1. Membership of the Realms of Candarion

All members of the Realms of Candarion agree to abide by all the rules/regulations set forth in this document. Successful application to the server counts as full agreement to this document.

2. Definitions

Member: A Member is any player on the Realms of Candarion who was either a member who stayed with the community during the Fishening, or who has successfully applied afterwards and been accepted into the server. If an individual has been banned legally from the Realms of Candarion, they no longer are a member of the Realms of Candarion

Noble: Noble refers to any Member who has the ability to vote on motions, i.e. Baron rank or higher.

Lowborn: Lowborn refers to any member who has not reached noble rank, i.e. Knight or lower.

Realm leader: a realm leader is the owner of a player realm. They have the final say on any builds or lore involving their realm. A player must be of a noble rank to become a realm leader.

Vassal: a vassal is any member permanently working within another players realm. This includes all lowborn ranks (commoner, esquire, knight) as well as players who have reached noble rank, but choose to continue to work under another player. All vassals report to the realm leader, but that leader may choose to place another vassal in a supervisory position.

Wandering Noble: a Wandering Noble is any player of noble rank, who is neither a vassal or realm leader. Wandering Nobles may still advance In rank through building and writing lore in player or npc realms, providing they have secured the permission of the realm's leader before starting any projects there.

Majority: Majority refers to a voting threshold of >50%

Supermajority: Supermajority refers to a voting threshold of >66%

Rank: Rank refers to an individual or ranks contributions to the world of Candarion. These ranks are entirely out-of-lore.

Settlement: A settlement is any group of 5 or more builds close enough together to be recognized as a single settlement.

The Fishening: The Fishening refers to the collapse of the previous server.

Specialized Builds: This identifier outlines types of builds that are non-residential and non-agricultural that have some specific/specialized value. This includes, but is not limited to, churches/temples, markets/stores, mines/forges, drydocks, universities/schools, fortresses/keeps, nether portal builds, etc. Specialized builds have distinct purposes and as such are differentiated from more generic style builds; A dyery or bowyer is distinct from generic stalls or general stores and would, ideally, have distinct designs to showcase this.

Industry: This Identifier outlines the means of production (physical goods) that any given settlement outputs. Coal, lumber, wool, wheat, fish, iron, opium, etc. Industries are what brings economical value from the individual settlement to the realm as a whole, ideally bringing in growth, wealth, and prosperity. Industries would require to have some sort of build to accompany them.

Wonders: This identifier outlines megalithic and truly unique builds that are culturally significant to the realm they are built in. The Cathedral of the Sun and Moon (Aevantyr), The Tree of Omar (Helios) and Fort Steinskjold (Linirea) were all examples of Wonders. Wonders would, ideally, have lore posts posted in tandem with the built. For further examples, look to civilization games where there are things like statues, lighthouses, and libraries that are very culturally significant.

3. Rank Ascension

A. Individual Ranks
   a. Individual ranks are earned by personal build counts. Any build made by a member of Candarion, as long as it is in a legally recognized land claim or npc realm, counts towards their individual rank
   b. Individual rank exists entirely out of lore
   c. Server activity/participation and lore contributions are also required, and will be evaluated when applying for a new rank

   Individual rank chart to be read as follows: To earn (rank), an individual must build a number of completed builds equal to the number in the (Large Settlement) column, contained in large settlement(s) that are at least the minimum size for that rank. A number of additional settlements and builds equal to the numbers in the (Settlements) and (Builds) categories must also be completed. A number of (specialized builds) must also exist in the realm, as defined in Section 2 of the Charter

Rank	Large Settlement	Settlements	Builds	Specialized Builds	Benefits	Total
Commoner	0	0	0		Base Rank	0
Esquire	5	0	0			5
Knight	15	0	0			15

Baron	20	1	15	10 (Max 2 Repeating)	1 vote in legislature Found 1st Realm 1 Dub Building Block	35
Viscount	25	2	30	20 (Max 3 Repeating)	1 Dub Building Block	55
Count	35	3	85	40 (Max 4 Repeating)	Found Second Realm 2 Dub Building Block	120
Duke	60 (min 35)	4	120	60 (Max 5 Repeating)	2 Dub Building Block	180
Prince	90 (min 35)	8	225	120 (Max 6 Repeating)	Found Third Realm 2 Dub Building Block	330
King	150 (min 50)	15	310	180 (Max 7 Repeating)	Found Fourth Realm 3 Dub Building Block	460
Emperor	300 (min 60)	26	500	240 (Max 8 Repeating)	Found Fifth Realm 3 Dub Building Block 1 Unique Item	800

B. Realm Ranks
   a. Realm Ranks are earned by the total amount of builds in a realm. Builds made by any member, as long as they are within the legally recognized claims of a realm count towards Realm Rank
   b. Realm Rank exists entirely outside of lore
   c. Lore contributions are also required, and will be evaluated when applying for a new rank

Realm Rank Chart to be read as follows: To earn (Rank), a realm must contain a number of completed builds equal to the (Builds) column, including a number of (Industries) and (Wonders) equal to those columns.

