The Arguments and Tenets of the Bonehunters

What follows are the primary tenets of Aruk Gravaldis and a proposed organization, the Bonehunters. The main and overriding goal of this organization is the destruction of all undead, of all forms, origins and alignments. Supporting this goal is the primary ideological principle:

**It is morally Right to kill any undead, even unprovoked**

It may not be self evident that this fact is correct to the reader. Therefore, the rest of this document expounds upon various Arguments of Support.

### The Argument of inevitable resource based conflict

The core of this argument has a key underlying assumption, that the conflict of all intelligent beings is primarily over access to resources. Various examples are present in our current world of Colin Faearth: The dragons and the giants, the nation cities of the Firefall island, the tribes of Awas. All of these groups did battle with one another. Those of the island, being limited to their sections of arable, zone free acreage. The tribes of Awas for the same reason. The dragons and the giants is harder, but one must merely expand ones definition of land, for truly they battled over control of the entire known world. One could imagine that if any point before these conflicts, through some terrifying use of magic, there suddenly arose additional land, there would have been no need for such bloodshed.

With this postulate in mind, it is important to realize that Undead in fact use the same resources as the living. Despite their unnatural and horrid death free existence, they eat food, require lumber and stone for shelter and so forth. In addition, undead are known to consume the living **as** resources.

Furthermore, it is possible for the living to become the undead, but the reversal of this process is far less common. As of writing, this author knows of no such events.

If this were enough, it would put the living in a tough situation. Undead are naturally more resilient and the flow of living to dead bolsters their ranks. However, it is in fact worse than this because we have not factored in age. Undead live far, far longer than the living. Because of the above, unless grievous harm comes to undead, the number of undead will **only** increase over time. If one assumes the same rate of consumption of resources, then it is true that they, per capita, also consume vastly more resources over the course of their unlife.

Based on observation of the Dominion, the Silver Circle, and the infiltration of the Kingdom of Basilia the ratio of undead to living is presently in our favor, but steadily growing worse. It follows then, that the inevitable state of the world given these presuppositions is conflict between the living and dead over the very world itself, for usage of its resources. **It is imperative that the forces of the living act quickly before the ratio between the living dead diminishes even greater.**

### The Argument of Accumulation of Power, enhanced by superior age and magical ability

Traveling across the face of this world, it has become clear that the accumulation of power in a society is directly related to the age of the person seeking the power. This is a further assumption, but one backed by many examples, such as the elder leaders of the tribes of Idrasia and Awas, the senior leadership of the temple of the Windwalker in Rohirtir, and the practice of seniority based crown succession practiced in the past by some of the states in the Firefall island and south Idrasia.

In truth this is no great surprise, age allows one time to accumulate greater prestige, greater experience, and greater accumulated wealth as compared to younger rivals.

However, magic also plays a multiplying role along with age. Even worse, magic is inherently dangerous and acts as a force multiplier on the power of the individual against the power of society. This too is an assumption. This can be seen as mages and priests in all parts of the world hold esteem, influence and power over their unmagical brethren. It is further seen in the centuries of giant hegemony over the world. Although numerically insignificant, their race was able to hold the combined world in shackles, mostly due to their use of magic.

Thus, the argument against undead must factor in magic as well. I state as a truth, based on my experiences against the Dominion and the Silver Circle that most, if not all, undead either have access to magic or are created from it, or both.

Consider further the benefits that the giant race held over us. They were very much long lived and also gifted in magic. However, it is also true that undead live much longer and on average are much more magical, since every individual is born of or uses magic. *If the giants held us in slavery for centuries, how long will the dominion of undead last?*

Undead do not in fact die, and their undead status negates most of the negative aspects of age. Therefore, using magic, the existence of a mixed undead/ living world will inevitably lead to the domination of the living by the undead. **This must be prevented at all cost.**

### The Argument of Crimes against Humanity

It has been argued now that a conflict of undead against the living is inevitable based both on resources and utilizing the force multipliers of age and magical ability. However, the reader may rightfully ask why they should care. After all, the world handled the domination of giants, and perhaps other forces before that. Even now, there are lords and guilds and all manner of oppressors. Why should one care the source of the oppression? The reason then is because undead, perhaps from their construction, have an unparallelled tendency for cruelty and abomination.

Most of the readers will never have ventured into the death circle of Awas, but this act has been performed. Inside this horrible and obviously unnatural place, where every breath slowly kills, undead thrive. Yet not satisfied with their lot, they send armies, beasts and horrid specters against the unhappy beings who live at the edge of this zone. Furthermore, both the dominion and silver circle delight in the use of slaves, whom they torture, and experiment on.

Finally, using both magic and possibly their very horrid nature it has been said that undead delight in the forcing of *mental servitude* on those powerful than themselves.

One can then see that a triumph of undead will only lead to destruction, cannibalism of the living, slavery for the luck and mind control of the unlucky. We can see that the domination of the undead will be much worse than the cruel yet somewhat more mundane fist of the giants. **This must be prevented at all cost.**

### The Conclusions of the Arguments

Together we can see that the arguments must be correct, and they lead to this conclusion: The conflict is coming. The ratio is in our favor now, but age and magic and numbers will tilt towards that of the undead. Losing the war will result in a fate worse than death. We will lose if we wait. **We must attack now before all is lost**.

### The Addenda of no hostile undead

It may be surprising to some to hear of non-hostile undead, especially those from Awas who know all too well the surging, clamoring hordes of undead armies of the dominion. However, there exists such a place where this occurrence happens, in the Kingdom of Basilia. This represents a special and important factor in the arguments, for some might wonder whether vengeance and destruction should be spared this type of 'safe' undead.

It must be said that these 'safe' undead are nothing of the sort. They simply practice their domination in other guises. In Basilia, they have managed to convince the good people of the living that they represent no harm, yet in fact they kidnap large numbers of orphans to use in horrible practices and murder clerics. Their benign cover is a facade and will likely be revealed when they have established themselves further and the ratio has swung against our favor.

### The partial exception of lost spirits: The duty of the Bonehunters

Finally, I will address the other special category of undead, that of 'lost' spirits. When one faces sudden or horrible death, the soul sometimes lingers. This creates an undead which may seek vengeance against a particular person or group but will ignore all others. One might be swayed to allow this undead to exist. After all, their creation is usually due to unjust circumstances that would boil the blood of even the calmest. However, it is also true that while their pursue their vengeance, while they tend to not consume resources, they cause a large amount of collateral damage, perhaps even killing others. Subduing them may be challenging due to their magical nature.

For this category of undead, true death is still the solution, yet with a kinder heart. Since the soul will not depart until its destruction, or its vengeance wrought, the Bonehunters exist as a conduit for that vengeance in order to expedite their departure. A Bonehunter must, if encountering such a spirit and finding its cause just, take on its cause for oneself, ensuring the destruction of the spirit through appeasement. In this way, they too will be 'destroyed'.