



KINGDOM OF HAYLEM

EARTHEN TOWERS

deroTM
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Mandate

The mandate is the overall mission and objectives of the Earth Guild. It states what all members of the Guild should strive to achieve and what should influence all of their decisions. The mandate has four aspects:

- To root out and destroy sources of Necromancy and necromantic creatures.
- To ensure the purity and health of the land and the people.
- To maintain a history of the land and the people, and to preserve the lore and knowledge of Earthen Magic.
- To train and study Earthen Magic for the defence and betterment of the Kingdom of Haylem.

By pursuing the goals outlined in the mandate, the Earth Guild assures that it remains an organization that keeps the public trust and ensures the support of the Crown, Nobility and the public. The leaders of the Earth Guild stress that controlling access to Earthen Magics must be carried out for public safety and social stability. Keeping the mandate ensures that members do not use the power and influence of the Guild for selfish reasons.

The Three Schools

Magic users within the Earthen Towers usually have specialized skills in one form or another. Also, most magic users have preferred applications for their magic. In this, the Tower decided to establish three Schools of Earthen Magic. These Schools represent different aspects of the Tower's mission. By maintaining memberships in these Schools, the Towers ensures that there will always be Guild members striving to accomplish the different aspects of the Tower's mandate

Any Earthen wizard may join one of the Schools at any time. One must find a sponsor within the School to recommend them. After a one year observation period by the sponsor (or someone appointed by the sponsor), a final test is administered to the individual. If they perform well in the test, proving by their actions and choices that they are indeed aligned with the School, they are accepted. Except in special circumstances, any Tower member must choose a School before they can be promoted to Master (some Masters are assigned to special tasks that do not require alignment with a School, but any Master that oversees Guild houses must choose a School).

It is possible to change the School that one is aligned to, but the requirements to enter must be repeated. A Master that changes Schools will usually be demoted to Guildmaster while they meet their new requirements (and perhaps for some time after). Upon being promoted to Grand Master, one maintains their alignment to their school. To date, no Grand Master has ever changed Schools.

Each School caters to different people and different personal philosophies about the appropriate and best use of Earthen Magics. Most people feel some affiliation or attraction to one of the three:

The School of Protectors

The Symbol of the Protectors is a silver open hand on a Green Background.

Members of the School of Protectors focus on the first aspect of the Tower's mandate. They seek to engage Necromancy and other threats to the Guild and Kingdom. They are the battle

magicians of the Earthen Tower, rooting out the evil of Necromancy wherever it may dwell, and destroying it. For the Protectors, the destruction seen during the Necromantic War should never be forgotten. Allowed a moments respite, Necromancers may once again rise up to positions of immense power and threaten the stability of the world. Necromancy must be utterly wiped out lest the horrors of the Necromancer Kings ravage the lands once again.

Protectors tend to specialize in using Earthen Magic in combat scenarios. They are among the first people to volunteer for missions that strike against the enemies of the Guild. Since the Protectors see a great deal more action than the other Schools, there is usually more prestige to be gained in this School.

Hand of the Earth

The Hand of the Earth is a group of members of the School of Protectors, mostly Biata, who have dedicated their lives to aggressively investigating reports of Necromancy and punishing offenders extremely harshly. Many in the Towers and the Kingdom as a whole feel that the Hand of the Earth goes too far in their pursuit and occasionally punishes individuals without any evidence. This sentiment has not prevented them from receiving the full support of the King. He has given them the authority to investigate and judge anyone in the Kingdom of any rank.

The School of the Pure Watch

The symbol for the pure watch is a silver oak tree on a green background.

The School of the Pure Watch focuses on the second aspect of the Guild's mandate. Pure Watchers seek to maintain the health of the land and the people of Haylem. They are the ones who work diligently to help cleanse away the corruption left by Necromancy and other corruption and return those touched by evil back to their natural states. The mission of the Pure Watch goes far beyond simple healing, though many Pure Watchers tend to use purification and healing spells heavily. They strive to actually reverse or otherwise cure the ills of Necromancy and corruption. For example, the Pure Watch has striven for many years to find a permanent cure for lycanthropy.

When they can, Pure Watchers are seeking to learn about the nature of Necromantic corruption. They are always interested in new forms of corruption and new forms of purification. Members of the Pure Watch can often be found where Necromancy has been defeated, nursing the land and people back to health.

