

OF JURISDICTION

The Laws of the Empire apply to all beings able to speak. No special status shall be conferred upon anyone within the boundaries of the Empire, without Imperial Rescript.

Within a District, a Margrave shall have the right to arrest any person, including the Prefect himself. It is ultimately just that the Margrave also have the ability to pass judgment, and carry out sentences on anyone it is deemed necessary.

A Margrave may appoint any number of Imperial Deputies in order to assist in the upholding of the law in the district. An Imperial Deputy shall be empowered to make arrests and pass judgments and carry out sentences, provided the sentence does not include resurrection, slavery, or a fine of over 50 gold coins. Sentences above this limit must be brought before a Margrave of the District.

The Prefect of a District shall be empowered to make arrests, but shall not be empowered to pass judgment or carry out sentences. The Prefect shall detain all such arrested individuals until such time they may be brought before a Margrave.

Should an arrest be necessary, the arresting individual must clearly state they are placing the individual under arrest, relieve the perpetrator of all arms and armament, cantrip tomes, and protective spells. If necessary, a Margrave, Imperial Deputy, or Prefect may use restraints to restrict the perpetrator.

In the process of arrest, should the Margrave or Imperial Deputy be resisted, they are empowered to do whatever they will to bring the perpetrator to justice, including cause the resurrection of a hostile lawbreaker.

Should a crime be witnessed, and the witness wishes to come forward, they may do so to a Margrave, Imperial Deputy, or Prefect, so that an arrest can be made.

OF CHARGES

Only one who is a Citizen of Galerus may bring charges against a Citizen of Galerus. No outsider to our glorious Empire may do so.

A Non-Citizen may not bring charges against anyone, though they may have a Citizen bring the charges in their stead.

Should a Citizen bring charges against a slave, the owner of the slave shall be the respondent. If found guilty, the owner shall be held responsible for all actions of their slave, and shall suffer equally the penalties imposed.

Should a Non-Citizen be called upon to serve as witness, their testimony shall be considered, but not favored above that of a Citizen.

OF CITIZENS

A Citizen of Galerus may own land and structures within the Empire of Galerus, own a ship, be a recognized member of a guild, own slaves, bring charges against another citizen before a Margrave, hold Title within the Empire, Vote in public elections, be Elected or Appointed to Public Office, or serve in the Legion as an officer.

One who wishes to become a Citizen of Galerus must fulfill the following criteria:

- I Demonstrate ability to Read and Write
- II Be of the age of 14. Those under the Age of 14 are considered not of the age of majority yet, and as such their parents are responsible for them.

III Be of a recognized civilized race, including Human, Dwarf, Elf, Mystic Wood Elf, Drae, Scavenger, Half Orc, Half Ogre, Biata, Hobling, or Sarr.

IV Must renounce publicly and in writing, all titles, lands, property, and allegiances to all other kingdoms and nations and swear allegiance to the Empire of Galerus.

V Applicant must pay a 4 gold coin fee or be sponsored by a Delago or chancellor

OF FOREIGNERS

A foreigner who enters into the Empire is bound by all of the Empire's laws and strictures, regardless of their homeland's law.

A foreigner may obtain a visa for his stay within the Empire from the Master of Offices or the local Doge, for a nominal fee.

Any foreign dignitary entering the Empire of Galerus is required to present themselves to the Prefect or Master of Offices for the district in which they travel or stay, before they may conduct any business.

Foreign dignitaries are not Citizens, nor are any rights of a Citizen conferred upon them.

OF SLAVERY

Slaves are made in three ways; through sentencing due to commission of a crime, as a prisoner of war, and as one who is born to slave parents.

One who is made a slave through punishment for a crime shall remain a slave until their sentence is complete.

One who is born to a slave parent shall remain a slave under the ownership of the parents' owner until they reach the age of majority, which is 14, at which time they are manumitted. The child remains a slave to the owner regardless of the parents' status.

