

The Constitution of The Zormite Republic

As recorded and amended by Archon Matthew White, Ruler of the Republic of Zormite, and the blood born Leader of the Zormite People, Consul Fitzwilliam Vimes.

On Citizenship (Section 1)

1. Zyrians of Zormite

Any person who occupies the nation of Zormite, whether by invitation, by birth, or by other means of inclusion shall hereafter be referred to as a Zyrian of Zormite, whether in the training and probationary phase of Serf, or otherwise. The rights of these people are protected under this constitution by all following rights, laws, and statutes.

2. Occupied Lands

Any person who is, or was, a citizen of a land occupied by the Republic of Zormite becomes a Zyrian of the Republic of Zormite by proxy. These people are subject to all of the same rules and guidelines as national Zyrians.

3. Children of Zormite Families

Any person born into a Zormite family becomes a Zyrian of Zormite.

4. Prisoners

Prisoners of the nation of Zormite are not considered to be Zyrians of the Republic, and are governed by a different set of rules than those originating from Zormite.

5. Termination of Citizenship

When dismissed, a Zyrian has no further association with Zormite. Should they want to rejoin the Nation, they must reapply as anyone else would.

Of Recruitment (Section 1-1)

1. Recruiters

As a Republic, no one person is specifically a “recruiter”, however, all Zyrians, and all members of the Nation possess such a right. This is a right that may be revoked at any time.

2. Recruiting

There is no standard “requirement” for recruitment. Anyone and everyone can be a Zyrian. All the Nation requires is that all Zyrians abide by the laws, which are set forth below.

Of Membership (Section 1-3)

1. Time in the Nation

All Members of the Republic of Zormite are expected to have 50% or more of their online time on tag. There will be **absolutely no exceptions** to this rule.

2. Abiding by the Law

Zyrians who are found in violation of one or more laws of the Republic of Zormite will be subject to a penalty decided upon by a judiciary council, up to and including dismissal from the Republic.

On The Symbols and Icons of Zormite (Section 2)

1. The Official Flag of the Zormite Republic



2. Official Name

The Republic of Zormite, (Republic of Zormite).

The Criminal Code of Zormite (Section 3)

The Laws of Zormite (Section 3-1)

1. Scamming

Scamming is defined as “using other means than fair trade to obtain a greater than normal gain as the outcome from a trade or purchase”. If a member of the Republic of Zormite is found guilty of scamming, he or she will be immediately dismissed from the Republic without return.

2. PK'ing

PK'ing, or killing other players, is considered an offense while on tag. While you are representing the Republic of Zormite, you shall not kill people in the street. This will be dealt with harshly.

3. Harassment

Harassment is defined, in the Republic of Zormite, as “either of the following; using abusive or crude language in toguilds, or in general, or, deliberately using hurtful speech toward another party or parties in excess of good judgement.” This is something that will not be dealt with lightly in the Zormite Republic.

4. Public Drunkenness

Under the laws of the Republic of Zormite, public drunkenness, or disorderly conduct is defined as “any of the following; use of improper speech in a consistent manner, either in toguilds or otherwise, or, inane activity such as monster spawning, spamming, or lagging the server, or, the use of ones magical powers for anything for which they are not intended.” This law is in effect to keep the order of the kingdom, improper language is defined as anything outside of an officially accepted language, such as “lol, r=are, u=you, wtfu doin” et cetera. Please make an attempt to speak properly, and maintain orderly conduct. This will be dealt with harshly.

5. Imitation of Persons or Parties

Imitating another person or party will be dealt with by immediate dismissal from the Republic of Zormite.

6. Badgering

Badgering is defined as “Excessively bothering or annoying other players based on race, online time, age, sex, religion, or any other identifying quality.” People found guilty of this offense will be harshly dealt with.

7. Treason

Treason is defined as “The assault or elimination of any of the Zyrians of Zormite, or the citizenry of its allies.” This will be met with immediate dismissal from Zormite without return.

8. High Treason

High Treason is defined as the assassination of any of the governing body of Zormite, including, but not limited to, the Archon, Pater, Zormitus, Terrangus, Delegate, Governor, or other leading figure. This will be met with immediate dismissal from Zormite without return, as well as the deployment of Zormite military forces to bring about the destruction of the offending party.

9. Use of OOC

People speaking out of character, or talking as themselves, must guard this speech with OOC tags, either ((like this)), like this (()), or (()) like this. Failure to do so will result in strict warnings. If the offense continues, retraining will be prescribed. If this fails, further action may be taken.

