a motion is withdrawn after a session begins then the right to propose a motion that summit is lost.

20.7 Administrative Motions

The **Speaker for the Senate** has the authority to raise one or more motions in the Senate by adding them to the agenda. These are usually described as *administrative motions* to stress their non-partisan nature and commonly have two purposes.

- They allow the civil service to request clarification from the Senate on previous motions passed, if that the civil service can't be certain what the will of the Senate is. In legal terms, these motions modify the motion they are clarifying, but they are classed as administrative motions to stress their non-partisan nature. Administrative motions are subject to veto by the Imperial Synod as normal.
- They are also employed the first time an Imperial position is appointed by the Senate. The Speaker traditionally includes an administrative motion of this kind in the agenda for any session that includes a proposal to create a **new Imperial title**.

20.8 Further Reading

20.8.1 Core Brief

- **Senate session**
- **Senate motion**
- **Senate powers**
- **Senator**

20.8.2 Additional Information

- Commission
- Senate address
- Senate announcement
- New Imperial titles
- Appointment by the Senate
- Appointments to the Senate
 - ◆ The Throne
 - ◆ Master of the Imperial Mint
 - ◆ Conscience of the Senate
 - ◆ Imperial Consul
 - ◆ Imperial Magus
 - ◆ Advisor on Orc Affairs
 - ◆ Speaker for the Senate
- Imperial treasury
- OOC design

20.8.3 Senate Motion Reading

- Motion wording
- Scrutiny

21 Motion wording

21.1 Overview

A **Senate motion** is the primary way that the **Senate** carries out its business. The **Speaker for the Senate** will read out the wording of a motion, before it is discussed, so it is vital to keep the wording as concise as possible.

The legal implications of any Senate motion begin with the precise wording of a motion. The senator who proposes a motion is responsible for the execution of the motion if it is passed by the Senate, so the civil service will take guidance from the senator who proposed the motion to complete any necessary details that are omitted from the wording of the original motion. The more details that are left off a **Senate motion**, the more freedom the senator has to set those details later, if the motion is passed.

For both these reasons it is important to consider the wording of a motion carefully. This page lays out the necessary details for most Senate motions.

21.2 Posterity

The wording of the motion is recorded for posterity in the Imperial archives, so those citizens with an eye to their place in history will want their wording to have a pleasing cadence. Some proud senators have been known to employ **Freeborn scribes** or **Wintermark stormcrows** to give the wording of their motion more impact.

21.3 Amendments

The wording of a senate motion may change after it has been submitted, based on advice the proposer has received from the **Constitutional Court**, the civil service, the magistrates, and other citizens. It is not possible to alter the wording of a motion once the motion is read out on the floor of the Senate. At that point the wording is fixed and cannot be changed; the proposer will not be able to submit a new or altered motion during that summit even if they withdraw their motion.

21.4 Necessary Details

Many motions have a number of necessary details which are required for the civil service to enable the motion to be carried out. For example, a commission to construct a fortification cannot proceed until it is clear *where* the fortification is to be built.

A senator is free to determine any of the necessary details that are omitted from their proposed motion. Shrewd senators have been known to deliberately omit details from a motion to try to avoid a hostile reception by the **Senate**.

The Constitutional Court may veto a motion if the necessary details provided by a senator would breach the spirit of the Constitution, regardless of when they are specified. If the additional details mean that the Constitutional Court would require a **constitutional vote** to pass the motion - and it was not passed with a constitutional vote on the day - then it will be rejected.

21.4.1 Commission

- **Location**
- **Cost**
- **Nature**
- **Imperial Title**

The Imperial civil service need to know the rough location where the **commission** is to be raised or built - usually the **territory** and region are sufficient.

Some commissions have a standard cost for mithril, weirwood and white granite, for example a new Imperial army requires 250 wains of mithril, so this detail is fixed. If the commission can be of variable size, then the necessary details include how much Bourse materials will be used to complete the commission.

A **sinecure** is a very general term, only marginally more specific than a word like "building" or "construction". It is used by the Empire to describe any construction designed to produce a fixed income. The civil service need to have a clear idea of the nature of any commission that is being built, where that is not clear. A concise overview on the nature and purpose of a commission may be relevant to the Senate's decision to pass a motion; a more detailed description can be provided to the civil service later.

Any commission that requires the creation of an Imperial title to oversee the new commission will also require the necessary details for the new Imperial title.

21.4.2 Disbursement

- Amount
- Recipient

Any instruction for the civil service to disburse funds from the Imperial treasury should clearly state the beneficiary and the amount. Where the sum of money is not precisely specified, the **Speaker for the Senate** will ask the Senate to **decide on a budget** rather than leave the matter to the senator's discretion.

If the recipient is omitted, then the disbursement will be given to the senator that proposed the motion.

The Senate cannot legally direct how the recipient might spend Senate funds, but it is still advisable to make the Senate's expectation clear in the wording of the motion, as the Synod do have the power to punish citizens whose actions fall short of what is legitimately expected of them.

21.4.3 Emergency Resupply

- Army
- Cost

A motion to resupply an Imperial army should specify which army is to be resupplied.

