

ORDER OF THE THEREN GUARD

CHARTER

Founding of the Theren Guard

A long time ago, Lord Torsten ruled House Hedeon. A lord of lesser nobility, he ruled his house with a cruel hand and an iron fist. He had one son and heir, Valkrin. As time passed Torsten began to worry that his only son was not following the path that he wished him to travel. In Torsten's eyes Valkrin was weak and much too friendly with the common class. Torsten, having no wife for many years decided it was time to change his son's path to one more suiting to his station. He had Valkrin taken from the public he loved and began strong teachings in hopes of making his son more like him.

Torsten acted too late, for Valkrin had fallen in love with a commoner. Lilea was her name, an Elothean of a House in the southern lands. With the help of his cousin, the Lady Galya, Valkrin escaped his would be prison and asked for Lilea's hand in marriage. The guard was sent to retrieve the rogue son of the Lord of Hedeon. Valkrin was retaken by his father but not before securing Lilea's safety with her friends. Lord Torsten demanded to know the name of the woman that had bewitched his son and turned Valkrin against his father. Valkrin would not surrender her name and claimed he would have her as his wife. Torsten flared and had his guard take Valkrin under house arrest.

As Valkrin lay isolated from his friends and his newfound love, he had decided that the only way his father could not stop him from marrying the woman he loved would be to denounce his inheritance. He decided then and there he would do just that. Meanwhile, Torsten had signed an agreement with another lesser noble and an arranged marriage was made between his son and the other noble's daughter. They were to marry within the week. Upon learning of what his father had done Valkrin became enraged, knowing full well this was not something he could fight outright. He denounced his claim to Hedeon and demanded he be set free. Torsten laughed at his claim and told the empath's to give Valkrin something for his mind as he was in a state of shock, and nothing more, and the plans for the wedding proceeded. Valkrin's cousin, the Lady Galya, found out about Valkrin's plight. Knowing what it was to be promised to someone you could never love, she called for help from the people of the town and they moved in and rescued Valkrin from his holding. After the effects of the drugs wore off they escaped to the islands.

Time passed and after securing the blessing of Galya's own father, Lord Marlin of Hedeon, Eldest brother and true Lord of Hedeon. They returned to confront Lord Torsten as to his claim on the House and on the young lordling's heart. However, upon arriving they discovered that Lord Torsten had looted the House funds, destroyed the family manor, took whoever would follow him and his guard and left Theren into hiding. Patrols were dispatched to find him, but no trace was ever found. Lord Marlin surrendered, what was left of the House, to Lord Valkrin and gave his blessing for his union to Lilea.

Valkrin decided that the first thing he must do is to rebuild the House. He sent out pages far and wide that all those with good heart should come and rally to the cause of protection of Therengia, the Barony and the House Hedeon. Many came, some were turned away, some were taken in and the new guard was formed. They became known to all as The Theren Guard.

Valkrin and Lilea were married and after time had a daughter, Hanah. Hanah was Valkrin's heir, but she has since moved from Therenborough to continue her life and her own guard in the Province of Ilithi with the blessing of her father. Since that day Valkrin has chosen an Heir Designate to compensate for the departure of his only child.

INSIGNIA

THEREN GUARD CREST

The Guard's crest shows a rearing golden gryphon holding a white rose in one talon, and clenching a gold and crimson streamer in the other, on a crimson background. The Guard chose the Gryphon to represent our founder, Valkrin. The rose represents our honor toward our duties. The streamer represents each of our members as they strive to overcome the struggles, as represented by the crimson background, faced by the Guard.

HOUSE and GUARD MOTTO

"Justice not law, Deeds not words."

SECTION 1

NAME

1.1: The Order of the Theren Guard (hereinafter referred to as "the Guard") shall be the name of this Order. The name Theren was chosen to signify both the Town of Therenborough and the Province of Therengia. All official documents and/or other correspondence shall be represented by said name.

EMBLEM OF HONOR

1.2: The Guard's emblem of member identification is a deeply patina'd filigree clasp overlaid with a crimson shield bearing the embossed gold image of a magnificent rearing silver gryphon.

