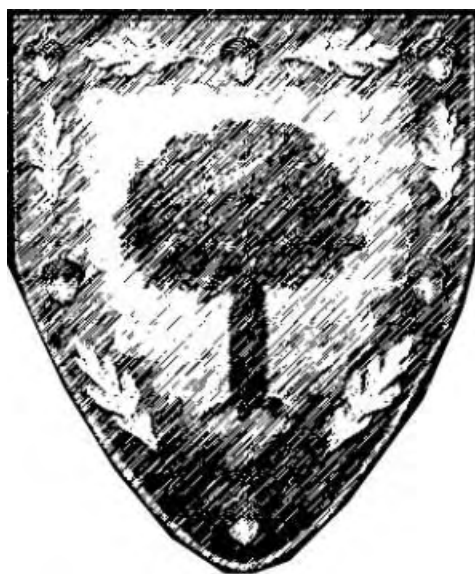




LAWS OF THE VISCOUNTY

A GUIDE TO JUSTICE IN THE VISCOUNTY OF VERBOBONC

Version 2.0 – September 2007

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INTRODUCTION

You hold before you a summary background and description of the legal processes governing the laws and punishments in the Viscounty of Verbobonc. While it is not intended to be an exhaustive treatise on the legal system used in the Viscounty, it does cover those areas and situations that are most likely to be encountered by characters adventuring within the Viscount's environs.

This document is intended to serve as a framework for both Dungeon Masters and players. A DM can regard this document as the standard to judge whether the actions of a character can be classified as a crime by the Viscounty as well as what the ramifications would be of such a decision. For a player, this document provides insight for how best to use the system to your advantage... if you happen to be playing a noble. More likely, these rules will serve as a warning of the crimes and punishments that your character should be wary of.

Ignorance of the law is no excuse, so, if nothing else, reading this document should help you to avoid the irritating dust of the quarry, the loss of your spellbook, or even the loss of your head.

USING THESE RULES IN THE GAME

Law in a fantasy game should never take precedence over the game itself. The legal system presented is not intended to imitate the "real world." While many of the concepts presented here are based on real world examples and history, do not fool yourself into attempting any real world vs. fantasy world comparisons. In Verbobonc, commoners have no right to counsel, no right to a speedy trial, and no right against self-incrimination.

The laws of Verbobonc are designed and intended to support the status quo. As such, the laws favor and support the nobility, having been created and enforced by them. Or, to phrase it more succinctly – "The game is rigged."

More often than not, a character is not going to beat a noble at the legal game. The nobility have many additional means of legal recourse that are not even listed here. For every card up your sleeve, they have ten. They have had hundreds of years to build their alliances against which a character could never hope to compete except in the most extreme or unusual of circumstances. While an individual noble might despise another noble, one's father could have saved the other's life. While there is no love lost, nobles tend to remember their history with other noble families. Given the option of going head-to-head with a noble family or standing up for a commoner with a position or influence, they would just as soon sell the commoner down the creek.

This bears repeating: In the legal game of Verbobonc, commoners—including player characters—have very few

rights. No matter how high their Diplomacy or Bluff skills, and no matter how much Influence with notable NPCs they may have, the chance that a commoner could get away with committing a crime without facing punishment is remote.

ENFORCEMENT OF LAWS IN THE GAME

Laws should be enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player character happens, the judge should warn the player against the criminal behavior if he feels the player does not know any better. Once the player has declared his criminal actions, a judge must decide if there is any way for someone to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be adjudicated after the play session. If the player continues to commit crimes, the Dungeon Master should adjudicate it immediately and remove the character from the play session for the time being.

Once play has finished, the Dungeon Master should make a final determination of all of the penalties that the PC will receive. Note that any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad or their appointed representative. All other crimes may be adjudicated by the judge at the table. See **Section IV: The Code of Law** for details on specific crimes and punishments.

If the player of the convicted character wishes to appeal the judge's ruling, he should contact the Verbobonc Triad. It is unlikely, however, that the Triad will overturn the table judge's adjudication.

It is important to note that while this process sounds similar to the manner in which Evil Acts are adjudicated in Living Greyhawk, it is quite possible to commit a crime in Verbobonc without committing an Evil Act. In fact, one could very easily commit crimes while pursuing Good ends. Unfortunately for adventurers, the laws of Verbobonc do not discriminate between Good and Evil. A crime is a crime, no matter what the intent behind it is.

