

## **Laws of Gaden**

**Common Man Laws** – The below codex applies to all citizen in Gaden or its protectorates and territories such as the old Fort Miller area. Nobles suspected of wrong doing must be persecuted either by a council of three or more equally ranked nobles, or by a noble of a higher class or stature. This means that the royal family is unrestrained by this codex.

## **Legal Definitions**

**Accomplice** – One who willfully operates, aids, or assists in a crime.

**Conspiracy** – The planning between two or more people to commit a crime

**Sentient Beings** – Sentient Beings are legally defined as a member of the following races and no others – Human, Barbarian, Gypsies, High Orcs, High Ogres, Biata, Stone Elves, Sarr, Wylderkyn, Hobblings, Dryads, Dark Elves, and Mystic Wood Elves

## **Offenses**

**Assault** - The Unprovoked attack on another sentient being in any manner including weapons, spells, alchemy, or traps.

**Bribery** – The offering, giving or receiving of something of value for the purpose of affecting the outcome of decisions, or actions involving public or legal duties.

**Commerce Violations (Taxes)** - The purposeful withholding of any monies or duties that are required by the duly registered or appointed authority of an area.

**Counterfeiting/Forgery** – The production or replication of any item of value including but not limited to money, formal scrolls and components and magic items, with the intent of falsely misrepresenting them as being real. This law also covers the signing or alteration of anyone’s signature other then your own with the intent to defraud or misrepresent any document or writ.

**Creating an illegal Circle of Power** - Any Circle of Power lasting longer then one hour may only be placed if written permission from a Noble of the town is given. Any Circles placed without permission will be destroyed at the owner’s expense and a monetary fine will be imposed.

**Illegal Ritual Magics** - The act of engaging in any ritual magics that create a danger or instability of any kind for the surrounding reason. This includes all necromantic rituals and any unsanctioned summoning rituals. Any casting performed by a duly registered journeyman of the Celestial or Earth Guilds of Gaden, or recognized equivalents, is by nature sanctioned.

**Impersonating a Noble** – Falsely presenting ones self as a noble or acting as if a Noble has given you permission to act in their name when they have not.

**Kidnapping** – The unlawful taking and holding of a sentient being against their will.

**Mind control elixirs, items, or magic-** The use of mind control effects within any part of Gaden for the reason of committing or concealing a crime is illegal. Enslavement and Amnesia effects are illegal to own, transport, conceal, or use.

**Murder** – The unprovoked taking of sentient life to the causing of a resurrection, the lesser charge of attempted Murder is included and used when the intended victim is restored to health via a life spell.

**Necromancy** – The aiding or creating of undead or the use of any magic, item, or potion which calls upon the powers of chaos, or has been created through Necromancy. The possession of any item considered Necromantic in nature is also illegal.

**Perjury** – To lie or make false or misleading statements to anyone charged with the investigation a crime or to a magistrate presiding over a trial. This also includes a lie or misleading statement made to a Noble for any reason.

**Slavery** – The buying or selling or ownership of any sentient being. The use of enslavement elixirs is also slavery.

**Smuggling** – The transportation of any illegal goods in or out of the borders of the kingdom.

**Theft** – The taking of a nobles, or registered guild members property without permission through force or guile.

**Treason** – The involvement in any form of criminal action against a Noble, disobeying a direct Noble order, or any action attempting to incite rebellion are all forms of treason. This law also covers the involvement in any type of action against the kingdom itself such as aiding a sworn enemy of the Kingdom.

## Common Punishments

**Punishments** – The below punishments are the commonly prescribed penalties for the offenses below, however it is up to the presiding Noble or their appointed official as to the final punishment which may be lesser or much greater than the listed common penalty.

**Assault** – Reparations to victim of 5 gold

**Accomplice to Assault** – Reparations to victim of 1 gold

**Bribery** – Forced Service period

**Conspiracy to Commit Bribery** – Fine of 10 Gold

**Commerce Violations (Taxes)** – Fine of up to double the amount withheld, loss of holdings

**Conspiracy to Commit Tax violations** – 10 Gold fine, loss of public writs.

**Counterfeiting/Forgery** – Fine of Double items worth for small offensive, single death for forgery on deeds or writs.

**Creating an illegal Circle of Power** – Destruction of Circle, Seizure of Components, single death should components fail to cover the cost of the destruction.

**Illegal Ritual Magics** – Forced Servitude to Obliteration for intentional offenses

**Impersonating a Noble** – Single death, Liars Mark applied

**Kidnapping** – Reparations to victim of 10 gold for offenses of less than a month, single death for longer.

**Mind control elixirs, items, or magic-** Possession – Seizure and 10 gold fine, Use – Single death

**Murder** – Single death, plus period of Forced Service

**Necromancy** – Minimal sentence of death up to Obliteration

**Accomplice to Necromancy** – Same as principle offender

**Conspiracy to commit Necromancy** – Fine of 5 gold to Death

**Perjury** – Fine of 10 gold, plus accomplice charge to crime

**Slavery** – Forced Service period of no less than a year

**Accomplice to Slavery** – Fine of 10 Gold plus double proceeds from trade.

**Smuggling** – Seizure of goods, 10 gold, plus possession charge

**Theft** – Reparations to victim of twice value, plus forced service period

**Treason** – Single Death to Obliteration