PURPOSE

1.3: The Theren Guard was formed by Lord Valkrin Falcata Hedeon, of the House of Hedeon, to be a guiding light of all that is good and true.

The Guard's purpose is to support the well being and growth of the town of Therenborough and the Province of Therengia; to protect the Baron and Barony, and the citizens of Therengia against all things that seek to destroy the good of this world.

Beyond that we stand against all tyranny and to help the weak and oppressed by guidance through the development and maintenance of the Guard.

A. The Guard shall first and foremost protect Therengia.

Having secured Therengia, the Guard shall protect and defend the lands of Elanthia and her citizens from all forces of chaos and evil. Members of the Guard shall accept as their sworn duty to protect all law-abiding persons and properties within Therengia to the best of their ability. By using their discretion and best judgement at all times, Council will determine if and when force may be a necessary part of problem resolution. Guard members must, when resolving issues, follow the By-Laws of the Guard, as well as the Laws and Policies of Elanthia, both written and implied. Guard members should, at all times, strive to maintain a standard for leading by example. No member shall ever abuse the rights and privileges of his/her position for personal gain, or any other purpose, nor shall any member ever attack, harm, or otherwise provoke another in an unjustified manner. Members may defend themselves against any unjustified attack by another member to the point at which the threat has been eliminated.

SECTION 2

GOALS

2.1: The goals of the Guard are:

A.

Protect Therengia from any threat against its citizens, or holdings within at the discretion of the guard council. This includes providing guards to the nobility, both local and those that visit our land should they wish it.

B.

Deploy and protect Elanthia and its citizens as determined by the Guard's Council. During times of invasion, the Guard will organize defenses such as rallying and triage points, providing leadership in counter attacks as needed, and provide aid by dragging the dead and wounded, bonding weapons, healing, raising, or whatever we can do using each of our skills that apply to the situation.

C.

Recruit quality individuals into the Guard as new members whom are trained, as required in Section 5.1A, to the standards which all Guard members are held accountable.

D.

Let each member fill a part of the Guard and lead by example for all other citizens.

E.

We will stand ready to answer any summons from the rightful ruler of the land, and answer such requests as best we can, as long as they are not against the best interests of the people.

F.

We will stand ready to assist citizens against foes to Theren and in cases where the council deems fit, we shall assist other communities.

G.

The Guard will hear the concern of any citizen consistent with the Guard's purpose and endeavor to accommodate their request to the best of it's ability, provided such request

does not conflict with Guard Laws, and the issue is brought before the Guard Council and agreed upon by majority vote.

H.

Citizens will also be welcome to attend many of the classes held by the Guard. Participation within the class of any citizen student will be at the discretion of the instructor.

BY-LAWS

SECTION 3 OFFICERS and COUNCIL

3.1: Officers of the Guard

- A. Speaker, hereinafter referred to as General.
- B. Vice Speaker, hereinafter referred to as Captain.
- C. Treasurer, hereinafter referred to as Paymaster.

COUNCIL

3.2: The Guard shall have a council of ten [10], currently identified as:
Senior Council Member to be held by the Adjutant - Senior Administrative Coordinator
Chancellor - Advisor to the Council
Militia Squad Lieutenant - Militia Squad Leader
Strategic Strike Force (SSF) Squad Lieutenant - SSF Squad Leader
Aide Squad Lieutenant - Aid Squad Leader
Recruit Coordinator - Recruits new members
Ambassador Liaison - Representative to other groups and orders
Historian Coordinator - Keeps official Guard History
Events Coordinator - Schedules and coordinates events
Communications Coordinator - Obtains and distributes communication devices

3.3: Sub-Officers may be appointed by the Speaker and/or Vice-Speaker subject to a majority [two-thirds, 2/3] vote approval by the council.