The School of Seekers

The symbol for the seekers is a silver scroll on a green background.

The School of Seekers focuses on the third aspect of the Guild's mandate. They are the lore masters and researchers of the Guild. They preserve the history of the land and keep the secrets and knowledge of the Earth Guild safe. It is the Seekers that deal with magical artifacts, ancient manuscripts and the secrets of formal magic. When members of the other Schools require

information about the past, or need research into a new threat, they go to the Seekers. Without the Seekers, the Earth Guild would wander in ignorance.

There is some tension between the School of Seekers and the School of Protectors. Many Seekers feel that all knowledge is valuable and that all knowledge must be preserved. This includes Necromantic lore. The Seekers would argue that if they did not preserve Necromantic lore it would inevitably bring them to ruin when they must face it in the future. Many Protectors might argue that all Necromantic lore must be destroyed; otherwise it can be used for evil purposes in the future. It has happened more than once that Seekers arrive on the scene only to find that the Protectors have already destroyed everything of interest.

It is important to note that while only those who cast Earthen Magic can be members of a School, non-casting members of the Tower's may still affiliate themselves with one School or another, opting to focus their efforts towards the goals of a particular School. It is also important to note that Earth casters who do not hold rank within the Earth Guild can also join a School. While these people hold no official rank within the Guild structure, they can gain a great deal of prestige and influence within the School.

The Tower

The Earthen Tower is located in the mountains of Aieland just outside the city of Krylia. There is a public section of the building where the average citizen can come and learn about Earth Magic. There is a large private complex behind the public section but the layout isn't commonly known and because the Tower is built right into the side of a Mountain, it isn't clear how large it is.

Leadership

The leadership of the Earthen Towers attempts to stay out of Kingdom political matters but that is not to say that they are not political. They are responsible for working with both the Kingdom and Celestial Towers to ensure that the Earthen Tower's interests are preserved. The Leadership structure includes the following roles:

Grand Master

Grand Master is the highest rank one can attain within the Tower structure. A Grand Master presides over a much larger geographical area. Wielding significant power, Grand Masters manage a great deal of Tower wealth and resources. Controlling all the Masters in their areas, they are the ultimate authority of Guild matters within their demesnes. Currently there are eight Grand Masters:

- one for each of the four Duchies (Cambria, Aieland, Telaria and Ellisel),
- one for Haylem City, acting as the personal advisor to the King
- one for the Barbarian Lands,
- one for the Black Wastes (formerly the Duchy of Ontarius),
- one to manage the Great Tower
- one to handle special projects

Each Grand Master maintains ties with the Masters that he/she controls and has a close working relationship with the Nobility (and often the Celestial Grand Master of the area). Upon being promoted to Grand Master, one maintains their affiliation to the School that they are committed to. By tradition the Grand Master of the Great Tower is treated as the leader of the Earthen Towers but the Grand Master in Haylem City is the political face of the Towers.

There is no requirement for equal representation of the three schools in the ranks of Grand Master. How many Grand Masters come from each school is typically a reflection of the times. During the Second Necromantic War the School of Protection was dominant with 5 of the Grand Masters coming from that school, 2 from the Pure Watch and 1 from the Seekers. Currently 3 come from the Pure Watch, 3 from the Protectors and 3 from the Seekers.

Grand Masters are selected every 3 years through a secret ballot. Each of the Masters and the Grand Masters get one vote. More often than not a sitting Grand Master is re-elected with most exceptions coming from a power shift between the 3 schools.. Once they are all selected the Grand Masters meet in a closed room to determine who will be responsible for which area.

For formal occasions a Grand Master wears a Green Cloak with silver runes around the base. They also wear a silver medallion with the symbol of their school.

Master

Each Grand Master has 1 Master from each School assigned to their service. A Master oversees the organization and coordination of several Guild houses. Through constant communication with the Guildmasters under their command, Masters ensure that Tower interests are efficiently pursued over a larger area. They are the main link between the Guildhouse and the Tower, ensuring that the Guildhouses in their area are looked after and stocked with supplies.

With each Master specializing in a different school, the command of multiple Guildhouses is seldom along clear-cut lines. Although Guildhouses will be officially assigned to a single Master, other Masters may be involved in the activities of a given Guildhouse as need of their specialties arise.

