Kingdom of Zirakdum Constitution

The Constitution of the Dwarves of Zirakdum

Ratified by the first government of Zirakdum

Ratified on Sep 24, 2025
Last amended on Feb 10, 2026

THE MOUNTAIN PROVIDES

Preamble

We, the Dwarves of Zirakdum, forged in stone and steel, unite under one law to preserve order, prosperity, and honor within our halls. By hammer and pick, by forge and shield, we bind ourselves to a system of guilds, where labor and loyalty shape our realm. Let this Constitution stand as the eternal law of our kingdom.

Article I: Voting Points

1. Voting points (VP) shall be considered as the electoral currency of our constitutional meritocracy.
2. It shall quantify the labor mobilized in pursuit of the advancement of the Kingdom.
3. Voting Points shall be earned through service to the kingdom, including but not limited to:
    a. Mining and resource gathering.
    b. Construction of public works.
    c. Trade and treasury contributions.
    d. Crafting, forging, and brewing.
    e. Military service, patrols, and defense.
4. Voting point adjustments may be performed for:
    a. VP decay, or any inactivity disincentives.
    b. VP penalties.
    c. VP disbursements following completion of a quest.
5. The government holds powers to disburse VP upon the completion of meritorious labor.

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Article II: Records and Lore

1. Any VP contributions, government decisions, and trials may be recorded in the Great Ledger.
    a. The Great Ledger shall take the form of discrete logs and verifiable transmittals found in the Discord which houses the function of the government of Zirakdum.[1]
    b. Voting point transfers and withdrawals may require approval from the Council of Guilds.
    c. Outcomes of trials shall be made public, unless otherwise stipulated in agreements between parties.
        i. Regardless of agreements made, the government must be transparent that it witnessed an agreement between two or more parties.
2. The Ledger shall be stored in the kingdom archives and made visible to all dwarves for the sake of transparency.
    a. Changes shall be explicitly noted and apparent to all citizens who participate in the Voting Point system.
3. The kingdom may hold feasts at the end of each cycle to honor the guild with the highest contribution.

[1] The anchor point for the Kingdom Constitution in subject Discord can be found in channel of ID <#1413990198051737721>

Dwarf of Record (DOR)

4. In order to ascertain the intent behind pieces of documentation, legislation, and rulings, the authors of such information are to be considered Dwarves of Record.
    a. This is done to allow for governments to rely on the spirit and intent of documents when they were written, rather than straying too far away when interpreting such documents.
        i. If there is a disunion between the intent and the language of any documentation, it is the responsibility of the current government to amend that mistake in linguistics and reaffirm it in law.
5. The driving intent of the Dwarf of Record must be considered when the government executes its functions.

Article III: Durin the Deathless

1. The figure of Durin the Deathless, father of dwarves and eternal guide, shall be honored as the spiritual protector of the kingdom.

Durin's Mandate

2. Durin may invoke Durin's Mandate at any time, without council approval, should he deem the kingdom to be in peril, corrupted, or straying from dwarven honor.
3. The Durin shall be compelled to invoke Durin's Mandate
4. Upon invocation of Durin's Mandate:
    a. Any government power may be suspended.
    b. Voting Points (VP) may be reset to zero.
        i. This is suboptimal, and only should be used if the Voting Point system is no longer cogent or uniform.
5. Durin's Mandate stands as the ultimate safeguard of dwarvenkind, above all law and guild, and shall not be questioned.

Keeper of Durin

6. Upon invocation of Durin's Mandate, a Keeper of Durin, chosen by Durin himself, may act as regent and restore order, when invoked by the Durin explicitly.
7. The Keeper of Durin shall hold power only until the Council of Guilds and the High Thane are reestablished through proper means.
    a. If necessary, in the pursuit of restoring order, Durin may strip the recipient of the title of Keeper of Durin and select another.

Article IV: The High Thrane

1. The High Thrane shall serve as the symbolic leader of the kingdom.
2. The High Thrane shall:
    a. Preside over the Council of Guilds.
    b. Call the Council of Guilds to order.
    c. Hold veto power over council decisions, which may be overturned by a supermajority (¾) of the council.
        i. If only a simple majority is reached ($^2/_4$), the Grand Speaker shall break the tie.
    d. Petition the Council of Guilds for the introduction of legislation by divine right of the royal lineage.
3. The High Thrane shall be chosen by majority vote of the citizenry of Zirakdum, by means of an election.
4. The High Thrane may be removed by unanimous vote of the Council of Guilds through a vote of no confidence.