SECTION 4 DUTIES OF OFFICERS AND COUNCIL

4.1: Authority and responsibilities of each officer are stated as follows:

A. Speaker

- 1. The Guard must have a Speaker at all times.
- 2. The Speaker position shall pass down through military lines beginning with Highest Ranking Officer.
 - a. Vice Speaker, Captain
 - b. Adjutant

- c. Chancellor
 - d. Militia Squad Lieutenant
 - e. SSF Squad Lieutenant
 - f. Aide Squad Lieutenant
3. The Speaker will be the Voice and Soul of the Guard. He/She shall always maintain him/herself above reproach and shall be the example for all members. Additionally he/she shall:
- a. Communicate directly with the Provincial Administrator of Orders.
 - b. Attend and represent the Guard at the Council of Orders meeting when called by the Administrator of Orders.
1. If an immediate decision must be made and there is no time to assemble the Council, the Speaker shall have the authority to make that decision and speak for the Guard.
 2. He/She is expected to act in the best interests of the Guard and keep in mind, that though he/she is its leader, he/she is also the most trusted Caretaker of the Guard - for as much as he/she leads, he/she also serves and follows the wishes of the Guard.
- c. Represent the Guard at all Official functions. If the Speaker cannot attend, he/she will then designate the Vice-Speaker to attend, or any other Council member to stand in his/her place as deemed appropriate for the occasion.
 - d. Shall be responsible for the accountability of the scepter.
 - e. Shall attend all meetings unless called by official duties elsewhere.
 - f. Will not have the power to fulfill the responsibilities of the other Officers of the Guard.
 - g. Shall administer the oath to all recruits, accepting them into membership. He/She shall preside over the official swearing-in of Officers and Council members.
 - h. Shall be responsible to purchase and cause to be delivered the Guard Emblem of Honor to all new members of the Guard.
 - i. May elect to appoint additional sub-Officers.
 - j. May vote on matters pertaining to official Guard undertakings.
4. The Speaker's term will be indefinite. He/She will serve as long as he/she is willing or able. The Council, however, will have the authority to hold a vote of 'confidence' or 'no-confidence' regarding the Speaker. If a successful vote of 'no-confidence' is reached, the Council will have the authority to vote the Speaker out of office.
5. The speaker decides meeting dates and is responsible to keep all members informed of such dates. He/She may delegate this responsibility.
6. For all actions that require the Speaker's approval, he/she must act on such approval no later than the next meeting by the Council.

B. Vice-Speaker

1. The Guard must have a Vice-Speaker at all times.
2. The Vice-Speaker position shall pass down through military lines beginning with the Highest Ranking Officer.
 - a. Adjutant
 - b. Chancellor
 - c. Militia Squad Lieutenant
 - d. SSF Squad Lieutenant
 - e. Aide Squad Lieutenant

3. In the event the Speaker is unavailable, the Vice-Speaker shall be fully empowered to function in his/her stead; make emergency decisions, acting as the contact with the Provincial Administrator of Orders, sitting in on a meeting of the Council of Orders; or presiding over swearing-in ceremonies.

4. It will be the Vice-Speaker's responsibility to understand the "The Provincial Requirements for Order Sanctioning" document, the Guard's own Charter, and all the By-Laws therein. The Vice-Speaker will be the Officer responsible for clarifying these to other members of the Guard. If unclear upon any portion of the above-said document, the Vice-Speaker must present his/her questions to the Provincial Administrator of Orders. The Administrator's ruling on such questions will be final.

5. As Captain, the Vice-Speaker is responsible for the assignment of the Combat Academy Instructors, which will provide military training to all members of the Guard.

6. Should the Speaker position become vacant, by the Speaker not naming his/her replacement, the Vice-Speaker will select a replacement and submit the name to the Council for a vote.

7. The Vice-Speaker's term will be indefinite. He/She will serve as long as he/she is willing or able. The Council, however, as in the case of the Speaker, may call for a vote of "no-confidence" and a subsequent vote to remove him/her.

8. May vote on matters pertaining to official Guard undertakings.

C. Paymaster

1. The Guard must, at all times, have a Paymaster.

Give a monthly finance statement to the Council.

Give a quarterly report at the general meeting.

Keep a list of members who do not pay their dues.