A GUIDE TO THE LAW

The ancestors of Verbobonc's ruling class displayed great foresight in establishing a clear Hierarchy of Rights in the Viscounty. The higher that one is in this hierarchy, the less one has to fear legal persecution; and the lower that one is, the fewer protections the laws afford.

THE HIERARCHY OF RIGHTS

The law protects the following entities, in order of importance, with higher legal rights trumping all levels beneath them. And in all things, noble interests trump commoner interests.

The Hierarchy of Rights is as follows:

1. The Viscount of Verbobonc
2. The Church of Saint Cuthbert
3. The Noble Houses of Verbobonc
4. Agents of the Noble Houses and landless nobility.
5. Tradesmen, organizations, guilds, visiting dignitaries, and racial groups officially recognized by the Viscount (such as the Elven Enclave of Verbobonc City)
6. Commoners
7. Non-residents and other racial groups (Clan Rockhall, the Elven Clans of the Gnarley Forest, and so forth)
8. Non-entities (evil or hostile humanoids, like orcs, goblins, gnolls, kobolds, and so forth)

Note that members of Law enforcement groups, like the Gentlemen of the Watch and the Mounted Borderers, while invested with the right to enforce the laws, are still commoners and thus remain below many individuals which they are charged to hold legal power over.

This apparent paradox will be resolved when we examine the difference between Low Justice and High Justice, and when we later look at the difference between a low crime and a high crime.

SIDEBAR: A NOTE ABOUT “NOBILITY”

Unless you have Verbobonc regional documentation granting your character noble status, then your character is not considered a noble. The laws of the Viscounty support the nobility of Verbobonc, not the nobility of foreign nations half-way across the continent. The Viscounty does not recognize foreign titles (such as Lord Errant of Sterich, Lord of Tenh, Poobah of the Pomarij, etc) unless the Triad specifically grants an exception. The previously mentioned titles are not granted such an exception.

If you have documentation granting your character status as a noble of Verbobonc, or status as nobility in a foreign nation –and you *strongly* feel that it is applicable– then email the Verbobonc Point of Contact with the particulars. Generally speaking, player characters are not, and never will be, nobles of Verbobonc.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All criminal and civil authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice. As might be guessed, this distinction is made to separate the nobility from the common folk, to consolidate their power, and to further shield them from answering to legal persecution.

Low Justice is the authority shared by many subordinate groups, such as the Mounted Borderers, who are empowered with the right to prosecute crimes against all citizens of the Viscounty... except for those with the

Right of High Justice. The privilege of High Justice is reserved solely for the Viscount, the nobles of the land, and the Knights of the Faithful Defender, the Viscount's highest ranking guardians of law and order.

Low Justice

Representatives of the law imbued with the right of Low Justice are involved in the prosecution of 'day-to-day' justice, minor cases generally settled by limited fines or light corporal punishment. The judgments of Low Justice are summary and frequently informal. Those with the right of Low Justice may charge, arrest, investigate and sentence any non-noble offender of any crime.

The Viscount and those members of the noble families whom the Viscount has formally titled have the right of Low Justice anywhere in their lands. The Gentlemen of the Watch, the Mounted Borderers, and noble House Guards have the right of Low Justice within their jurisdiction.

Mayors have the privilege of Low Justice within the confines of their settlement. Mayors may likewise invest a town representative with this power; however the Mayor is responsible for the conduct of any individual exercising this power. See **Jurisdiction**, below, for more details.

High Justice

The highest form of legal authority, High Justice is the providence of the Viscount, the heads of the noble houses, and their most highly appointed representatives. Additionally, other authorities may acquire it as part of a high degree of legal autonomy (such as the right for priests of some religions to claim the benefit of ecclesiastical tribunal, or 'trial by clergy'). Anyone with the right of High Justice may charge, arrest, investigate, try and sentence an accused criminal, just as those with the authority of Low Justice can.

Additionally, only someone with the right of High Justice (such as the Viscount, his appointed representatives, or other clearly designated authorities) can charge a noble with breaking the law. Even then, it can only be for charges of high crimes, as nobles are immune to prosecution for low crimes. And unlike commoners, when nobles are accused of crimes, a trial must be held where the accuser and bearer of High Justice must convince the Viscount or his appointed agent that the accused is guilty. See **Legal Process: Trials**, below, for more information.