Royal Decrees

5. The High Thrane has the authority to invoke Royal Decrees.
    a. Royal decrees may only be overruled or overturned by either a unanimous council vote, or by decree of a future royal.
    b. Royal decrees require 4 days of acceptance, one per every guild lord.
        i. New royal decrees shall not be declared during the 4 day acceptance period.

THE WORLD ANVIL PROVIDES

Article V: Guilds

1. Each guild is headed by a Guild Lord.
2. Guilds are independent of one another in the performance of their duty and discipline.
    a. While other council members may confer suggestions, the ultimate choice lies with the relevant Guild Lord in charge when considering guild activities and planning.
3. Guilds are subject to oversight from the Grand Speaker.
    a. The responsibility for ensuring guilds cooperate with each other, despite their relative independence, lies with the Grand Speaker.

Article VI: Grand Speaker

1. The Grand Speaker shall:
    a. Be responsible for forming a Council of Guilds chosen by the outcome of an election.
    b. Manage government affairs.
    c. Serve as the Executor of the mandate of the Council of Guilds

        i. The Grand Speaker may not execute their own mandate without a proper vote of the Council of Guilds.
        ii. The Grand Speaker may invoke an emergency injunction in the Council of Guilds if functions of government are reasonably in peril of dereliction or in danger in any provable form.
            1. This action may be overturned by a Council Resolution to nullify the injunction on the basis of merit or insufficient reason.
2. The Grand Speaker is considered a member of the Council of Guilds, breaking ties in council votes when applicable.
3. The Grand Speaker may introduce legislation to be voted upon by the Council of Guilds.
4. The Grand Speaker holds the authority to assemble one (1) committee in a matter of importance to the Kingdom.

Article VII: The Council of Guilds

1. The supreme authority of the kingdom shall be vested in the Council of Guilds, composed of the fourGuild Lords and the Grand Speaker.
    a. The Grand Speaker shall ensure decorum and preserve council practices.
2. Members may introduce and sponsor legislation to be voted upon by the Council.
3. Council members may be petitioned by the public, by means of a sizable amount of the populace, to order a vote of no confidence on other members.
4. A council member's vote shall count as 1 vote.
    a. The entirety of the council of guilds shall hold 5 votes, 1 for each guild, 1 conditional vote from the Grand Speaker.
        i. Voting stipulations may be put in place to set terms on votes by the Grand Speaker.
    b. The Grand Speaker shall break ties in the event of a split council.
5. The Council may adjust VP criteria as needed to expand, reduce or modify the scope of the criteria, as long as it is publicly recorded in the Great Ledger.
6. The Council shall serve as adjudicators of the law, and may preside over trials and hearings.
7. Each council member holds the authority to assemble one (1) committee in a matter of importance to the Kingdom and in the governance of their respective guild.
8. Any motion in council proceedings must be discussed by all members and may be modified if necessary to fit council members' dispositions.

Bills

9. Council members may introduce bills to be recognized by the Grand Speaker, and to be voted upon in council proceedings.
10. Bills to be codified into law must gain a supermajority of votes (¾).
11. Incoming bills must cohere to the formatting of bills before them.
    a. The intent behind this is to not have 20 different formats for bills/laws.

Laws

12. Laws must explicitly be overturned by a supermajority of votes (¾).
13. If the law being overturned is considered to be a core aspect in the functions of government, the law must be replaced with an equal or better law.

Council Resolutions

14. Council members may call for a council resolution (CR) in lesser cases where a change may be ordered, but does not merit legislation being explicitly codified.
15. A Council Resolution may be used when necessary to enact changes in how the government operates.
16. Council resolutions may be overturned by future administrations – either by overriding council resolution or by voiding it outright.
    a. The only exception to this is unless it is used as a mechanism to update legislation.
        i. Laws may leave controls by means of CRs in situations where dynamic regulations need to be updated to match the state of practice for the subject matter.
17. Council resolutions to be enacted by the council must gain a simple majority of votes ($^{2}/_{4}$).
18. Council resolutions do not have to adhere to any syntax or formatting requirements, as long as it is made public in the Grand Ledger.