Keep a list of members that take out loans and repayment of said loan.

Keep track of all building projects.

3. The Paymaster shall be responsible for monitoring dues payments, ensuring that fees to the Administrator of Orders and the Province of Therengia are paid in a timely manner, approving and assigning loans, and monitoring payment on said loans. He/She will also be responsible for reminding guards of any payments due from said guard.

4. Shall be responsible for the reimbursement cost of items purchased on behalf of the Guard, such as for the replacement of communication devices, or for items as needed for events.

5. The Paymaster will work closely with the leaders of group hunts to help ensure that the coffers are kept full and remain more than adequate to meet the Guard's needs.

6. The Paymaster cannot vote on motions put before the Council.

7. The Paymaster's term will be indefinite. He/She will serve as long as he/she is willing or able. The Council may also, however, call for a vote of "no-confidence" regarding the Paymaster and subsequently hold a vote to remove and replace him/her.

8. In the event, the Paymaster's position should become vacant; the Council shall elect a Guard member to fill this position.

4.2: Authority and responsibilities of Council members are stated as follows:

A. Definition of the Council:

1. The Council shall consist of ten (10) seats. All ten (10) seats must be filled at all times.
2. The Council is considered to be the governing body of the Guard.
3. The Council will be made up of those who are respected and looked upon highly, by the members, for their wisdom and understanding. They will be those who are known as to whom anyone may feel comfortable going to for advice.

B. Responsibilities of the Council:

1. The Adjutant shall fill the Senior Council Member seat.
 - a. Senior Council member shall act in the stead of Speaker and/or Vice-Speaker during their absence or death, until such time as they return or are raised.
 - b. If unable to attend a Council meeting, will designate another Council Member to conduct the meeting in his/her stead.
 - c. Additional duties are as the Guard Record Keeper, to keep and post to the Council scroll, a complete detailed roster and personal information of the Guard including Officers, Council Members, Members, Squads, and Recruits; post information to the Guard and Recruit scrolls as designated by the Council; and such other duties as designated by the Council.
2. The Chancellor shall keep the Speaker informed of all Guard activity, shall be the advisor to the Council, and the Council member to whom all complaints are filed by the general membership, and presented to Council if necessary.
3. The Militia Squad Lieutenant is responsible for all Guard members in this squad. He/She shall coordinate patrols and hunts for this squad. He/She shall listen to and resolve any complaints and/or recommendations from the members. If unable to resolve a complaint, then he/she shall take the matter before the Chancellor.
4. The SSF Squad Lieutenant is responsible for all Guard members in this squad. He/She shall coordinate patrols and hunts for this squad. He/She shall listen to and resolve any complaints and/or recommendations from the members. If unable to resolve a complaint, then he/she shall take the matter before the Chancellor.
5. The Aide Squad Lieutenant is responsible for all Guard members in this squad. He/She shall coordinate the setup of the aid station to be used in times of strife. He/She shall coordinate with the Militia Squad and SSF Squad Lieutenants for patrols and hunts. He/She shall listen to and resolve any complaints and/or recommendations from the members. If unable to resolve a complaint, then he/she shall take the matter before the Chancellor.
6. The Recruit Coordinator is responsible for recruiting new members. Recruit Officer is in charge of training to include recording of Academy and Combat training of all recruits. This includes overseeing that all sponsors are imparting the knowledge of the Guard to their recruits. The Recruit Officer must report to the Council as stated in Section 5.1B2.
7. The Ambassador Liaison is liaison between the Speaker, Vice-Speaker, Senior Council Member and other orders, groups, or anyone that wishes to make contact with the Speaker, Vice-Speaker or Senior Council Member about Guard operations. The only exception to this is official contacts from the Provincial Administrator of Orders contact, which is a direct communication line to the Speaker. The Ambassador is responsible for monitoring official scrolls of all orders and posting public announcements there.

8. The Historian Coordinator is in charge of keeping the history of the Guard. The Historian shall publish the minutes of and attendance at all Council meetings (scheduled and/or called), and notify Council of any member not present at three consecutive meetings. The Historian shall also publish a book for all citizens about the Guard. The Historian distributes newsletters and performs other duties as designated by the Speaker, Vice-Speaker and Council.