In other words, it takes a noble of higher status to bring a noble to justice. Because of this, the Viscount's position of ultimate legal authority in the Viscounty is of dire importance. Without the Viscount, there would be no one with the authority to sanction the noble houses, and the infighting between them would likely threaten to tear the Viscounty apart.

JURISDICTION

In the course of play, it might become apparent that a character at the table is a member of a recognized law enforcement arm of the Viscount. In situations such as this, the player may report or arrest criminals they encounter during play. To do so, they must meet two criteria. First, they must have the authority to act, a Right of Justice, as we discussed above. Second, they must have jurisdiction over the area where the crime was committed.

See **Table 2: Legal Jurisdiction** for a list of selected Verbobonc metaorganizations, their legal jurisdiction, and the right of justice that they are entitled to in that jurisdiction.

Table 2: Legal Jurisdiction of Verbobonc Metaorganizations

Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Occasionally, jurisdictional conflicts may arise from two or more organizations operating in the same area. This is resolved by titles and rank within the Verbobonc nobility. A Mounted Borderer Trooper who is also a Most Worthy Sir outranks a Senior Gnarley Ranger. A complete list of the titles of Nobility can be found in the *Verbobonc Journal of the Wanderer*.

In cases where none of the parties has a title, authority falls to the highest-tiered character of a metaorganization. For example, a Mounted Borderer Trooper is outranked by a Senior Gnarley Ranger in the Gnarley Forest; but a Mounted Borderer Sergeant is not. The sole exception is the Knights of the Faithful Defender, who –as direct representatives of the Viscount– outrank all other organizations.

Characters that are designated town sheriffs are treated as if they were the mayor for purposes of resolving jurisdictional conflicts; however the mayor of the town is responsible for the conduct of their sheriff.

Questions of Jurisdiction

Jurisdiction affects not only who can dispense justice, but also the availability of legal protections and remedies. Towns that are located on the lands of a noble are afforded the direct protection of that noble's house.

Fugitives on Other Noble Lands

Occasions may arise where a noble or her representative may desire to take custody of someone located on another noble's lands. In these instances the noble and/or her appointed agents may only do so in two ways.

The first is much more common and involves diplomatic measures. The nobles or their agents may negotiate permission to enter the noble's lands and arrest the

wanted individual(s). This usually involves brokering a deal most likely favoring the harboring noble. Most times the negotiations are done secretly and are usually accompanied by the local noble guards taking custody of the wanted individual in case a satisfactory deal is brokered.

There have been instances in the past, however, where one noble has requested the leave to arrest a wanted criminal located on another noble's lands, and the harboring lord has warned his loyal (but criminal) servant. The harboring lord might very well stall with negotiations to give the servant enough time to escape. Such is the nature of politics and the law in Verbobonc.

The second remedy for a noble or his agents is a Writ of Arrest issued by the Viscount. In these cases, a noble may ask the Viscount to either arrest the wanted person or to give leave to have their agents arrest the person themselves.

Evidence and witnesses must be on hand when a noble or an agent approaches the Viscount, or his appointed representative, for a Writ of Arrest. Their presence is required if the Viscount has any questions regarding the accused, the crime or circumstances surrounding it. While the use of a Writ of Arrest in this way is fairly rare, it has been used to catch criminals who have used their relationships with noble families to shield their activities.

Areas Outside of Noble Lands

The vast majority of territory within the Viscounty does not lie within the jurisdiction of any of the noble houses. Much of the land in the Viscounty is under the direct control of the Viscount. As such, without a direct administrator of these lands, they are afforded less protection. Any noble desiring to arrest or question someone in these lands only needs to issue a Writ of Arrest and dispatch a house guard to retrieve the accused. In this regard, the noble can bypass any local law enforcement and take the accused back to noble lands for questioning.

Leaders of settlements within non-noble lands who feel that they have been treated poorly may petition the Viscount for remedy. In doing this, the Viscount may decide if the Writ of Arrest was warranted and if he should intervene. Any decision to intervene could result in any number of reversals, from the return of the individual to reparations in the form of coin, trade goods, land, or title. But because the Viscount relies on the support of the nobles, he typically intervenes in only the most egregious situations.

For more on Writs and these processes, see the section on **Legal Process**, below.

CRIMES

All crimes in the Viscounty are classified as either low crimes or high crimes. Low crimes tend to be more common, minor offenses, such as disturbing the peace, theft, and trespassing. High crimes are offenses more

often directed at those in power, like extortion and treason, or crimes of the most egregious nature, like murder and magical assault.

