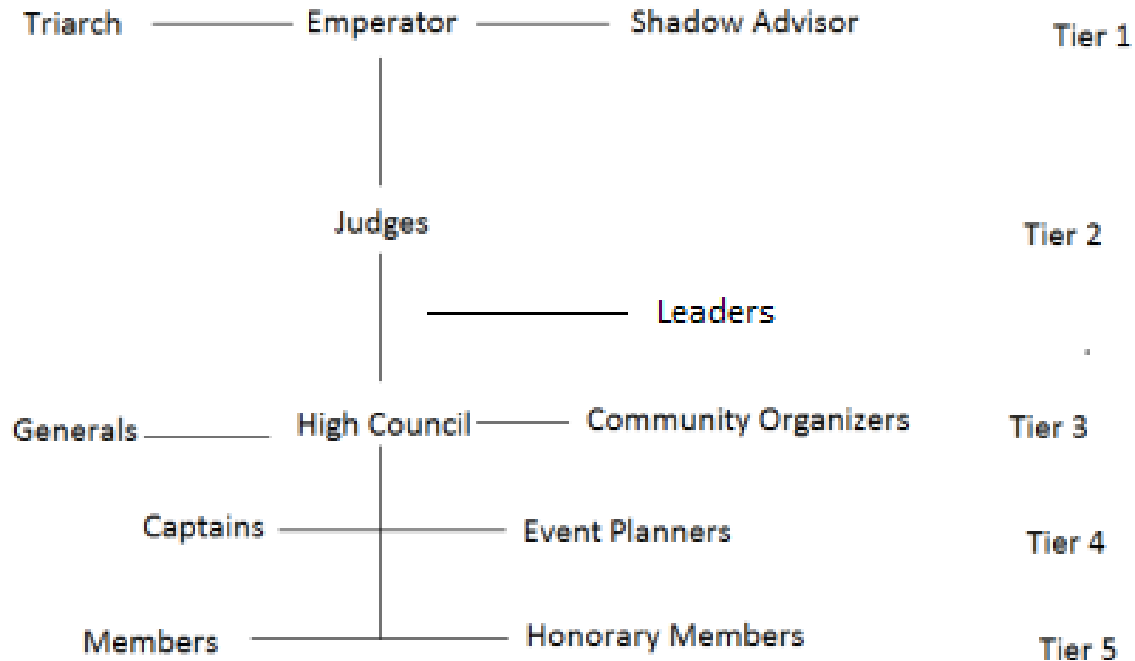




The Imperial Truth

Alliance Structure.



Introduction

The Emperium of Wynn (TEoW) is a Dynamic alliance that was formed on the 21st of April with the goal of uniting guilds of all levels and experience to create a more user-friendly experience. The Emperium is driven by a vision of bringing the Wynnecraft community together while having a good time with the guild experience. We, together, will become Unitum Populo.

TIER 1 - Leadership - THE ANCHOR OF THE ALLIANCE THE TRIARCH

War Leader - *ORDO MALLEUS* - *ELECTED MONTHLY* - Will be in charge of ensuring that guilds fight for the territories they have agreed to have. Their role will be to ensure that each guild has a good understanding of how to Fight wars, Bank Management, After war defense purchase as well as other tips and tricks. War leaders should maintain good communication between each guilds and help coordinate wars if necessary

Community Leader - *ORDO MINISTORUM* - *ELECTED MONTHLY* - Will be in charge of maintaining OMs good relations within the community as well as the organisation of Guild/Community events. The leader will be responsible for also making sure members within the alliance are not bullying or mean to others, and if necessary give cases to the Judge for consequences.

Economy Leader - *ELECTED MONTHLY* - Leader will look after the Economy of the alliance and make sure each guild has enough to spend on themselves to improve members and guild. Economy leaders can teach members necessary bank management as well as Provide guilds with Equipment for war fighting and suggest Good Builds/Armor/Weapons to easily solo or fight in wars. The Economy Leaders role will also be important in that He or she will act as a buffer and a breaker between the Community and War Leaders. They can be the deciding point in where the alliance goes by either supporting war or community and vice versa. Oversee the procurement of weapons and armor for members of the alliance when needed.

Shadow Advisor- Role that will only be an observer, will have nothing to do with the alliance itself or making decisions. BUT - the Shadow advisor will know all information about what is going on within the alliance as well as in extreme emergency situations take control of the whole alliance. This Role is Fixed and cannot be changed.