9. The Events Coordinator is responsible for planning events, obtaining approval from Council for said events, and updating the calendar of events as needed. He/She has the authority to obtain voluntary help from other Guard and Recruit members to see that the events are implemented.

10. The Communications Coordinator is responsible for obtaining and distributing communication devices such as the gwethdeswans and colorless albedine rings.

11. The Council must meet twice each month to attend to the business of the Guard. These are mandatory meetings, as required by the Provincial Administrator of Orders, with majority [two-thirds, 2/3] in attendance at either. The Council, to be considered official must convene in the Council Chambers with at least a majority [two-thirds, 2/3] of the Council members present. Council meetings will be held in private. Only Council Members of the Guard will be permitted in the Council Chambers when an official meeting is convened.

12. The Council has the authority to make policies and decisions for the Guard. The Council will be entrusted to be ever conscious of the fact that they are not only leaders but serve the Guard as well. Foremost, their responsibilities will be their obligation to act in the best interests of the Guard and its members at all times.

13. The Council may initiate and sponsor events or projects for the Guard. Once they take on an event or project they will appoint a sub-Officer to head it. Once the Council has approved of plans submitted by a sub-Officer, the Council, however, may render assistance if the sub-Officer requests such.

14. The Council will have the responsibility to set the monthly dues that members are required to pay to the Guard. The Council will set the limit in Section 4.6C for loans made to members. The Council will also set the interest rate in Section 4.6D that will apply to the repayment of loans.

15. The Council will review and approve applications for membership in the Guard, decide whether or not to release a sponsor of his responsibilities regarding a new member and will determine whether or not to dismiss a member from the Guard.

16. The Council will have the authority to vote to overrule a decision of any of the Guard's Officers.

17. If the Council votes an Officer out of office, they must immediately elect a replacement by a vote of the Council members.

C. Council Voting:

1. A majority [two-thirds, 2/3] of the Council members must be present to convene an official meeting and to carry out voting on motions or issues put before the Council.

2. Council meeting and voting will be held in private. All motions put to the floor of Council will, however, be announced in the room directly outside the door of Council Chambers. All voting results will be announced in the same manner.

3. Council votes will be secret. Members of the Council will not know how the others voted. A Council member may respond to the motion with VOTE YES, VOTE NO, or VOTE ABSTAIN.
4. Council attendant tallies the votes. Motion is carried if the majority [two-thirds, 2/3] of those present vote YES. Motion fails if the majority [two-thirds, 2/3] of those present vote NO. A NO VOTE is declared if there is no majority [two-thirds, 2/3] vote by those Council members present.
5. In a NO VOTE situation the motion will either be tabled possibly for resubmission at a later date, or may be put before the Guard for a Guard-wide vote. Any Council member may ask for a Guard-wide vote and another Council member must second it. Only motions considered to be of extreme importance to the entire Guard will be put to a Guard-wide vote. One week will be allowed for members to cast their votes. If a majority [two-thirds, 2/3] of the members of the Guard, who do vote, accept the motion, the motion will then be put before the Council once again. Council members must cast VOTE YES, as dictated by the members of the Guard. The motion will then be carried. If a majority [two-thirds, 2/3] of the members, who do vote, vote against the motion, the motion will be tabled and no further action on the Council's part is required at that time.

D. Terms of Council Members' Service:

1. Council members' terms will be indefinite. They will serve as long as they are willing and able to do so unless they are voted out of office as stated in section 5.4B.
2. In the event a Council member decides to step down, said Council member will be responsible for 'appointing' his or her own replacements.
3. A Council seat left vacant by that member being voted into office will be filled by a vote of the remaining Council members.
4. In the event a Council member is absent for four consecutive Council meetings, and cannot be contacted, the remaining Council members may vote that Council member's seat vacant and vote in a replacement member.
5. A majority [two-thirds, 2/3] of the Council members will have the authority to decide to hold a 'no-confidence' vote regarding another Council member and may subsequently vote to remove said Council member from his Guard Membership. In the event a Council seat is vacated in this manner, the Council seat will be filled by a vote of the remaining Council members.