21.4.4 Historical Research

- Subject

The civil servants who carry out historical research need a clear indication of the subject they should pursue.

21.4.5 Imperial Law

- Wording

The precise wording of any changes to **Imperial Law** form part of the necessary details for a motion.

Any senator who wishes to change Imperial Law is well advised to consult the magistrates first; the Constitutional Court will strike down any motion that is unconstitutional or that cannot be implemented.

21.4.6 Imperial Titles

- Appointment
- Tenure
- Revocation

A motion to **create a new Imperial title** must specify what legal powers, if any, the title will have authority to use.

The necessary details include the method of **appointment**, to allow civil servants to determine which political house will appoint the position and whether it will be an Imperial or national position. They also need to know the tenure, how long an elected citizen may hold the title before need to be reelected and which assemblies in the **Synod** may revoke a citizen who holds the title.

Many commissions automatically cause the creation of an appropriate Imperial title - for example raising a new Imperial army causes the creation of a new Imperial title for the general of that army. Many of these Imperial titles have long-standing traditional methods of appointment, tenure and revocation. Any new Imperial title that has unusual powers, appointment, tenure, or revocation is likely to be subject to close scrutiny by the Constitutional Court.

The Senate cannot legally direct what the holder of the title should do, nor how they will do it, but like a disbursement, it is still worthwhile to set out the responsibilities of the office. The Synod is expected to use the stated responsibilities of an Imperial title to inform any judgement made against the citizen who holds the office.

The powers of an Imperial title are not part of the necessary details, any legal powers that a title will have must be specified in the wording of the motion passed by the Imperial Senate.

21.5 Responsibilities

The business of the Senate is focused on the law, determining what the law is, how it will be applied, etc. While it is common for a Senate motion to include an explanation of what responsibilities they believe accompany a motion, the law cannot be used to dictate how citizens employ the powers they have been given.

For example, if a senate motion is passed to disburse funds to a senator with the intention that they be used to purchase additional Bourse materials to complete a commission, the money becomes the legal property of the senator at the point where they receive it. The law cannot stipulate how the funds must be used.

Wording that aims to provide direction of this kind is treated as part of the responsibilities of the motion. These carry no legal weight, but it is still advisable to make the Senate's expectation clear in the wording of the motion, as the [Synod](#) do have the power to punish citizens whose actions fall short of what is legitimately expected of them.

21.6 Further Reading

21.6.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

21.6.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
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 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

22 Scrutiny

There is a mark of ink on the treaty. If it is a comma, the treaty is constitutional. If it is a full stop, it is unconstitutional and the whole treaty will fail.

John of Meade, Speaker for the Senate, Winter 383YE

22.1 Overview

All Senate motions are subject to the scrutiny of the Constitutional Court to ensure that they are compatible with the **Imperial Constitution**. The Constitutional Court performs a dual IC and OOC function:

- IC They are responsible for ensuring that the founding principles of the constitution are protected.
- OOC They will not ratify a change to the constitution which Profound Decisions believe will adversely affect the enjoyment of the game. As the constitution is already written with this in mind, we are normally able to provide an in-character reasoning for any rejection of a constitutional change.

The Constitutional Court will not accept a motion that violates the Constitution, but the Court will attempt to work with a senator to amend an unconstitutional motion that has passed the Senate to make it compatible with the Constitution where possible.

Where possible, members of the Constitutional Court will attempt to provide advice to any **senator** or their **proxy** who requests it, to give senators the best chance of ensuring their motion is legitimate. However, advice given by any individual member is not considered binding by the Court, and all Senate motions are subject to further scrutiny once they have been passed on the floor of the Senate. Constitutional issues which are identified during the motion's implementation, after it has passed, will still cause it to be rejected or amended.

Ultimately, scrutiny is the keystone of the fundamental **game design of the Senate** to ensure the game remains enjoyable for as many players for as long as possible. While we strive to keep the game focussed on the roleplaying that happens in the field as much as humanly possible, scrutiny exists for out-of-character reasons to ensure Empire remains fun to play.

22.2 Constitutional Court



Gerard La Salle, Auditor of the Imperial Treasury.

- **Magistrate Abraham - Matt Pennington**
- **Imperial Archivist Leontes the Scribe - Andy Rafferty**
- **Auditor of the Imperial Treasury Gerard La Salle - Graeme Jamieson**
- **Chief Magistrate Stanislav Karkovich - Jon Creek**

- **Chief Magistrate Cosme i Zuhri i Guerra - Nat Saunders**

The Constitutional Court is composed of a number of magistrates and civil servants whose job is to ensure that the motions passed by the Senate can be implemented in accordance with the Imperial Constitution. The members of the Court discuss the precise **wording of a motion** once it has passed the floor of the Senate to discuss how it will be implemented and whether that implementation is compatible with the Constitution. They will seek advice from the senator who submitted the motion to complete any **necessary details** that are missing and add the completed motion to the **recent history** in the Imperial archives.

