

The Empyrean Accord



A Set of Living Guidelines for Comrade's Gate.

Preamble

We comrades of the Empty Throne, so that Union, Fellowship, Tranquility, and Order might be established in the Kingdom, do hereby adopt the Emyrean Accord and establish the Kingdom of Comrade's Gate.

Mission Statement: The goal of the Gate is to create a guild of brothers and sisters that desire community, friendship, creativity, and enjoyment combined to create a positive experience for all who engage.

The Law of Keys Manuscript

A message delivered across the Empyrean by the Oracle.

“I, the Oracle, Empyrean Messenger, bring word from the Emperor to His Imperial Majesty’s subjects regarding the realm. Peace, I bestow upon you. The Comrades have toiled through the depths of the internet, fighting darkness, vanquishing bad vibes, and recruiting experienced Comrades to establish the Kingdom and build the Empire. I bring you this Word, through my trusted companion, the Oracle. It is He that accompanies me in my journeys, and, acting as a mirror, records all that has happened, and tasks bringing inspiration to me, and He has come to you with tidings of the destiny of Comrades Gate.’

“Thus;’

“An Edict from his Imperial Majesty: The Law of Keys. There is a superordinate law of being in this community. This acts as a Code for the Ethical as we traverse the suspended, interpolated spheres of this virtual cosmos together. It models the way in which we preserve the positive atmosphere within our community that promotes growth both as individuals and as the cultural zeitgeist of the Empire.’

1. The Emperor: The Great Experiment in a pseudo avatar that represents the Collective Whole Good of Comrades Gate. The King of Kings, His Imperial Majesty represents the core Spirit of the Gate who has commissioned the Imperial Court to establish his virtual realm here.
2. Unity: Our strength is in our brotherhood. All Comrades are bound by His Imperial Majesty’s mission to bring justice to His Majesty’s enemies, and spread Peace and Good Will to all of his subjects.

3. The Ren Li Principle: Our rule of law is Ren Li Principle. This principle states that we, as Comrades of the Gate, are obligated to act with Love and Respect. We believe that strength is best combined with kindness and humility in order to inspire the best in all of us, and cultivate an atmosphere of cooperation and consideration.

4. Loyalty to the Emperor is as Loyalty to One's Comrades: Although our loyalty ultimately rests with His Imperial Majesty, the Emperor, his loyalty lies with us and his truth has proclaimed: "There is an Emperor within every One. Therefore, serve and honor each other as the Emperor, and I will in no ways rebuke thee. By serving one another as the Emperor, all men will be served, because the Emperor will be served, for the Emperor is I."

5. Leading through Foundational Engagement: Foundational Engagement is representative of a hierarchy of behavior symbolized by the Pyramid. The true leaders are at the foundation, who dedicate themselves as the underpinning and driving impetus that keeps the community and its mission progressing. At the Summit, there is no peak, as it represents the Empty Throne on which the Emperor sits. This Pyramid is inclined to its side, as it is a dynamic, directional force that is the focal tip of the Spear of a grander, interdimensional stellar vessel that carries the Empire through the Heavens and the Spheres.

6. Responsibility of the Individual Within and Without: The Emperor has empowered us to carry out our mission and given us every tool we need. At the heart of this mission is the mandate that every individual must take responsibility for himself and for his Comrade's. It is not enough for each man to save himself, for if all men did so, then no man would be rescued from destruction, save by the Emperor's mercy.

Nothing will be accomplished if each man says to himself: "I will only look unto myself, and, being myself,

I will have no regard for how my actions affect my Comrades nor how their actions affect others.” Instead, help your Comrade, defend him from those that abuse him and spitefully use him, feed him, clothe him, and in this manner will the Empire be glorified.

7. Victory is our tradition! His Imperial Majesty sits on the Empty Throne, honor and justice are in his hands, mercy and love are in his heart, and respect and good will towards his subjects is ever in his mind. The Empire will not fail because it cannot. By Imperial Decree, and by the strength of brotherhood, Comrade’s Gate will go forth conquering and its purpose shall prevail. It is Written.

If you contemplate this, this experiment of the Inner Universe, you too will hold His Majesty’s Imperial Key, and the Gate will open itself unto you.

