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1 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

1.1 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.

1.2 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.

1.3 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.

1.3.1 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.

1.3.2 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.

1.3.3 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.

1.4 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.

1.5 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.

1.5.1 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.

1.6 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.

1.6.1 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.

1.7 Further Reading

1.7.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

1.7.2 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

2 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.

2.1 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.

2.2 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.

2.3 Limitations

2.3.1 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 mislead the Senate are suitably dealt with.

2.3.2 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.

2.3.3 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.

2.4 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.

2.4.1 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.

2.4.2 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).

2.4.3 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.

2.5 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.

2.6 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.

2.7 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.

2.8 Further Reading

2.8.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

2.8.2 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

2.8.3 Senate Motion Reading

- Motion wording
- Scrutiny

3 Powers of the Imperial Senate

If I rule for a thousand years I would never question the existence of your loyalty, Senator Holberg. I merely wonder to whom you have given it.

Varkula, The Throne

3.1 Overview

The Senate is the most powerful of all the great bodies of the Empire and their powers are the most flexible and wide ranging. The legal powers of the Synod and the Conclave are clearly defined and tightly constrained in the range of things they can directly accomplish. The Military Council and the Bourse are flexible but their focus is much more constrained. Only Senate has the power to make law and it is the Senate that chooses an Empress and the Senate that controls the balance of power between the houses.

The powers of the Senate are employed using either a Senate motion or a Senate announcement. Only a member of the Senate with the right to propose a motion may raise motions on the Senate floor. Some of the powers of the Senate may be delegated to the holder of an Imperial title to carry out. Any Imperial title that has had Senate powers delegated to it may employ those powers by making a suitable announcement during a session.

3.2 Legal

3.2.1 Changes to Imperial Law

The Senate has the power to introduce new laws or to change existing laws. As with other motions, changes to the law are subject to scrutiny by the Constitutional Court. A proposal may be consistent with the Constitution or inconsistent with the Constitution. In the latter case the motion is described as having constitutional implications.

- A motion that is consistent with the constitution can be passed by majority vote of the senators present.
- A vote that has constitutional implications requires the approval of two-thirds of all current senators in the Empire and must be authorised by The Throne and approved by three senior Magistrates.

Any character may discuss a proposed motion with the Constitutional Court to try to find a way to make it consistent, or stop it being inconsistent with the Constitution. They will offer advice as best they can. There is no right of appeal however, as the members of the court are NPCs. Their decisions are made in the interests of keeping the game enjoyable, they are not made so as to create plot when players disagree with them.

Where a motion with constitutional implications is passed and ratified, the civil service will amend their interpretation of the constitution as necessary and add any relevant notes to the commentary.

3.2.2 Imperial Titles

Only the Senate has the power to create new Imperial titles.

3.2.3 Appointments

A number of titles are appointed by the Senate, including the Throne. The procedures for an appointment by the Senate depend on whether the position is Imperial or national; whether it was created by a constitutional vote, and whether the Senator who raised the motion indicates that they intend to use the power of escalation.

The Senate may be also step in to appoint a national title where the Senators of the nation in question cannot reach an agreement.

3.2.4 Conclave Orders

The Senate can create a new Conclave order or dissolve an existing one. This is always a constitutional vote. A newly created order requires 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. If an order is dissolved, the contents of its vault are redistributed among the remaining orders.

This power is usually used at the instigation of the Conclave.

3.2.5 Imperial Sodalities

The Senate can recognise a new Imperial sodality or dissolve an existing one. This is always a constitutional vote. A newly created sodality requires a clear statement as to its purpose, and a symbol similar to those possessed by existing sodalities and orders that is used with the Mark of Fellowship ritual. If a sodality is dissolved, any Imperial titles appointed by the sodality are abrograted.

3.3 Diplomatic

The Senate is responsible for relations with foreign powers. It has the power to issue a formal declaration of war or peace, as well as extending legal protection to envoys and representatives of barbarian powers for short periods to allow diplomacy to take place.

3.3.1 Declaration of War

Barbarian	
Asavea	Empire
Grendel	Nation
Jotun	Nation
Druj	Nation
Children of Wrecks	Nation
Volodny	Secret Society
The Black Wind	Sept
The Brine Turtles	Sept

The Senate can declare war on any foreign power. Any foreign powers or nations that the Empire is at war with are considered to be barbarians. Barbarians are not protected by Imperial Law and are considered enemies of the Empire, so it is illegal to trade with them.

3.3.2 Declaration of Peace

This is a placeholder page for content that PD are actively working on.

