

The Tenets of the Earth Coalition, Defenders of the Earth

The Laws and Strictures of the Earth Coalition apply to all common people and any others who find themselves under the authority of the Coalition. The Coalition recognizes the ascendancy and superior wisdom of the nobility and the noble prerogative to control the evils of Chaos and Undeath.

I. Regulate the Casting of Earth Magics

- i. All who cast Earth magics of the Fourth circle or above must have the sanction of the Earth Coalition to prevent them from harming themselves or others.
- ii. The Coalition will require any who demonstrate capability of casting such magics to turn over their spell books, magical components, tomes, and scrolls to the Coalition. A book of magics below the fourth circle will be provided in return.
- iii. Those who violate this stricture will be Denounced. Those who will fully resist this stricture declare themselves Enemies of the Coalition.

II. Forbid the Casting of Chaos Magics

- i. No spell caster may turn a spell to Chaos and cast it.
- ii. No individual may aid or fail to bring to justice any who turn a spell to Chaos.
- iii. Any willing casters of Chaos or individuals found aiding or abetting casters of Chaos declare themselves as Abominations by their actions.
- iv. Any unwilling or unwitting casters of Chaos who do not present themselves for justice declare themselves Enemies of the Coalition.

III. Abominate Undeath in all its Forms

- i. Undead shall not be suffered to exist. Failure to resist the existence of a Creature of Undeath brands one an Enemy of the Coalition.
- ii. All Undead are Abominations.
- iii. Those who create undead are Necromancers and are Abominations.

IV. Provide Others Succor as the Earth Provides Us Succor

- i. The Coalition will heal and tend allies and innocents.

V. Tend the Gifts of the Earth

- i. Magical assistance carries an obligation of 1 silver per level of spell magic cast
- ii. Resurrection in a Coalition Circle incurs an obligation of 1 gold.
- iii. Martial assistance typically requires a tithe (10%) to the Coalition for the attendance of any Coalition members on any particular profitable endeavor above and beyond the normal share of individual members.
- iv. The guild will perform formal magics for people of good standing with appropriate compensation.
- v. The guild may discount or waive its fees at the discretion of the local ranking guild member.

VI. Ensure Respect for the Gifts of the Earth and Vigilance Against Abomination

- i. Coalition members will obey their superiors.
- ii. Coalition members will provide the Gifts of the Earth to allies and innocents.
- iii. Coalition members will be at the service of respected nobles, as required.
- iv. Coalition members will enforce Denouncement, resist Enemies, and hunt Abominations.
- v. Coalition members in violation of this tenet will be Denounced.

VII. Share the Resources of the Coalition

- i. Coalition members of common background will share all their goods with their fellow members.
- ii. Coalition members will take what they need and return what they don't need to the Coalition.
- iii. Coalition members will not squander guild resources.

VIII. Maintain Justice

- i. Those suspected of violating a Coalition tenet will be tried before the judgment of the local ranking Coalition member, never of stature below Guild Second. The judging Coalition member has discretion over all matters of the trial.
- ii. The accused may speak, present witnesses and evidence, or examine witnesses and evidence provided by the Accuser.
- iii. Under normal circumstances a trial will be held to judge and sentence an accused. In extreme circumstances, such as in the middle of a battle, summary justice may be executed according to the judgment of the highest ranking Coalition member present. Summary justice will always be justified to Coalition superiors after the fact.
- iv. All are subject to the will of the Earth. Even those noble born can be Denounced by a conclave of the Earth Coalition.

IX. Keep the Earth Strong, Defend the Earth

- i. The Denounced are denied all Gifts of the Earth. A Denouncement may be removed or imposed by a Champion of the Coalition. These outcasts are often marked on the cheek with a D.
- ii. The Enemies of the Coalition will have all their efforts resisted and properties destroyed by the strength of the Coalition. Enemies are to be killed. The artifacts of the Coalition are turned against the Enemies.
- iii. Abominations are to be sought out, hunted, and permanently destroyed along with their taint.

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