Naturally, high crimes carry a harsher punishment, but some low crimes, if committed against a noble, carry provisions for vastly increased punishments. For most practical purposes, however, there is only one difference between low crimes and high crimes that should be noted:

Nobles cannot be accused of low crimes under any circumstances. Imbued with the Right of High Justice, nobles are immune to low crime prosecution, leaving only the non-nobility eligible to be charged for low crime offenses.

Nobles can, however, be accused of high crimes, but only by individuals with the Right of High Justice. Since this only includes other nobles, Knights of the Faithful Defender, and the Viscount himself, it is a rare occurrence that a noble is ever accused or tried with breaking the law. For purposes of the campaign, players are not allowed to arrest nobles unless specifically told to do so by a non-player character in a scenario or in play documentation.

Unlike nobles, commoners can be legally accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

The laws exist to protect the nobles, and at the same time let them charge any commoner with whatever they want.

LEGAL PROCESS

Legal procedures in Verbobonc are based on tradition and precedent. The intricacies of the legal system are beyond the scope of the rules presented in this document, and in fact beyond what the Verbobonc Triad deems necessary for the Living Greyhawk Campaign. The information below is a sampling and simplification of the most basic legal processes of the region, and those that player characters might be most likely to encounter in their adventures.

WRITS

A writ is a written order issued in the name of the Viscount or the nobility in connection with a judicial or administrative proceeding, and their use figures prominently in the enforcement of the laws of the Viscounty. Usually a writ requires the person to whom the command is issued to report at a fixed time and place with proof of compliance or a justification for disobedience. Certain organizations, such as the Mounted Borderers and the Knights of the Faithful Defender, are legally empowered to enforce the successful prosecution of writs.

Some examples of writs include the following.

Writ of Inquiry

The Writ of Inquiry is an official proclamation used to investigate a crime and bring to justice those believed to be responsible. It is often used to discover facts and information that lead to the issuance of a Writ of Arrest. A second, less commonly known application of this writ, is that it can be requested by any Mounted Borderer company commander, any Knight of the Faithful Defender, or the Bishop of the Church of Saint Cuthbert. In this regard

the requester may ask that a crime be investigated or that an inquiry be made into a problem involving a noble.

Writ of Arrest

A Writ of Arrest is a document issued by the Viscount, a noble, or a leader of a town in pursuance to the apprehension of an alleged criminal. The writ details the crimes, the person or persons believed to be responsible, and the basic facts of the charges to be read to the accused. Usually, this writ is issued after a Writ of Inquiry has produced a fruitful investigation. But it should be noted that Writs of Arrest are not necessary in cases where the agent of law enforcement witnesses and apprehends a criminal in the midst of committing a crime, or when the criminal approaches a law enforcer and confesses to breaking the law.

Writs of Arrest pursuing the apprehension of a noble may only be served by Knights of the Faithful Defender, Mounted Borderers, or the Viscount himself.

Writ of Attainder

A Writ of Attainder is seldom issued, for it deals with the revocation of noble lands, title, and status against the individual or individuals whom are mentioned in the Writ. Writs of Attainder may only be issued by a noble's

feudal superior and are usually done so for truly heinous crimes, such as treason or sedition.

TRIALS

Anyone charged with a crime may petition a noble or the Viscount for remedy. Doing so allows the arresting authority to lock up the accused until such time as a Magistrate of Justice is available. In most instances the accused is held for several days while word gets to the Magistrate and she travels to the site of the trials.

In a highly formalized procedure that is beyond the scope of this document, the law enforcer with jurisdiction presents the charges to the Magistrate of Justice in front of the accused. From that point on the trial is supervised by the Magistrate, who judges the merits of the case and acts as a representative of the Viscount. It is their responsibility to assure that the laws of the land are being carried out in accordance with codified law and precedent.

It is an accepted practice by His Lordship's Magistrates that spells such as *discern lies*, *detect thoughts*, *speak with dead*, and other divination spells are only employed when there is an available priest in good standing with the

Church of Saint Cuthbert. If the defendant wishes to employ spells of this type when presenting his case, he must use a cleric approved by the Church of Saint Cuthbert. The defendant is required to pay the costs associated with the casting of such spells in his defense.

Magistrates may judge any case that does not involve a formally recognized member of a noble family. Criminal cases against nobles may only be tried by the Viscount. Records of all such trials are kept and are used as precedent for cases that may come later.