4.3: Sub-Officers Responsibilities and Duties

A. Squad Sergeant - Acting Squad Leader during the absence or death of the current ranking Squad Leader.

SECTION 5 GENERAL RULES AND GUIDELINES

Know that special trust is given to every member of the Guard. All members are expected to follow the Laws of the Guard, as well as the Laws and Policies of Elanthia both written

and implied, and to be an example to all. For the Guard is the bedrock for Elanthia wherefore all good things shall be built upon.

Wherefore, the following rules apply to all members:

A. No member shall raise arms against another citizen without due cause unless it is in self-defense of the member or another citizen, or both parties engaging in this combat are consenting.

B. All members shall uphold the standards and beliefs of the Guard.

C. There shall be at least two mandatory meetings per month. A general meeting for all members and a council meeting attended by the Council and officers as needed. These meetings may be held on the same day.

1. The speaker, or his/her designate, shall moderate all general meetings. Council meetings shall run as the Council decides. The general meetings shall run as follows:

Opening remarks

Presentation of recruits and their sponsors

Officer reports

Old business

New business

Executive session (Officers and Council members only)

2. Members shall attend at least one meeting per month unless other duties call that member away for good cause. If a member misses three consecutive meetings without prior notice being given, as to the reason, to any council member, said member will be removed from the membership of the Guard by vote of the Council.

D. All members shall be treated with both dignity and respect. Member's individual beliefs, whether personal or religious, will be respected as such. However, all members of the Guard agree to abide by and uphold the Guards Code of Chivalry and Conduct, Section 6.1; Combat Codes, Section 6.2; stated mission, and goals when performing duties or acting as a representative of the Guard.

E. Members, outside the presence of others, will resolve disputes among themselves. Disputes not resolved, in this manner, will be taken through the Chain of Command for resolution.

F. Members will wear at all times the Guard Emblem of Honor, a deeply patina'd filigree clasp, identifying membership in the Guard.

G. All members are required to participate in recruiting efforts and to mentor young members.

H. At the general meetings, members shall report all news that concerns the Guard. This may be done under Old business or New business depending on the topic being reported.

I. All Guard Members will pay dues as stated in Section 5.4A 1a.

J. When a recruit is presented for membership, any member may move for a vote of no confidence for that recruit. This is a significant statement and should be held for only those times when a member sincerely believes a recruit is not worthy of membership status. The member shall make their statement regarding the recruit to the recruiting officer, in private, who shall forward it to the Council. Recruits receiving a vote of no-confidence by members of the Guard will have their application for membership reviewed by the Council for final determination, at the next council meeting.

5.1: Requirements for Membership

A. All Guard persons are classified as: recruits, members, and senior members.

1. Recruits are those citizens that apply for membership to the Guard. Recruits are required to attend classes to be scheduled by the Recruit Officer in conjunction with the Adjutant and teachers.

Classes currently being taught are as follows:

1. Required

History of Therengia and House Hedeon

Weapons and Tactics

Order Charter

2. Electives

A. The Immortals

B. Alchemy and Herbology

C. Etiquette with Nobility

D. Magic

The Guard Combat Academy is for Guard members and Recruits of the Guard only.

1. This class is taught by the Guard and does include dueling laws of Elanthia.

2. Schedule for this class will be announced on the Guard and Recruit Scrolls.

2. Members are those recruits that are accepted and approved by a majority [two-thirds, 2/3] of all council and sworn in at an official swearing-in ceremony.

3. Senior members are those members given the honorary title of Senior Guard. To receive the status, a senior member must nominate a member for the status. The nomination must be approved by a majority [two-thirds, 2/3] vote of the council, and approved by the Speaker. Senior members are held to a higher standard by both their conduct and responsibilities to the Guard.