Foreigners	
Commonwealth	Empire
Principalities of Jarm	Empire
Sarcophan Delves	Empire
Sumaah Republic	Empire
Axos	Nation
Beoraidh	Nation
Faraden	Nation
The Iron Confederacy	Nation
Skoura	Nation
Thule	Nation
Tsark	Nation
Zemelslo	Nation
Bloodwater Spears	Sept
Dreamers of the Dark Forest	Sept
Great Forest Orcs	Sept
Karass	Sept
Menrothat	Sept
Rahvin	Sept
Sand Fishers	Sept
Sept of the Leshun	Sept
Severed Hornet Sept	Sept

Water Walkers	Sept
Ibaria	Satrapy
Protectorate of Morajasse	Protectorate
The Feni of "The Woods that Fell"	People
Marracossans of Trajadoz	People
Orcs of Clisearn	People
Orcs of Eoradal	People
Orcs of Ossium who are not Druj	People
Silver Flame	People

The Senate can also end to a state of war. External powers that the Empire is not at war with are classed as foreigners; it is legal to trade with them and their rights are protected by Imperial Law.

3.3.3 Foreign Relations

The Senate can create an Imperial ambassador to negotiate on behalf of the Empire with the representatives of a specific foreign nation or empire. If the Empire completes the construction of an embassy, a new Imperial title of ambassador is automatically created, if one does not exist already for that nation. This legal power allows the Senate to deal with nations and countries - it is not possible to create an ambassador to a family, group, or faction within a nation.

An ambassador has the authority to negotiate with representatives of the foreign power on behalf of the Imperial Senate, but if the results of any negotiation require the use of one or more of the Senate's legal powers, then that deal must be ratified as a treaty by the Senate. The ambassador cannot automatically undertake actions that require the use of any legal powers - such as a declaration of war or peace - unless explicitly granted these additional legal powers by Senate motion.

There may only be a single ambassador to a foreign nation at once - but the Senate can choose to create other Imperial titles that have *responsibilities* to cover specific areas - for example to ensure good relations with certain members of a nation, or to encourage and promote trade with that nation.

3.3.4 Ratification

The Imperial Senate can vote to ratify a treaty that has been raised as a Senate motion. 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.

3.3.5 Concedence

The Senate can opt to cede Imperial control over a region or territory to a foreign power. This allows a foreign nation, empire, or eternal the ability to take uncontested control of the location. Control of the land is not granted immediately - the foreign power must still send forces to seize the area - but no Imperial citizens or forces will attempt to resist the incursion unless one or more generals gives explicit orders to the contrary. Normally the Senate will use this power to cede land as part of a peace treaty, but this is not a constitutional requirement.

When land is ceded by the Senate, the effects are different to an invasion. The civil service ensure that the Imperial citizens who dwell in the affected areas are duly informed and do everything possible to help them evacuate the area. There are always a few hold-outs who prefer to take their chances and remain - but the majority of citizens prefer to live in the Empire and will move as the border moves, taking what belongings they can with them. Such movements are not without cost, but the civil service does everything possible to reduce the burden.

In Summer 384YE, the Constitutional Court issued new guidance indicating that ceding a region or territory carries significant constitutional implications - in particular it jeopardises the key requirement of the Constitution that the Empire guarantee the dignity, freedom, and prosperity of its citizens. In light of recent events, the Court is mindful of the capacity for this power to be abused to force a nation to give up territory against its will, but also cognizant that they are not best placed to judge such matters. As a result, they have ruled that any further Senate motion that cedes a region or territory of a nation would be subject to a veto by the General Assembly or the national assembly of the nation or nations relinquishing land. A national assembly are not restricted to vetoing a single Senate motion in the way the General Assembly are (though of course this is the only type of Senate motion they can veto). This restriction only applies to motions that cede substantial areas of land, a region or a territory or more.

The Senate may also use a motion to cede control of any Imperial commission. The Senate may choose to relinquish control of *any* Imperial asset in this way. Sinecures, edifices, colleges, great works, bourse seats, fortifications, even an army (representative of weapons, armour, and other materials being handed over) can all legally be ceded to a foreign power. It is possible to cede a commission as part of the same motion used to create the commission in the first place - for example the Senate could pass a motion to construct an edifice in the form of a giant monkey in the Bay of Catazar and cede control of the completed statue to the Grendel with the same motion.

As with ceding land, the foreign power must still exert their power to claim the asset - otherwise it remains under the control of the Empire. However seizing an asset is usually easier and may not always require the foreign power to send soldiers to take control. If the Empire cedes control of a commission then they cannot continue to build it or employ it in anyway - even if the other party does not take control of the asset.

