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1 Membership and Council

1.1 Membership

- (1) Only Hermetic Magi are eligible as a member.
- (2) Membership is exclusive; a prospective Member may not hold office or be member in a second Covenant.
- (3) Hermetic Oath
- (4) A Member has to swear to Oath of the Covenant, witnessed by the Princeps and at least half of the residing members.
- (5) A prospective member has to be accepted by the Princeps and the majority of members of the Covenant.
- (6) Seniority: A member is another member's senior, if he belongs to the Covenant at a longer time. If both Magi entered the Covenant at the same time, the Hermetic Age is used to calculate the seniority. If both have the

same Hermetic Age, seniority will be based on a certamen duel: the winner of two out of three duels, held over the course of a week, is considered to be the senior. Membership is only given after the seniority disputes are solved. (umformulieren) The Princeps is automatically given first rank in Seniority.

- (7) Should a member not appear at the Covenant for ten years, and not give notice of his whereabouts, said member will be presumed dead and his membership will immediately expire.
- (8) A member may be expelled for the Covenant, thus ending his membership instantly, by an unanimous vote of a Council Meeting. The to be expelled member does not have a vote in this decision.

1.2 Mundanes

- (1) Covernfolk are all mundanes living within the boundaries of the Covenant and all mundanes who are in service of either the Covenant or one of the members of the Covenant.
- (2)

1.3 Guests

- (1) In accordance with the long-standing and fine tradition of hospitality, any Hermetic Magus of good standing may apply for a guest stay at the Covenant. Upon being accepted by the Princeps, he may stay a maximum of seven years. The Covenant may not ask him to leave before three years have expired.
- (2) A Guest Member shall pay the Covenant, per year of stay, a fee of five pawns Vis, of which at least two have to be Techniques or Corpus Vis. Alternatively, he may undergo a season of Covenant Work. The Princeps decides what shall constitute suitable Covenant Work.
- (3) The Guest Member agrees that any lab texts or books produced by him during the guest stay may be copied and kept in the Covenant library. Upon request he must provide legible lab texts within one year. This does not automatically count as Covenant Work, but may be declared as such by the Princeps.
- (4) Guest members have the right to attend and speak at Council Meetings.
- (5) Guest members have no voting rights at Council Meetings.
- (6) A Guest member has to leave a Council Meeting immediately if one or more Members of the Covenant ask to.

1.4 Council Meetings

- (1) A simple vote is a decision made by a Council Meeting with a simple majority.
- (2) Every member has the undeniable and untradeable right of calling, attending and speaking at a Council Meeting.
- (3) Every Member of the Covenant has exactly one vote.
- (4) For any vote, in case of a tie, the Princeps' vote decides.
- (5) Mundanes in an official position (see 2.2) may call, attend and speak at any and all Council Meetings. They do not have a vote.
- (6) A simple majority decides a subject, if not stated otherwise in this Charter.
- (7) All members shall treat the decisions of the Council Meeting as their own.
- (8) No decision made at the Council may be challenged, circumvented, dodged or skipped using any means, in particular not using Certamen.
- (9) Certamen or any other means may not be used to influence the voting or vetorights of any member.
- (10) Once a year, all Members of the Covenant and all incumbents of official positions, shall meet and discuss the ongoings of the Covenant and all matters stated in this Charter. This yearly obligatory Council Meeting is set at the Winter Solace, coinciding with the casting of the Aegis of the Hearth, should this be the case (???). Also, the distribution of Vis (see 3.2, (2)) is to be held at this Council Meeting.

2 Structures and Duties

2.1 Rights and Duties of all Members of the Covenant

2.1.1 Rights of a Member

- (1) Each Member is entitled to food and lodge, as well as room and materials necessary for the creation and functioning of a hermetic laboratory.
- (2) Any acquisitions that the Covenant is asked to pay for that go beyond the normal purchases of a magus, require the expressed approval of a Council Meeting and the Autocrator.
- (3) Each Member shall be entitled to a personal shield grog, who is required to accompany and protect the member. The Grog Captain is responsible for the carrying out of this right. The Member shall not unnecessarily endanger the life and health of his shield grog.

- (4) Each Member is entitled to full and free access to any and all non-depleting magical resources of the Covenant. This expressively does not cover Vis. In case of a conflict in usage of resources, the more senior Magus will have precedence.
- (5) Each member has the right to some of the Covenant's yearly Vis gains, as described in 3.2, (2).
- (6) None of the rights of a Member are transferable or extendable to any other persons by any means.