B. All citizens are welcome to apply for membership into the Guard. All recruits must be sponsored by a member of the Guard, accepted by a majority vote of the council, and approved by the Speaker and/or Vice Speaker.

1. Upon acceptance as a recruit, a sponsor (full Guard Member) will be assigned to work with the recruit in learning their responsibilities to become a Guard Member.

2. The sponsor shall inform the Recruit Officer when the recruit is ready for promotion.

The Recruit Officer shall announce, to Council, when the recruit is ready for membership during a general meeting.

3. The council shall vote on the membership of the recruit at the next council meeting or during Executive Session.

4. The Speaker shall act on the recruit's membership before the next general meeting.

5.2: Rules and Guidelines for Removing Members

A. Members and Officers may be removed from office and membership to the Guard, for reasons stated in Section 6.1, by a vote of 2/3 majority of the council.

B. Any member may be removed from membership by a motion brought forth by

another, approved by the Speaker and/or Vice Speaker, and by a 2/3 majority tallied vote of three-fourths of the total membership, being present, at a general meeting.

1. The Speaker will choose persons responsible for tallying, at time of meeting.
2. If passed, this motion will go before Council, at next meeting, for final approval.

C. Reinstatement of a removed member

3. Members that wish to apply for reinstatement of their status as a Guard must issue a formal statement to the Speaker and/or Vice Speaker at a general meeting. On recommendation of the Speaker, Vice Speaker, or Council Member, a vote of the council on reinstatement will commence and must receive a 2/3 vote of approval for ratification.
4. If approval is granted, the member will be on a probation period of 90 days in which time, said member must attend at least one meeting per month as required in section 5.1C2. The Member may also be required to retake some or all classes offered to new recruits through the recruit training program. If said member fails to do so, his status will be revoked without vote, and notification will be sent to said member immediately by the Council.

5.3: Guard Funds

A. Dues

1. Members will pay dues as their ability allows. The following guidelines apply:
 - a. Officers, Council Members, Senior Members and All other members' dues are 6 gold lirim per month. Dues are to be deposited by each member, payable at 2 gold per each fund box into the Guard Trust Fund, Building Fund, and Loan Fund.
2. Recruits dues are not in effect at this time; however, the Guard reserves the right to implement routine dues for all recruits at such time as the Council agrees, by a majority [two-thirds, 2/3] vote of all Council, to begin the practice of collecting dues from this group.

B. Loans

1. General members may borrow money from the Guard by submitting a request (oral or in writing) to the Paymaster.
 - a. The Paymaster submits the application to the council who must approve the application by majority [two-thirds, 2/3] vote of all Council. Once the application is approved, the Paymaster assigns the money to the member and maintains all responsibility for seeing that the member repays the loan.
 - b. A member may not acquire a loan if they have an existing loan.
 - c. A member may borrow up to 2-platinum lirim per loan.
 - d. A member will pay an interest rate of ten percent (10%) on the amount of a loan.
1. The loan may be repaid in full within one week with no interest accrued, otherwise the interest will accrue on the seventh (7th) day after the loan is acquired.
2. The loan must be paid back within one month (real time); otherwise an additional five-percent (5%) interest per week will accrue.

5.4: Modifying Officers and Council

A. The Order of the Theren Guard reserves the right to modify it's slate of Officers and Council.

1. This shall be done at the end of every 2 Elanthian years (6 months time by the old calendar) from the date of the guard becoming official. A vote of the entire guard with a vote by majority [three-fourths, 3/4] of the total membership approving this action for it to pass. If it passes, then proceed with the nomination and election of these seats at that time).

a. A motion by any member of the guard will be put forth for each position for which a change is desired.

b. All changes are subject to approval by the Administrator of Orders before they will be considered official.