Rank	Builds	Industries	Wonders	Benefits
Tier 0	N/A	N/A	N/A	N/A
Tier 1	35	5	0	3 RC
Tier 2	100	10	0	4 RC 1 IC End Portal
Tier 3	250	25	1	4 RC 2 IC 1 WRC
Tier 4	500	50	2	6 RC 3 IC 2 WRC
Tier 5	750	75	3	6 RC 4 IC

				3 WRC
Tier 6	1000	100	4	8 RC 6 IC 3 WRC
Tier 7	1250	125	5	8 RC 7 IC 5 WRC
Tier 8	1500	150	6	10 RC 8 IC 6 WRC

    C. Rank Ascension Process
        a. To apply for a rank ascension, for either individual or realm rank, the individual or realm leader, respectively, submits an application to the Ministers of Lore and Infrastructure. The application should contain all the information on the individual or realm meeting the requirements for their desired rank, i.e. build counts, settlement numbers, etc, as well as links to lore.
        b. After reviewing the application, the Minister of Infrastructure will tour the realm or individuals builds, and if possible record the tour for public viewing. If they determine that the individual or realm meet the requirements, they can grant their approval to the Ascension Application
        c. After reviewing the application, the Minister of Lore will review the lore of the individual or realm and, should they feel that it meets expectations for the desired rank, they can grant their approval to the Ascension Application.
        d. If both Ministers approve, the petition is accepted and the new rank is granted.
        e. If any noble member of Candarion feels that the rank was not earned, in the following two weeks after approval is granted, they can begin a legal discussion to call for a vote to veto the rank ascension, which follows the existing legal procedure. If the vote passed with a majority, the rank is revoked.
        f. A member of candarion must have been a member of the server for at least 45 days before applying for the individual rank of Baron

4. Voting

a. Each noble has a single vote in the legislature

b. Any noble may put forth a motion for voting in the legislature

c. All non-emergency motions must be submitted for public discussion for at least 5 days before they may be voted on.

d. Voting thresholds

    i. A motion to amend, add to, or remove sections 1-12 require supermajority vote

    ii. Any permanent laws that do not fall within those categories will be placed in either section 13 (Gameplay Alterations) or 14 (Additional Laws). Adding, removing, or altering these sections requires a majority vote.

    iii. Any one-off motions require majority vote.

    iv. Abstentions are considered a non-vote and are not included when calculating the voting thresholds.

e. Voting Periods

    i. Voting periods run for 7 days, starting every Monday

    ii. Motions must be posted on the first day of the period.

    iii. Votes are tallied at the end of the period.

    iv. Anyone who does not cast a vote or formally abstain during this period is considered to have abstained and becomes inactive at the end of the period.

    v. The Ministry of Justice will reach out in a public discord text chat three days before the end of the period to remind active players who have not voted.

f. Emergency Vote

    i. The Ministry may initiate an emergency vote with a majority vote of the Ministers.

    ii. The emergency vote commences immediately and lasts until:

iii. It reaches a majority vote among active players

Or, 7 days have passed, at which point votes are tallied as normal.

g. Sections 1-12 supersede anything in sections 13-14

5. Ministers

a. The Realms of Candarion shall, by way of public election, appoint a group of Ministers to oversee certain aspects of the server.

- Minister of Applications: responsible for advertisement of the server, as well as interviewing prospective applicants to ensure they are a good fit for the server
- Minister of Infrastructure: responsible for making sure infrastructure is safe and meets the standards of the server, including but not limited to the Nether Lines, Overland Roads/Bridges/Paths, and Boats, as well as overseeing the Fast Travel system. The Minister of Infrastructure is also in charge of the construction and maintenance of public grinders and nether lines/portals. The Minister of Infrastructure is also responsible for reviewing build requirements for rank ascensions
- Minister of Lore: responsible for making sure individual lore does not conflict with the collective lore of the server, and making sure everyone stays within the technological, magical, and cultural bounds of the server. The Minister of Lore is also responsible for working with parties who have conflicting lore, so as to come to a compromise or final decision. They are also responsible for reviewing lore requirements for rank ascensions, and for holding in trust relinquished realms
- Minister of Justice: responsible for the enforcement of server laws, in the manner of Criminal and Personal trials/arbitration, as well as ensuring voting procedure is followed.