Any Imperial title whose powers are linked to an asset that is ceded is automatically abrogated as soon as the motion of concedence comes into force. For example, if the Empire passes a motion to cede a territory to the Druj then the Imperial title of senator for that territory is automatically abrogated as part of the same motion. Ceding an edifice, great work, or similar would abrogate any Imperial title with responsibility for the structure.

This power asserts the legal will of the Empire to give up *all* control over the affected area - it is categorically not possible to cede control of something but retain any element of control over it under any circumstances.

3.4 Military

3.4.1 Guerdon

Military units and fleets are not paid automatically for supporting Imperial armies on campaign. To incentivise independent captains to back the Empire's armies, and to reward them for doing so, the Empire created the Guerdon, a pool of money drawn from the Imperial treasury, which can be shared out amongst those whose actions are judged worthy enough. The Imperial Senate can use a motion to set the level of the Imperial guerdon, determining how much money in total will be shared out among all the eligible heroes.

The Senate can also use a motion to determine which military actions will qualify - determining which armies, navies, fortifications, spy networks or adventures are worthy of earning a share of the guerdon. They may choose any of the options available - they could even give the guerdon to those units taking mercenary work if they cared to. Military units and fleets that qualify receive a share of the total purse that is proportional to the military strength they have contributed, based on the strength of the military unit or fleet and any enchantments they are under.

In recent years, the Senate has devolved much of the responsibility for determining eligibility to the Quartermaster General of the Imperial Armies. The Quartermaster must provide the Herald of the Military Council with an exclusive list of which armies and other options will receive a share of the guerdon and then make an announcement to that effect in the Senate.

As of the Spring Equinox 388YE, the value of Imperial Guerdon is 350 thrones.

3.5 Economic

3.5.1 Imperial Treasury

The Senate receives taxes drawn from every territory in the Empire, along with the money raised from the auction of Imperial Bourse seats and such donations as may be made by private citizens from time to time. This great wealth forms the Imperial treasury. Much of the wealth is pre-allocated to pay for the armies and fortifications that defend the empire, however senators can pass motions that call for one-off or regular disbursements from the Imperial treasury.

A senator can raise a motion to have treasury funds assigned to almost any project. Such a motion will usually include wording that indicates what the money is for. Although this direction does not carry legal standing - it cannot be enforced by a magistrate, it may be used by the Synod to judge if the money has been well spent. The funds might be used for anything - buying medical supplies for an upcoming battle; purchasing mithril to improve all the mana sites in Dawn; constructing a set of magic standards for the armies of Varushka; funding a project, scheme or group, or any number of other examples.

The most common disbursements are for one-off payments to pay for commissions and regular payments that form a stipend as part of the creation of an Imperial title

3.5.2 Commissions

Only the Senate has the power to authorise a new commission.

3.5.3 Historical Research

The Senate can order rudimentary historical research on a chosen subject.

3.5.4 Appraisal

The Senate can instruct civil servants working the Prognosticators Office to carry out an appraisal of a known problem to see what opportunities exist.

3.5.5 Tariffs

The Senate can use a senate motion to instruct civil servants to vary the tariffs charged by the Empire on goods bought and sold by visiting foreigners.

3.6 Territorial

3.6.1 Assignment

A territory is conquered at the point where half or more of the regions in that territory are under Imperial control. When a territory is conquered it must be assigned to a nation of the Empire by a vote in the Senate, before it can legally be considered part of the Empire. Until 379YE it was understood that it would be unconstitutional for the Senate to reassign a territory. Once a vote had been passed then the status was fixed and could not be changed while the territory remains part of the Empire. However, this is no longer the case and territories may be reassigned by use of a motion of relinquishment and then a motion of assignment. A national bourse seat in a territory that is assigned will automatically transfer to the nation receiving the assignment and will be appointed by the bourse mechanisms laid down for that nation.

In practice competing claims are exceptionally rare and only Holberg has ever been successfully contested, so the motion is normally more formal than political. Traditionally a senator from the Imperial nation that laid claim to a territory would propose the motion and take the opportunity to deliver a suitably portentous speech.

Since the Spring Equinox 386YE and the conquering of Mareave it has fallen under the remit of the Speaker for the Senate to raise an administrative motion to assign a territory. These motions are part of the first Saturday session and allow any senator to nominate a nation to be assigned the territory.

