

## Edict of Blood and Torch

*Issued by the Sovereign Court with the approval of the Crown*

### Art. 1 – Right to Raise

Each Guild permanently resident in a Fiefdom has the right, in case of abandonment, oppression or unworthiness of the Baron, to **solemnly proclaim a popular uprising**, invoking the right of the People to claim the governance of the land.

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### Art. 2 – Conditions for Proclamation

Lifting is permissible only if:

1. The Baron is **absent or inactive** for at least 30 days;
  2. The Baron has **violated the Charter, dishonored the Fief or neglected his responsibilities**;
  3. The promoting Guild:
    - o Legally resides in the Fief (active license);
    - o At least it involves **3 Guild alleate** the **50 active citizens**;
    - o Pour one **non-refundable deposit of 200 KingCoin (KGC)** to the Treasury of the Kingdom.
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### Art. 3 – Rite of Rising

The declaration of uprising occurs:

- With **public posting** in the Book of Guilds;
  - With a **ceremonial event or tournament** (judicial, PvE, PvP, quests, etc.);
  - In the presence of a **delegate of the Sovereign Court** or the Duke above.
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### Art. 4 – Outcome and Consequences

If Gilda Vince:

- Take control **temporary of the Fiefdom for 30 days**;
- Can **appoint a Popular Regent** among its members;
- Gets **right to taxes and voice in the Senate for the duration of the government**.

If Gilda loses:

- Loses bail;
  - He suffers **15 day ban** from all royal activities;
  - Risk a **judgment of infamy** if guilty of false accusation.
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### Art. 5 – Intervention of the Crown

The King has the power to:

- **Canceling a lift** if he believes it threatens the balance of the Kingdom;
  - **Confirm the People's Regent** as a new Baron if the Noble Senate ratifies it.
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*"When fire burns and blood calls, the torch of the people can light the way to power."*