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Article IIX: Checks and Balances

1. No guild may hoard resources without reporting contributions to the VP ledger.
    a. Quests shall not have VP deductions. Motivators for quests shall always be a net positive factor.
2. Guild Lords may not award VP without proper proof and verification.
    a. For repetitive quests with easily verifiable proofs, one Guild Lord may accept the VP inquiry and disburse funds.
    b. However, this acceptance can be challenged by a member of the Council of Guilds.
        i. Upon a challenge, a general consensus for a VP appraisal for the task must be reached. A vote must be held like normal VP disbursements.
3. Any administration member found guilty of corruption or dishonor may be stripped of title by a supermajority vote of the guilds, plus the assent of the Grand Speaker (⅘ vote).
    a. Corruption is to be tried as a Major Crime, of which the responsible party shall be excluded from making a judgement in the subject matter.
4. Emergency powers may be granted to the Warriors' Guild during times of war, to be revoked at war's end, or by Durin's Mandate.
    a. Such powers shall not exceed or nullify that of the Durin or his keeper.

Article IX: Committees

1. The terms for establishing committees may be delimited by the authority vested in the Grand Speaker.
2. A committee may be assembled by any member of the Council of Guilds, who herein will be considered as the leader of the committee
3. Committees shall be used to give special rights to respected and trustworthy members of the community, for purposes of enhancing operations of the government.
    a. For example, a member of the Council may elect to assemble a committee to set the criteria for VP, and find ways to conform appraisals in order to balance different activities.
    b. Another example might be a council under the Artisans Guild Lord to organize XP production efforts and planning operations.
4. Committee actions shall be executed by the authority of the committee leader.
5. Committees should not stray too far from guild-related disciplines. Committee activities should be in line with the role of the committee leader.
6. Committee members can be removed for any reason by the committee leader or by emergency injunction by the Grand Speaker. It is a privilege to be able to serve on committees, not a right.
7. Committees may be dissolved at the decision of the committee leader. This does not preclude the leader from reforming another committee in the future.
8. Any additions or removals to a given committee may be challenged by other Council members, to be put to a council resolution vote, as per Article VII Sections 14 through 18.

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Article X: Law and Justice

1. The Council of Guilds shall establish laws binding upon all dwarves within the kingdom.
2. The Warriors' Guild shall serve as the enforcers of law, empowered to detain offenders and maintain order.

Minor Crimes

3. Minor crimes shall be classified as crimes that are non-violent in nature, obstruct the functions of government as to create a noticeable burden, or inconvenience another affected third-party.
4. Minor crimes shall be judged by the offended guild.
5. Punishments may include the levying of punitive damages, services compelled to be performed, short-term pearling, or time served during such pearling during proceedings.

Major Crimes

6. Major crimes shall be classified as crimes that introduce – in the past, present, or future – an imminent danger or threat to the kingdom, its governance, its citizenry, or its allies.
    a. Although minor crimes invoke a definition of a stoppage of government, major crimes may be prosecuted in catastrophic cases of obstruction or conspiracy which undermine the structure or functions of government.

7. Major crimes shall be tried before the full Council of Guilds, to be overseen by the Grand Speaker.
    a. If the Grand Speaker is the one to bring charges, the Guild Lord least involved in the matter shall serve as oversight.
8. Punishments may include punitive damages, or time served during pearl.

Classifications

Criminal Proceedings

9. The government may pursue criminal charges on those who commit crimes in Zirakdum territories and allying lands.
10. The involved parties are to include a government prosecution and a defense.
11. Criminal proceedings shall be tried by the full Council of Guilds, with oversight from the Grand Speaker.

Civil Proceedings

12. The citizenry shall have the right to present a reasonable claim of sound merit to court.
13. The involved parties are to include a plaintiff and a defendant.
14. Civil proceedings shall be tried by the defendants Guild Lord, with oversight from another council member.

Proceedings In Absentia

15. Proceedings may occur in the absence of a responsible party or member of a class of persons.
16. This may be used, for example, in the event of a pearling of an individual presenting an immediate or potential danger to the Kingdom of Zirakdum or her allies.