The Alliance will also include a special Merchant rank of:

1. **The Tithe (*Optional for rich merchants*)** - A special rank given to members who help in collecting goods for the alliance members and the events that are created. These players should excel in buying and selling of goods and will have a number of jobs within the alliance and the community. The Tithe members should always look to improve the alliance members with new armor/ weapons and builds. These players must if possible attain cost effective builds and buy armor/accessories and weapons for them, and sell these to the alliance members for very cheap prices or free of charge. While this might be negative for these Merchants it will benefit the alliance as a whole and allow its members to have excellent builds to war with or to kill bosses as efficiently as possible. Another job of the Tithe will be to collect necessary LE and Prizes for any events that the alliance holds. These prizes while not only entice the community to join and participate, but will show a lot of members of the community our way of thanking them and giving back to the community.

TIER 2

The Judge - THE BLIND JUDGEMENT

- Most if not all member/interalliance or guild grievances are solved with the Judge.
 - All members of the alliance must listen to the judgment of the Judges, and follow what they put out, that includes all leadership, as well as the Emperor.
 - Alleviates the leaders from the responsibility from policing the members, and must be someone who reliably resolves issues and administers consequences.
 - Helps keep order with the Alliance and the broader community.
 - The Judges also include in their ranks :
1. **The High Judicator** - The leader of the Judges, this member is responsible for the election of judges in the alliance and must oversee that everyone follows the rules and

laws set out. The Judicator must also guide and provide help to other judges where necessary or help resolve major issues that require a lot of work and effort

1. **Exemplars** - The Exemplar is a Judge who deals with a number of aspects of the alliance. Their main task is to solve issues between TEoW and the wider community guilds, making sure that there is no bullying or abuse that happens. The Exemplar is also responsible for the promotion of the alliance to the wider community and the Recruitment of new guilds for the alliance.
2. **Inquisitors** - The Inquisitor is an important role in the alliance. These stoic players must above all else uphold the laws and rules of the alliance. While they might seem harsh and relentless they must always be just and caring towards others never wavering in keeping order and justice in the alliance of TEoW

TIER 3 - HIGH COUNCIL - THE LIFEBLOOD OF THE ALLIANCE

- The number of high council members can vary between guilds due to the activity of members but, it must include a minimum of 1 per and a Maximum of 3.
- Since the maximum guilds in 1 alliance is 15, a maximum of 45 High Council Members can exist.
- War, Community and Economy Leaders must be chosen from the High Council by a majority of members and re-elected or kept each month.
- All main decisions must be discussed within the council and voted on. Must have 60% to be made final and transmitted to the Triarch. Some Decisions may be posted on forums for the whole community to see how the alliance is changing/improving.
- WL, CL and EL can be changed in situations where 90% of the council's votes for or against a certain leader.
- All votes for Leaders will be done on forum pages allowing everyone to vote for the leaders not just the alliance. Why? Because the whole community and the alliance must see that particular person as worthy of the role and to improve the alliance.

The High Council will also include:

1. **The Speaker** - A Single High Council member who is elected to maintain, create and take down any tasks that need to be accomplished in the alliance. They will be in charge of assigning these tasks to other High Council members and oversee that they are completed. Every week, the Speaker should report back on what tasks have been completed and state what has overall been done. Speakers can also recruit more High Council members if they deem certain people worthy to join, but must understand that there is a limit of 3 high council members per guild in the alliance. They will be able to

COMMUNITY ORGANISERS/ADVISORS - Ordo Ministorum

- Chosen by Guild Leaders for their exceptional communication and organisational skills to help in the creation of new events for the alliance and community.
 - Organisers will need to work with the council and propose ideas on how to better the community of the Alliance.
 - Organisers should find ways to maintain a positive image of the alliance and promote it to the Wynn community and interest new guilds to join.
 - With the help of Event planners Organisers must oversee the events of Wynn and make sure each is complete and enjoyed by the people attending.
 - These Ranks are also included in the Ordo Ministorum:
1. **Recruiter** - The task of the alliance Recruiter is both simple and hardest of all. They must find a way to market and promote the alliance to the best of the ability, as well as help in the recruitment and training of new guilds. They can also set up Non-aggression pacts with guilds if they would like and or try to maintain good relations with the guilds in the wider community.
 2. **Community event Planners** - Event planners, are players who are really good at creating, coordinating and executing events. While these gifted individuals are rare, they are highly sought. Event planners will work with the Community leader to plan events for the Alliance and the community. Events are highly important and play a big role in making sure the alliance has a high amount of participating members who are active both in wars and in the community.

CAPTAINS/WAR ADVISORS - Ordo Malleus

- Oversee the wars within the alliance and help coordinate them between guilds. These experiences players must be able to communicate with other Captains/Chiefs in attacking land efficiently as well as establishing borders between guilds in peacetime.
- Generals must agree on what pieces of land are to be conquered and what land must be left to the rest of the community in order for new guilds to arise. Generals may help new guilds in war and train them , as well as petition them entry into the alliance when they are high enough level and have a decent member number.
- Generals should oversee the war events within the territories as well as help plan them with Community organisers.