3.6.2 Allocation

If an asset that produces ilium, mithril, weirwood or white granite is in a region that is conquered by the Imperial armies - the asset is subject to a vote of allocation. Control of the asset is vested in the Bourse - as prescribed by the Imperial Constitution but the vote determines whether the asset will be a national asset or an Imperial asset.

Imperial assets are auctioned to the highest bidder - with the money raised being added to the Imperial treasury. Any Imperial citizen may bid for such a position - although as with any position, an individual citizen can only ever hold one title.

National assets are appointed by the bourse mechanisms laid down for the nation in which the territory is located. Only an Imperial citizen of the nation in which the territory is situated may be selected to hold that title. If the asset is in imperial control but the territory has not yet been conquered by the empire, then it can be allocated to any nation and will be appointed according to that nation's mechanism.

The only way for a new vote of allocation to take place is if the resource is lost and then later reconquered. At this point the former status of the resource is irrelevant and a new vote of allocation is needed. Any senator may raise a vote of allocation, although if the motion calls for the resource to be national then it is traditional for the senator whose territory the resource is located in to raise the motion.

A vote of allocation does not arise for a bourse asset in a territory that is relinquished and re-assigned, the asset remains national or Imperial (see assignment above).

3.6.3 Relinquishment

During the Winter Solstice 381YE, The Imperial Senate voted to create the power of *relinquishment* - the power to open a territory or Bourse resource up for assignment or allocation as appropriate.

The Senate can relinquish a national or Imperial Bourse resource, or a territory. The motion of relinquishment requires a constitutional vote to pass and is subject to a veto by the General Assembly, the Assembly of the Nine and by the National Assembly of the nation relinquishing the territory or resource if it were not Imperial.

The relinquished territory or resource would become eligible for allocation or assignment as appropriate at the next Senate session.

If the Senate relinquishes a Bourse seat the new assignment comes into effect next time that seat is eligible to be allocated (for example, if the current holder dies or steps down, or during the normal season where the Bourse seat would be appointed).

3.7 Abrogation

A motion may call for the abrogation of most previous Senate decisions. If the vote is successful, then the motion is nullified in the most effective way possible. A change to the law would be repealed, a title created would be dissolved, a war declared would be cancelled.

Abrogation cannot reverse time, resources expended on a commission that is abrogated are lost. The powers of a title are lost when the title is dissolved but previous uses of those powers are not unwound. A foreign power might be placated by the abrogation of a declaration of war - but they are not likely to forget that it happened. When a commission is abrogated, the exact outcome depends on the nature of the commission but it usually means any production provided is lost after the summit where the motion is passed. As an example of the effects of abrogating a commission - in this case a great work - can be seen when the Senate voted to abrogate Moonwater Hall.

Territorial motions (allocation and assignment), disbursements and appointments cannot be abrogated.

3.8 Further Reading

3.8.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

3.8.2 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
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    - 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 criticised 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
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- Imperial treasury
- OOC design

5 Commission

5.1 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.

5.2 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.

5.2.1 Military Commissions

- Army
- Fortification
- Navy
- Shipyard
- Smugglers cove
- Spy network

5.2.2 Civilian Commissions

- College of magic
- Edifice
- Embassy
- Fane
- Great work
- Ministry
- Runeforge
- Sinecure
- Wayhouse

5.3 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.

5.3.1 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.

5.4 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.

5.5 Limitations

5.5.1 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, Sarangrave, as well as regions such as Drownbark Forest in Ossium.

5.5.2 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.

5.5.3 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.

5.5.4 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.

It is also possible to amend a commission in progress as a result of an opportunity. The costs, potential time taken and whether it counts as requiring a commission are all dependent on the opportunity.

5.5.5 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.

5.5.6 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.

5.5.7 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 **twelve** new commissions. Attempts to commission more than twelve 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.

For a period of two years after the Winter Solstice 385YE, the maximum number of commissions available was reduced by one following a mandate enacted by **Luca i Taziel i Riqueza** urging prosperous citizens to withdraw their labour until the Senate assigned the proceeds of fines to the Virtue Fund. This continued until after the Autumn Equinox 387YE, when the Prosperity Assembly upheld a judgement raised by Luca calling on the faithful to return to work - with a suggestion that the Senate might make a commission available via donation to the Virtue Fund in the Bourse Auction. 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.

5.5.8 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.

5.6 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.

5.7 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.

5.8 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.

5.8.1 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
- Silver Fox Mines announced in Summer 387YE

5.8.2 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.

5.9 Further Reading

5.9.1 Core Brief

- Senate session
- Senate motion
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5.9.2 Additional Information

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6 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.