One who is manumitted by serving their term of slavery, or by reaching the age of majority, must regain their citizenship within the Empire.

A Slave may not own any property. All property of the slave is the property of the owner.

OF ELDRITCH STRUCTURES

Any and all Wards, Wizard's Locks, Greater Wards, and Circles of Power that last for more than one hour must have a permit to be legally established. Only one permit may be issued per structure.

OF DEFENDERS

Every civilized being in the Empire has the right to defend its life from an unlawful attack with all force necessary, as long as that force is not contrary to the laws of the Empire.

OF CRIMES

What follows is a simple and short list of crimes, and what sort of punishment is expected for the first offence. Second and third offences shall be punished with a much more extreme measure than what is listed here.

Be it known that the punishments listed here are only examples. A Margrave may assign any punishment for the crime that he deems necessary.

This is not a full list of crimes as they are listed in the Codex. The Codex contains the full law, the date of decree, as well as the details of other crimes and laws. The list included here

contains laws deemed especially pertinent for a city of the Empire so close to the borderlands.

Abomination

Any being which requires the use of Chaos energies to heal shall be deemed an abomination, and be hunted until it is destroyed.

Arson

The destruction of another's property through use of fire, in a manner which could potentially cause harm to an entire area. Those guilty of arson are hanged until resurrection.

Assault

Any attack that damages another's person or property carried or worn by that person. Those found guilty of assault for the first time are fined 10 gold coins.

Breaking and Entering

Making unwarranted or uninvited incursion into a building owned by another. Those found guilty of breaking and entering are fined 20 gold coins and incarcerated for 20 days.

Bribery

The act of money or favor given or promised in order to influence the judgment or conduct of a person in a position of trust. Those who attempt to bribe an official, or officials who accept bribes, shall be stripped of all property and title and shall be stoned or burned to death, and forced to resurrect.

Chaos Spellcasting

The summoning, controlling, and bolstering of chaos elementals and related creatures, the summoning and use of chaos energy in spellcasting, including formal spellcasting, and the use of chaos energies in cantrip spellcasting. The Empire of Galerus is at war with the forces of Chaos. Any being who utilizes such energies is hereby declared an Enemy of the Empire of Galerus and is subject to summary formal marking, execution and resurrection.

Consorting with an Enemy of the Empire of Galerus

Willful association of any kind with one who has been declared an enemy of the Empire. When confronted with an enemy of the Empire of Galerus, a citizen must immediately report the enemy's location to the Margrave, Imperial Deputy or Prefect, should they not be able to destroy the enemy themselves. Those found to be consorting with the enemies of the Empire of Galerus shall be hanged until forced to resurrect.

Destruction of Property

The damaging or destruction of another's property. The Penalty for Destruction of Property is full restitution for the value of items lost, and a fine of not more than twice the value of the property damaged or destroyed.

Extortion

The act of obtaining favor, property or money from a person by force, intimidation, or undue or illegal power. Those found guilty of Extortion shall be fined 30 gold coins and be stoned or burned to death, and forced to resurrect.

Intent

The design or purpose to commit a wrongful or criminal act, either collectively or individually. Intent is a separate crime which, once established, may be added to any other crime. The penalty for Intent is dependant upon the offence it is applied to.

Libel or Slander

A written or oral defamatory statement or representation that conveys an unjustly unfavorable impression. The penalty for Libel or slander is a 5 gold coin fine and recanting of statements.

Murder

Unlawfully forcing a person to resurrect with malice and aforethought. The Penalty for Murder is loss of all property and burning alive until resurrection.

Necromancy

The use of any type of energy to create, summon, control, or bolster any type of dead or undead creature. The Empire of Galerus is at war with Necromancy and seeks to exterminate its uses within its own borders. Any being who utilizes or is powered by such energies is hereby declared an enemy of the Empire of Galerus, and is subject to summary formal marking, execution, and resurrection.