b. The Realms of Candarion shall reserve the right at any time to create, alter, and remove Ministerial positions; all Ministers shall forever be equal under the law, and newly-created Ministerial positions shall function according to the same restrictions of this Charter. Candarion can formally create, alter, or remove a Ministerial position with supermajority of the motion.

c. The Ministers shall reserve the right to veto any legislative motion passed by the Realms of Candarion. A veto must receive the support of at least 75% of sitting Ministers and must be accompanied by a justification for the action; a successful veto shall return the motion to the legal forums where it may be further discussed and/or voted upon again at the discretion of the Realms of Candarion. If a motion is passed with a supermajority vote, it is recognized as carried by the broad will of the people and may not be subject to veto.

d. Minster elections shall be held every four months, starting from December 31st, 2018. On the first monday of the election period, there will be threads created on the forums for each prospective minister to announce their candidacy. The candidacy period will last for one week, until the end Sunday. Voting will commence the next Monday, lasting for a further week. The candidate who receives the greatest number of votes will be declared the new Minister of that position.

> i. If no one elects to run for a position, the sitting Minister will remain in that position for the next 4 month term.
> ii. One individual may not run for, nor hold more than one minister position at a time. If a sitting minister runs for a different minister position successfully, but no one ran for their previous position, there will be a special election following the same procedure as the first one, for that specific minister position. These special elections will continue until the position is filled.
> Iii. Only Nobles may run for Minister positions, serve as deputy Ministers, or vote in Minister Elections.

e. A Minister may leave office outside of an election under two circumstances; if the sitting Minister resigns, or if the Nobles of the Realms of Candarion believes the Minister to have not performed their duties adequately or violated the charter, they can call for a vote to remove the Minister from office. Such a motion requires a supermajority to pass. In the event that a Minister has left office outside of general election, a special election shall immediately be convened and shall run according to the normal electioneer procedure; the new Minister shall hold the position until the next regular election.

f. The Ministers have the power to publicly enact policies related to their current position. These policies can be changed at any time by the respective current minister. Any such policy can be put to vote to be struck down or recognized more permanently as a motion following normal voting laws.

g. Any member of the Realms of Candarion are given permission to file a Lore Grievance against another member of the Realms of Candarion on the forums. The accused will have a

week to defend themselves, and any member of the Realms of Candarion is free to voice their opinion on the matter. At the conclusion of the discussion period, the Minister of Lore will voice his decision as to the standing of the lore in question.

h. If the Minister of Lore feels an article of lore does not fit into the current server canon, then a Lore Grievance will be posted with the Minister as the accuser. After a week, the Minister can declare the lore non-canon except in cases of clear support from the Realms of Candarion (a majority of responses in favor of keeping the debated lore).

i. Each individual Minister shall reserve the right to designate up to two Deputy Ministers in fulfilling the duties of the Minister; responsibility for the actions of these individuals shall be assumed by the Minister. Deputy Ministers may be assigned or removed at any time by their Minister. Deputy Ministers are dismissed when a single Minister term ends, when a Minister resigns, or a Minister is impeached.

6. Rights of Members

a. All Members of the Realms of Candarion have the following rights and liberties

- Liberty from discrimination and hate speech
- Freedom of Thought, Speech, Assembly, Opinion
- Right to a fair trial
- Freedom from cruel and unusual punishments
- Presumption of Innocence until guilt is proven
- Right to a new trial if new evidence surfaces, or if judicial process was not correctly followed
- Right to not be charged for a crime that was not a crime when the act was performed
- Liberty from improper imprisonment or punishment

7. Criminal Code

The following actions are considered to be criminal infractions against the Realms of Candarion and as such, charges against an individual that is accused of committing one or more of these actions may be prosecuted by the Justice Minister:

a. Homicide - Homicide is the intentional or accidental non-consensual death, also known as murdering, of another person outside of the bounds of any form of war or consensual PvP actions. An individual that feels as if they are threatened with their death or some other form of serious harm may legally defend themselves against non-consensual attacks, including causing the death of their assailant.

b. Theft - Theft is defined as the removal from their original location of items, entities, mobs, villagers or blocks without the permission of the owner of the items, entities, mobs, villagers or blocks. This includes all items in chests, shulker boxes, item frames, armor stands; mobs, both tamed and untamed and villagers; blocks that exist in a realm, including those not placed by the player.

c. Griefing - Griefing is defined as the non-consensual alteration of blocks, entities, mobs, or villagers belonging to an individual, realm, or the Realms of Candarion as a whole. This includes alteration via TNT, lava, fire, killing, removing, replacing, or building. Building without permission in other realms is also considered griefing.

d. Duping - Duping is defined as exploiting the game to create or reproduce additional items.