Land Consolidators - Ordo Malleus

- Main Task of the land consolidators will be to oversee that each guild has enough territories to help it level up as well as assign territories to those in need.
- Land Consolidators working together with the Generals/Community Organisers can assign lands that are Free for ALL/ are NOT TO BE TOUCHED by the ALLIANCE/ and EVENT TERRITORIES.

TIER 5

Members - The Bulk of the alliance and the most important aspect, as this is the base of the alliance where all members, possible leaders and community organisers can come from. Each guild must ever expand their member base and include them in the alliance discord chats as well as promote them to take positions of leadership and planning.

Honorary Members - Members who do not have a rank within the alliance but are respected by the members and can help in decision making. Can only be promoted to this rank by the Shadow Advisor after proving themselves multiple times. Asking for this role will ensure you will never get it.

OUR GOALS

1. To be the Greatest Alliance Wynn has ever seen since Ordo Malleus, and bypass every other within the community in Community Culture and Territories.
2. To Exterminate Guild Hate within the community and condemn it wherever it is found, and peacefully get rid of it.
3. To Train and help new guilds to level up and gain territories who will later join the alliance.
4. To make plans and propose them to Admins through Moderators and Forum pages.
5. To Make pleasurable events and change the way the community views Wars within Wynn.
6. To unite all possible guilds and alliances under one banner of the Emperium of Wynn.

BUDDY SYSTEM

Guilds within the Alliance will have a choice to take up friendly and new guilds under their wing and train them as their sub guilds in community and in war for the future of Wynn. This will be a prime opportunity to make a new generation of guilds who will rise up higher than the old guilds. Sub-guilds should be given territories owned by the parent guilds and must be notified of by the parent alliance incase other guilds think them as a threat within the alliance. Once the Sub-Guild has reached a level of experience and members deemed worthy it can join the Alliance or any

brother alliances if applicable. the UXs is a prime example of what training and help can do for a small evolving guild by a person with experience to help them rise up.

Advantages:

1. higher land security as 2 guilds will look after the same territory meaning that if it is taken, both guilds can work on getting them back.
2. Can promote competitiveness between the Sub and Main guild in war between one another, and give them good experience.
3. Ability for the community guilds to level up easier and provide possible recruits for the alliance later.
4. Promotes friendship and communications between the alliance and the wider community.

Brother Alliances of the Emperium

The maximum number of guilds within an alliance must be 10-15

- Once the Alliances reaches the number of 10 Guilds, any extra guilds are counted as an Overflow.
- Once an overflow reaches a number of 5 (eg 15-20) or greater within a single alliance it must create a brother alliance.
- When a brother alliance is created it retains all structures/government of the Emperium and will contain its own leadership of the High Council that will need to be vote for a WL, CL and EL.
- Upon the creation of 1 or more Brother Alliances, a figure head must be appointed in form of an EMPERATOR.
- Emperor will be a person who will not be holding another leadership position in either of the Alliances, But can be any member within that alliance, even the lowest of the low members.
- This Rank is permanent and must be voted in by both alliances and the community, and after cannot be changed unless over 80% of a vote between both alliances is declared or the Emperor stands down on their own.
- The Emperor will have over 50% of power within the alliance and their works and will act in accordance with the other leaders to continue to improve the community within Wynnecraft.
- The Main role of the Emperor will be to maintain peace between the Brother alliances, put down Grievances with the Judges, and Establish communication with the wider community to spread the word of the glory and honor of the alliance.
- Once the Emperor is elected the guilds must swear loyalty and fight to keep the alliance running at all costs. backstabbing or leaving the alliance without a word after the oath will brand the guild an Excommunicate Traitoris and word of their treachery will be spread until all shall know of their heresy.

RULES

- Under NO exceptions will members of the Alliance bully, belittle or abuse others within the Wynn community and forums.
- Under NO exceptions will alliance members start flame wars and if for some reason one has broke out, allow for the person to douse it and apologise no matter who began the argument.
- There will be no hate towards guilds from members, but if evidence is found of others not within the alliance bullying a member of the Alliance, necessary actions and or aggressive extermination of said guild will occur.
- All guilds will be treated as "friendly with good intentions" until proven otherwise and evidence is provided.
- Any rules or acts made by the Emperor or Alliance leaders and the High Council must be followed to the letter.
- 3 Warnings are allowed for each member of a guild and 3 warnings are allowed for a whole guild. Warnings can be reset every 3 months if the guild shows signs of improvements.
- While Donations are mandatory, all guilds MUST actively seek to improve the alliance as a whole.
- All grievances must be either resolved between grieving parties or must be resolved with a 3rd party Who is the Judge.
- While War is encouraged within the alliance, please refrain from taking lands from small guilds or taking lands that should belong to lower level guilds allocated by the alliance as Low - Level guild lands.
- All Guilds must follow the structure of the alliance for efficiency purposes. If position is not available due to shortage of leaders eg. high council member, RECRUIT a new member to take that position.
- For the purposes of openness, leaders and council should hand over information to the community upon request.