Those found guilty by the Magistrate may be sentenced by the authority that has jurisdiction over the area where the crime was committed. In the case of nobles and their representatives that are brought to trial, only the Viscount or his appointed representative may dispense the sentence.

METAORGANIZATIONS AND THE LAW

Metaorganizations in the Viscounty of Verbobonc present the opportunity to be more heavily involved in the role-playing flavor of the region. Some metaorganizations have little interaction with the rules presented in this document. Others, however, bear the need for special attention. These include law enforcement metaorganizations, like the Mounted Borderers and the Gentlemen of the Watch; criminal organizations, like the Family and the Alliance; and Noble House Guards, like the Stewards of House Haxx and the House Langmuir Regulators.

LAW ENFORCEMENT

For purposes of the Living Greyhawk campaign, a character who is a member of a metaorganization that bears the Right of Low Justice (see **Table 2: Legal Jurisdiction of Verbobonc Metaorganizations**) can not just arrest someone because they feel like it. Within the context of an adventure, the law enforcer must either witness a crime that fits the description in the Laws of the Viscounty document, or the criminal must confess that he committed a crime. Under those conditions, a law enforcement player character may legally arrest another character (NPC or otherwise) without requiring a warrant for arrest.

Although drawing real world comparisons is discouraged, it is similar to speeding on the highway. If a state trooper sees you speeding, he can issue you a citation. Or if you go up to the trooper and admit to speeding, he can issue you a citation.

Even if a law enforcement character witnesses a crime and makes an arrest, the arresting agent can not effectively fine other player characters TU and gold. Nor do they have the power to permanently remove characters from play. A law enforcement character can only arrest characters and charge them with offenses. The right of Low Justice empowers them to do this. But the

law enforcer is not judge, jury, and executioner. It is up to the Dungeon Master to adjudicate the final penalties.

CRIMINALS

Player character members of metaorganizations that participate in illicit activities should take great heed of the rules in this document. Members of the Family or the Alliance (and other organizations of questionable morals) should be particularly careful when adventuring with a player character who is a member of the Mounted Borderers or other lawfully-aligned organization. The right of Low Justice does empower law enforcement characters to arrest criminal characters if they are witnessed committing a crime.

Furthermore, while adventuring in the Viscounty, a criminal character's metaorg superiors might order the character to commit crimes that, if discovered, could have a negative impact on the character's career. These missions are understood to be accepted at the character's own risk. Characters that have chosen an unlawful path may see consequences for that choice come into play by way of the rules in this document. That's just the way it is. This is the Viscounty of Verbobonc, not the Free City of Dyvers, and in the lands ruled by the Cudgel, crime is not tolerated.

As a final note on criminal organizations: In Verbobonc, the Battirovka Family is a merchant house, similar to the Medici family of Renaissance Italy, the Corleones, or the Sopranos. Their existence is known of by most law enforcement agents, but they hide their illegal activities behind a number of legitimate businesses, and proof of illicit activity has never been conclusively attained. Simply acknowledging an association with the Battirovkas is not grounds for an arrest. That said, openly speaking about the Family as a criminal organization while admitting to an association with them not only could get your character arrested, but he may quickly be targeted by his former associates in order to protect the Family's secrets. In general, these activities are not highly recommended.

NOBLE HOUSE VASSALS

A House agent or vassal who is not a blood relative of the noble family is not considered by the law to be a noble when outside of their lands. Inside the house lands, however, a noble agent is considered to some degree an extension of the noble house as far as some local application of the laws go. So a noble vassal caught burglarizing while on his lord or lady's lands may or may not be committing a crime, depending on how his lord or lady decides to apply the law.

Alternatively, a noble vassal or house guard can be charged with burglary just like anyone else when acting in another noble's lands. Many times these charges are negotiated between the nobles' houses before they ever go before a Magistrate, the Viscount, or his

representative. It is not uncommon for a noble to be required to pay an honor tax to the offended noble in the form of food stores, animals, gold, or even promises of land or marriage in order to secure the safe return of his vassal. These 'taxes' are not considered to be ransom or blackmail by the Laws of the Viscounty.

The most ambiguous application of law in regards to noble agents involves crimes on lands that are not expressly assigned to a noble. These lands are generally under the protection and rule of the Viscount and are considered lands retained by the Viscount. More often than not, noble agents committing crimes in these lands would be arrested by Mounted Borderers. In cases where the agent escapes back to their own House's lands, the Borderers must initiate an inquest and receive permission to place the noble agent in custody, as discussed in the sections on **Jurisdiction** and **Legal Process**.