e. Evidence - The spoliation/tampering with evidence is defined as the destruction, negligent withholding, fabrication, or altering of items both physical and otherwise that can be or will be used as evidence in a judicial trial.

f. False Testimony - False testimony is defined as bearing false witness during judicial procedures, which includes all activity that occurs in any legal forum, including trials, votes, or any other such situation.

g. Community Behavior - All Members are expected to respect and behave in accordance to the Rights and Liberties section of the Charter. Undermining the Rights and Liberties through actions, behavior, and words on discord, in game, or on the forums is not acceptable and may be prosecuted by the Realms of Candarion. Actions that are not expressly forbidden by the charter, but are found to be against the spirit of the server may also be prosecuted under this clause.

8. Judiciary System

a. There are two types of Judicial Trials; Personal and Criminal. Criminal Trials are defined as a court proceeding originating from one or more Members breaking one or more parts of the Charter of the Realms of Candarion. A Personal Trial is defined as a court proceeding originating from one or more citizens bringing their grievances with one or more other citizens before the Minister of Justice, seeking a mediated solution.

b. During a Criminal trial, the Minister of Justice is the preferred person to act as Arbiter, if the Minister of Justice is unavailable, Deputy Ministers of Justice, or any other Minister may act as Arbiter in his stead. The Arbiter's role is to maintain order throughout the trial, as well as performing sentencing should the defendant be declared guilty. Any Noble may act as the Prosecutor in a Criminal Trial, in the case of multiple nobles offering to act as Prosecutor, the Arbiter of the Trial has the final say in who shall serve as Prosecutor. The Defendant may either represent themselves, or any noble may act as their representative, if the defendant wishes for them to. A jury may be composed of 3 or more Nobles. If three or more Nobles are not able and willing to be members of the jury, then the trial proceeds without one. Members of the Jury, The Prosecutor, and the Arbiter of the Trial may not be called as witnesses.

Criminal Trials follow the following procedure:
- The Arbiter calls the Trial to order, and identifies the prosecution, defense and jury The Prosecution and Defense swear to remain truthful throughout the trial.
- Arbiter asks the Prosecution to list all charges laid against the Defendant.
- Arbiter asks the Defense to enter pleas for each charge.
- If the Defense pleads guilty to all charges, the trial moves on to sentencing.
- If the defense pleads not guilty to any charges, the trial continues Prosecution presents their evidence, calls witnesses (who are sworn in upon taking the stand) and makes arguments for the Defendant's guilt.
- After each witness is done being questioned by the Prosecution, the Arbiter will ask the defense if they wish to Cross-Examine the witness.
- Defense presents their evidence, calls witnesses (who are sworn in upon taking the stand) and makes arguments for the Defendant's lack of guilt.
- After each witness is done being questioned by the Defense, the Arbiter will ask the prosecution if they wish to Cross- Examine the witness.
- Prosecution makes final statements; Defense makes final statements; Jury adjourns to deliberate guilt of Defendant on each charge, if they are unable to reach a unanimous consensus, they may request the Arbiter decide guilt.
- Verdict is delivered by either the Jury or the Arbiter The Arbiter declares sentence for the charges the Defense is found guilty of or plead guilty to.

c. In order for a criminal trial to take place, the evidence must be brought before any Minister, or a Deputy Minister of Justice. If they deem the evidence is sufficient to warrant a trial, it is their responsibility to officially call the trial, and set the date.

d. A Personal Trial is overseen by a Mediator, the preferred Mediator is the Minister of Justice, but if the Minister of Justice is unable to act as Mediator, any other Minister or a Deputy Minister of Justice may act as Mediator. A Personal Trial can be requested for any type of grievance, so long as it is not explicitly the breaking of International law, which would be considered a Criminal Trial, and should be handled as such. Due to the varied nature of these cases, there is no set process to be followed, it is up to the Mediator to decide how the Trial will proceed, but the Mediator must ensure a fair and equal trial for all parties involved. After the Trial, the Mediator pronounces final judgement on the proceedings.

e. In any case where the Minister of Justice is on trial or cannot remain objective in his decisions due to any reason, any other Minister, or deputy Justice Minister shall act as Arbiter or Mediator, depending on the type of trial.

f. Upon notification to the Ministry of Justice of either a trial or charges being presented against an individual, all evidence shall be presented to the Ministry of Justice upon its discovery. Upon delivery of evidence, the Realms of Candarion becomes the steward of the items, both physical and otherwise, presented as evidence in a judicial trial. The Realms of Candarion retains the rights to the evidence in the case of a guilty verdict. In the case of a not guilty verdict, the evidence is returned to the defendant upon completion of the trial.