2.1.2 Duties of a Member

- (1) Certamen or any other means may not be used to challenge, circumvent, influence or dodge one's duties as laid forth in this Charter.
- (2) Every Member of the Covenant is required to spend one season of covenant work every two years (??). At the request of the Princeps, a simple vote at the beginning of the year may lift all members of this burden for that specific year.
- (3) The Princeps may lift any Member of the Covenant but himself of covenant work, if he sees need to it.
- (4) Every Member of the Covenant is held to spend his season of Covenant work in way that makes best use of his skills and best supports the covenant. It is the choice of the Member how he spends his season of Covenant work.
- (5) If the Princeps feels that some Member of the Covenant spends his season of Covenant work in an inappropriate way, he may propose another way and call upon a simple vote to do so. The Member of the Covenant in question is excluded from this simple vote.
- (6) In times of trouble, the Princeps may call for an extra season of Covenant Work. Should he do so, he decides upon the kind of Covenant Work that is done by each members, and a simple vote excluding the Princeps decides about his kind of Covenant work (??). He may do so only once in five years, except if a single vote favours it.
- (7) Magical resources of the Covenant, including hermetic and mundane books, may not be lent, sold, given away or copied without the expressed approval of a Council Meeting.

2.2 Positions in the Covenant

- (1) There will be the following positions in the Covenant:
 - Princeps
 - Defender of the Covenant

- Autocrator
 - Guard Captain
- (2) In addition, the Princeps may at any time appoint for a term he sees fit, one or more of the following three delegates:
- Nobility Delegate
 - Church Delegate
 - Faerie Delegate
- (3) No person shall hold more than one office listed in (1) at the same time.
- (4) The incumbents of the position of Princeps and Defender of the Covenant shall only be open to a Gifted person.
- (5) The incumbents of the position of the Autocrator and Guard Captain shall only be open to an unGifted person.
- (6) All positions are held for lifetime. Final Twilight, temporary possession, insanity, loss of membership or death end the incumbency.
- (7) An incumbent of any position must name a deputy for his position, who will take over the duties should the incumbent be absent.
- (8) The deputy shall succeed the incumbent in office, unless a simple majority at a Council Meeting can find a different prospective incumbent. (Umformulieren)
- (9) An incumbent of any position listed under (1) may retire giving a year's notice. The Princeps may shorten or lengthen the notice to a minimum of a month and maximum of two years.

2.3 Duties of the Official Positions

2.3.1 Duties of the Princeps

- (1) The Princeps hermetically governs the Covenant. He represents the Covenant before the Order of Hermes, in particular Tribunal Meetings. He is responsible of translating Tribunal Decisions into action and supervises the keeping of the Hermetic Oath. He is responsible for a fully functioning Covenant, joint with the Autocrator. (govern joint?)
- (2) Should any member infringe on their duties or the Charter, it is his right to set punishments accordingly.
- (3) The Princeps is to allocate necessary resources, and, if necessary, the weight of his position to the cause of any of the Delegates he has appointed, should there be a need to do so. The amount of allocated resources is proposed by the Treasurer and then decided upon by a simple vote. If there are disjoint opinions in the Covenant about whether there is a need or not, a simple vote decides. This vote is to be held within a week.

- (4) The Princes shall react to any threat to the Covenant by either deciding it a direct aggression and entrusting it to the Defender of the Covenant or deciding it a political issue and develop a response on his own or entrusting the relevant Delegate (or appoint one) to come up with a response. He shall decide so within a week of the occurrence of the threat. If there are disjoint opinions among the mages of the Covenant about whether something poses a threat or not, a simple vote held within a week decides.

2.3.2 Duties of the Defender of the Covenant

- (1) The Defender of the Covenant is responsible for the magical defenses of the Covenant. He is responsible for the martial abilities of the Covenant, joint with the Captain of the Guards.
- (2) It is his duty to see that the punishments set by the Princes under the rights of 2.3.1, (2) are executed.
- (3) The Defender of the Covenant shall react to any direct aggression by elaborating a reaction to it within a week, if called upon by the Princes to do so. He shall then present this reaction to either the Princes or a simple vote for approval. It is the choice of the Defender of the Covenant which kind of approval he seeks.
- (4) In times of war, the Defender of the Covenant has full command over the mundane and magical resources of the Covenant used in its defence without first needing to consult the Council. The time of war can be called by the Princes or the Council.