SECTION 6

CODE OF CHIVALRY AND CONDUCT

6.1 Rules of Conduct

A. *Although these rules may be difficult to always uphold, the effort is well worth it.*

1. Always respect and obey the law of the land as given by its rightful rulers.

2. Be kind and merciful in your actions, having compassion to the weak, frail, and oppressed.

3. Be honest in your deeds and words.

4. Be charitable to others, putting the welfare of the citizenry above your own.

5. Never engage in activity unbecoming of your station (Such as graverobbing, gossiping, untruths).

6. Never attack another member of the Guard without honorable Challenge.

7. Never engage in spars on the streets of Therenborough.

8. Never knowingly engage in any acts endangering other members of the Guard, the citizens of Therengia, or The Barony.

9. Never engage in any acts considered treasonist (This includes gossiping/speaking against guard, house or barony, or any physical acts that could be deemed treacherist).

10. Give mercy to those that surrender their arms to you and ask for quarter.

11. Never attack an unarmed person or one that has surrendered unless you have reason to believe them casting an offensive spell.

12. Never torture thy enemy. There is no honor in such actions.

JUSTICE NOT LAW, DEEDS NOT WORDS



6.2 Orders Of Conduct On The Field Of Battle

A. In Battle take on enemies in this order:

1. Enemy leader

2. Opponents of great renown, enemy flags and standards

3. Opponent Cavalry of Noble or Elite status

4. Other opponent Cavalry, footmen and melee troops.

5. Opponent camp and headquarters

- B. The List Field (The showplace of Chivalric Conduct):
1. Courtesy to your opponent at all times
 2. In combat if you are uncertain of a blow take it anyway
 3. Do not let anger control your actions
 4. Do not let the lack of Chivalry in others cause you to be un-chivalrous
 5. If your opponent is your equal practice chivalric action
 6. If your opponent is your better give no quarter
 7. Remember your actions speak louder than words

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JUSTICE NOT LAW, DEEDS NOT WORDS  
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ORDER OF THE THEREN GUARD

Verbiage for the Emblem of Honor

TAP clasp: A deeply patina'd filigree clasp overlaid with a crimson shield bearing the embossed gold image of a magnificent rearing silver gryphon.

LOOK/SHOW clasp:

A regal gryphon segreant, upon a crimson field, holds a white rose in one talon and clenches a gold and crimson streamer in the other. Meticulously inscribed on the streamer is the motto of House Hedeon and the Theren guard "Justice not Law, Deeds not Words." (Segreant = heraldry, used in the place of rampant as applied to the griffin.)

RUB clasp:

They see: draws a finger over the embossed image on his/her filigree clasp and raises his/her chin slightly, seemingly renewed in their determination.

You see: As you draw your finger over the raised image of the gryphon, making out the shape of the unyielding creature, you gain a renewed sense of purpose and conviction and prepare yourself for the challenges lying before you.

WIPE clasp:

They see: shrieks (this can be changed) and yells out, "A smudge!" as he/she impulsively removes his/her filigree clasp and begins buffing it vigorously. stops his/her cleaning frenzy for a second to inspect the clasp and satisfied, he/she puts it back on, blushing slightly.

You see: Taking a quick glance at your filigree clasp you notice an unsightly blemish

which causes you to have a momentary panic outburst. With restrained abandonment, you yank off your clasp and work diligently to bring back its luster. Once you are certain your clasp has its true virtuous appearance, you put it back on and then realize how crazed you must have just looked.

TURN clasp:

They see: gives you a wink as he/she deliberately repositions his/her filigree clasp, making sure to draw your attention to it. You stare at the image of the gryphon momentarily, and wonder if it just winked at you as well.

You see: You calmly reposition you clasp so that it catches the eye of everyone standing in front of you. With an inner chuckle you notice how the barest amount of flickering light glancing over the embossed image creates the illusion that the gryphon is winking.

PUSH clasp:

They see: Bowing his/her head, quietly recites the words "Justice not law, Deeds not words" as he/she places her hand upon his/her filigree clasp. After a brief moment of silence he/she lifts his/her head and with a small smile, gives a firm but thoughtful nod.

You see: Placing your hand upon your clasp, you bow your head in a moment of introspective contemplation. Reciting the motto of the Guard, you ask yourself if you are ready to rise up and stand with your fellow guardsmen in the quest for justice and honor. The realization that you are causes you to smile as you lift your head and nod, reconfirming your commitment.