9. Realms

a. Player Realm:
A player realm is a legally protected area of land owned by a single player of noble rank, known as the realm leader. The realm leader has the final say on all activity within the realm, as well as all lore written about the realm. A player may own a number of realms as dictated by their individual rank.

b. Formation:
To form a player, a land claim must be made, which shall include a declaration to found a new realm. The realm will officially be created once the land claim has passed. At this point, a discord tag and realm forum may be created, the territory added to the official candarion map, and the player officially considered a Realm Leader capable of offering vassalage.

c.. Participation
Players who are vassals in a player realm are expected to consistently build and write lore in the realm. Players may also build in another's player or npc realm if they desire to, providing they obtain permission from the realm leader beforehand. These builds shall count towards rank advancement as normal.

d. Relinquishment
A realm may be relinquished by its realm leader through three methods:
- If the realm leader becomes withdrawn (section 12. Inactivity), they automatically relinquish control of their realm.
- If the realm leader wishes to transfer ownership to another player, they may do so through a public declaration, providing the transferee meets the requirements for realm ownership.
- For any other reason, the realm owner may make a post declaring the relinquishment of their realm. At any point during the following week, a noble member may call for a vote to block the realm relinquishment. If the vote passes, the realm is not relinquished and continues to belong to the player.

1. Builds within a relinquished realm no longer count for rank ascensions.
   a. The player's rank remains the same and maintains all rights granted to them
   b. The player is under no expectations to re-meet their rank reqs within any timeframe
2. The land (and therefore builds) are given to the Ministry of Lore for oversight and holding.
3. At any time after the Ministry of Lore acquires the land, another member of sufficient rank may make a Standard Land Claim of the land (and therefore any builds within the claim); this Land Claim follows the preexisting process.
   a. The preexisting builds within the (re)claimed land do not count for the new owner's build count.
   b. The builds within the (re)claimed land belong to the new owner and may be handled in any way the new owner desires

e. Vassal Eviction
A realm leader may, at any time, evict a vassal player from their realm.
- If the evicted player has reached Baron rank or higher, they simply become a Wandering Noble.
- If the evicted player is still lowborn, they have 30 days to find a new realm. During this period, the Applications Ministry will serve as a temporary liege where

applicable. If the player does not join a new realm after 30 days, they will be removed from the whitelist and considered Withdrawn.

10. Land Claims

a. Only territory that is legally recognized by the Realms of Candarion can benefit from any legal standing, including use in promotion requests, protection from griefing, or any other legal standing.

b. To be considered a valid land claim and in order to achieve formal recognition as a territory under the control of a realm, the claim must be posted in the Land Claims subforum by a Noble of the claiming realm. For expansion claims, the land claim must either share a border on land, or be located on a body of water that the previous borders have a presence on, within a reasonable distance.

- If the claimant is not the leader of that realm, then the leader of the realm must vote in the affirmative during the voting period for the claim to pass.

- Each claim must include the following:

  - Maps showing the previous extent of the realms land (if applicable), and the borders of the new claim
  - Justification for the land claim, i.e. new realm, current lands have been developed satisfactorily, vassals who need space to work, etc.
  - Proposal of intended uses for future development within the claimed territory

Following the posting of the claim, a two week period will commence during which time any Noble can call for a vote against the land claim. If this vote reaches majority of votes, the land claim will be considered invalid and the land will remain unclaimed. If no Nobles propose a vote against the proposed claim, the request for the recognition of the land claim shall stand.

c. The Nether and the End shall be considered public areas, no realm can claim them for personal land. Realm specific nether lines however, are considered the property of their Realm.

d. The capabilities of the Noble making the land claim, as well as the details of their intentions of their request for Recognition of a Land Claim shall be considered when requests that deviate from the standard claims are made.

e. A standard sized land claim will be roughly the size of the Mushroom Island known as the Mushroom Gulag. Larger claims must come with sufficient justification for the size of the claim.

11. War

Player Vs. Player war is only allowed in lore event context. To start a war, all involved parties must agree on how it will take place, where it will take place, and what rules it will follow. This information must be stated publicly on the forums. Wars cannot be fought in realm territory that is not part of the war without permission. Anyone who breaks the rules of the war can be charged with whatever crimes they commit.