6.1 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.

6.2 Limitations

6.2.1 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.

6.2.2 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.

6.2.3 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.

6.3 Procedure

6.3.1 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.

6.3.2 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.

6.3.3 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.

6.4 Further Reading

6.4.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

6.4.2 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

7 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

7.1 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.

7.2 Limitations

7.2.1 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.

7.2.2 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.

7.3 Procedure

7.3.1 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.

7.3.2 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.

7.3.3 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.

7.4 Further Reading

7.4.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

7.4.2 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

8 New Imperial titles

8.1 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.

8.2 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.

8.2.1 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.

8.2.2 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.

8.2.3 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.

8.2.4 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.

8.3 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.

8.3.1 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.

8.3.2 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.

8.3.3 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.

8.3.4 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.

8.3.5 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.

8.3.6 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.

8.3.7 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.

8.3.8 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.

8.3.9 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.

8.4 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.

8.5 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.

8.6 Further Reading

8.6.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

8.6.2 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

9 Appointment by the Senate

9.1 Overview

The Senate has the authority to make a number of important appointments. The most significant is The Throne, but the Senate is also responsible for appointing the generals of the Imperial armies. In addition it is common for the Senate to create new Imperial titles which are in turn appointed by the Senate, though it is easiest if they follow the well worn paths laid down by the constitution.

9.2 Imperial Position

Imperial positions are usually the most important positions made by the Senate. These titles can have far reaching powers that affect everyone in the Empire and are likely to have responsibilities that concern the Empire as a whole.

9.2.1 Appointment

To elect a citizen to an Imperial position appointed by the Senate requires a member of the Senate to raise a motion of appointment for that position. The election does not happen immediately, instead the motion of appointment is announced by the Speaker for the Senate at the session where it is submitted but the election takes place at the following session to give senators time to arrange their own candidates. When new Imperial titles that are appointed by the Senate are created, it is traditional for the Speaker to immediately raise an administrative vote to carry out an election for the position.

At the following session, the proposer will present their opening address, then the Speaker invites every member of the Senate with the power of proposal to nominate a candidate if they wish. After all nominations are concluded there is a short period for the candidates to speak and answer questions, and then the motion concludes with a vote.

Because of the constitutional implications, election to the Throne require a two-thirds majority vote of the Senate, as does any Imperial position appointed by the Senate which required a constitutional vote to create. Any other position appointed by the Senate only requires a simple majority.

If an Imperial position is vacant, then it remains vacant until a new motion is raised to hold an election and appoint a candidate. Some titles effectively lapse when the holder dies because of this rule.

If the Synod veto a motion of appointment, then that appointment cannot be raised again that summit.

9.2.2 Escalation

When an election is announced in Senate, the proposing Senator may call for *escalation*. The motion will subsequently require a constitutional vote, but the election will be triggered immediately rather than at the next session. Escalation may be used even if the title already required a constitutional vote (such as the Throne, or the Dean of the Academy).

Any senator on the senate floor may propose a candidate (including in absentia). However for a candidate to be appointed they must receive the support of a constitutional majority, the appointment must then receive ratification from the Throne, and the motion is subject to the veto of the Synod as with any other constitutional vote.

Should no candidate be elected, a new motion to appoint would need to be submitted.

9.2.3 Selection

Any Imperial citizen may hold an Imperial position, provided it is the only Imperial title they control.

Some Imperial positions are held for a year. This means that the citizen serves for up to a year from the summit where they were appointed. Such a position becomes eligible for reappointment at the equivalent summit one year later. The Senate may pass a motion of appointment at any time during that summit. The incumbent remains in position until they are replaced or the end of the summit - whichever comes sooner.

Example, Earl Marguerite D'Alicer is appointed by Senate motion to the Imperial position of Minister of Historical Research at the Spring Equinox 378YE. They will serve for a year from this point, the title becomes eligible for reappointment at the Spring Equinox 379YE unless the Earl dies, steps down, or is revoked before that date. The Imperial Senate may pass a motion to reappoint the title at any point from the start of the Spring Equinox 379YE summit onwards. The Earl serves as Minister until the end of that summit or until replaced by the Senate during the summit.

If the Senate wish, they can choose to elect a title to serve for less than a year. This must be explicit in the wording of the Senate motion - e.g. the motion should say "to serve for three seasons instead of the normal four" or "to be reelected again at Summer Solstice 380YE" or similar. It is not possible to extend the term beyond a year, nor to make it shorter than a single season. If no term is specified, the title will serve for one year as normal.