Members of the Court have different areas of expertise. The Auditor is concerned with what is physically possible for the Empire to achieve, what things cost, how long things take to construct. The Chief Magistrates are primarily concerned with maintaining the integrity of **Imperial law** and ensuring that the constitutional *processes* are followed. Magistrate Abraham and the Imperial Archivist examine motions to ensure that they are compatible with the spirit of the Constitution and will ensure the "dignity, freedom, and prosperity" of Imperial citizens. The Court usually strives for unanimous consensus decisions, but in extremis, they will vote; Abraham has the casting vote in the event of a tie.

It is important to understand that the roles played by the members of the court are designed to accord with their OOC responsibilities in upholding Empire's **game design**. Jon Creek and Nat Saunders run the magistrate team that enforce Imperial law, Graeme is the head of rules for Empire, while Andy and Matt oversee the game itself. They have characters so that players can interact with them, seek them out in-character for advice, put in-character arguments to them, and discuss their pronouncements with other characters. These five members of the Empire team ultimately determine when and how a Senate motion is implemented, therefore they play the NPC characters who form the body that makes that determination in-character.

22.3 Advice

- **Players are recommended to take advice before submitting a complex motion**
- **Advice is available outside events**

Any character in Anvil who is looking to submit a Senate motion that they believe may have constitutional or practical implications are well advised to seek out the appropriate member of the Constitutional Court before submitting their motion. The Auditor is able to give general advice as well as provide costings for sinecures, ministries and other motions. The Chief Magistrates can provide advice on changes to **Imperial law** as well as matters of the Constitution itself. If a constitutional issue is particularly complex, then Abraham may be able to provide additional useful advice.

The purpose of this advice is to give players an opportunity to talk to those characters best able to help them find the best wording for their motion and to minimise the chances that a motion will be amended or ruled unconstitutional *after* it has passed the Senate.

It is perfectly fine to request advice from the Court before the summit begins. The Court will examine any provisional Senate motions **sent to us at** plot@profounddecisions.co.uk between events and provide the best advice available.

22.4 Scrutiny

Once a motion has passed the floor of the Senate, the civil service will try to ensure that all the necessary details have been completed and begin to scrutinise the motion to check that it is compatible with the Constitution. As a result of this scrutiny, the Constitutional Court may choose to accept, amend or reject a motion.

When a motion is scrutinised, it is possible that different constitutional or legal interpretations of the wording of the motion or its intent will be identified. In situations where both interpretations are equally valid, the senator will be asked to provide further guidance, in effect, this forms part of the necessary details of the motion. Only interpretations of a motion which are compatible with the constitution will be considered, we will try to explicitly rule out any unconstitutional interpretations of a motion when it is added to the Imperial archives.

Scrutiny cannot be completed until *after the summit is concluded*, when the Court have the time to discuss every motion at length and consider every possible ramification. It is often not possible to give definitive advice on a motion during the summit.

22.4.1 Acceptance

- **Once a motion is accepted it is added to the Imperial Archives**

Any motion passed by the Senate that passes scrutiny will be accepted by the Constitutional Court. The motion passes into law and will be added to the Imperial Archives accordingly. Once a motion has been accepted by the Court, we will not make any further changes, unless it becomes clear that the motion is so profoundly game breaking that it warrants the game rules being changed.

22.4.2 Amendment

- **The court will attempt to discuss any proposed amendment with the senator who submitted the motion**
- **An amended motion will require approval by the Senate**
- **Chief Magistrate Karkovich will raise an administrative motion at the next available Senate session to request approval**
- **If the amendment is not approved then the motion is rejected**

If the Senate pass a motion, then our game team will take that as indication that they would like the motion to pass scrutiny. If a motion is potentially viable - but has constitutional problems then we will propose the smallest possible amendments that we think would be necessary to make the motion pass scrutiny. These amendments will be discussed with the senator who submitted the motion. Once the wording of an amended motion can be agreed with the senator, then a representative of the Chief Magistrate will present the amended motion to the Senate using an administrative motion at the next available Senate session.

If scrutiny of a motion identifies constitutional problems during a summit then we will attempt to discuss them with the senator during the event. In many cases, problems will only be identified after the summit is over, when there is time to consider the motion in detail. In these circumstances, we will attempt to email the player who submitted the motion to discuss the amendments with them before the next event. The amended motion will then be put forward for approval on Friday of the next event.

If the amended motion is approved, then it is automatically accepted and will be added to the Imperial Archives. If the amendment is not approved, then the motion is rejected by the Constitutional Court. It will not be automatically raised again, although any senator who is able to raise a motion may attempt to raise the amended motion as normal.

22.4.3 Rejection

- **Motions that are completely incompatible with the Imperial Constitution will be rejected**

The Imperial Constitution is designed to allow us to preserve the spirit and ethos of the game, in line with the underlying game design. Motions that clearly violate the constitution, will be rejected as unconstitutional. This is a relatively rare outcome, very few motions have been rejected in recent years and it is *extremely* unlikely to happen if the citizens who drafted the motion took good advice.

Examples of things which are guaranteed to be rejected by the magistrates include expelling a nation from the Empire, dispossessing citizens of their wealth and property, centralising additional powers to The Throne or Senate, disestablishing the Bourse, Conclave, Military Council or Synod or frivolous or stupid laws.

