

House of Adamant Constitution

Preamble

We, the members of the House of Adamant, sworn under the might of the STONE.corp, pledge ourselves to the relentless pursuit of resource extraction, efficiency, and the prosperity of our dominion. Our mission is clear - claim the riches of the New World, ensure order, and uphold the values of discipline, duty, rock n stone.

Article I: Core Principles

- I. The House of Adamant is structured as a strict hierarchy where leadership is earned through merit and results.
- II. Our primary objective is the acquisition and mastery of all available resources to achieve unstoppable dominance.
- III. Order, discipline, and loyalty to the STONE.corp are paramount to our success.
- IV. All members are bound to serve the STONE.corp goal, with individual ambitions aligned to the greater good of the corporation.

Article II: Leadership Hierarchy

Section I: The High Paragon

- I. The High Paragon is the supreme authority and final decision maker on all major matters.
- II. Appointed for life, the High Paragon's rule can only be challenged through a formal vote of no confidence where a 70% majority must vote to replace the Paragon.
- III. The High Paragon has the power to appoint and remove overseers as necessary for maintaining order.

Section II: The Wardens

- I. Three Wardens oversee specific domains: The Forge (Production), The Bastion (Defense), and The Quarry (Resource Management).
- II. Wardens are appointed by the High Paragon based on their dedication and proven skill.
- III. In the event of a leadership challenge, Wardens are also subject to replacement by the new High Paragon.
- IV. Wardens enforce the laws and ensure the unwavering function of their respective domains.

Article III: Selection of Leadership

- I. The High Paragon is chosen through a sacred assembly of the house, where merit and strength are tested and then voted on by the House.
- II. Wardens are selected by the High Paragon but must be confirmed through the will of the assembly.
- III. Promotion within the ranks is granted based on unwavering service and dedication.

Article IV: Decision Making Process

- I. The High Paragon holds the ultimate authority on all matters.
- II. Wardens manage daily operations within their assigned domains.
- III. Significant decisions require a Council Assembly, with at least two Wardens standing in agreement with the High Paragon.
- IV. Plans for expansion, fortifications, and resource distribution are decreed through this Council Assembly.

Article V: Conflict Resolution

- I. Disputes are first addressed by the relevant Warden.
- II. If unresolved, the High Paragon will issue a binding decree.
- III. Members may call for a Trial of Reckoning if they believe leadership has strayed from the path, requiring the majority's support to proceed (excluding the High Paragon).
- IV. Internal conflicts that hinder progress will result in retribution, reassignment, or exile.

Article VI: Duties and Conduct

- I. All members must adhere to the established laws and production expectations.
- II. Failure to meet quotas or fulfill duties will result in corrective measures.
- III. Unauthorized excavation or deviation from set goals will invoke severe punishment.
- IV. Members must uphold secrecy and safeguard the knowledge of STONE.corp.

Article VII: Amendments

- I. Any member may present amendments through formal petition.
- II. Proposed amendments require a Council Assembly vote to pass with a majority.

Article VIII: Dissolution

- I. In the rare event of dissolution, all resources shall return to the STONE.corp vaults.
- II. A dissolution vote requires a supreme majority to enact.

Forged in Fire, Bound by Duty, Rock 'n Stone Brother!

STONE.corp Executive Branch