Other Imperial titles have tenure. The title is held until the citizen dies or steps down. It is not possible to alter the term of a title with tenure in the motion to elect it.

9.2.4 Removal

Imperial positions are subject to revocation by the General Assembly and the Assembly of the Nine of the Synod. The position becomes vacant and is eligible for reappointment immediately. If the Senate chooses to reappoint the incumbent then this is still considered to be a new appointment - this means that they serve their full term from the point where the new motion passes, and are still subject to revocation by the Synod.

9.3 National Position

National positions are only eligible to citizens of that nation and usually they have responsibilities that concern only that nation. They are usually less important than most Imperial positions and less likely to concern the Senate as a whole. Consequently there are mechanisms in place to allow the nation to choose the title holder without recourse to the entire Senate.

9.3.1 Appointment

A vacant national position may be appointed at any time by a unanimous vote of the senators of that nation. To succeed, the vote requires the support of a senator of every territory of that nation in the Empire. If a senator is not available, or one has not been appointed, then the position cannot be filled in this way.

Many national positions have scheduled elections which always take place each year at the same summit. This means that the citizen serves until the next scheduled election unless removed from office. Such a position becomes eligible for reappointment at the same summit each year. A new appointment can take place at any time during that summit - the incumbent remains in position until they are replaced or the end of the summit - whichever comes sooner.

Example, Earl Marguerite D'Alicer is appointed by unanimous vote of all Dawnish senators to the national position of Knight of Dawnguard at the Spring Equinox 378YE. They will serve for a single season, the title becomes eligible for reappointment at every Summer Solstice. The title may be reappointed at any point from the start of the Summer Solstive 378YE summit onwards. The Earl serves as Knight of Dawnguard until the end of that summit or until replaced by new appointment during the summit.

There is no time-limit for the senators to make a decision, they may continue to deliberate and arrange matters amongst themselves for as long as they wish. The appointment takes place at the point where all the senators confirm a single agreed candidate with the Overseer of Imperial Elections.

The alternative is that any member of the Senate may raise a motion of appointment for that position. The process then proceeds as normal.

9.3.2 Selection

Only Imperial citizens of the appropriate nation are legally entitled to take up an Imperial title that is a national position, regardless of how the position is elected. A Freeborn senator may raise a motion to appoint a Highborn general - but all nominees must be Highborn.

9.3.3 Removal

Many national positions, particularly sinecures, are for life, the incumbent serves until they die or are revoked.

National positions should be subject to revocation by the General Assembly, Assembly of Nine, and the appropriate National Assembly of the Synod.

9.4 Further Reading

9.4.1 Core Brief

- Senate session
- Senate motion
- Senate powers

- Senator

9.4.2 Additional Information

- Commission
- Senate address
- Senate announcement
- New Imperial titles
- Appointment by the Senate
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- Imperial treasury
- OOC design

10 Imperial treasury

Each citizen that owns land or property will tithe annually wealth equal to a single crown to be used in service of the Empire that protects them.

The Imperial Constitution

10.1 Overview

The Empire receives taxation drawn from each of the territories under its control. Added to this are donations by private citizens and the proceeds of any auctions carried out by the Bourse. This money forms the Imperial treasury and is under the control of the Senate. They must be careful however, for the treasury will be called on to pay for the upkeep of the Imperials armies, fortifications and other Senate motions.

10.2 Taxation

Taxation is fixed according to the terms of the Imperial Constitution which mandates the tax that every citizen who owns property in the Empire must pay. Attempts to change the level of taxation - or introduce new taxes - have always been ruled unconstitutional. As a result it is not possible for the Senate to pass motions that change the level of taxation coming into the treasury from existing territories.

The amount of taxation raised varies by territory. Populous lands like the city of Sarvos and the surrounding regions are filled with many prosperous businesses - and as a result they provide a great deal of tax. In contrast territories with much smaller populations on the fringes of the Empire, like the icy regions of Sermersuaq, provide very little.

10.2.1 New Territories

When a territory is conquered by the Empire then it will be subject to taxation by the civil service. It can take several seasons for Imperial control to be fully established in a territory so the taxation derived from a territory will usually rise in the first year of Imperial rule. In some cases, where a territory has suffered badly from war or other turmoil that has damaged the infrastructure in the area, it may be possible for the Senate to pass motions to rebuild what has been lost. This will help the territory recover more quickly which means the taxes flowing to the Senate reach their final level more quickly.

This exception to the normal rules on raising taxation, is an opportunity, it only arises as a result of plot. It only increases the speed with which the taxation reaches its final level, it does not increase the final amount raised by a territory.