Community Events

The Emperium Will hold war/ community events within the Wynn community and its borders. These events must be chosen first by the Community Leader and then organised by the Community Organisers, and Coordinated by the Event Planners. Each event can either have a reward or Rewardless. The Events will include:

1. Community Events - Who ever wants to do this do it, it's kinda suggestions?

Except maybe balls - except balls cose yeh

- Royal Balls
- Nether PVP tournaments
- Races
- Guinness Wynn Records
- How to Guild - An Idiots guide to guilds
- Crowning the Member/Guild of the Month from the Alliance
- Member Awards - yearly
- Skin Design Challenges
- Parkour Challenges- Lobby/ or in Gavel (that parkour lava place)
- D cave parties
- Scheduled Exp, Item drop parties
- Demon Hunter and Explorer Service

2. War Events - TEOw exclusive :P

- FFA Event
- The Heroic Defender
- To the Last
- Capture the Capital
- King of the Hill
- Whole Wynn Map FFA

3. Special Events -

- Ingame marriage (yes we have done that before). Ganny and Sara

Nether Event - Player Vs Player

Up to 16 people can apply for the event, which will be set into 4 groups of 4. Referees will join in with the group of 4 people and onlookers. The points are counted on the person who can get the most points in the event.

- The use of passive players who stand there and get shot only for points is prohibited.
- Registration can be on the Day or on Forums, but if there are 16 people then registration on the day won't be counted.
- Prizes will include LE as well as an Honorable Mention on the Forum page.
- The Ordo Ministorum with Community Organisers and Managers will oversee the event and make sure it runs smooth.
- Certain builds will be banned before the event a Maximum of 2 builds banned.
- Optional (Moderators can be used to see into people's inventory and see if they are cheating.)

Balls

This event has been regarded as the best event created by the Ordo Malleus, and will be implemented in the Emperium. Community Leader will be in charge of its creation, and working with the Community Organisers and Managers they will make sure that the event either runs in the Lobby, OR over a number of servers, each holding their own Organiser.

- Within each Ball server, its Community Organiser must attend to his guests and entertain them.
- They should promote the Alliance in a very little way, but mostly speak of the positive image of the community as a whole.
- The organiser must hold a number of events such as best skin event, LE prizes and giveaways and anything else they can think of.
- IF we can, Ask Admin to open the ballrooms in Detlas so we can use them for the event.

War Event Explanation

Each Event must be a story based event to give it a more lively hood and give people a better experience. In each events Referees will take screenshots at various points per day to see the progress and make sure each guild is fighting over their land.

Penalties or Even a forfeit will apply for those who:

1. Leave Territories undefended and uncaptured till the last minute so they can get them easily.
2. Bribing other guilds to take over enemy territories and defend them with weak armies/ No armies
3. Are Cheating/Bullying and abusing in anyway shape or forms
4. Prolonged pointless arguments and flame wars will be dealt with severely by Judges who will Ban certians guilds from taking part in events for certain periods of time.

EG1. Guild Vs Guild event across the whole of Desert.

- The Raiders of the Canyon are massing (UXs), The Honorable Warriors of Almuji (Lir) are ordered by the Sultan of Almuji to defend the citizens and their lands. Which side will prevail?

EG2. To the Last Event (Wynn Only) **2 Sides Nether Side and Wynn Side -Guilds pick who they want to be or are given a side to e2 qualise the odds-** The Portal of the Nether opens once more and the forces of Evil rise up to take the lands of Wynn once more. It is up to the guilds of Wynn and their noble warriors to hold out the Sieges until help can arrive from Gavel in X days. GOALS- To win the Wynn Side must hold at least Nemract, Troms, and Ragni for the reinforcements to come through. Victory points are given to the team holding the most territories. For Nether side to win they must hold over 70% in Nemract, Troms and Ragni and the Capitals of 2 of those cities.

EG3. **FFA the Whole Map - Guilds Decide if they are for Gavel or for Wynn.**

The King of Ragni demands a crusade into Gavel in an attempt to seize control. The Army of Gavel must defend its borders and retaliate. Both Countries have asked for an Allegiance from the guilds in taking the territories. Lavish prizes and Honor (An Honorary Mention on a Emperium page) will be given to the Guilds holding the most territories of the Enemy Country and their own by the end of the Events.

Other Examples of War events can Include

Dwarves vs Elves

Spread of the Seed of Corruption

Pirates of Wynn - See which guild can hold as many islands for 2 days as possible (prizes include lots of Pirate Booty YAAR!)

Defend the Convoy - guilds Protect and attack Lands that are between towns so Supply convoys can get to them. Enemy guilds must hold most of the Convoy road for them to win the event. An enemy guild must capture the whole convoy road for them to win the event