

The Laws of Civilized Society

These are the absolute laws of the land of the Kingdom of Evendarr. Individual Principalities, Duchies, Counties, Baronies, and even Estates may have their own additional laws so long as they do not conflict with any higher law.

These are the expected punishments as accepted by the leaders of the Kingdoms and Empires upon the continent of Avalon upon the world of Tyrra.

It may be noted that anyone who is foolish enough to merit a third punishment for any crime will find no mercy and receive a punishment consummate with the severity of their crime.

Judgment and sentencing by a Noble or their designee (Magistrate) need not include a trial nor even the presence of the accused, though a trial is encouraged. If a trial is granted, it is the responsibility of the accused to gather any that wish to speak for them. If witnesses are not present at the time of the trial, time will not necessarily be allotted to summon them.

Once sentence has been pronounced, the criminal is often granted a period of time (usually 45 minutes) to gather any fines, surrender to the authorities, or prepare for death. In the event that the criminal cannot pay a fine, he will be required to surrender any property, barring one weapon of the judge's choice, to make up the difference of the fine. If the punishment of a crime includes death, then it is the Noble's decision as to the manner of death unless the law specifies otherwise. Note, a punishment of Death requires that the spirit dissipates to seek resurrection, not merely existing in the state of death prior to receiving a life spell.

Finally, the Noble may increase or decrease the sentence if they believe it is merited. These cases should be the exception instead of the norm.

If an individual is convicted of a crime, and sentenced to "Public Beating", they will be placed within a circle of the townsfolk, and each is permitted to strike the criminal once.

Traditionally a Noble is tried by their liege lord if such is possible though such a courtesy given to a Noble is not required by law.

To be declared Outlaw is to be stripped of all protections and rights granted under the laws of Evendarr and any additional lower laws. An outlaw must still obey the law and is subject to all strictures and responsibilities of it. If the Outlaw status is made indefinite then it must last at least one year after which time the Outlaw must gain the sponsorship of a Baron to plead his case to at least the Duke of the lands in which the crime was committed in order for the status to be lifted.

Accomplice: An associate in crime, one who willfully operates, aids or assists in the commission of a crime, Either by action or inaction. The accomplice shall bear the criminal responsibility as if they were the sole participants of said crime.

Arson: The willful destruction of another's property without consent by any means. (The willful destruction or damage by fire to any property of another or of the state. Also the destruction of one's own property by fire if it is done so for profit and or if some collateral damage or destruction to the property of another or of the state ensues.)

First Offense: Death and loss of all property.

Second Offense: Obliteration.

Assassination: While the taking of another's life is covered by the crime of murder, assassination is both the premeditated murder of another for a fee and the hiring of such assassins. It is thus treated, if possible, as a more callous crime.

First Offense: Two Deaths and loss of all property.

Second Offense: Obliteration and Outlaw for One Year.

Assault: The willful attack on another citizen by any means including weapon, spell, alchemy, potion or trap. Use of any of these upon another person without their consent. An unlawful attempt or declaration (written or unwritten) on the part of one or several with force or violence or malice to cause unwanted harm or mischief upon another. An attempt or offer to harm another without touching them, as one lifts their arms in a threatening manner to another or strikes at them and misses. If the assault causes death the charge will become murder.

First Offense: Public Beating and monetary fine.

Second Offense: Death and monetary Fine.

Bribery

The offering, giving or receiving, or solicitation of something of value for the purpose of influencing the action of a person in the responsible discharge of his or her public or legal duties.

First Offense: Public Beating and 50 gold piece fine.

Second Offense: Death and loss of property.

Burglary: This law covers breaking into another citizens home and consequently stealing property of another while in their home or business.

First Offense: Return of property and loss of all property.

Second Offense: Return of property, Death, and loss of all property.

Conspiracy: This crime is defined as the knowledge and willful cooperation in or planning by more than one person to commit any of the other crimes listed here. (A combination or confederation between two or more willing persons for the purpose of committing by their joint efforts some criminal act or some act which is

innocent in itself but becomes criminal when done by the concerted action of the conspirators.) If the conspiracy is against a noble, the charge may be treason.
First Offense: 25 gold piece fine.
Second Offense: Death.

Counterfeiting/Forgery: While the obvious cause of this crime is the use of false monies, it also includes the sale or trade of false formal components represented as real components and the use of a counterfeited signature or writ. If a Noble signature or writ is counterfeited this becomes treason. (Falsely making or materially altering by hand or otherwise with intent to defraud, any document or symbol which if genuine might apparently be of legal efficacy or the foundation of a legal claim.)