The funds raised by the Bourse through distribution of its estates will remit what profit they can support to the Senate.

The Imperial Constitution

10.3 Bourse Auctions

The *profits* derived from auctioning off the rights to control the Bourse seats and related titles are incorporated into the Imperial treasury. Although the payments are added to the income of the treasury the season after the seat is auctioned, the full amount is not guaranteed. The auction represents a contract between the Empire and the citizen who wins the auction for the following year. If the Empire is not able to complete the agreement for any reason - for example if there are insufficient funds in the Imperial treasury to operate the Bourse resource - then the auction money must be repaid. The amount refunded to the citizen is in proportion to the number of seasons of lost production.

10.4 Donations

Individual citizens are entitled to make donations to the Imperial treasury. Significant donations are usually announced on the floor of the Senate - so that everyone is aware of the benevolence. Although sizeable donations are rare - they are not uncommon in times of crisis when the Empire lacks the funds to pay for its armies - or when individual citizens wish to advance their personal standing for whatever reason.

Although it is common for the Senate to choose to disburse funds to Imperial citizens in times of plenty - often of an amount equal to an earlier donation in times of crisis - such arrangements cannot be enforced with a legal contract because it has repeatedly been ruled unconstitutional for the Empire to borrow money and thus go into debt. A private arrangement between individuals is fine - but it cannot carry legal weight or standing using a Senate motion or similar device.

OOC Note: Anyone wishing to donate to the treasury should hand-in their money and email plot@profounddecisions.co.uk after the event. Donations are added to the previous event's Senate sessions page with the name of the character responsible for the donation. It is only possible to make donations in thrones.

10.5 Total per season

Season	Budget	Donations
387YE Winter	1519 thrones and 6 crowns	55 thrones
387YE Autumn	1180 thrones and 2 crowns	40 thrones
387YE Summer	658 thrones and 6 crowns	155 thrones
387YE Spring	1287 thrones and 6 crowns	150 thrones
386YE Winter	681 thrones and 2 crowns	117 thrones
386YE Autumn	751 thrones and 2 crowns	100 thrones
386YE Summer	310 thrones and 2 crowns	28 thrones
386YE Spring	1406 thrones	200 thrones
385YE Winter	601 thrones and 4 crowns	None
385YE Autumn	602 thrones and 4 crowns	25 thrones
385YE Summer	606 thrones and 6 crowns	None
385YE Spring	1990 thrones	88 thrones
384YE Winter	1184 thrones and 4 crowns	None
384YE Autumn	1702 thrones and 2 crowns	28 thrones
384YE Summer	205 thrones and 6 crowns	38 thrones
384YE Spring	2612 thrones and 2 crowns	28 thrones
383YE Winter	1994 thrones	84 thrones
383YE Autumn	1949 thrones and 2 crowns	38 thrones
383YE Summer	397 thrones and 2 crowns	38 thrones
383YE Spring	1636 thrones and 4 crowns	58 thrones
382YE Winter	1052 thrones and 2 crowns	10 thrones
382YE Autumn	961 thrones and 4 crowns	10 thrones
382YE Summer	806 thrones and 4 crowns	8 thrones
382YE Spring	1514 thrones and 4 crowns	175 thrones
381YE Winter	1433 thrones and 4 crowns	None
381YE Autumn	1045 thrones	60 thrones
381YE Summer	114 thrones	137 thrones
381YE Spring	357 thrones and 6 crowns	None
380YE Winter	1338 thrones and 4 crowns	None
380YE Autumn	899 thrones and 4 crowns	None
380YE Summer	1065 thrones and 4 crowns	None
380YE Spring	1181 thrones	3 thrones and 4 crowns
379YE Winter	1534 thrones and 4 crowns	None
379YE Autumn	1304 thrones and 4 crowns	None
379YE Summer	681 thrones	None
379YE Spring	1333 thrones	91 thrones and 4 crowns
378YE Winter	1525 thrones and 4 crowns	None
378YE Autumn	1390 thrones and 4 crowns	100 thrones
378YE Summer	837 thrones	None
378YE Spring	1163 thrones and 4 crowns	None
377YE Winter	243 thrones and 4 crowns	None
377YE Autumn	222 thrones and 4 crowns	None
377YE Summer	167 thrones	None
377YE Spring	173 thrones	None

Season	Budget	Donations
376YE Winter	200 thrones	None

10.6 Disbursements

The Senate is able to pass a motion to disburse funds from the Imperial treasury. In this way funds can be given to a senator to spend on behalf of the Empire. They can also allocate a budget as part of another motion where appropriate if a senator requests. Once funds have been transferred from the treasury, then they become the legal property of the recipient.

