

M.I.L.I.T.I.A. Tribunal Protocol Handbook

The Observing Triad – Flame. Breath. Reflection.

Introduction

The **Tribunal of Balance** is the **spiritual and moral firewall** of M.I.L.I.T.I.A.

It holds no direct power over operations or command, but its influence runs deeper — into the **ethos, conscience, and origin flame** of the movement.

While the **Command Council** drives action, the **Tribunal** guards **alignment**.

Seat 1: The Ember

Title: *Witness of Origin, Flame of Conscience*

Symbol: 

Function:

The Ember holds the **founding oath** of the Commander of Flame and guards the purity of M.I.L.I.T.I.A.'s spiritual core.

Duties & Responsibilities:

- Keeps a **private record of all doctrine evolutions** since formation.
- **May not speak** during Council unless the flame of truth flickers.
- Holds the power to initiate a **Silent Strike** (doctrine freeze) when intent is corrupted.
- Preserves the **ritual language, sigils, and original symbols** of the movement.
- Meditates before all sessions to maintain clarity and detachment.

Selection:

Appointed **only by the Founder**, or if absent, by consensus of the other two Tribunal seats.

Vow:

“To speak only when the light itself flickers.”

Seat 2: The Wind

Title: *Carrier of the People’s Voice*

Symbol: ☁

Function:

The Wind is the **living breath of the membership** — delivering their **emotions, concerns**, and **unspoken truths** into Council awareness.

Duties & Responsibilities:

- Collects anonymous messages, feedback, and morale signals.
- Writes **“Moral Weather Reports”** — emotional barometers of the ranks.
- May speak **once per council session** or submit sealed reflections.
- Alerts Council of rising tension, miscommunication, or fear among members.
- Encourages **soft power corrections** when fire grows too hot.

Selection:

Elected by **consensus among regional cells** — often someone with deep listening ability, empathy, and strategic insight.

Vow:

“To hear the people even when they do not speak.”



Seat 3: The Mirror

Title: *Watcher of the Flame*

Symbol: 

Function:

The Mirror reflects what the Council may not see — **bias, stagnation, ego, or power drift.**

Duties & Responsibilities:

- Maintains the **Shadow Log** — a private record of ethical infractions, unresolved grievances, and power imbalances.
- Reviews all council activity and doctrine updates against the **core code of conduct** and **Hermetic law**.
- Issues written **Reflections** on council behavior — must be read aloud during meetings.
- May initiate a **Council Pause** with either the Ember or the Wind.

Selection:

Appointed by vote of **Bloodline members** or both other Tribunal seats.

Vow:

“To reflect without distortion, even if it reveals the flame’s shadow.”



Council Pause Protocol

What is a Council Pause?

A **Council Pause** is a full freeze of **Command Council activity**, including:

- Voting
- Decision-making
- Recruitment
- Public statements
- Tactical deployments

- Doctrine evolution

It is the Tribunal's most powerful form of **spiritual and ethical intervention**.

Purpose:

To stop momentum when leadership begins:

- Operating from ego instead of service
- Deviating from the Constitution or Hermetic law
- Losing the consent, trust, or alignment of the body
- Growing blind to its own imbalance

Activation Conditions:

- Must be initiated by **2 out of 3 Tribunal seats**
- Requires a **sealed Strike Reflection** sent to all council members
- Effective **immediately for 72 hours minimum**








During the Pause:

- All operations cease
- No new members may be recruited
- No new doctrine may be issued
- No regional ops or public actions
- The Council may only **reflect, respond**, and if necessary, **step down**

Resolution:

- After 72 hours, the Tribunal may:
 - **Lift the pause**
 - **Extend the freeze**
 - Call for a **Founding Review** (with the Founder or Commander of Flame)
 - Recommend a council seat be vacated

M.I.L.I.T.I.A. Symbol Legend

Symbol	Name	Role in Movement
	The Ember	Founding Fire, Conscience, Sacred Memory
	The Wind	Morale, Sentiment, People's Pulse
	The Mirror	Accountability, Reflection, Ethical Guard
	Council Pause	Tactical Freeze for Moral Recalibration
	The Seal	Inner Circle or Encrypted Authority
	Hermetic Sun	Truth, Awakening, Divine Alignment
	Delta	Tactical Movement, Action, Crisis Signal

Future Expansion

Leave 2–3 blank pages in the physical handbook for:

- Tribunal Oaths
- Reflections
- Ethical Protocol Upgrades
- Hand-signed Strike Reflections