2.3.3 Duties of the Autocrator

- (1) The Autocrator is responsible for the mundane governing of the Covenant. He is responsible for the accomodation and victuals of all people belonging to the Covenant. He is personally responsible for the functionality of the nonfighting Covenfolk.
- (2) The Autocrator is to refer to the Princes.
- (3)
- (4) At the end of each year, the Autocrator is to issue a report about the development of the income and treasury as well as the non-martial covenfolk in this year and present it to the Princes. This report is open to any Member of the Covenant, though they are not obligated to read it, as the Princes is.

2.3.4 Duties of the Guard Captain

- (1) The Guard Captain is responsible for the mundane defenses of the Covenant.

- (2) The Guard Captain is to refer to the Defender of the Covenant.
- (3) The Guard Captain is to organize the fighters of the Covenant. He is personally responsible for the operational readiness of the fighters, as for the state of their equipment.
- (4) At the end of each year, the Captain of the Guard is to issue a report about the state of defense and the development of the martial covenfolk in this year and present it to the Defender of the Covenant. This report is open to any Member of the Covenant, though they are not obligated to read it, as the Defender of the Covenant is.

2.3.5 Duties of the Delegates

- (1) The Delegates main function is to keep the Covenant on good terms with the respective groups in the vicinity of the Covenant. They are to report any threats to the covenant that may occur from their respective group. If being called upon by the Princes to settle an issue for a group, the respective Delegate shall work out a response and present it to the Members of the Covenant or to the Princes for approval within a week. It is the Delegates choice of whom he seeks approval for his response.
- (2) The respective group for the Faeire Delegate are the faeries. The respective group for the Church Delegate is the church. The respective group for the Nobility Delegate is the nobility.
- (3) The Delegates are to issue a report about the relationship with their respective groups at the end of year and present it to the Princes. This report is open to any Member of the Covenant, though they are not obligated to read it, as the Princes is.
- (4) The Delegates are to adhere to the Code of Hermes and the Peripheral Code in their dealing with their respective group.

3 Covenant Resources

3.1 Mundane Resources

- (1) Mundane resources are gathered by the Covenant, any excess profits are stored in the Treasury.
- (2) The Autocrator is responsible to ensure a yearly profit for the ongoing Covenant works. If it is foreseeable that the Covenant will incur a loss in a year, the Autocrator is to notify the Princes and jointly decide on a course of action.
- (3) The Covenant claims any and all wealth and enterprises found using expenses of the Covenant for its Treasury.

3.2 Magical Resources

- (1) The Covenant claims any and all unclaimed and uncontested Vis findings and sources for itself. In the case of Vis findings, art by art, half of the Vis shall remain with the finders. In the case of a newly found Vis source, the yield of the first year shall remain with the finders.
- (2) Each year, during the annual Council Meeting, the total Vis gathered by the Covenant for the year shall be counted. First, Vis necessary for the casting of the Aegis of the Hearth is set aside. Then, art by art, half of the remaining vis is set aside for the Covenant Treasury. Of the remaining half, if there are at least as many pawns vis as members, each member can take one pawn into his personal possession, in order of seniority. This process is then repeated as long as there at least one pawn vis for each member left. Any remaining pawns go into the Covenant Treasury.
- (3) The Covenant claims any and all magical items of any type that are found using Covenant resources for its Treasury.

4 Charter Issues

4.1 Changes to the Charter

- (1) Changing the Charter requires an unanimous vote.
- (2) The changed Charter has to be submitted to, and approved by, the Tribunal's Senior Quaesitor at the next Tribunal.

4.2 Breaches of the Charter

(kann weggelassen werden?)

1 The Defender of the Covenant may, at the end of the year, present evidence that proves a certain Member of the Covenant to have breached the charter. He will propose a punishment, which is then decided upon by a simple vote. The Princeps may veto a punishment that he considers to evidently lack evidence. The accused Member of the Covenant is not excluded from the vote on his punishment and shall thus get a chance to admit his failure.

2 In Case of the Princeps being accused of a breach of the charter, the punishment requires three quarters of the Members of the Covenant to be approved. Furthermore, the Princeps is excluded from this vote.