Punishments under Zormite Law (Section 3-2)

1. Verbal Warning

A verbal warning may be issued by any person of power. Procedure: A person in a position of power, defined as a member of the governing body of Zormite will issue a warning at his or her discretion to the offending party, and make a record of this warning.

2. Pillory

A person who has received excessive verbal warnings may be placed in the pillory of the Republic for any amount of time. Procedure: A person in a position of power will assign the offending party to the pillory in increments of 5,10,20,60 minutes, based on severity, at his or her discretion.

3. Imprisonment

A person who has received sufficient pillory time may be imprisoned in the Zormite Dungeon for any amount of time. Procedure: The offending party will be locked in a private house, or in the castle (RP) for 1, 5, or 10 hours of online time, based on the discretion of the prosecuting party.

4. Re-education

People who have not been sufficiently rehabilitated by the preceding measures of Zormite's Law System may be sent to a private area to be re-educated by selected officials. Procedure: The offending party will be sent to a prison camp on a private island to be retaught the ways of Zormite through various means. The offending party will be reprimanded and supervised by appointed officials.

5. Banishment

People who refuse to be consoled, and return to order may be banished from the Republic of Zormite (blacklisted). Procedure: An active blacklist of individuals will be kept, these offending parties will be forever extricated from Zormite.

6. Execution

Those who refuse to abide by the laws of their banishment, or commit high treason and are found guilty may be subject to a public execution, including, but not limited to, the destruction of their RP character, their actual (in-game) death, and permanent blacklisting from the Republic. Procedure: An executioner will be appointed, and the person's death will be held as a kingdom event with priests and Zyrians present. The person's RP character will be removed from existence, as well, they will be actually killed by whatever means are decided upon by the governing body.

7. Bounty

Those in flight of the law may have a bounty placed on their heads. Procedure: The Military forces of Zormite will be mobilized to ensure the death of the offending party. He or she will be hunted until he or she is deemed sufficiently deceased.

On The Governing Party (Section 4)

1. On Elections

The party that governs Zormite is headed by the Archon, who appoints, at his or her discretion, the governing party; consisting of the Pater, Delegate, Governor, Zormitus, and Terrangus. The Archon is an elected position that is put into office by the Zyrians of Zormite out of the group of the currently existing governing body. Elections are seldom held, except in the case of corruption, or unrest.

On The Military of Zormite (Section 5)

1. The Physical Forces

The Physical army of Zormite is led by the Terrangus. These are the ground forces of Zormite whose primary use is to protect the Nation of Zormite from invasion, as well as aid in the deployment of the Magical Forces during an invasion or war.

2. The Magical Forces

The magical forces, led by the Pater and his or her Cardinals, are the primary attack force of Zormite. They are escorted to their targets by the Physical Forces, at which point they deliver the fury of the Republic. They are also responsible for religious and magical ceremonies. In a deployment, the primary mode of transportation of the Magical Forces is air. The Physical Forces are directed to escort such a deployment.

On Ownership/Stewardship of Property (Section 6)

1. Housing

Housing must be built by a Zyrian, or purchased from a governmentally sponsored Zyrian Realtor. No Zyrian may build outside of the sanctioned cities. All houses must be approved by a member of the governing party before completion, furthermore, **ALL** materials must be gathered, and present, before a house flag will be accepted. Houses are subject to movement (slight) without notice.

2. Rent

No Zyrian may charge rent for a property on Zormite without levying a 15% tax to the Nation. Furthermore, no Zyrian may harbor non Zyrians, or criminals on rented or leased property.

3. Shops

People selling in shops in their houses must not leave merchandise unattended for an extended period of time. If an official of Zormite notices that the shop has been dormant for some time, with the goods sold or otherwise, a mandate for its closure will be put out.

On the use and Construction of Ships (Section 7)

1. Ship Creation

No person is to create a Zormite ship without prior approval of the governing party. This is absolutely set in stone.

2. Ship Designation

All ships are to be suffixed V.Z.R. Vessel of the Zormite Republic.

3. Ship Names

The name may only be decided upon by either the governing party, or the Zeptin appointed to the ship. It must then be blessed by a priest.

4. Military use of Ships

Given the nature, both of danger and speed, of a ship, the use of these naval vessels for attack use has been minimized. As such, a limited number of ships will be deployed for military use during military campaigns. Primarily, ships will be used to transport Physical forces personnel to protect the Magical aircraft.

5. Leisure use of Ships

All ships taken from the shipyard must be done by permission of the governing party, returned after use, and repaired appropriately.