Trial Procedure

17. All parties shall have the right to present a defense or appoint an advocate.
18. Guilt or innocence shall be decided by council vote (1 vote per member) and best judgement.
    a. In the case of criminal proceedings, where there are multiple council members in a given trial, all members shall vote.
        i. If a supermajority is reached, the Council shall decide a sentence and/or penalty.
        ii. If only a simple majority is reached ($^{2}/_{4}$), the Grand Speaker shall break the tie.
        iii. If not enough votes are entered in the affirmative, the charges shall be dropped, with the exception of a Durin's Mandate.
19. Punishments may include fines, restitution, labor sentences, exile, or ceremonial execution.

Article XI: Government Institutions

1. The Kingdom of Zirakdum may create institutions to assist in the functions of the government.

2. Only ranking members of government may have the power to create government institutions within their domain.
    a. Ranking members of government shall be considered any official which has been duly elected under the terms of Article XII for elections.

Administration

3. Administration is anyone who assists the government – whether it be the central government or guild lords in performance of their duties.
    a. While administrators assist in government functions, they are not inherently part of the government, nor are they ranking members of any Zirakdum government.

Article XII: Amendments

1. This Constitution may be amended by a supermajority vote, plus the grand speaker ($^4/_5$) of the Council of Guilds.
    a. A period of 3 days must be taken to review any legislation introduced in the Council of Guilds. Only then may legislation be voted on.
        i. Sponsor(s) of amendments to the constitution may elect to extend the review period if necessary to allow for full understanding of changes.
2. Amendments must be recorded in the Great Ledger and proclaimed before the kingdom.

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Article XIII: Elections

1. Elections are for deciding the next elected administration, chosen to form a government to enact legislation, execute its operations, and adjudicate in trials.

Voting Power

2. Voting power in elections shall be defined as the amount of weight a given vote has on a ballot.
    a. Voting power shall be modified based on rank, earned via rankups which utilize the Voting Point system:
        i. Apprentice → 0
        ii. Novice → 1
        iii. Adept → 1.5
        iv. Expert → 2
        v. Master → 2.5
    b. The intent of the weighted rank system, as opposed to a pure VP system to select candidates for office, is to avoid 1 person – or a select group of individuals – to be the deciding factor for an election.

General Elections

3. General Elections are typically held one (1) month after the formation of a functioning government.
    a. In special conditions, such as in a post-Durin's Mandate government, elections may shift based on the driving intent behind the invocation of the emergency mandate.
4. Candidates who wish to be included on the ballot shall make their intent to pursue office in the next government of Zirakdum readily apparent.
    a. Prospective candidates may publicize and/or register their campaign 1 week before elections.
5. Upon initiating a General Election:
    a. Citizenry shall mobilize their duly earned rank to cast a vote in the affirmative in favor of the candidate of their choice.
    b. General Elections shall be open for a term of 3 days.
6. Votes shall be tabulated immediately at the cessation of the voting period.
    a. Upon cessation of tabulation of votes, the incumbent government shall yield its powers to the Durin, in order to pass on the ability of the next duly elected government to form itself.

Special Elections

7. Special Elections are to be held following:
    a. a successful vote of no confidence entered,
    b. the incapacitation – in the form of the inability to execute the functions of their role – of the incumbent, or
    c. a vacancy of a government position.
8. Prospective candidates shall be given a reduced time frame of 3 days to register for the election.
9. If no candidates register, the guild shall be run by the incumbent Grand Speaker until the end of the term.
10. An election shall be held for a period of 1 day following the stoppage of any registration, given 1 or more candidates register.
11. Special elections shall have the same terms as general elections.
    a. The only difference is that the terms in the section governing Special Elections shall take precedence – and override – the stipulations for general elections.

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Vote of No Confidence

12. Any member of government may call a vote of no confidence against other members of government, as long as the complaint holds merit as judged by peers in the government
    a. The government must be fully functional in order for this vote to be called.
    b. Citizenry may petition the incumbent government in cases where the subject of the vote has presented a danger or eminent harm to the Kingdom, the merit of which shall be determined by the Council of Guilds
13. In the case of guilds, guild members may put to their own vote, and deliver a vote of no confidence for their respective guild lord.
    a. A successful vote is to be considered as 75% of the VP pool held by the guild.

Closing Oath

By stone, by steel, by fire and blood,
We the dwarves swear to uphold this Constitution,
That our halls may endure,
Our guilds may prosper,
And our honor never fade.

So sworn, in the name of Zirakdum



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