Not all Masters are assigned to oversee Guildhouses. Some Masters are assigned to other projects such as diplomacy, public relations, intelligence or building and expansion. These positions hold no less status than other Masters. The Tower has recognized long ago that some people have special talents for certain jobs.

Promotion to Master is done at the will of the Grand Master that controls the area. When the Grand Master is ready to fill a vacancy, he or she requests three nominations from the appropriate school. He or she then tests the nominees. If successful, the strongest nominee is promoted. If none are successful, three new nominees are provided. Typically a candidate goes through the process multiple times before they are successful.

For formal occasions a Master wears an unadorned Green Cloak. They also wear a silver medallion with the symbol of their school.

Other Ranks

There are other ranks within the Earthen Towers available within the households of Masters and Grand Masters.

Traditions

Wizard Titles

An individual who gains the ability to cast Earthen formal magic gains the honourific “Wizard” upon the casting of his or her first ritual. The individual may request a unique title from the local guild and they will work with the new Wizard to select one that is appropriate. (Ex. Wizard of the Hearth, Wizard of the Waters, etc.)

Sanctuary

A ranking member of the Earthen Towers has the right to claim Sanctuary in a local Guild house if they are accused of a crime by either the nobility or the Celestial Towers. Should a member be accused they may claim “Guild Sanctuary” and must go immediately to the local guild. They may not leave until the ranking Master comes to confer judgment on them. Occasionally the accuser will allow them to continue with their regular day-to-day activity until the Master arrives provided the local Guild Master is willing to stand for them. Typically this occurs in a time of conflict when the members’ services are needed in the interim.

Sanctuary is not meant to exempt members of the Towers from the law, only to protect them from legal consequences of following orders and doing their duty. When a Master’s judgment is that the accused is guilty and was not acting within the confines of their duty, the member should expect to face a harsher punishment than if they had accepted the original charge.

The Local Guilds

Each local Guild Hall is accountable for balancing supporting the mandate of the Earthen Towers in a specified region with serving the will of local nobility. In addition to being subject to the rules of the Earthen Towers, members are expected to obey the laws of the land except where they must take action contrary to the law to follow the instructions of their leadership for the greater good.

Responsibility

The local Guild has the following responsibilities in region they represent:

- Provide resurrection services to local residents
- Spreading knowledge and skill in Earthen magic and training Earth scholars to become Wizards, providing them with titles as requested
- Tracking the casting of Earthen formal rituals – to this end Wizards need to notify the Guilds if they are casting a ritual. The Guild has the right to tell a Wizard they can’t cast a ritual but they only typically exercise the right in special circumstances or when a scroll is considered restricted by the Towers.
- Seek out and destroy Necromancy in all forms

- Ensuring that scholars that use necromancy are hunted down and brought to justice

Key Roles

A full Guild member can expect to have their basic needs met by the Guild including shelter, resources, training and protection.

Guild Master

A Guild Master is the leader of a local Guild reports to a Master or on rare occasion, directly to a Grand Master responsible for the area. This is the only rank in a local guild that has access to the upper echelon of the Towers and can petition an audience. He or she determines how the Guild will be organized and run. Guild Masters are selected by the local Master. Each Master uses a slightly different selection process but the focus is on leadership and administrative skill. The selection process typically involves the Guild Master being brought on in a probationary capacity for 6 months to a year. Guild Masters are selected from the ranks of Wizards and only in very rare exceptions will an Apprentice be able to act as Guild Master. A Guild Master wears a silver amulet with a green open hand on it. If they have selected a school they wear a belt favour with the symbol on it.

Wizards in Service

An Earthen Wizard is an individual who are capable of Earth formal magic and have cast at least one ritual. Some Wizards are recruited by the local Guild Master to take up full time service to the Guild. A Wizard in Service wears a silver amulet with a open hand on it (not green).

Guild Apprentices

Apprentices are Earthen scholars who are working towards the skills to become a Wizard and have offered service to the Guild in exchange for training and instruction.

Warder

A Warder is responsible for the safety and security of the Guild Hall and the Wizards that serve it. The level of input Warders have in the running of the Guild varies from region to region however in public the expectation is that the Warder will defer to the Guild Master and Wizards who serve the Guild full time. A Warder is selected by the local Guild Master but must pass a series of tests administered by the Ordo Solis. The Warder is directly responsible to the Guild Master but is provided a mentor in the Ordo Solis to whom he or she can look for guidance and support. The Ordo Solis identifies Warders that show strength of arms and loyalty, and selects them for grooming into their ranks. A Warder wears a green belt favour with a white hand and 2 white stripes.