On Foreign Relations (Section 8)

1. Of War

When the Nation is in a state of war, all communication with the offending nation will cease. Additionally, during this time, any non-military personnel should avoid the offending country and its members at all times, to prevent unrest.

2. Of Negotiations

Primary communications between other nations and the Republic of Zormite will be done between only The Archon, the Delegate, The Pater, and the Terrangus, and representatives of the nation in question.

3. Of International Events

All events are coordinated by a member of the governing body, in cooperation with an events team member. Sub-official events may be constructed by the governing body without the consultation of an events team member. No other nations leaders or representatives may dictate when events on Zormite will take place.

4. Of Harboring

Zormite will not provide a refuge for criminals wanted in other nations.

5. Of Refugees

Zormite will willingly accept refugees – defined as citizens of foreign nations caught in a war situation and desiring aid – from other nations in turmoil.

On Events (Section 9)

1. “Event” Defined

There are two types of events. Official, and sub-official. An official event is defined as any activity organized by one or more kingdoms either for a prize, or for entertainment or amusement, with the endorsement of GK events team member(s). A sub-official Event may be constructed by any member of the governing party of Zormite, and can consist of any of the above, without the endorsement of GK events team member(s).

2. Prizes, and Remuneration

Prizes for Official events are occasionally provided by the events team. In other cases, they are provided by the governing body. In sub-official events, they are provided by the event creator.

3. Event Approval

Within reason, events must be approved by a member of the governing body. During wartime, the Archon him/herself must approve any and all events.

On Zormite Business Affairs (Section 10)

1. On Conducting Business

Any Zyrian may open any kind of commercial business he or she so chooses, with the approval of the governing party. These include, but are not limited to; shops, banks, rental services, transportation services, farms, fisheries, forestries, real estate brokerages, ship builders, architects, labor sales, and protection services.

2. On Business Ethics

Like anything, businesses come with a certain amount of risk. If any Zyrian is caught engaging in unscrupulous business practices, this will be dealt with under the “Scamming” legislation under the Criminal Code of Zormite, and will be prosecuted as such.

3. On Employment, Payment, Loans, etc.

The governing party does NOT interfere with, nor does it sponsor any Zyrian businesses. It is the prerogative of the Business owner to pay for any losses, salaries, or other expenses that may be incurred by the business.

4. On Stock

It is the responsibility of each and every Business owner, and business employee to send in an official letter once every month on, or before the final day of that month to the governing party stating all income, and all expenses. This will be used to determine a stock value of your business, as well as aid in taxation. (See section 10-1)

Of Taxation (Section 10-1)

1. Income Tax

All businesses in Zormite are responsible to submit their earning reports at the end of each month. This will be subject to a 15% tax by the governing party of Zormite. **This does not include dealings in the Trade Rooms, these are non-taxable.**

2. Taxing System

It is with an honorable hand that the governing body relies on the Zyrians to accurately and honestly report their business dealings. These rules of course apply **only to those Zyrians who own, or work for a Zormite Business**. Zormites caught filing false returns will be dealt with under the “Scamming” legislation of the Zormite Criminal Code.

Of the Rights and Freedoms of the Zyrian (Section 11)

1. Speech, and Thought

Every Zyrian has the right to voice his or her opinion, either in toguilds, or otherwise. This is bound by the Criminal Code of harassment, and disorderly conduct, however.

2. Employment

Every Zyrian has the right to an employment. Subject to taxation under section 10-1.1.

3. Right to Military Participation

Assuming the Zyrian is qualified, every Zyrian has the right to participation in either the Physical, or Magical armed forces.

4. Right to Protection

The Government and Military of Zormite will work to protect all of its Zyrians from harm.

5. Right to worship

A Zyrian may follow any god they so choose.

6. Right to Freedom from Discrimination

No Zyrian will discriminate against any other Zyrian on any matter of race, sex, sexual preference, age, or any other descriptive quality. This is considered harassment, and will be dealt with harshly.

7. Right to Protection from the Elements

Provided a house, or food cannot be afforded by a Zyrian, the Zyrian may file for social aid, to help the Zyrian to stay alive, until he or she can maintain financial stability.

Hereunto subscribed and agreed upon by the leading party of the Republic of Zormite under the leadership of Archon Matthew White, and blood born Leader of the Zormite Peoples, Fitzwilliam Vimes, affirmed, signed, recognized and put into law by the undersigned.

Archon Matthew White

A stylized, handwritten signature in black ink, featuring a large, sweeping horizontal stroke that extends to the right, with a smaller, more complex mark above it.

Consul Fitzwilliam Vimes

Fitzwilliam Vimes