22.5 Further Reading

22.5.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

22.5.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)

- Imperial treasury
- OOC design

23 Senate address

Of course it was a lie you fool. Bruised apples have black cores. Stop yammering about virtue! It's a long list but unless you buggers added an eighth while I was eating lunch, honesty ain't on it. It's an address - she can say what she sodding likes and that ain't a crime. Those with wits and a care to use them will decide for themselves what to believe.

Walter Brewer, Senator for Upwold



The power to make a Senate address is possessed by only a handful of [Imperial titles](#).

23.1 Overview

A Senate address is an opportunity for an individual to make a presentation to the [Senate](#) at a [Senate session](#). Only a handful of [Imperial titles](#) confer the right to address the Senate, but they traditionally include [The Throne](#) and the [Master of the Imperial Mint](#).

The Senate may create [new Imperial titles](#) with this power if they wish; this is most appropriate where the holder of the title does not need to attend regular Senate sessions but may need to report regularly to the Senate.

It is also possible to confer the right to make an address on a named citizen regardless of any Imperial title held. This is usually expressed as an invitation for the individual to address the Senate.

23.2 Limitations

23.2.1 No Compulsion

It is not possible to compel a citizen to appear before the Senate to speak. The Senate may grant an Imperial title the right to make an address, request an individual address the Senate, or invite them to speak on an individual motion, but they cannot compel them to appear. Only the [Synod](#) has the power to compel a citizen to appear before them.

23.2.2 Agenda

Regardless of any responsibilities or expectations, the Senate cannot set the content of an address. A citizen who chooses to address the Senate may speak on any matter they wish.

23.2.3 Usage

The Right to Address the Senate is considered to be a constitutionally significant power by the Constitutional Court, one they are keen to ensure is not abused to monopolize the time of the Senate. New Imperial titles will not pass constitutional scrutiny if they grant the Right of Address to an Imperial title which does not have significant legal powers.

The Constitutional Court have indicated that it is not constitutional to have the right to address the Senate more than once a summit.



An address that is over-long, rambling, or prone to digression are often very poorly received.

23.3 Procedure

23.3.1 Raising an address

An Imperial citizen who has the right to address the Senate may do so by informing the [Speaker for the Senate](#) of their intention. The Speaker will add the item to the agenda for the next session.

There is a printable pro-forma for a Senate [address here](#).

The citizen should ensure that they are present at the chamber throughout the session, as they may be called at any time. They may only enter the chamber once called, and must leave when their address is concluded. The citizen may choose to inform the Speaker of the rough content of their address in advance if they wish.

23.3.2 Presentation

The citizen making an address will be allowed a few minutes to speak during which those present in the chamber are expected to remain reasonably quiet. Although the citizen has been granted the legal right to address the Senate on a matter of their choice, the Speaker determines how long they may speak for. The purpose of an address is to present the Senate with information that is of interest to them. Individuals who try the Senate's patience by talking too long on a subject that it is clearly of diminishing interest to everyone present will be instructed to conclude their address early by the Speaker.

23.3.3 Debate

After the presentation is complete, the Speaker will allow some time for members of the Senate to ask questions and for the speaker to reply.

23.4 Further Reading

23.4.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

23.4.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

24 Senate announcement

I thank my Senate for authorising the construction of the new army and making a disbursement of 50 Thrones to arrange the necessary purchases. As we are concluding this session with my announcement, I hereby declare the immediate disbursement of an additional 180 Thrones from the Imperial treasury to Cassus of Highguard so that he may arrange the construction of the new Highborn army in a timely manner.

Varkula, The Throne

24.1 Overview

Some Imperial titles, like [The Throne](#) have the authority to use one or more of the [powers of the Imperial Senate](#), without requiring a motion be passed by the chamber. To use these powers, the title holder must make an announcement in the Senate first.

The announcement serves three purposes, it allows the civil service to receive formal notification of the use of the power, so that they can arrange the appropriate support. It gives the Senate oversight of the use of any powers that they have delegated in this way. And finally - and most critically - it ensures that the [Synod](#) retain the ability to [veto](#) the announcement if they wish.

24.2 Limitations

24.2.1 Veto

An announcement is legally considered to be equivalent to a motion. [General Assembly](#) of the [Synod](#) may veto one motion per Imperial summit; or they may instead veto a single announcement exactly as if it were a regular majority vote. If an announcement is vetoed by the Imperial Synod then the holder may not make an announcement which is functionally the same until the next summit. [The Throne](#) may veto any number of Senate motions - but they may only veto the announcement at the point where it is made.

24.2.2 No Control

Although the Speaker may occasionally allow a short period of time to discuss an announcement in the Senate, no vote of any kind is permitted. Once powers have been delegated to an [Imperial title](#) by the Senate, then they cannot impose limitations on how those powers are used. Only the Synod can veto the use of a power that has been announced in the Senate.

On rare occasions, the Senate has acted swiftly to strip a title of its legal powers in a session following an announcement but before the end of the summit. The legal position in these cases is clear, the power has been legally exercised and the use that has been announced will still go ahead. It is not possible to [abrogate](#) an announcement.

