

TEMPLE CODE

PREAMBLE

By the grace of ALMSIVI, the Tribunal Temple serves its Faithful, as the Faithful serve the Tribunal.

Herein lie the truths of proper conduct and of sin, punishment and atonement, as divined by The Mystery, formulated by The Master and made comprehensible to Their People through the understanding of The Mother.

The fourfold duties of the Faithful are to: Faith, Family, Masters, and all that is good. Perform holy quests and bring luster to the Temple. Never transgress against your brothers or sisters, and never dishonor your house or your ancestors. Serve and protect the poor and weak, and honor your elders and clan.

All Faithful submit to this divine contract, and accept the truths detailed within as absolute.

SECTION I - Foundation

Article 1 - Name

The organization devoted to the worship of The Three and the servitude of Their People shall be known as the Tribunal Temple, and within this document simply as the Temple.

Article 2 - Purpose

The purpose of the Temple shall be:

1. To provide a strong, friendly and helpful community for its Faithful.
2. To provide easy access to high level crafting services at prices of no more than the cost of production, to secure that no Faithful, neither rich or poor, shall be left needing of any material goods, be it armour for the crusader, staves for the priest or food for the layman.
3. To provide a fun, reliable and coordinated PvE experience, allowing the Faithful to group with one another in order to have trustworthy partners when facing the challenges of Dungeons, Adventure Zones and Trials.
4. To provide a fun, reliable and coordinated PvP experience, allowing the Faithful to partake in meaningful PvP skirmishes on both the small and large scale.
5. To root out, hunt down, persecute and smite the abomination and the lawless. Let werewolves, vampires, thieves and thugs everywhere fear the righteous vengeance of the Tribunal.

6. To provide a friendly space to enact one's character to any degree that the Faithful wishes to.

Article 3 - Goals

The goals of the Temple shall be:

1. To fulfill the purpose of the Temple, as detailed in Article 2.
2. To be competitive in PvE competitions, such as Trials.
3. To enforce the law and protect the weak by taking up the mantle of Enforcers in the Justice System.
4. To make a significant contribution to the war effort, through:
 - a. Small scale tactical strikes and skirmishes.
 - b. Large scale strategic battles.
 - c. The capture, claiming and protection of a Keep.
 - d. The capture, transport and protection of Elder Scrolls.

SECTION II - Structure

Article 4 - Ranks

The Temple Faithful are organized in a hierarchy of ten ranks. Having a full ten ranks allows for a greater nuance of rights and duties granted to each Faithful of a given rank. The ranks of the Temple, from lowest to highest, are as follows:

1. Layman
2. Novice
3. Initiate
4. Acolyte
5. Adept
6. Curate
7. Disciple
8. Diviner
9. Master.
10. Patriarch/Matriarch.

Article 5 - The Legislative Arm

The legislative arm of the Temple is the Tribunal Council, henceforth referred to simply as the Council.

1. The Council consists of all Faithful of rank Master as well as the Patriarch/Matriarch.

2. All decisions made by the Council must start with arguments, followed by a vote.

a. The duration of arguments must be at least 48 hours, but whichever Council member makes the proposal may set a longer duration, which may in turn be adjusted by the Patriarch/Matriarch, though never to a duration below 48 hours. The required duration can be disregarded under unique, time-sensitive circumstances. A full consensus among the council can reduce the duration of arguments to any length of time, or even skip the arguments process entirely.

b. The duration of voting must be at least 24 hours, but whichever Council member makes the proposal may set a longer duration, which may in turn be adjusted by the Patriarch/Matriarch, though never to a duration below 24 hours. The required duration can be disregarded under unique, time-sensitive circumstances. A full consensus among the council can reduce the duration of voting to any length of time.

c. Any Council member who does not exercise their right to add to arguments or their right to vote within the set time limit is considered to abstain, and thus forfeits their right add to arguments or to vote. A Council member who does not add to arguments still retains their right to vote, however, provided that they do so within the set time limit.

