



Treatise of Dictates

The Dictates underlined in the document are to be recognized through the entirety of Riftwood. All subjects of His Majesty, The King of Riftwood, are to adhere to the rule set forth by this document.

No rule, guideline, edict, or law shall supersede or outweigh, in any measure, the Dictates enacted by this document.

Provided in this Treatise are the jurisdictional requirements of individual Dictates, which in any case may be superseded by the presiding Noble of the next echelon. Furthermore, this Treatise details the maximum punishment for specific crimes. It is at the discretion of the presiding Noble which has been specified under the jurisdictional guidelines, or his or her Magistrate, to sentence the guilty party. The punishment for each law may be subject to individual magistrate or edict from a Duke or Duchess within each Duchy unless otherwise specified within this document.

All Dictates are subject to change, and this document may be amended. Unless otherwise specified in this document, any Citizen accused of a crime shall be given the opportunity to prove his or her innocence through a trial and may elect to be represented by a third party to argue the case on their behalf. If guilt is established, the guilty may elect for a Tribunal by Ordeal, whereby the guilty party's honor may be regained. The outcome of the Tribunal by Ordeal may be taken into consideration by the presiding Noble or Magistrate.

Division I: Prime Offenses

Section I

Murder

i. Civil Murder

Civil Murder is defined as the deliberate killing or Coup De Gras of a Citizen of Riftwood. This is the most grievous of crimes with the most poignant punishment, thus requires the most evidence to support the claim.

A trial must be held, whereby the accused will be granted counsel, if he or she chooses, and an opportunity to defend him or herself. The trial will be overseen and judged by the Baron the land belongs or an appointed Magistrate. A Noble of higher rank who presides over the land may, if they wish, oversee the trial personally.

The mode and extent of punishment is decided by the Magistrate, with the maximum punishment being Coup De Grace. Recompense in the form of goods or coin shall be owed to the estate of the victim, with a portion of 20% at maximum to be owed to the County as payment for adjudication. The recompense owed shall be determined by the Magistrate. If the victim has no estate and no close relation can be established, recompense shall be forfeit to the County.

ii. Visitant Murder

Visitant Murder is defined as the deliberate killing or Coup De Gras of a Transient or a Resident of Riftwood. A Transient can be classified into two

categories: Emissary and Noncitizen. A Resident is a person who resides within Rifthood, but has not gained the status of Citizen.

The Visitant Murder of an Emissary, who is a foreign diplomat sent from an adjacent Kingdom, is a guest within the Kingdom of Rifthood and is under the protection of the King and his laws. The accused will be brought to trial, which shall be overseen by the King or an appointed Magistrate. The Kingdom of the Emissary will be given the opportunity to send an agent to take part in the trial, though will have no jurisdiction in the proceedings or the investigation.

The punishment for the Visitant Murder of an Emissary shall be negotiated between Kingdoms, with the maximum punishment being Coup De Grace. Recompense to the Kingdom affected by the Murder will be negotiated between Monarchs, though restitution shall be owed by the guilty party to the Crown of Rifthood for the cost of the affair.

The Visitant Murder of a Noncitizen, a Transient who is temporarily within the borders of Rifthood and has no diplomatic ties, shall be handled by the leadership of the local Township. The presiding Baron, Count, Duke, or Duchess may intervene at any time, though it is not required by law.

The Visitant Murder of a Resident will be handled by the leadership of the local Township. The presiding Baron, Count, Duke, or Duchess may intervene at any time, though it is not required by law.

iii. Ancillary Murder

Ancillary Murder is the indirect murder or Coup De Gras or the act of being accessory to the murder or Coup De Gras of an individual within the borders of the Realm. One who is accused of Ancillary Murder is subject to the same conditions as one who is guilty of the Murder, providing sufficient evidence is presented to prove the accused had knowledge of the crime.

If sufficient evidence is not provided to convince the Magistrate of the accused's knowledge of the intent to do murder, the accused may still be prosecuted for Incognizant Murder, covered below.