Defender

A Defender is appointed by a local Guild Master on the advice of a Warder. A Guild Hall may have an unlimited number of Defenders whom follow a structure of seniority in the absence the Warder. The Defender with the most seniority fills in when there is no Warder. A Defender wears a green belt favour with a white hand. This is typically the highest rank a Celestial Wizard can have in the Earth Guild.

Guardian

A Guardian is appointed by either the Warder or the Guild Master to protect the Guild against external threats. Warders in a Guild Hall monitor and test their Guardians and will recommend those who show dedication and discretion to the Guild Master for consideration to become a Warder. On occasion, often when there is a lack of Warders, Guild Masters will monitor and test Guardians themselves. A Guardian wears a white belt favour with a green hand.

Resources

Guild Halls are expected to be mostly self-sustaining. Guilds manage this through a variety of means including the collection the casting of Wards, formal casting, circle use and occasionally through expeditions or adventuring. Some but by no means all Guilds charges dues to all their members to raise funds but a Guild but this must be done cautiously as it can create dissent. Each Guild Master decides how to manage Guild resources including what services to charge for and which to provide for free. For resources above and beyond day-to-day requirements, the Earthen Towers provides critical resources to the local Guild including:

- Maintaining a Circle of Power that will allow the resurrection of the dead. The Guild is expected to protect the circle but not at the expense of the rest of the Guild's mandate or the life of its members
- Training and education in how to fulfill their duties and support in advancement if that is what is desired
- Support of a Master to provide additional support and resources as required.

Necromancy and Law

The reversal of Earthen magic to its Chaotic form is illegal.

That Necromancy is illegal stems not just from the lawbooks of the Kingdom but from the beliefs of the different Races of Man and the experience of centuries of war with the Undead. The unified Kingdom, under King Jean-Guerre, codified the illegality of the casting of chaos magic and endorsed the authority of the Earth Guild in its endeavours to bring necromancers to justice. The authority to do so is fundamental to the Earth Guild's mandate in Haylem.

Quite aside from the malevolency and manipulation of the undead, there is a belief in the immense danger in exposure to and substance of necromantic energies. Its ability to cause instant bodily harm and the hideous transformation of undeath is widely believed to be a corruption of natural Earthen energies. Necromancy's devastating power and ability to have an immortal existence is an insidious temptation that often drives individuals to heinous acts. Underscoring the Earthen Tower's belief in the evil of necromancy is the instinctive pull of lesser undead to attack and destroy the living; they claim that this is proof positive of necromancy's antithesis to life.

There are two main forms of Necromantic crime:

- The casting of Chaos magic and the use of necromantic rituals or items
- Collusion and consorting with the undead

The usual punishment for Necromancy is death. Leniency sometimes exists when an individual can prove that they were not of sound mind (i.e. berserked, possessed, enslaved, or otherwise influenced) or were grossly ignorant of the law. Repeat offenders and unrepentant necromancers are given no quarter, and may face ritual obliteration.

A non-Earth caster may be accused of Necromancy if they collude with or aid the Undead. It should not be noted that fleeing, hiding, or pleading for your life from an Undead are not necessarily collusion or consorting. Being a willing participant in an Undead's plan, or failing to report that plan to the authorities, is. Speaking with an undead with the purpose of gaining information or negotiating terms of a withdrawal from battle are risky endeavours as they are open to the interpretation of the Nobility and the Earthen Towers.

Necromantic formal magic and necromantic artifacts are also highly illegal. The Earth Guild has often offered a bounty on formal scrolls and magic items that possess necromantic qualities. To be found in knowing possession of one may lead to a charge of Necromancy, even if the owner is not able to use the item.

When the Earth Guild or the Nobility arrest someone suspected of necromancy, the individual may have the opportunity to advocate for themselves in the form of a trial, but in clear-cut cases, summary execution does occur. When the Nobility or the Chivalry apprehend a suspected Necromancer, it is considered proper form to consult the local ranking member of the Earth Guild before sentence is carried out. Officially, the ultimate decision should rest with the Earth Guild.

A noble, member of the chivalry or member of the Celestial Towers has a right to have their superior present during any debrief or trial.