

House of Theurgy Constitution

Preamble

We, the chosen scholars of the Covenant Academy, unite under the House of Theurgy to pursue the endless depths of knowledge, power, and dominion over this New World. With unwavering dedication, we shall uncover lost secrets, harness forbidden magics, and claim what is rightfully ours.

Article I: Core Principles

- I. Knowledge is power, and power must be seized at all costs.
 - II. The pursuit of knowledge outweighs all other concerns.
 - III. Loyalty to the House and the Covenant Academy is absolute and unquestionable.
 - IV. All members must contribute to research, resource acquisition, and the advancement of magical understanding.
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Article II: Governance Structure

Section I: The Arch Mages

- I. The House of Theurgy is ruled by three Arch Mages, each overseeing a critical domain of governance: Law, Projects, and Harmony.
- II. The Arch Mages hold equal power and make decisions collectively, ensuring balance and progress.
- III. They serve indefinitely but may be challenged through the Ritual of Severance, requiring a majority vote of the Upper Circle.

Section II: The Upper Circle

- I. The Upper Circle consists of Senior scholars and practitioners.
- II. The Circle may propose changes, rituals, and strategies for House advancement.
- III. Membership in the Circle is earned through significant contributions to the House's endeavors, or through recognition by the Arch Mages. A total of 9 members can be in the Upper Circle at a time. They can be demoted or promoted at any time by the majority rule or by the Arch Mage's vote of no confidence.

Section III: The Apprentices

- I. All initiates of the House are considered Apprentices until they prove themselves worthy through trials and contributions.
 - II. Apprentices must obey the Arch Mages and Upper Circle without question.
 - III. Those who fail to meet expectations may be subjected to reassignment, punishment, or expulsion.
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Article III: Election Process

- I. Every three weeks, any member may challenge for a position of Arch Mage through the Ritual of Severance.
 - II. The Ritual involves a formal vote within the Upper Circle: a 70% majority is required to unseat an Arch Mage.
 - III. The challenger must prove their worth through trials of knowledge, magical power, and strategic acumen. (Members can decide on what the trials truly look like)
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Article IV: Decision-Making Process

- I. All major decisions require the agreement of at least two Arch Mages.
 - II. In the event of a deadlock, the Upper Circle convenes to cast a deciding vote.
 - III. Research priorities, artifact acquisitions, and expansion plans are discussed in arcane councils held weekly.
 - IV. Unauthorized magical experimentation or knowledge hoarding is strictly forbidden and punishable.
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Article V: Conflict Resolution

- I. Conflicts are first addressed by the Arbiter of Harmony.
 - II. If unresolved, the full council of Arch Mages shall deliberate and issue a final ruling.
 - III. Failure to comply with rulings may result in excommunication or ritual punishment.
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Article VI: Research Ethics and Forbidden Knowledge

- I. The pursuit of forbidden knowledge is encouraged, but caution must be exercised to prevent catastrophic consequences.
 - II. Any discoveries of ancient relics, arcane texts, or powerful entities must be reported to the Upper Circle immediately.
 - III. Unauthorized dealings with rival factions or uncontrolled experimentation will result in immediate disciplinary action.
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Article VII: Amendments

- I. Any Upper Circle member may propose amendments to the constitution.
 - II. A 80% majority within the Circle is required for approval.
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Article VIII: Dissolution

- I. In the unlikely event of dissolution, all artifacts and knowledge must be safeguarded and returned to the Covenant Academy.

II. A dissolution requires an 100% majority vote of the Upper Circle and approval by the Arch Mages.

Signed in the pursuit of Knowledge and Power,
The Arch Mages of Theurgy