12. Inactivity

a. Any Voting Member can declare themselves voluntarily inactive at any time in an official post, from the time they declare themselves such their votes will not be considered for any voting majority thresholds. At any time after declaring themselves inactive, they may regain activity by simply declaring themselves active again in an official post, from which point their votes shall once again be counted towards voting majority thresholds.

b. Any voting member of the Realms of Candarion who does not participate in a vote, will be declared inactive by the justice minister after the voting block is over. Activity can be regained by voting or posting a notice of activity.

c. Any Voting Member who is inactive for a continuous period of **three** months will be considered Non-Participating, and their votes will remain untallied.

d. To regain activity, the Non-Participating must appeal to the active Voting Members, and a motion with majority in favor must pass to restore their activity.

e. Any Non-Participating Member who does not regain their activity after an additional **six** months from the date of becoming Non-Participating, will be considered a Withdrawn Member.

f. To regain activity, a Withdrawn Member must appeal to the active Voting Members, and a motion with supermajority in favor must pass to restore their activity.

g. If a realm leader becomes Withdrawn, the highest ranking active vassal of that realm leader becomes the new realm leader. If the Withdrawn member regains their activity, it is up to them and the new Realm Leader to determine who will be the Realm Leader. They may request Arbitration from the Minister of Justice if they need it.

h. Inactive, Non-Participating, and Withdrawn Members cannot achieve rank ascensions.

i. Members of the Realms of Candarion must maintain membership in the Candarion Discord server. If a member leaves the discord server, they must re-join within 30 days or they are Withdrawn and are removed from the whitelist.

13. Gameplay Modifications

See Appendix 3 for Specific Crafting Recipes

1. Disable Creeper Block Damage (Submitted on Dec 12th, 2018; Passed with 18 votes in favor, 7 votes against, and 5 abstentions)
2. Ender Dragon, upon death, has a 100% chance to drop 2 Elytra, and a 5% chance to drop a rare named Elytra with Mending and Unbreaking V (Submitted on Dec 16th, 2018; Amended Feb 16th, 2020; Amendment Passed with 13 votes in favor, 1 against, and 5 formal abstentions)
3. Drowned Trident Drop rates altered to match Bedrock Edition (Submitted on Dec 18th, 2018; Passed with 22 votes in favor, 3 votes against, and 4 abstentions)
4. Strays have a chance to drop bows with both Mending and Infinity enchantments (Submitted on Dec 20th, 2018; Passed with 26 votes in favor, 0 votes against, and 1 abstention)
5. Horse Testing with Command Block set up in Arcos (Spawn) (Submitted on Dec 22, 2018; Passed with 23 votes in favor, 4 votes against)
6. Clay Recipe (Submitted on Jan 21, 2019; Passed with 18 votes in favor, 3 votes against, and 3 abstentions)
7. Smoothstone Recipe (Submitted on Jan 28, 2019; Passed with 10 votes in favor, 0 votes against, and 3 abstentions)
8. Chainmail Recipe (Submitted on Jan 28, 2019; Passed with 10 votes in favor, 0 votes against, and 3 abstentions)

9. Horse statistics command via server plugin (Submitted on April 8th, 2019; passed with 9 votes in favor, 0 votes against, and 6 abstentions)
10. FTP Law enacted, see Appendix 2 for Specific Details (Submitted on April 15th, 2019; Passed with 16 votes in favor, 1 vote against, and 2 abstentions)
11. Chorus Plant Crafting Recipe (Submitted on April 15th, 2019; Passed with 10 votes in favor, 1 vote against, and 4 abstentions)
12. Candarion Games Gameplay Modifications (Submitted November 18th, 2019; Passed with 15 votes in favor, 0 against, and 0 abstentions)
13. Weather Commands law (Submitted December 16th, 2019; Passed with 11 votes in favor, 4 votes against, and 1 abstention)
14. Decorative Heads creation (Submitted January 13th, 2020; Passed with 7 votes in favor, 4 votes against, and 2 abstentions)

14. Additional Laws

1. Application Process Legislation

● Players wishing to join should create an application by posting a new thread in the Applications/New Applications section of the forum

● Applicants will then wait to receive votes from noble members of the community (1 vote per player regardless of rank).

● Once the requisite number of votes has been granted to the application, the applicant must then submit to a voice interview with the Minister of Applications or one of their deputies.

● Following the conclusion of the interview, The Ministry of Applications will post to the original application thread their decision. If accepted, the applicant is then eligible to receive offers of vassalage from realm leaders. If the applicant is rejected following the interview the application is closed and they are welcome to apply again at a later date.

● Applicants receiving offers must then choose a liege and realm to join with. If the Applicant does not choose a liege and realm within 30 days, membership status is revoked and the applicant is removed from the whitelist.

In addition, a minimum age limit shall be imposed upon all applicants. All applicants must be at least 16 years of age to apply, unless referred to the community by a noble member, in which case the applicant must be at least 14 years of age.