24.3 Procedure

24.3.1 Raising an announcement

An Imperial citizen who wishes to announce the use of one of the Senate powers that has been delegated to them must confirm this to the [Speaker for the Senate](#) in writing, exactly as if they were presenting a [senate motion](#). A terse summary of what will be announced is appropriate. The Speaker will add the item to the agenda for the next session.

Announcements can be presented to the Speaker at any time, but the civil service usually reject an announcement brought to them less than two hours before a session is due to begin, unless there is a very good reason for it.

There is a printable pro-forma for a Senate [announcement here](#).

The citizen should ensure that they are present at the chamber throughout the session, as they may be called at any time. They may only enter the chamber once called, and must leave when their announcement is concluded.

24.3.2 Presentation

The citizen making an announcement must state clearly and succinctly what actions they are undertaking - including any details that are relevant and may be of interest to citizens of the Empire.

24.3.3 Debate

After the announcement is complete, the Speaker may allow some time for members of the Senate to ask questions and for the speaker to reply.

24.4 Further Reading

24.4.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

24.4.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)

25 Appointments by the Senate

1. REDIRECT [Appointment by the Senate](#)

26 Imperial title

26.1 Overview

An Imperial title grants the bearer wealth or legal powers. Most come with a set of responsibilities that the recipient is expected to undertake. The most famous Imperial title is [the Throne](#) but [senator](#), [cardinal](#), [general](#), [archmage](#) and the [Bourse](#) seats are all examples of powerful Imperial titles.

26.2 Eligibility

Any Imperial citizen is eligible to be appointed to an Imperial title, but the constitution explicitly forbids any citizen from holding two Imperial titles simultaneously. No citizen may hold two Imperial titles at the same time. Any title may be surrendered at any time, so a citizen who is elevated to a second Imperial title must immediately select which office they wish to hold.

26.3 National Position

Some Imperial titles are only eligible to members of a specific [nation](#). For example, only a [League](#) character can become a League senator or hold a League position in the Bourse. These titles are commonly referred to as national positions, or sometimes national titles. They are governed by all the same rules as a normal Imperial title - you cannot hold more than one Imperial title at once - but they can only be conferred on a member of the appropriate nation.

26.4 Responsibilities

Most titles come with a responsibility or duty that the holder is expected to perform. For instance, a citizen granted the title of "Defender of the Senate" might be charged with ensuring the defence and security of the [Senate](#) during the meetings at [Anvil](#).

There is no contractual obligation to uphold the responsibilities of an office - it is not possible to create a title that requires specific action or dictates how the responsibilities must be discharged. However the responsibilities of an office are important - it is not unknown for citizens to face the threat of [revocation](#) by the Synod for failing to adequately discharge the responsibilities of the title they have accepted.



26.5 Powers

All Imperial titles may be granted one or more powers of state. Powers of state are legal powers exercised by one or more of the five house of government. For example, the [General Assembly](#) of the [Synod](#) is able to [veto](#) a [Senate motion](#), but The Throne can also wield this power without needing to consult the Synod.

26.6 Term of office

Lesser Imperial titles often have [tenure](#). Once elected, the holder of such a title remains in place until they die, resign the position or are revoked or challenged by the Synod. Titles with potent powers are usually subject to re-selection on an annual basis.

All Imperial titles have clearly defined rules that state how the occupant can be removed.

26.7 Photos

If your character is the holder of an Imperial title then you are welcome to email wiki@profounddecisions.co.uk with a photograph for the title page if you wish. In that case send the photo (including who to credit), your PID, and the title your character holds and we will add it to the relevant page on the wiki. This is entirely voluntary - there's no need to send a photo if you prefer not to.

26.8 Further Reading

- [New Imperial titles](#) - explaining the powers of the Senate to create new titles
- [Titles by season](#) - listing the titles which are reappointed each season
- [Recent history](#) - includes historical lists of appointments to titles at previous events
- [Current Imperial titles](#) - A list of all current titles and their incumbents

27 Imperial elections



Merlot of the Civil Service, Overseer of Imperial Elections

All **Imperial titles** are elected or appointed at one of the quarterly gatherings at Anvil. These take place at the Summer and Winter Solstices and the Spring and Autumn Equinoxes. This is also when the Imperial Institutions meet and exercise their legal powers.

Some titles have tenure, the citizen may hold the title until it is revoked, they die or they relinquish the position. Most titles are either re-appointed each year following the Imperial **election schedule** or after the citizen has held the title for a year if one of the **appointments by the Senate**. Titles in the Conclave can be reappointed at any time by successful **declaration**.

Elections are held by various different means (for example each nation uses their own traditional voting method to appoint their **senators** whilst **generals** are usually appointed by unanimous agreement of a nations senators and **sinecures** vary) and are observed to ensure there are no election irregularities by Merlot, the Civil Service Overseer of Imperial Elections. For example, with a few exceptions, an imperial citizen can only vote once per year on a particular matter. This is most commonly an issue with citizens of **Navarr** who as wanderers, often change the territory they are in, but are not then allowed to vote in their new territory until a full year has passed since they last had the opportunity to vote in their previous locations **senator** elections.

For a list of who currently holds every Imperial title see **current Imperial titles**.