One found guilty of Ancillary Murder shall be subject to the adjudication of the Magistrate's will, with a maximum punishment of Coup De Grace. Recompense in the form of goods or coin shall be owed to the estate of the victim, with a portion of 20% at maximum to be owed to the County as payment for adjudication. The recompense owed shall be determined by the Magistrate. If the victim has no estate and no close relation can be established, recompense shall be forfeit to the County.

iii. Incognizant Murder

Incognizant Murder is defined as the unwitting assistance in a Murder or Coup De Gras, or being negligently responsible for the death of a Citizen or Noncitizen. The crime shall be brought before the local Magistrate to be judged. The severity of the damage wrought by the death will determine the extent of punishment or recompense owed; if the victim is a member of the Nobility, or a foreign ambassador, the adjudication shall be done by the presiding Duke or Duchess or a Magistrate selected by the Duke or Duchess.

In the case of Incognizant Murder of a Citizen of Riftwood, recompense in the form of goods or coin shall be owed to the estate of the victim, with a portion of 20% at maximum to be owed to the County as payment for adjudication. The recompense owed shall be determined by the Magistrate. If the victim has no estate and no close relation can be established, recompense shall be forfeit to the County.

Section II

Treachery to the Crown

i. Treason

Treason is defined as betrayal to the Crown by the attempt to kill, Coup De Gras or overthrow His Majesty or his appointed officials, the deliberate relinquishment of State secrets and intelligence, or the unlawful sale of State possessions to a foreign organization or government.

His Majesty's appointed officials are defined as members of the Nobility who are operating in a governing capacity, or State officials appointed on behalf of a governing Noble.

One who is accused of Treason shall stand trial, whereby evidence must be procured to determine guilt. The Duke or Duchess presiding over the region in which the accused operates, or a Magistrate he or she appoints, shall be given jurisdiction and shall be responsible for adjudication.

Sufficient evidence must be presented to the presiding Magistrate to condemn the accused. The punishment for Treason is the seizure of lands and titles and the expulsion from the Kingdom; Coup De Grace may be utilized as punishment if the Magistrate elects. Punishment may be reduced at the Magistrate's discretion, though only if useful intelligence is divulged and confirmed.

ii. Infiltration

Infiltration is the act of a foreign agent entering the Kingdom, Kingdom agencies, or the Military forces of the King or his Dukes and Duchesses with the intent of gaining intelligence to be given to a foreign power. Any Noncitizen is classified as a foreign agent in a case of Infiltration and will be labeled as a spy.

A spy found to be operating within the Kingdom will be subject to an investigation whereby evidence shall be gathered to convict the spy. The spy may be examined by His Majesties agents in order to gain counterintelligence, though the punishment for the spy will ultimately be Coup De Grace.

iii. Internal Infiltration

In cases of Infiltration involving one Duchy to another Duchy within the Kingdom, jurisdiction falls to the presiding Duke or Duchess of the affected Duchy regarding the spy, and his or her fate shall be decided by the Duke or Duchess.

The King will hold council between the Dukes and or Duchesses to ensure peace will prevail and the matter resolved.

iv. Sedition

Sedition is defined as the act of inciting the people of Riftwood to rebel against His Majesty, the King, the Dukes of the Realm, or the officials appointed through the authority of the King or his Dukes.

Any Citizen of Riftwood accused of Sedition will stand trial by the Count presiding over the County in which the Citizen resides, or by a Magistrate appointed by the Count. The King, the presiding Duke or Duchess, or a Magistrate appointed by the aforementioned may elect to preside over the trial if they desire.

The punishment for Sedition by a Citizen is at a minimum a formal proclamation of loyalty to the Crown, with restitution payed to the County for the proceedings. The amount payed for restitution will be determined by the Magistrate, but 20% shall be given to the presiding Duke and 20% shall be given to the crown. In cases where a proclamation of loyalty is not given by the guilty party, Coup De Grace may be used in the hopes of deterring future Sedition.

If the Sedition leads to rioting, looting, or any loss of life or Kingdom property, charges of Incognizant Murder, Ancillary Murder, or Pilfering may be brought upon the guilty party.

If the accused is a Noncitizen, an investigation will still be done to determine the guilt of the accused. If the accused is found guilty, expulsion from the Kingdom shall be the punishment. If the Sedition leads to rioting, looting, or any loss of life or Kingdom property, charges of Incognizant Murder, Ancillary Murder, or Pilfering may be brought upon the guilty party.

Section III

Pilfering

i. Pilfering

The act of Pilfering is defined as the theft or commandeering of His Majesty's property, property owned by the State, or by the officials appointed through the authority of the King.

Property owned by the State is defined as any item or article bought through State funds, built using State resources, maintained through state funds or resources, or residing on State property.