Poisoning

The use of poison or other alchemical substances to harm, debilitate, or otherwise endanger an individual or group of individuals. Those guilty of poisoning shall have all alchemical substances and equipment confiscated, and shall be burned or hanged until resurrection.

Possession of an Illegal Alchemical Substance

Possession of any of the following Alchemical Substance in any form: Forget-It-Well, Forget-Me-Not, Euphoria, Death, Instant Death, Berserk, Enslavement, Dominate or Feeblemind. Those in possession of such alchemical substances are fined 5 gold per individual application of the substance.

Possession of an Illegal Eldritch Structure

The possession, establishment or creation of an eldritch structure, including a Circle of Power which lasts for over one hour, a Ward, Greater Ward, or Wizard's Lock without a permit. Those in possession of such a structure shall each be fined 5 gold, and be forced to purchase a permit. Possessors of an eldritch structure are defined as those who are invested within the Circle or Greater Ward, in addition to those that hold a Ward Key. If the possessors of said structure do not have sufficient funds to purchase a permit, the eldritch structure shall be destroyed. Contesting this destruction of the structure, if its destruction requires a formal casting will be treated as Resisting Arrest.

Possession of an Object of Necromancy or Chaos

Willful possession of an object or item that contains, emits, or powers the casting of any spell utilizing the energies of Necromancy or Chaos. Those guilty of this shall lose all property, and the item shall be destroyed.

Possession of a Weapon Without a Permit

The possession of a weapon by a being who does not possess a permit to carry one. Those guilty of this shall be fined of 5 Gold, and their weapons shall be confiscated until such time as a permit is procured.

Public Endangerment

Any act which directly or indirectly endangers the well being of more than one Citizen of the Empire. Those guilty of Public Endangerment shall be fined 25 gold coins and be incarcerated for 30 days.

Resisting Arrest

Willfully engaging in any form of resistance to a legal arrest. Forms of resistance include but are not limited to, seeking refuge in an Eldritch Structure, running, and engaging in physical combat with the arrestor. Depending on the severity of the resistance, the offender shall face a 25 – 50 gold coin fine, and additional punishment considerations to their current offence.

Theft

The taking and removing of personal property with intent to deprive the rightful owner of it. The penalty for theft is the return of the items in question, or full restitution for the value of the stolen goods should the items be destroyed or consumed, plus a fine of not more than twice the value of the goods stolen.

Treason

Willfully aiding and abetting the Enemies of Galerus by a Citizen of the Empire, and attempting by overt, or covert acts to overthrow the government of the Empire by a Citizen of the Empire. This is a most serious act of betrayal to the Empire of Galerus. Those found guilty of treason shall lose all title, all rights of Citizenship and property, and be formally marked, publicly flayed alive, Obliterated, and Exiled from the Empire should their spirit survive the Obliteration. The Empire of Galerus shall not suffer a traitor.

Trespassing

To make an unwarranted or uninvited incursion on to private property

The punishment for Trespassing is a fine of 5 gold coins and removal from the property.

Vandalism

The willful or malicious defacement of public or private property.

Vandals shall be fined 5 gold and forced to clean or correct their defacement.

OF PUNISHMENTS

The Prefect of the District shall maintain several cells with which to confine individuals if a perpetrator of a crime is to be detained to await trial before a Margrave, or to restrict their freedoms.

Fines are payable to any Margrave, Imperial Deputy, or the Master of Offices, or the Prefect of the District.

If a guilty party is unable to pay the full amount of fines assessed to them, they will become enslaved by the Empire, for a time of 2 days per silver piece owed. They will become the property of the Empire, and all property owned by the individual shall be confiscated and assessed in value towards their term of enslavement. Their owner shall become the Prefect of the district who shall shelter, feed, and clothe the slave as needed. When the slave is manumitted, he shall be given a set of clothing as his sole possession.

Those exiled are never again welcome in the Empire of Galerus, and should be immediately arrested upon attempting to re-enter the borders of the Empire of Galerus.

Obliterations shall repeat until the formal magic is successful.