The number of votes required for an application to progress to the voice interview stage shall be determined by the Minister of Applications. Any updates to the applicant voting threshold must be posted publicly in the forums before taking effect

2. <u>Annihilation of Ridiculous Icebergs (A.R.I.)</u>

- Any realm leader of rank baron or higher can submit a petition to the Ministry of Infrastructure to have the icebergs in the waters surrounding their lands removed. Included in this petition must be pictures of the icebergs from a map mod or dynmap, as well as a short description on why you want them removed (e.g. the rest of your lands are hot, its conflicting with lore, etc.). If the cold ocean/icebergs are next to multiple realms, all realm leaders must agree to whatever terms for the icebergs are decided (e.g. only deleting in front of some realms, deleting them all, etc.)
- The minister, upon verifying that the complaint is legitimate (e.g. icebergs next to a tundra probably make sense to be there, while next to a warm plains or desert they do not) can declare approval or deny the petition. If approved, an admin will use world edit to remove the icebergs.

3. <u>Candarion Games Gameplay Modifications</u>

- Admins are empowered to create unique/normally unobtainable items as prizes for the annual Candarion Games, as well as to use commands and command blocks to facilitate said games.

4. <u>Weather Control Law</u>

- The /weather commands are available to all members of the server.

5. <u>Lore Points</u>

- <u>Tech Limit</u>
  a. Do not attempt technology beyond the 1400/1500s. 1500 technology should be reserved for if your realm is very technologically advanced for the time

b. Any technology before this limit is fair game, go ham
- Ship Design
  a. Ship designs should be kept to the tech limit as much as possible
- Cannons
  a. Nobody has cannons/guns, as that would modify the medieval vibe we are attempting for the server
- Airships
  a. Airships are a no, as are other mobile floating structures
- Floating (in-air) Islands
  a. As long as it isn't mobile, these are fine
  b. Don't make them at world height, as you should be able to explain how people got resources up that high
  c. If you want a floating city, just make sure you can justify its existence with lore (i.e. can it be defeated)
- Candarion
  a. Candarion is the name of the region, not the planet
- Moons
  a. Candarion has one moon
- Underwater Realms
  a. No one has attempted as yet, but should be the same as a floating city (i.e. where did the resources come from, what do they eat, where does it come from, how can they be beaten in a fight, etc)
- Dimensions
  a. The Nether and End are non-canon

6. **Check-in Vote**
   A vote held in the second week of every month that has no legal consequences though allows a member to maintain their active status.

7. **Decorative Heads**

- Decorative heads will be made available via command blocks in a shop under spawn
- The heads available are as followed:

Apple	Bag of Money	Barrel Leaves	Bookshelves	Bread	Books
Beer	Cobblestone	Eggplant	Globe	Log (upright)	Melon
Sack of Flour	Stone Brick	Pumpkin	Wood (Arrow Right)	Wood (Arrow Left)	Tomato

Hourglass	Corn	Cabbage	Iron Ingots	Gold Ingots	Bag of Herbs
Cauldron	Helmet				

Appendix 1: Changelog

- Charter Amendment One: Voting periods (Emergency Vote, Submitted on Jan 17th, 2019; Passed with 21 votes in favor, 0 votes against, and one abstention)
- Applications Process Legislation [Created] (Submitted April 1st, 2019; Passed with 13 votes in favor, 0 against, 0 abstentions)
- Fast Travel System [Created] (Submitted April 15th 2019; Passed with 16 votes in favor, 1 against, 2 abstentions)
- Annihilation of Ridiculous Icebergs (A.R.I.) [Created] (Submitted on July 22nd, 2019; Passed with 14 votes in favor, 5 votes against, and 1 abstention)
- Amendment 9.H: Allow npc realm builds to count towards rank advancement (Submitted on September 23rd, 2019; Passed with 16 votes in favor, 0 votes against, and 0 abstentions)
- Criminal Trial Amendment: Cross-examination typo fix (Submitted on October 7th, 2019; Passed with 14 votes in favor, 0 votes against, and 0 abstentions)
- Amendment Defining Realms, Player States, Relinquishments and Eviction (Submitted October 14th, 2019; Passed with 14 votes in favor, 0 votes against, and 0 abstentions)
- Amendment to require discord membership (Submitted December 30th, 2019; Passed with 16 votes in favor, 1 against, and 0 abstentions)
- Application process clarification (Submitted December 30th, 2019; Passed with 14 votes in favor, 1 against, and 0 abstentions)
- Removal of Extra Vote Amendment (Submitted January 13th, 2020; Passed with 11 votes in favor, 1 against, and 3 abstentions)
- Shorten Non-Participation time to 2 months (Submitted February 11th, 2020; Passed with 10 votes in favor, 1 against, and 0 abstentions)
- Multiple Large Edits, new document is considered Charter 2.0, see Charter 1.0 for previous version.
- Bell recipe (Submitted March 30, 2020; Passed with 10 in favor, 5 against and 4 abstaining)
- Formalized lore points (Submitted April 27, 2020; Passed with 15 in favor, 0 against and 1 abstaining)