27.1 Extraordinary Elections

- If a **scheduled title falls vacant early for any reason, then the Imperial civil service will arrange for an extraordinary election**
- If the title becomes vacant at a summit, then the election takes place at the following summit
- Any citizen elected in an extraordinary election will hold the title until the date of the next election according to the regular schedule

If a title that is elected annually with a regular scheduled election date falls vacant for any reason, then the civil service will arrange an extraordinary election. This is an extra election which takes place to give the Empire an opportunity to fill the vacant title before the regular scheduled date. Any citizen elected to a position in an extraordinary election will hold the position until the title becomes due to be re-elected at the normal scheduled date.

This usually means they will hold the position for a reduced term - for example the Senator for Zenith is elected each year at the Winter Solstice summit. If the title falls vacant on the run up to the Summer Solstice, then the civil service will arrange an extraordinary election to appoint a new senator for Zenith at the Summer Solstice. The elected citizen will hold the position for two seasons - with a new election held at the regular date at the next Winter Solstice.

If a scheduled title becomes vacant on the run-up to a summit, then an extraordinary election will take place at the forthcoming summit. If a title becomes vacant during a summit, then an extraordinary election is held at the following summit.

The civil service have the power to arrange an extraordinary election where it is necessary to move a scheduled election date to ensure the smooth

running of the Imperial government.

27.2 Eligibility to Vote

- Where relevant, the Empire identifies where your character lives based on the location of their resource
- To change territory, you must obtain a new resource in a new territory

In nations such as the Marches, the League and Navarr, your eligibility to vote in a senatorial election is based on your territory. Imperial citizens (especially the Navarr) may move freely around the Empire as they choose, however a resource *cannot* move. Because of this, the civil service use the location of your personal resource to determine your "territory" for determining eligibility for voting in senatorial elections. If you are a member of a nation that votes by territory and you wish to vote in a different territory then you must **get a new personal resource in the new territory**.

The need to change resource still applies if you own a military unit or a fleet. Both these resources include the active service and involvement of a large number of Imperial citizens. These citizens have homes, families and roots in the territory they are based in - and they do not wish to change territory even though you do.

The laws for Imperial elections state that, if eligibility to vote in an election is restricted in some way, then you cannot vote if you were eligible to vote in an equivalent but different election in the last twelve months. For example, if you were eligible to vote for the **Cardinal** of Prosperity at the Winter Solstice - and you change faith to be part of the Ambition **assembly** - you cannot legally vote for the election of the Cardinal of Ambition until twelve months have passed from the date of the first election. To be eligible to vote you merely need to be present in Anvil at the summit where the election takes place (it does not matter if you did not actually vote). You must abstain from voting in an election if it occurs less than four events after the previous election. If you are in any doubt about your eligibility then you should consult Merlot, the civil service overseer of elections who can advise you.

Some nations do not restrict eligibility to vote in this way - for example, Highborn citizens with a congregation may vote in every Highborn senatorial election, regardless of their territory.

This restriction does not apply to eligibility to vote for a national title when a citizen changes nation.

Any Imperial citizen who believes that another citizen is committing electoral fraud by voting in an election they are not eligible for should bring the matter to the attention of the election overseer and the magistrates.

27.3 Eligibility to Stand

- You must be an Imperial citizen to be eligible for an Imperial position or for a virtue position
- You must be a member of the appropriate nation to be eligible for a national position.
- You do not need to be present to be granted an Imperial title

Only Imperial citizens may hold an Imperial title which is an Imperial or virtue position. If the title is a national position, then only a member of the appropriate nation is eligible to hold the title. In all cases, the rules for eligibility may restrict who can vote in the election for the title, but they do not restrict who is eligible to hold the position. For example, only League citizens who possess a business in Sarvos may vote in the Sarvos senatorial elections - but they may choose to vote for any citizen of the League.

It is not necessary for a citizen to be present to be granted an Imperial title, it is perfectly legal for citizens to elect a proxy or support a candidate who is absent for any reason.

27.4 Multiple Titles

- It is not legal for a citizen to accept two Imperial titles

The constitution mandates that no Imperial citizen may wield the power of two Imperial titles at the same time. If a citizen who holds an Imperial title is granted a second Imperial title, then they must either renounce their current title or turn down the new position. To avoid any risk of being prosecuted for subverting Imperial law, a citizen should not wield any powers of their new Imperial title until they have had a chance to inform the civil servants in charge of elections which title they intend to renounce.

28 Recent history

28.1 Overview

The following are summaries of the history of the Empire since the death of Empress Britta in 376YE.

A list of the seasons when each [Imperial title](#) is [elected](#) can be found in the [election schedule](#). To just see the name of the current character holding a particular title, then please refer to the [current Imperial titles](#) page.

You can see a list of [military units](#) and [fleets](#) that have supported [armies](#), [navies](#), [fortifications](#), and other Imperial endeavours on the [Imperial Roll of Honour](#) page. This page is updated after the last wind of war is released for each event.