3. All decisions to be made by the Council require a simple majority, not counting abstainees, to pass, with the exception of:

a. Promotion of a Faithful to rank Master, which requires a qualified majority of $\frac{2}{3}$.

b. The demotion of a Faithful of rank Master or rank Patriarch/Matriarch to the rank below, which requires a qualified majority of $\frac{2}{3}$.

c. The expulsion of a Faithful of rank Master or rank Patriarch/Matriarch, which requires a qualified majority of $\frac{2}{3}$.

d. The amendment or revision of the Temple Code, which requires a qualified majority of $\frac{2}{3}$.

4. In case of a tie on the Council, the Patriarch's/Matriarch's vote will count as two.

Article 6 - The Executive Arm

The executive arm of the Temple is the Patriarch/Matriarch, as well as any Officers appointed by the Council.

1. Any task and any management that has not been delegated to an Officer by the Council defaults to the Patriarch/Matriarch.

2. The Patriarch/Matriarch has the authority to bypass the usual decision-making process of the Council, in the case of very time-sensitive matters that require a quick decision.

a. The Council may overturn any such decision made by the Patriarch/Matriarch, if at all possible.

3. Any Officer appointed by the Council will be responsible for handling any management and any tasks within their field of responsibility. In addition, that Officer may make decisions that fall within their purview.

a. The responsibilities of each Officer position may be further detailed and expanded by the Council.

b. The responsibilities of any Officer position may be reduced or limited by the Council, though never to an extent which reduces their tasks and responsibilities to a level below what is described in this document.

c. Any decision made by an Officer that fall within their purview may be overturned by the Council.

4. The Council will be able to create new Officer positions as needed, and delegate responsibilities, through the normal process of decision-making.

Article 7 - The Judicial Arm

The judicial arm of the Temple is comprised jointly of the Dispute Officer, the Appeals Officer and the Council. The Dispute Officer and Appeals Officer are detailed further in Article 8.

Article 8 - Officers

Officers are Faithful of at least rank Adept who been appointed by the Council and have accepted additional responsibilities given to them by the authority of the Council. Just as the Council may appoint Officers, the Council may also strip an Officer of their position. Each Officer will have a certain area of management and minor decision-making delegated to them. The Officer positions described within this document may not be abolished, and may not have the responsibilities listed herein taken away. However, the Council is free to add responsibilities to any Officer position, as well as create entirely new Officer positions, whose responsibilities may be limited or expanded as the Council sees fit. The following are the Officer positions guaranteed by the Temple Code:

1. Dispute Officer

a. The Dispute Officer has the authority to give dispensation from the rules of the Temple to Faithful that can make a compelling argument.

b. The Dispute Officer has the authority and duty to settle any dispute between two or more members, if brought to them. Members may seek resolution on their own, but as long as a single involved party brings the

dispute before the Dispute Officer, the verdict of the Dispute Officer must be followed by all parties.

2. Appeals Officer

- a. An involved party that finds that the judgement of the Dispute Officer to be particularly unfair, or that the Dispute Officer is biased, may bring the verdict before the Appeals Officer.
- b. The Appeals Officer may decide to either enforce the verdict, in which case it is final, or if he agrees with the appealing party, pass the decision on to the Council. The Council's decision on an appeal is always final, and cannot be further appealed.

3. Recruitment Officer

- a. The Recruitment Officer has the responsibility of reviewing and vetting every new Layman in the Temple, and make sure they are aware of the rules and their rights and duties, as well as assigning them a mentor.
- b. It is the responsibility of the Recruitment Officer to eventually either give a Layman their first promotion or expel the Layman, whichever the Officer believes will benefit the Temple the most, unless the Layman has already been promoted or expelled by another member. The timeframe of any Layman's promotion or expulsion is up to the discretion of the Officer.

4. Leave Officer

- a. Any Temple Faithful must notify the Leave Officer if they are going to be absent for a longer period of time than what is allowed for their rank.
- b. It is the responsibility and duty of the Leave Officer to maintain a list of any members that are on leave, as well as any members who have been absent without leave for a longer duration than what is allowed for their rank. In the case of the latter, the Leave Officer is required to bring the issue before either the Dispute Officer or the Council. Who to bring the issue to is up to the discretion of the Dispute Officer.