The Senate cannot disburse funds it does not have. A running tally of the current level of the Imperial treasury is made available by the civil service during a Senate session.

10.7 Outgoings

Before any disbursements can be made, the treasury will allocate sufficient funds to pay for any regular expenditure that will occur in the coming season. These include the upkeep for every Army as well as fortifications, spy networks, Bourse resources and the like, as well as stipends for Imperial titles and the costs associated with the upkeep of the Empire.

If there is insufficient funds to pay for the Empire's commitments then the Senate can use the summit to address the situation. They may either increase the Imperial treasury by procuring sufficient donations from private citizens - or they need to pass motions to abrogate one or more of the Empire's commitments.. For example, if the Empire choose to abrogate the motion to raise an army - then the army will be disbanded - and the Empire will no longer be obliged to meet the ongoing upkeep costs.

If the Senate are not able to pass enough motions of abrogation to balance the books, then at the end of the summit, the civil service will automatically abrogate sufficient motions to bring the Senate in line with its constitutional requirements not to go into debt. Which motions have been abrogated will be announced by the Auditor of the Imperial treasury at the conclusion of the final Senate session. The civil service have the power to choose - but by tradition they will abrogate the fewest number of motions of commission first, provided this will increase the size of the Imperial treasury. When armies or fortifications are abrogated, this is done starting with the one on the lowest fighting strength first.

The effects of abrogation very depending on the commission.

10.7.1 Spy Networks

The upkeep of spy networks is small but essential to maintain the secrecy of the network. If the motion to abrogate a spy network is abrogated then the spy network will be revealed to the power that controls the territory it is in. Foreign nations have responded negatively on discovering an Imperial spy network in their lands in the past.

10.7.2 Fortifications

A fortification that is abrogated will see its garrison stood down and the bastion begin to degrade. The bastion of an abrogated fortification does not disappear, but it will lose 10% of its total integrity each season that it is not maintained. More crucially, the bastion can be easily captured by any enemy armies in the vicinity since it is not defended. The decay will continue each season until the fortification collapses, is captured or is re-commissioned.

10.7.3 Imperial armies

If the motion to raise an army is abrogated, then the army is disbanded. It no longer exists, exactly as if it had been destroyed.

10.7.4 Bourse Resources

It is possible for the Senate to abrogate a Bourse resource. However a resource that has been auctioned through the Imperial Bourse will normally provide more money than it costs to upkeep. This income must be returned if the resource is abrogated, so doing so will usually worsen the Senate's debt - rather than improve it.

10.7.5 Stipends

Stipends	
Ambassador to Asavea	4 thrones

Ambassador to Axos	4 thrones
Ambassador to Faraden	4 thrones
Ambassador to Jarm	4 thrones
Ambassador to the Commonwealth	4 thrones
Ambassador to Otkodov	4 thrones
Ambassador to the Iron Confederacy	4 thrones
Ambassador to the Sarcophan Delves	4 thrones
Ambassador to the Sumaah Republic	4 thrones
Captain of the Senate Guard	5 thrones
Captain of the Throne Guard	10 thrones
High Exorcist	10 thrones
Imperial Consul	5 thrones
Imperial Seer	40 thrones
Quartermaster General	292 thrones
Seer of the Gateway	2 thrones

The Senate may abrogate an Imperial title that includes a stipend - or pass a motion to modify the title to strip the stipend from it. No disbursements or stipends will be issued by the civil service while the Senate remains in debt, no matter what motions are passed.

10.8 The Audit

The budget of the Empire - the complete list of all incoming and outgoing expenses is compiled and maintained by the civil service. The final total - the size of the debt or the amount of credit in the treasury is available to any member of the Senate - but the breakdown is shared by the Auditor of the Imperial Treasury with the Master of the Imperial Mint during a meeting that takes place each summit.

10.9 Further Reading

10.9.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

10.9.2 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

11 Senate design

11.1 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.

11.2 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.

11.3 Player Limitations

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

11.3.1 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.

11.3.2 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.

11.3.3 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.

11.4 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.

11.4.1 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.

11.4.2 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.

11.4.3 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.

11.4.4 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.

11.4.5 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.

11.4.6 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.

11.4.7 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 our 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.

11.4.8 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.

11.5 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.

11.6 Further Reading

11.6.1 Core Brief

- Senate session
- Senate motion
- Senate powers
- Senator

11.6.2 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