28.2 387

28.2.1 Winter Solstice

- [387YE Winter Solstice winds of fortune](#)
- [387YE Winter Solstice interlude](#)

28.2.2 Autumn Equinox

- [387YE Autumn Equinox Imperial elections](#)
- [387YE Autumn Equinox Senate sessions](#)
- [387YE Autumn Equinox Synod judgements](#)
- [387YE Autumn Equinox Conclave sessions](#)
- [387YE Autumn Equinox Military Council orders](#)
- [387YE Autumn Equinox Sodality resolutions](#)
- [387YE Autumn Equinox winds of fortune](#)
- [387YE Autumn Equinox winds of war](#)
- [387YE Autumn Equinox event schedule](#)
- [387YE Autumn Equinox interlude](#)

28.2.3 Summer Solstice

- [387YE Summer Solstice Imperial elections](#)
- [387YE Summer Solstice Senate sessions](#)
- [387YE Summer Solstice Synod judgements](#)
- [387YE Summer Solstice Conclave sessions](#)
- [387YE Summer Solstice Military Council orders](#)
- [387YE Summer Solstice Sodality resolutions](#)
- [387YE Summer Solstice winds of fortune](#)
- [387YE Summer Solstice winds of war](#)
- [387YE Summer Solstice event schedule](#)
- [387YE Summer Solstice interlude](#)

28.2.4 Spring Equinox

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- [387YE Spring Equinox Senate sessions](#)
- [387YE Spring Equinox Synod judgements](#)
- [387YE Spring Equinox Conclave sessions](#)
- [387YE Spring Equinox Military Council orders](#)
- [387YE Spring Equinox winds of fortune](#)
- [387YE Spring Equinox winds of war](#)
- [387YE Spring Equinox event schedule](#)
- [387YE Spring Equinox interlude](#)

28.3 386

28.3.1 Winter Solstice

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- 386YE Winter Solstice Conclave sessions
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- 386YE Winter Solstice interlude

28.3.2 Autumn Equinox

- 386YE Autumn Equinox Imperial elections
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28.3.3 Summer Solstice

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28.3.4 Spring Equinox

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28.4 385

28.4.1 Winter Solstice

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28.4.2 Autumn Equinox

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28.4.3 Summer Solstice

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28.4.4 Spring Equinox

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28.5 384

28.5.1 Winter Solstice

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- 384YE Winter Solstice interlude

28.5.2 Autumn Equinox

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- 384YE Autumn Equinox interlude

28.5.3 Summer Solstice

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28.5.4 Spring Equinox

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28.6 383

28.6.1 Winter Solstice

- 383YE Winter Solstice Imperial elections
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- 383YE Winter Solstice Conclave sessions
- 383YE Winter Solstice winds of fortune
- 383YE Winter Solstice winds of war
- 383YE Winter Solstice interlude
- 383YE Imperial Almanac

28.6.2 Autumn Equinox

- 383YE Autumn Equinox Imperial elections
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- 383YE Autumn Equinox interlude

28.6.3 Summer Solstice

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28.6.4 Spring Equinox

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28.7 382

28.7.1 Winter Solstice

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28.7.2 Autumn Equinox

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28.8 381

28.8.1 Winter Solstice

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28.9 380

28.9.1 Winter Solstice

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28.10 379

28.10.1 Winter Solstice

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28.10.2 Autumn Equinox

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28.10.3 Summer Solstice

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28.10.4 Spring Equinox

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- 379YE Spring Equinox Senate sessions
- 379YE Spring Equinox Synod judgements
- 379YE Spring Equinox Conclave sessions
- 379YE Spring Equinox winds of fortune
- 379YE Spring Equinox winds of war

28.11 378

28.11.1 Winter Solstice

- 378YE Winter Solstice Imperial titles
- 378YE Winter Solstice Senate sessions
- 378YE Winter Solstice Synod judgements
- 378YE Winter Solstice winds of fortune
- 378YE Winter Solstice winds of war

28.11.2 Autumn Equinox

- 378YE Autumn Equinox Imperial titles
- 378YE Autumn Equinox Senate sessions
- 378YE Autumn Equinox Synod judgements
- 378YE Autumn Equinox Conclave declarations
- 378YE Autumn Equinox winds of fortune
- 378YE Autumn Equinox winds of war

28.11.3 Summer Solstice

- 378YE Summer Solstice Imperial titles
- 378YE Summer Solstice Senate sessions
- 378YE Summer Solstice Synod judgements
- 378YE Summer Solstice Conclave sessions
- 378YE Summer Solstice winds of war

28.11.4 Spring Equinox

- 378YE Spring Equinox Imperial titles
- 378YE Spring Equinox Senate sessions
- 378YE Spring Equinox Synod judgements
- 378YE Spring Equinox Conclave declarations
- 378YE Spring Equinox winds of war

28.12 377

28.12.1 Winter Solstice

- 377YE Winter Solstice Imperial titles
- 377YE Winter Solstice Senate sessions
- 377YE Winter Solstice Synod judgements
- 377YE Winter Solstice Conclave sessions
- 377YE Winter Solstice winds of fortune
- 377YE Winter Solstice winds of war

28.12.2 Autumn Equinox

- 377YE Autumn Equinox Imperial titles
- 377YE Autumn Equinox Senate sessions
- 377YE Autumn Equinox Synod judgements
- 377YE Autumn Equinox Conclave declarations