THE CODE OF LAW

What follows is a selection of the codified crimes and corresponding punishments that are considered offenses within the Viscounty of Verbobonc. This list of laws is by no means comprehensive, however it does contain the laws that characters are most likely to encounter during their adventures. The crimes are defined and classified as either a high or low offence, and the penalty for committing the offense is listed.

Note: If a character is unable to pay the given fine in gold, gems or magic items, then that character pays 1 TU for each 500gp portion of the fine he cannot pay. In the event that the character does not have enough time units remaining in the year, the character uses TU from those received in the next campaign year.

All punishments with a penalty of death or exile must be adjudicated by the Triad or their appointed representative. All others may be adjudicated by the judge at the table.

AIDING AND ABETTING

Class: Low Crime

Description: Knowingly affiliating with a known criminal, harboring a wanted fugitive, or assisting in the perpetration of another crime.

Penalty: 100 gp fine for aiding or abetting a low criminal against the common people; 500 gp fine for aiding or abetting in a high criminal against the common people; 1,000 gp fine and offender is sentenced to 4 TU working in the quarry for aiding and abetting a criminal who has acted against a noble in any crime.

ARSON

Class: High Crime

Description: Setting fire to privately owned property within the Viscounty's borders, without explicit approval from the owner.

Penalty: 500 gp fine for each story of the building that was destroyed (a one-story building would be 500 gp, a two-story building would be 1,000 gp, etc), plus the

offender is sentenced to work the quarry for 1 TU per building destroyed.

ASSAULT

Class: Low Crime

Description: Putting a person in imminent fear of personal bodily harm.

Penalty: 50 gp fine for assaulting common folk; 1,000 gp fine plus jailed in the dungeons of Castle Grayfist for 2 TU and locked in pillory from sunrise to sunset for assaulting a noble.

BANDITRY

Class: High Crime

Description: Robbing travelers or merchants on his Lordship's lands.

Penalty: Forfeiture of all carried possessions upon apprehension, plus sentenced to work the quarry for 1 TU for each 100 gp worth of goods stolen.

BATTERY

Class: Low Crime

Description: Striking another with the intent to do bodily harm.

Penalty: 20 gp fine for battery against a commoner; 2,000 gp fine, plus jailed in the dungeons of Castle Grayfist for 10 TU and locked in pillory from sunrise to sunset for battery against a noble.

BLACKMAIL

Class: High Crime

Description: The extortion of money or something else of value from a person by the threat of exposing a criminal act or discreditable information.

Penalty: Forfeiture of 90% of all wealth and the loss of 26 TU spent working the quarry.

BLASPHEMY

Class: High Crime

Description: Insulting or showing contempt or lack of reverence for the Church of Saint Cuthbert.

Penalty: Public whipping while locked in a pillory.

BRIBERY

Class: Low Crime

Description: Offering money or goods to an agent of law enforcement in an attempt to deter the agent from properly carrying out his duties.

Penalty: For offering a bribe, a fine equal to ten times the value offered, and a public whipping while locked in a pillory. For accepting a bribe, immediate expulsion from law enforcement metaorganization, forfeiture of all gold carried, and a public whipping while locked in a pillory.

BURGLARY

Class: Low Crime

Description: The entering of an unoccupied or occupied residence, merchant shop, or government building with the intent to commit a crime.

Penalty: Burglary of a non-noble residence carries a punishment of confiscation of all goods carried, 200 gp fine, and working the quarry for 2 TU. Burglary of a noble's residence carries a punishment of confiscation of all goods carried, a fine of 1,000 gp fine, working the quarry for 10 TU, and the loss of a finger.

DESTRUCTION OF A NOBLE'S PROPERTY

Class: High Crime

Description: The destruction of property belonging to a noble.

Penalty: Fines equal to the repair costs and 1 TU per 1,000 gp of damage.

DISTURBING THE PEACE

Class: Low Crime

Description: To make excessive, unnecessary, or unreasonable noise that annoys or disturbs another. Covers petty injuries, crude speech, slander or libel against a noble or recognized freeman, public drunkenness, and other miscellaneous lesser offenses.

Penalty: Fines and imprisonment no greater than 450 gp and/or 1 TU; Judge's discretion.