The accused shall stand trial, whereby evidence shall be required in order to prove guilt. The Baron presiding over the region in which the alleged crime has been committed, or a Magistrate appointed by the Baron will oversee the trial.

Restitutions will always be made to the Crown in the sum of the total cost of the property pilfered, with an additional 20% to be payed as recompense for the expenses of the investigation and trial. The restitution shall be payed directly to the affected agent or organization of the Crown, with the additional 20% payed to the

Barony in which the investigation took place. The maximum punishment for Pilfering is expulsion from the Realm.

ii. *Prying*

The act of prying is defined as the theft or unlawful gathering of information belonging to the Crown, its agents, or its private Citizens. Information which is sensitive to the state, personal in nature to Riftwood's Citizens, or classified as Secret or Confidential shall not be gathered by any person or organization without explicit cause to do so granted by the Crown.

If found guilty, a single perpetrator shall pay restitutions to the affected person or persons. The amount to be paid shall be decided based upon assessment of personal or financial damage wrought by the incident, as well as a sum assessed by the presiding Official for personal grievances and hardship. 10% of the total cost shall be added and used to pay for the costs of investigation and court proceedings.

iii. *Exposition*

Any incidences of Doxing personal information shall be judged with the utmost scrutiny. Any person or persons found guilty of Doxing any member of Riftwood, Citizen or Non-Citizen, shall be barred from Citizenship and any benefits that are associated with Citizenship; as well as the levying of no more than 25% of the assessed net worth of the guilty party.

Division II: Adjunct Statutes

Section I

Tribunal by Ordeal

A Tribunal by Ordeal is a trial of strength and will which any Citizen or Noncitizen can invoke, once guilt has been established, in order to regain honor and potentially sway the presiding Magistrate to lessen the sentencing.

The Tribunal by Ordeal begins when the guilty party states his intent to invoke the Pite of the Tribunal. The presiding Magistrate will confirm the guilty party's desire and the guilty party is given a moment to reconsider the request. Once confirmation has been made, however, the guilty party may not cry off, lest they be expelled from the Realm.

Once confirmation has been established, the guilty party will choose a Second; one who will act as both squire and coach for the guilty party. The specifics of the Tribunal by Ordeal will be decided by the Magistrate, but the Ordeal must be harrowing in order to properly test the mettle of the guilty, that he or she may regain the honor that has been lost. At no time will any aid be given to the guilty at any time, except by the chosen Second, who may intervene on the guilty party's behalf.

If the guilty party should prevail the Tribunal by Ordeal, the Magistrate may consider the regained honor and reduce sentencing. Should the guilty fail in this test, the shame of defeat shall also be taken into consideration by the Magistrate.

Section II

Compounding Comeuppance

Any person or persons found guilty of the same crime shall be subject to a harsher punishment, at the discretion of the Magistrate. At this point, the guilty shall be given the opportunity to invoke the Tribunal by Ordeal, though the Magistrate may refuse the appeal.

Section III

Citizenship

A Citizen is a resident of the Kingdom who has received the blessing of his or her local Lord - an authority which is derived from the Duke or Duchess.

Any denizen of Elyria may purchase land from a Count of Riftwood, given they have the necessary funds, though this does not grant Citizenship. Citizenship is granted when a resident of Riftwood petitions a granting official, and is guaranteed when the governing official grants the request. A contract granting citizenship is drawn up and signed by the official and the petitioner. This process creates a binding contract between Citizens of Riftwood, whom all agree to follow the laws of the Realm and pledge loyalty to the Crown.

Officiating personnel who may grant Citizenship are Dukes and Duchesses, and the King, though the granting official must have jurisdiction over the petitioner; a Certifying Official of an adjacent town, or a Duke from an adjacent Duchy may not grant Citizenship to the petitioner. A Duke or Duchess may delegate the task of approving a petitioner to the Magesters within the Duchy or persons of equal rank and stature, though the Riftwood Application for Citizenship Form must be submitted to the Crown's Bureau of Registration and Statistics. A Duke or

Duchess presiding over the petitioner may overturn a decision to grant Citizenship if he or she deems it proper to do so.

Citizenship grants the person or persons the ability to borrow money from the State, if authorized, and hold patents for research and technology.

In cases of crimes committed, where expulsion from the Realm is chosen as the sentence, Citizenship of the guilty party is revoked.

Closing

I, King Einar, the Defender of Riftwood, hereby sign the Dictates held within this Treatise into law.

King Lucin Einar
King of Riftwood