28.12.3 Summer Solstice

- 377YE Summer Solstice Imperial titles
- 377YE Summer Solstice Senate sessions
- 377YE Summer Solstice Synod judgements
- 377YE Summer Solstice Conclave declarations

28.12.4 Spring Equinox

- 377YE Spring Equinox Imperial titles
- 377YE Spring Equinox Senate sessions
- 377YE Spring Equinox Synod judgements
- 377YE Spring Equinox Conclave declarations

28.13 376

28.13.1 Winter Solstice

- 376YE Winter Solstice Imperial titles
- 376YE Winter Solstice Senate sessions
- 376YE Winter Solstice Synod judgements
- 376YE Winter Solstice Conclave declarations

29 Speaker for the Senate

In this chamber, the Speaker's word is law. We are all equal before the law - all of us.

Varkula, The Throne

29.1 Overview

The Civil Service appoint one or more of their number to the Speaker's Seat. This position is designed to ensure the smooth operation of the Senate and has powers of censure to support that.

The Speaker for the Senate is an NPC only position. Its role is to be the umpire for the senate sessions - not to play the game.

29.2 Duties

Each Senate session is chaired by the Speaker who helps to ensure that the sessions take place in a timely and effective fashion. They keep order in the chamber, ensure the rules are followed and try to make sure everyone has a chance to speak. They are responsible for ensuring that every senator understand the motion being voted on.

29.3 Powers

29.3.1 Member of the Senate

The Speaker is a **member of the Senate**. They are entitled to enter the Senate chamber at the start of a session and speak in the debates. In practice, as a civil servant, the Speaker tries to keep their voice impartial and restrict their comments to ones needed to keep the chamber in order.

29.3.2 Proposal

The Speaker may **propose** any number of motions for consideration by the Senate each summit. In practice this ability is only used to raise **administrative motions**. They do not accept "suggestions" for motions from citizens.

29.3.3 Right of Address

The Speaker has the right to make a **Senate address** once per summit. This is intended to allow them to present important information for the senators' consideration. To make an address, the Speaker must add the address to the agenda for the next **Senate session**.

29.3.4 Powers of Censure

The Speaker for the Senate has the power to sanction anyone attending a Senate session. This power is used to censure rowdy or disruptive individuals, and extends equally to *anyone* who is present for the session. Any **member of the Senate** including **The Throne**, guests in the viewing gallery, a priest attempting to use the right of **witness** to act in an inappropriate manner, or a civil servant who was speaking out of turn are all subject to censure by the Speaker.

As with the **Herald of the Council**, the Speaker can apply three sanctions, each of increasing magnitude. The Speaker may use any power they judge appropriate - they do not need to start with silence and escalate.

"One day, Mitwold, you will die. Your Virtue will speed you through the Labyrinth. You may be reborn as an Imperial citizen, join the Civil Service, become a Speaker, and be able to speak as you see fit in this House. Until then, be quiet, and I silence you for the duration of this debate."

John of Meade, a Speaker

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29.3.4.1 Silence

The first sanction is silence. The Speaker can silence a persistently rude or boorish senator for the duration of a single motion; they will not be allowed to speak on the floor or answer points made while silenced. They may still vote and once the vote has been cast, are free to speak once more.

29.3.4.2 Exclusion

Should this prove insufficient the second sanction is exclusion - the offending senator is obliged to leave the Senate chamber until the end of the current motion. This denies them the right to vote on it so is a serious matter. They may re-enter the chamber following the vote.

29.3.4.3 Expulsion

The third and final sanction is expulsion - the senator is expelled from the Senate chamber for the entire sitting. They lose their chance to vote on all issues. This is an extreme sanction and historically is used only in response to grave misdemeanours such as threats of violence in the chamber.

29.4 Appointment

The Civil Service selects the Speaker for the Senate. Although the title is usually referred to in the singular, the civil service may grant the title to more than one citizen. It is common practice to have multiple civil servants "raised to the Speaker's Chair" at a time.

The Speaker for the Senate can be [revoked](#) by the [General Assembly](#), and by the [Assembly of the Nine](#).

The Speaker for the Senate is currently filled by three civil servants: John of Meade, Rialta di Regario, and Dyer Alys.

29.5 The Speaker in Play

The Speaker is an NPC whose role it is to keep Senate sessions fun and engaging for the participants.

29.6 Further Reading

29.6.1 Core Brief

- [Senate session](#)
- [Senate motion](#)
- [Senate powers](#)
- [Senator](#)

29.6.2 Additional Information

- [Commission](#)
- [Senate address](#)
- [Senate announcement](#)
- [New Imperial titles](#)
- [Appointment by the Senate](#)
- [Appointments to the Senate](#)
 - ◆ [The Throne](#)
 - ◆ [Master of the Imperial Mint](#)
 - ◆ [Conscience of the Senate](#)
 - ◆ [Imperial Consul](#)
 - ◆ [Imperial Magus](#)
 - ◆ [Advisor on Orc Affairs](#)
 - ◆ [Speaker for the Senate](#)
- [Imperial treasury](#)
- [OOC design](#)