EXTORTION

Class: High Crime

Description: To obtain something from a person by force, intimidation, or undue or illegal power.

Penalty: 90% of all wealth and the loss of 26 TU spent working the quarry.

FORGERY

Class: Low Crime

Description: To make or imitate falsely, especially with intent to defraud, usually involving money or passing counterfeit objects. This charge also applies to forged documents presented to a noble.

Penalty: Confiscation of all possessions, 13 TU working the quarry, and the loss of a finger.

FRAUD AGAINST A NOBLE

Class: High Crime

Description: The intentional perversion of truth in order to induce a noble to part with something of value or to surrender a legal right.

Penalty: Forfeiture of all wealth and personal possessions and the loss of 52 TU spent in a solitary cell under Castle Grayfist. In extreme cases, this crime results in a sentence of death by hanging.

GRAVE ROBBING

Class: Low Crime

Description: The unauthorized access to graves.

Penalty: Robbing a noble's grave carries a penalty of confiscation of all goods carried, a 5,000gp fine, working the quarry for 13 TU, and the loss of an eye. For all others, confiscation of all goods carried, a 1,000gp fine, and working the quarry for 5 TU.

IMPERSONATION OF A NOBLE

Class: High

Description: Falsely presenting oneself as a member of Verbobonc's noble class; one of the most serious offenses in the Viscounty.

Penalty: Forfeiture of wealth and possessions and the loss of 52 TU spent working the quarry. In extreme cases, this crime carries a sentence of life imprisonment, confiscation of all property and wealth, exile, and/or death by drawing and quartering.

INTERFERING WITH THE REPRESENTATIVE OF A NOBLE

Class: Low Crime

Description: Obstructing or hampering a representative of the Viscount or a noble in the performance of their duties. See also, Resisting Arrest.

Penalty: Up to a fine of 300 gp and up to 4 TU in jail.

KIDNAPPING

Class: High Crime

Description: To seize and detain or carry away by unlawful means a person or persons, without their explicit permission, often with a demand for ransom.

Penalty: For a noble, confiscation of all goods carried, a 10,000 gp fine, working the quarry for 104 TU, and the loss of an eye and a hand. For all others, confiscation of all goods carried, a 1,000 gp fine, and working the quarry for 26 TU.

MAGICAL ASSAULT

Class: High Crime

Description: Magically controlling or influencing a citizen or noble of Verbobonc against their will or without their knowledge.

Penalty: Magically assaulting a noble carries a penalty of confiscation of all spellbooks and goods carried, a 2,000 gp fine, working the quarry for 13 TU, and the loss of an ear. For all others, confiscation of spell books, a 500 gp fine, and working the quarry for 4 TU.

MALICIOUS MISCHIEF

Class: Low Crime

Description: The crime of damaging or destroying the property of another, as well as making property unusable.

Penalty: Full reimbursement of property, a fine of up to 1,000 gp, and up to 4 TU in jail.

MANSLAUGHTER

Class: High Crime

Description: The unlawful killing of a citizen or noble of Verbobonc without express or implied malice.

Penalty: 52 TU and forfeiture of all equipment, property, and wealth.

MURDER

Class: High Crime

Description: The crime of unlawfully killing a person, especially with malice aforethought.

Penalty: Death by hanging, draw and quartering, or stoning; victim's family chooses.

NEGLIGENT USE OF MAGIC

Class: High Crime

Description: Using magic in such a way as to give little attention or respect to people and surroundings, without prudent thought.

Penalty: Negligently using magic against a noble carries a penalty of confiscation of all spellbooks and goods carried, a 2,000 gp fine, working the quarry for 13 TU, and the loss of an ear. For all others, confiscation of spellbooks, a 500 gp fine, and working the quarry for 4 TU.

OWNERSHIP OF ILLEGAL GOODS

Class: Low Crime

Description: Possessing an item or items that have been deemed unacceptable or dangerous by the Viscount or the nobility. This classification includes, but is not limited to, dangerous monsters, vile or volatile magic items, and poisons. See **Sidebar: Illegal Goods in the Viscounty** for more guidance.

Penalty: Confiscation of the item(s) owned and anything from a warning and fine ranging from 100 to 2,000 gp to exile from the region, as deemed by the item.

PERJURY

Class: High Crime

Description: Lying under oath to any representative of the Viscount.

Penalty: Fine of 600 gp and 8 TU in jail.