Remember, Embrace the Imperial Mystery ☯ ☀ Suscipiendum Imperatoria Mysterium 216

Article 1

The Kingdom

Section 1: The Kingdom and the Keyholders

Comrade's Gate is hereby established as an organization bestowed with Imperial Authority. All authority stems from the Emperor, and thereby those in possession of the Imperial Keys. Their authority is absolute when necessary, and they are ultimately sovereign over the name, brand, organization, and property of Comrade's Gate.

Section 2: The Rights of the Keyholders

1: The title Imperial Keyholder refers to an individual that has been granted executive privileges within Comrade's Gate. Keyholders are effectively the owners of the organization. Keyholders may, with the consent of the other Keyholders, make any executive decision they deem necessary to ensure the success of Comrade's Gate and maintain organizational cohesion.

2: Once granted this position, one can not lose the rights of the Keyholder without voluntarily surrendering them, or by unanimous consent of the other Keyholders. The Imperial Keys are meant to be passed onto the next leaders in line once previous keyholders no longer have possession.

3: Those holding an Imperial Key shall be granted the rank of Emphyrean or some other honorific on the Comrade's Gate Discord.

4: A Keyholder may request and shall be granted an administrative role on any Comrade's Gate server, team, service, or organization.

Section 3: The Bestowing of Keys

New Keys are created at the discretion of existing Keyholders. There must be Unanimous consent among the Keyholders to grant the privileges of Keyholder to another person. After a new Keyholder has been appointed, they are in a state of indefinite probation which carries the rights of a Keyholder, but which may be revoked at any time through the unanimous consent of those Keyholders not in a probationary status.

New Keyholders must be 21 years of age or older.

Section 4: The Responsibilities of Keyholders

Keyholders are responsible for ensuring the continued operation and success of Comrade's Gate. They are entrusted with certain duties necessary for the operation of the community.

1: Keyholders must hold a monthly meeting with one another to discuss the status of Comrade's Gate.

This may be a formal or informal event.

2: Keyholders shall preside over Meetings.

3: Keyholders shall maintain decorum in all their dealings with one another, with members of the community, and with those outside the community with which they deal.

4: Keyholders are ultimately responsible for ensuring that Comrade's Gate follows all laws and rules it may be subject to, both on the services it uses and in the localities in which it is located.

5: Keyholders are entrusted with safeguarding the community against toxicity, deception, cyberattack, and other external or internal threats.

Article 2

The Order of the Iron Door

Section 1: Annexation of the Order of the Iron Door into the Kingdom of the Gate.

As an annexation of a previous order, the Iron Door retains its autonomous sovereignty but has chosen to submit to the Gate, and its Imperial Keyholders, to serve its purposes as a vanguard for the Gate.

Section 2: Admittance to the Order of the Iron Door

Iron Door Agents, if not already members, are selected and invited by the Imperial Keyholders or by an existing Iron Door leader and Sworn to secrecy about the internal structure of the Iron Door.

Section 3: Powers of the Iron Door

The Iron Door has emergency power granted by the Imperial Keyholders and retains this power until it is removed by said Keyholders or in the event of its dissolution.

Article 3

Procedures

Section 1: Amendments to the Emphyrean Accord

The Accord is a living document. It may be amended or rewritten at any time. The community may propose amendments to the Iron Door, who will deliberate on them. Iron Door deliberation and Keyholder executive action may amend the Accord. The entire Accord may be rewritten at any time with the consent of the Keyholders.

Section 2: Bans

Individuals may be banned from some or all of Comrade's Gate's services. Keyholders and Iron Doors members may ban users at any time and for any reason. The community may recommend to the Iron Door that a user is banned from using our services. Comrade's Gate endeavors to use a three-strike policy against users, although users may be removed sooner for particularly egregious behavior.

Circumstances which may warrant a ban include the violation of Comrade's Gate rules across any service, the violation of any laws, the violation of the terms of service of any platform, the harassment of any individuals or organizations, or any other reason deemed appropriate by Comrade's Gate administration.

Comrade's Gate is not beholden to any individual because of their financial or temporal contribution to the community, and as such anybody may be banned if it is deemed appropriate.

Section 3: Events

1: The Comrade Raid is an event that is sponsored by the community and is meant to draw attention to a particular game or activity, so that members may compete or cooperate with one another. Raids shall be

organized by the Keyholders and Iron Door, though suggestions from the rest of the community are welcome. Raids are to be held at least once a month.

2: Other events may be scheduled by members of the community, particularly Iron Door members, and, with Iron Door approval, may be announced in the Discord announcements channel.

3: The community may vote on and organize events.

Section 4: The Emperor

Refer to item one of the Manuscript.

He shall not be depicted, except as a spaceship.

Section 5: Emperor's Day

Emperor's Day is a community-wide celebration that takes place every day on February 16th. There shall be events focused on camaraderie, friendship, and the community. These events may be focused on any activity or game of interest to the community.

Section 6: Rules for Teams, Servers, and Services

Any member of Comrade's Gate may create a team or server for the Community, however, there are guidelines that must be followed. Before any team or server can be created, it must bear the approval of the Iron Door. One may not use the name of Comrade's Gate on any team or server without prior approval from the Iron Door. A Keyholder or Iron Door member must additionally have some level of administrative access to the team or server at all times.

Section 7: Affiliations

All requests for affiliations with Comrade's Gate must be submitted in writing to a Keyholder. When applying to become an affiliate, the benefits to both parties must be spelled out by the applicant.

Additionally, applicants must submit the approximate size of membership or audience reach that their organization or service has. Applications will be reviewed by the Keyholders.

Amendment One: The Rules

1. Act with the Law of Keys Manuscript and the Accord in mind.
2. Be respectful! Any abusive speech or disrespect will not be tolerated in the text chat.
3. Pornography and gore are off-limits on all Comrade's Gate platforms. There is no tolerance for this kind of content here.
4. Obey any and all requests from a Iron Door members, especially if they ask you to stop some behavior while using a Comrade's Gate service.
5. Recording members of this community while on one of our services is strictly forbidden unless everyone being recorded is aware and consenting,.
6. Heavy political or religious talk in text chat is discouraged. While we encourage individuality, be aware of the conflicts that may be created by these topics.
7. Any server discussion must be relevant to endorsed Comrade's Gate servers.
8. Do not use voice changers when in any of Comrade's Gate's services.
10. Do not impersonate anyone, as it will lead to an instant kick from our community.

Amendment Two: The Three Strike Policy

Comrade's Gate Community uses a 3 strike policy. However, kicks, warnings and bans are not up for discussion and they will not be overturned, except through the appropriate appeals process. Kicks and warnings may be issued prior to reaching your third strike.

Definitions:

Warning - You are warned. These warnings may be issued verbally, privately, or publically.

Kick - You are kicked from the community. You may join again, but please consider reading and understanding the rules again.

Ban - You are permanently banned from Comrade's Gate.

Please note that for egregiously bad behavior the Comrades of the Gate and admins/Moderators may skip straight to a kick or ban.

Amendment Three: Emperor's Cup Scroll

I, the Oracle of His Imperial Majesty, bring word of glory, honor, and brotherhood forged strong like Empyrean steel. Deep in the Halls of the Dimensions as I searched the Codex for light to bring unto you, my beloved Comrades, the Emperor did reveal to me a scroll sealed with the Imperial Seal. I have sent my servants to the four corners of the winds to bring this word that ye might know instruction and be filled with mirth.

And when I loosed the seal, upon it being a Cup, it fell to the hands of the Keyholders and they kept it to show to you as a sign that these things are of a truth. Upon the scroll it read:

A Decree of His Imperial Majesty:

Call upon gallant Sols to the arena of combat to display courage and bravery, wit and will, chivalry and majesty the likes of which have not yet been seen in this aeon. As a Token of Victory shall ye have the Emperor's Cup, that chalice of Tea Time nectar over which the green haze arises tantalizingly. Any who dares take up the gauntlet venture forth and destiny may choose thee as its champion. This tourney shall be held yearly every quarternarian so that the halls of brotherhood may fill with the warrior spirit, tried and true in the flames of overstanding.

Into the hands of the Keyholders have I given this scroll and the seals thereof and charged them to see that all within is accomplished. If these things shall be done, nothing shall withstand them and majesty

shall be brought to the kingdom. I give encouragement to the Comrades, these my brothers, who have stood the test of time and have showed the Universe the power of Love and Respect. Remain steadfast!