5. Master Craftsmen

- a. The Temple employs a type of Crafting Officer, for each of the six crafts: a Master Blacksmith, a Master Woodworker, a Master Clothier, a Master Enchanter, a Master Alchemist and a Master Provisioner. Collectively they are known as Master Craftsmen.
- b. A Master Craftsman must specialize in, and level their respective craft, as well as try to learn all applicable traits and motifs.
- c. A Master Craftsman may take any item that is relevant to their craft from the Guild Bank, in order to learn traits or increase their experience with the craft.

- d. A Master Craftsman may take up any number of Apprentices. Any Faithful of rank Adept and above is required to take up at least one craft, and serve as an Apprentice to the Master Craftsman, provided that any Master Craftsman has an opening for an apprentice. An Adept seeking dispensation from this rule may bring it to the Dispute Officer.
- e. A Master Craftsman may inquire about what traits their Apprentices have researched, and may require that an Apprentice produce an item with a trait that the Master Craftsman does not know themselves.
- f. A Master Craftsman should help their Apprentices with levelling their craft and learning traits, to the best of their ability, so long as it does not negatively impact the Master Craftsman's own progress in the craft. When producing a trait item for one of their Apprentices, a Master Craftsman may request that the required materials be provided to them by the Apprentice, as well as any postage fees covered.
- g. A Master Craftsman is required to make sure that any item production requests from any Faithful of rank Novice and above is met, if at all possible. The Master Craftsman may forward the production job to one of their Apprentices at their discretion, provided that the Apprentice can actually fulfill the job. Whether the Master Craftsman or an Apprentice takes on the job, they may request that the necessary materials be provided to them, and that any postal fees be covered.
- h. A Master Craftsman is allowed to deny the production and delivery of a production order, if they have a reasonable suspicion that the order may not be for personal use, but rather for reselling.

Article 9 - Mentors

Upon joining the Temple, every new Layman will receive a mentor, who may come from any rank in the Temple except for the Layman rank, whose responsibility it is to introduce the new member, help the new member and answer any questions they may have, and make sure that they are feeling welcome and that they understand the rules and their rights and duties. The mentorship will continue for as long as the new member wishes it to, even as the new member attains higher ranks. The mentorship is an informal relation, and a mentor has no special inherent power over their mentee.

SECTION III - Rules, Rights and Duties

Article 10 - Code of Conduct

1. Have faith in the Three. None can escape the righteous.
2. Find inspiration in Sotha Sil and share your knowledge freely with your fellow Faithful.

3. Find inspiration in Vivec and use your mastery for the benefit of your fellow Faithful.
4. Find inspiration in Almalexia and be compassionate in dealings with your fellow Faithful.
5. As a face of the Temple, treat the heathen with the respect that they have yet to earn, so that they might change their ways, atone for their sins and become a fellow Temple Faithful.
6. Invoke your curses and swears of Dagoth the Devil, Dumac the Blasphemer and the Bad Daedra if you must, but do not direct such words at your fellow Faithful nor take your fellow Faithful's name in vain.
7. Do not speak in tongues. Clarity is the virtue of Veloth, incomprehension is the sin of Sheogorath.

Article 11 - Rules of the Temple

1. Study and observe the Code of Conduct in all your dealings, acquaint yourself with and uphold the Rules of the Temple, know and fulfill the duties of your rank to the utmost degree and strive for excellence in all things.
2. Fantasy and faith bear no distinction to the child. The Temple will only accept the service of those of at least 18 years of age.
3. Be nice, friendly, cooperative and helpful to your fellow Faithful.
4. No discrimination, harassment, hate speech, derogatory speech, abusive behavior, sexism, homo-, trans- and biphobia or bigotry of any kind is tolerated, whether directed at your fellow Faithful or the astray heathen.
5. No flaming or trolling within the Temple is tolerated.
6. No cheating, botting or gold-buying is tolerated by the Temple.
7. The Lingua Franca of the Temple is English. Under no circumstances may you speak anything but English in the Guild Chat, or in Group Chat if grouped with your fellow Faithful, unless you are absolutely certain that everyone who hears your words can fully understand them. No member should be excluded, directly or indirectly, because of language barriers.

8. Make an effort to be comprehensible. The Temple is no place for broken language.

9. The Ebonheart Pact fights for maintaining the independence of Morrowind, and keeping the heathens and blasphemers out of our sacred lands. The Pact was formed out of the wisdom of ALMSIVI and prospers under their divine guidance. As such, all Faithful must follow the example of the Three and enlist under the Ebonheart banner.

10. Smite the Abomination.

Article 12 - Rights and Duties

Each rank within the Temple come with the favour of divine rights as well as the burden of additional duties. Any rights and duties listed for any given rank also apply to all higher ranks, unless otherwise specified. The rights and duties of each rank are as follows:

1. Layman

- a. Rights: As part of the Temple, a Layman is welcome to partake in any Temple activities, such as group dungeons, PvP skirmishes, trials, etc. A Layman will also receive a mentor upon joining the Temple. A Layman may use the Guild Store freely, but may only deposit to the Guild Bank.
- b. Duties: Follow the Rules of the Temple and the Code of Conduct and do not be absent for more than a month without notice.

2. Novice

- a. Rights: A Novice may make use of the Craftsmen of the Temple. A Novice may no longer be expelled by anyone of rank Diviner or below, and may not be demoted to Layman. A Novice may also invite other members to the Temple.

3. Adept

- a. Rights: An Adept may make withdrawals from the Guild Bank, taking whatever the Adept immediately needs, such as useful set items or items with traits that the Adept has not yet researched - moderation must be exercised, however, and as such an Adept may not empty the Guild Bank of items solely for deconstruction or selling without express permission from the relevant Master Craftsman. An Adept may also not be demoted below rank Adept by a single member of rank Master or higher. An Adept may also promote anyone below rank Acolyte to any rank up to and including Acolyte. An Adept may also demote anyone of rank Acolyte or below to a lower rank, though never below rank Novice and never the same person more than once per week. An Adept may also expel any

Layman at their discretion. An Adept may also request the expulsion of anyone of rank Diviner or below.

b. Duties: An Adept is required to take up a craft of their choice, for which there is an opening. An Adept seeking dispensation from this rule may bring it to the Dispute Officer. An Adept may not be absent for more than two weeks without notice.

4. Curate

a. Rights: A Curate may now sponsor anyone for a promotion to Adept. Additionally, a Curate may also request the demotion of anyone of rank Adept.

5. Disciple

a. Rights: A Disciple may promote an Adept to Curate.

6. Diviner

a. Rights: A Diviner may promote a Curate to Disciple.

7. Master

a. Rights: A Master has a seat on the Council and has the right to make new proposals, to put forth arguments during the arguments process and to vote during the voting process. A Master may also request the promotion of any member to rank Diviner or Master. If the Patriarch/Matriarch rank is unfilled, a Master may also sponsor another Master for election to Patriarch/Matriarch. A Master may also demote anyone of rank Diviner or below, at most once per week, though never below rank Adept nor to rank Layman. A Master may also request the demotion or expulsion of anyone of rank Adept or above. A Master may also expel anyone of rank Acolyte or below at their discretion. Duties: Master may not be absent for more than a week without notice.

8. Patriarch/Matriarch

a. Rights: The Patriarch's/Matriarch's vote counts as two in case of a tie on a vote within the Council. The Patriarch/Matriarch may also make time-sensitive decisions, if it is not possible to first consult with the Council.

9. Within a combat group requiring coordination, the highest ranking member has the privilege of delegating responsibilities, if no consensus can be made. Though the higher ranking member may take any responsibilities on themselves, they are encouraged to spread them across the members of the group. If no consensus can be made, and the highest rank present in the group is represented by more than one Faithful, decisions of delegation will be decided by vote, with each

member of the highest equal rank having one vote each. In case of a tie, the next highest ranking member of the group will also be given a vote, and so on, until a decision is reached.

SECTION IV - Addendum

Article 13 - Addendum

The ending of the words is ALMSIVI.