First Offense: 25 gold piece fine and branding of the back of the right hand.
Second Offense: Death and loss of all property.

Impersonating a Noble: This involves not only the act of pretending to have noble title when you do not have such but also acting as if a noble has given you authority to act in their name when they have not. If you commit a crime while doing this the charge can be elevated to Treason. (To knowingly present oneself by document, raiment, statement to be of a noble station.)

First Offense: Death and loss of all property.
Second Offense: Obliteration, Declared Outlaw Indefinitely, and loss of property.

Kidnapping: This crime involves the unlawful taking and holding of a citizen against his or her will, and attempts to ransom these captives to friends or family. Also, the forcible and unlawful confinement of an individual.

First offense: Death, loss of property.
Second Offense: Obliteration

Libel:

One person or group of persons issuing or presenting a prejudicial or false statement or accusation pertaining to any other by the use of print, writing, pictures, or signs. It is a crime to print, write, etc. knowingly false statements with the intent to injure the character or image of another.

First Offense: Public Beating and 25 gold piece fine.
Second Offense: Death and loss of property.

Mockery of a Noble: This involves the defamation of a Noble's character through insults, lies or mockery. If this is used to incite rebellion the charge becomes treason.

First offense: 10 gold piece fine.
Second Offense: Loss of all property and possible death.

Murder: The willful taking of another citizen's life, premeditated or in the heat of anger is murder. Even if the victim receives a life spell, you are still held accountable for this crime. (Deliberate action to cause the death of any individual)
First Offense: Death, Loss of all property.

Second Offense: Obliteration, Loss of all property and declared Outlaw for One Year.

Necromancy: Not only is Necromancy a crime in the lands of Avalon, it is a crime against the Land itself. This crime involves casting of spells with the word "chaos" in the verbal, creation and control of undead through Cantrips and Formal Magic Spells, and use of any item necromantic in nature. (The use of any spell, ability or item that calls upon chaos or causes an effect identical to a necromantic spell. Also, the use of any spell, ability or item that causes the creation or release of undead as well as the use of any spell, ability or item that transforms a living being into undead. The willful and consenting possession of any item that possesses necromantic properties.)

First Offense: Death, Loss of all property and possible Obliteration.
Second Offense: Obliteration, Loss of all Property and Declared Outlaw Indefinitely.

Perjury: To knowingly lie or make false or misleading statements to a noble, magistrate or persons given the power to conduct an official investigation or trial while they are in the course of such an investigation or trial.
First Offense: same punishment as the crime demands.

Second Offense: Death and loss of property or the same punishment as the crime demands, whichever is more severe.

Slander: The speaking of false or malicious words concerning another whereby injury results to their reputation.

First Offense: Public Beating and 25 gold piece fine.

Second Offense: Death and 50 Gold Fine.

Slavery: The buying, selling or trade of sentient beings as well as the ownership of such is slavery. The use of Enslavement elixirs is also a form of slavery. (The willful buying, selling, or holding of an individual against their will such that said individual shall have no freedom of action and whose person and services are wholly under the control of another.)

First Offense: Death and Loss of all property.

Second Offense: Obliteration, Loss of all property and declared Outlaw for One Year.

Tax Evasion: This is simply the failure to pay any taxes levied by the Kingdom, Principality, County, or any Baronies of which you are a citizen. Note: Visiting adventurers are also subject to some of these taxes.

First Offense: Double Payment of Taxes.

Second Offense: Triple Payment of Taxes and possible loss of property.

Theft: The taking of another citizen's property without permission is theft. Looting another's body is a form of theft and will be treated as such. (To use any portion of or to take possession of the property of another against their will.)
First Offense: Return of property, 25 gold piece fine and wearing of a yellow tabard for six months.

Second Offense: Return of property, Loss of all property and death.

Treason: Treason covers things from disobeying a direct noble order, attempting any form of criminal action on a noble of Evendarr, rendering aid to a sworn enemy of Evendarr and inciting rebellion against the noble and royal courts of Evendarr. (The involvement in any action or assemblage for the purpose of rebelling against the state or its lawful governing body or in aiding any other individual or individuals either foreign or domestic to do the same.) Treason is the most serious crime in Evendarr and should be invoked with due and proper consideration and solemnity.

First Offense: Obliteration.

Second Offense: At least one Obliteration, Declared an Outlaw Permanently, possible Banishment