- Emerald ore recipe (Submitted June 15, 2020; Passed with 12 in favor, 0 against and 3 abstaining)
- Extend Non-Participation to 3 months (Submitted July 13, 2020; Passed with 16 in favor, 1 against and 3 abstaining)
- Check-in vote every month (Submitted July 13, 2020; Passed with 14 in favor, 1 against and 3 abstaining)

Appendix 2: Fast Travel Details

The FTP system is separated into three types of points. RC (Regional Connection), IC (Interregional Connection), and WRC (Within Realm Connection). Regional Connections can only connect to other FTPs within a similar region (defined as within 15 thousand blocks, longer connections can be allowed if there are no shorter distance points available, up to the discretion of the Ministry of Infrastructure) Interregional Connections can connect to any FTP as long as there is a sufficient physical way for the boat or caravan to get there, and Within Realm Connections can only connect to FTPs within the same realm

Definitions

Fast Travel Point (FTP): A designated area that provides a safe area for players and their horses to leave and enter a realm/location using the FTP system. The area is either an RTH or ITH and is either ship-based, caravan-based, or a combination of the two.

John Cena'd: The act of being killed by a mob upon arriving at a poorly designed FTP location.

Realm Hub: The main hub of the realm, from which their RCs and ICs connect to other realms.

WRC Point: A ftp within a realm that connects to other WRCs or to the Realm Hub

Common Requirements

- The FTP location must have a safe landing and take-off area for each connection. To make it safer for horses, the actual landing/take-off area for a ship-based connection will not reside on the ship itself but on the dock or a nearby unobstructed location

- The landing area must be at least three-by-three full blocks (half-slabs have been known to cause issues with landing) and must be well lit to prevent the player from being John Cena'd when they travel to a location
- Each connection must have its own boat/caravan (i.e. If you want five connections, you need a boat/caravan on either side of each connection)
- Each connection must be well labelled with both a sign and (optionally) a banner for the target location
- All requirements will be verified by the Ministry of Infrastructure

RC/WRC Hub Requirements

For a location to qualify as a Realm Hub with RC or WRC, the location must meet the following requirements

- The Realm must have a developed settlement of at least fifteen builds from which the FTP location is to be based
- A market/trading area of at least five merchants
- Either one ship greater than or equal to twenty blocks in length, or one caravan of at least four carts that are greater than or equal to five blocks in length

IC Hub Requirements

For a location to qualify as a Realm Hub with IC, the location must meet the following requirements

- The Realm must have a developed settlement of at least thirty builds from which the FTP location is to be based and at least two other settlements combining to a grand-total of fifty-five builds; the settlements must all be connected by some kind of road/river infrastructure (i.e. an over-land road or canal system) to contribute to the total count
- A market/trading area of at least ten merchants
- Either four ships that are greater than or equal to twenty blocks in length, or four caravans consisting of at least four carts each that are greater than or equal to five blocks in length

Exceptions

In the event that a realm has no potential connections because all viable options are saturated, then the Infrastructure Ministry may grant an exception to increase the capacity

at the nearest saturated FTP location. This is so that no realm is completely blocked from having an FTP location because of the number of connections their neighbours have. Any exception made by the Infrastructure Ministry may be challenged and a vote called to determine if the exception is acceptable.

Notes

Strictly speaking, there are no nether line requirements nor are there any foreign presence requirements, though it is encouraged to have both as it does make your realm look awesome and who doesn't want an awesome looking realm?

How to Request a New an FTP location

- Make sure your realm and area actually meet the requirements for the FTP you want
- Post the following in the "FTP Location Requests" sub-forum of the "Minister of Infrastructure" forum:
    - Name and location of the FTP location
    - Type of FTP location (Realm Hub or WRC)
    - Provide evidence that you meet the requirements: screenshots, building counts, etc.
    - Specify the settlements that are to be counted toward the building count
- When you earn more connections or wish to change connections, work with potential connections and the Ministry of Infrastructure.

Appendix 3: Custom Recipes

Clay Recipe: 8 dirt and one Slime Ball for the creation of 8 clay balls
Smooth Stone Recipe: Smelt one Stone into one Smoothstone
Chainmail Recipe: Create Chainmail from Iron Nuggets in the standard iron crafting patterns
Chorus Plant Recipe: Create one Chorus Plant from 4 chorus fruits
Emerald Ore Recipe: Create one emerald ore from 4 emeralds and 1 stone
Bell Recipe: Create one bell from 4 cobblestone walls, 1 stick and 1 gold ingot