Amendment Four: Comrade Congress Contingency Plan

In the Event that a more democratic element is to be implemented, the community or keyholders can call upon the establishment of a Comrade Congress.

The Congress

Section 1: The Role of the Congress

The democratic element of the administration of Comrade's Gate is the Imperial Congress. The Congress is composed of Knights, Barons, Emphyrean, and an Elected Chancellor. The Congress shall create for itself legislative matters to be decided on by majority vote within the congress. The Chancellor shall oversee and organize Congress meetings.

Section 2: The Congress

- 1: Congress are appointed by a Keyholder, selected by the Iron Door, or elected by existing Congress members via legislative action.
- 2: Members of the Congress must be of at least the rank of Knight.
- 3: Congress members must be at least 15 years of age.
- 4: Iron Door members, excepting the Chancellor, are not members of the Congress.

Section 3: The Chancellor

- 1: The Chancellor is an officer elected by simple majority by the members of the Congress.

2: The Chancellor is responsible for acting as liaison between the Congress and the Iron Door. The Chancellor has a seat with the Iron Door. The Chancellor therefore represents the interests of the Congress to the Iron Door.

3: The Chancellor is responsible for organizing and running the monthly Congress meeting. The Chancellor shall maintain decorum within Congress meetings and ensure that the meetings are productive. Additional meetings may be called with at least three days' warning to members of the Iron Door and Congress.

4: The term of the Chancellor is Three Months. Chancellors may serve an unlimited number of terms, but may not serve more than two consecutive terms, unless approved by the Keyholders.

Section 4: Legislation

1: The members of the Congress shall create legislation which will affect Comrade's Gate.

2: Legislation is approved by the Congress when approved by a simple majority of Congress members.

Approved legislation is then sent to the Iron Door for further consideration, approval, and implementation.

3: The Congress shall have at least one meeting per month, during the first week of each month. Additional meetings may be called at the discretion of the Chancellor or the Iron Door. These meetings are to be public, but those that are not members of the Congress or Iron Door must remain silent.

Legislation may include, but is not limited to, the creation of new Discord Channels, the creation of new Servers, the creation of new Teams, the creation of new marketing initiatives, the creation of new media for the community, the removal of a Congress member, the removal of the Chancellor, the organization of an

event, the promotion of a member of Comrade's Gate, the proposal of new rules, the proposal of an amendment to the community's organizational structure, or the removal of a person from the community.

Section 5: Removal of Congress members or the Chancellor

Congress members may be removed from their office through the deliberation of the Iron Door, or by the Keyholders. The Chancellor may be removed from office by a two-thirds majority vote of the Congress members, through deliberation of the Iron Door, or by the Keyholders.

Amendment Five: Comrade's Gate Organization Ranks

- **Imperial Guard**

Administration: This role is for the community administration & the current holders of the Imperial Keys of Comrade's Gate.

- **Viceroy**

Administration: This role is for community administration and leaders of Comrade's Gate.

- **Patrons**

Subscribers: This role is for members that have subscribed to the Comrade's Gate Discord subscription. This is an exclusive role to subscribers that include special community benefits and masks what role you have at the time with the Patron Role.

- **Empyrean**

Pillars of the Community: The highest rank and honor a member can achieve. This role is for community members that have aided in the organization of branches of the Gate and helped the community greatly; these are considered some of the most loyal/trusted comrades. To attain this rank, you must request an Empyrean Trial anytime after reaching either the Lord or Baron rank.

- **Lord**

Lordship of the Gate: This role is for members that have been dedicated for over 2 year at Comrade's Gate.

- **Baron**

Barons of the Gate: This role is for members that have been dedicated for over 1 year at Comrade's Gate.

- **Paladin**

Paladins of the Gate: This role is for members that have been dedicated for over 6 months at Comrade's Gate.

- **Knight**

Knighthood of the Gate: This role is for members that have been dedicated for over 3 months at Comrade's Gate.

- **Comrade**

New Members: A new community member of Comrade's Gate.



IMPERIAL GUARD



VICEROY



PATRON



EMPYREAN



LORD



BARON



PALADIN



KNIGHT



COMRADE