PIRACY

Class: High Crime

Description: An act of robbery on any water way on or adjacent to Verbobonc's lands.

Penalty: Against a noble, confiscation of all wealth, a 2,000 gp fine, working the quarry for 26 TU, and the loss of an eye. For all others, confiscation of all wealth, a 500 gp fine, and working the quarry for 10 TU.

RESISTING ARREST

Class: Low Crime

Description: Refusing to comply with an agent of the law while being taken into custody.

Penalty: If committed while being arrested for a low crime, 300 gp fine and 2 TU in jail. If committed while being arrested for a high crime, 600 gp fine and 4 TU in jail. Additionally, committing this crime tends to discourage a Magistrate from being lenient in sentencing the arresting offence.

ROBBERY

Class: High Crime

Description: To take personal property from a citizen or noble by violence or threat.

Penalty: Against a noble, confiscation of all goods carried, a 5,000 gp fine, working the quarry for 26 TU, and the loss of a hand. For all others, confiscation of all goods carried, a 1,000 gp fine, and working the quarry for 10 TU.

SEDITION

Class: High Crime

Description: Incitement of resistance to or insurrection against a noble

Penalty: Loss of 13 TU in solitary confinement under Castle Grayfist and exile.

THEFT

Class: Low Crime

Description: The felonious taking and removing of personal property with intent to deprive the rightful owner of it, usually without force.

Penalty: Against a noble, confiscation of all goods carried, a 1,000 gp fine, working the quarry for 12 TU, and the loss of a finger. For all others, confiscation of all goods carried, a 200 gp fine, and working the quarry for 5 TU.

SMUGGLING

Class: High Crime

Description: Trafficking goods with the intent of circumventing the nobles' right to taxation, and/or trafficking illegal goods with the intent to distribute them to others.

Penalty: Confiscation of the item(s), a fine of 2,000 gp, working the quarry for 13 TU, public whipping, and the loss of a finger. In some extreme cases, the smuggler is also exiled from the region.

TREASON/REVOLT

Class: High Crime

Description: Violation of allegiance to the Viscount, especially the betrayal of the Viscounty by waging war against it or by consciously and purposely acting to aid its enemies.

Penalty: Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.

TRESPASSING

Class: Low Crime

Description: To enter unlawfully upon the land of a noble.

Penalty: A fine from 20 gp to usually a maximum of 500 gp; Judge's discretion.

SIDEBAR: ILLEGAL GOODS IN THE VISCOUNTY

Some of the Laws described in this document reference "illegal goods." This begs the question: What goods *are* illegal in the Viscounty? While this list is *not* comprehensive, it should offer a guideline for judges and players alike.

- *Assassin's dagger*
- *Bowl of controlling water elementals*
- *Brazier of controlling fire elementals*
- *Censer of controlling air elementals*
- *Dagger of venom*
- *Darkskull*
- *Drugs*
- *Dust of disappearance*

- *Elemental gem*
- *Flesh golems and Flesh golem manuals*
- *Gal-garan*
- *Hand of glory*
- *Hand of the mage*
- *Holy symbols to evil gods (Iuz, Hextor, Tharizdun, etc)*
- *Life-drinker*
- *Nine lives stealer*
- *Poisons*
- *Robe of bones*
- *Scrolls of spells with the [Evil] descriptor*
- *Slaves*
- *Slaying arrow*
- *Stone of controlling earth elementals*
- *Sword of life stealing*
- *Thieves' tools*
- *Thinuan weapons*
- *Unholy weapons*
- *Wands of spells with the [Evil] descriptor*
- Any item that radiates an aura of evil
- Any magic item that requires an evil creator; bestows curses; summons elementals, demons, or devils; or animates the dead

APPENDIX I: TABLE OF CRIMES AND PUNISHMENTS

Crime	Class	Penalty
Aiding and Abetting	Low	100 gp OR 500 gp OR 1,000 gp + 4 TU
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Bribery	Low	Ten times value offered and public whipping OR forfeiture of all gold carried, expulsion from metaorg, and public whipping
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies
Perjury	High	600 gp, 8 TU
Piracy	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all wealth, 2,000 gp, 26 TU, and loss of eye.
Resisting Arrest	Low	300 gp, 2 TU OR 600 gp, 4 TU
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Smuggling	High	Confiscation of illegal goods, 2,000 gp, 13 TU, public whipping, loss of a finger. Sometimes exile.
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason/Revolt	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp