



*The Ducal Council of Riftwood, in support of His Majesty, and on behalf of the people, bind together to outline the rights of the citizens of the Realm and the Will of the King.*

### *Section I:*

#### *The King's Authority*

*The Rule of the King encompasses the entirety of the Realm; therefore, his laws shall be binding to all who find themselves within the borders of the Realm.*

*The King shall bear the responsibility of the Authority of Rule on all matters that bear a direct or indirect consequence on the Kingdom and his word is absolute. Responsibility cannot be delegated or redirected. For better or for worse, the King is responsible for the wellbeing of his subjects.*

The King shall retain the title of Duke of Myrkir, though the Duchy of the King shall be the Kingdom's Capital and the hub of the Realm. No Kingdom organization shall be barred from spreading its influence, nor shall any citizen be barred from entry into its borders.

The King reserves the right to appoint a Governor of his Duchy to maintain order within its borders and grant the King the ability to focus on the Governance of the Kingdom. The Governor's scope is to maintain law and order and to manage the affairs of Myrkir. All purposed laws specific to Myrkir must be signed into effect by the King.

### Section II:

#### Ducal Authority

A Duke or Duchess is ordained by the King and therefore rules his or her lands by right, though owes fealty to the King as his Lord. With this comes the burden of autonomous governance.

*A Duchy may train and uphold a standing Army to maintain peace and civility, guard its borders, and protect its people, but must march under the Banner of Riftwood during a time of war.*

*The right to levy taxes on property and goods resides within the Duke's and Duchess' scope, given the King's taxes are paid by the Duke or Duchess.*

*A Duke or Duchess may organize and operate organizations to bolster education, commerce, and intelligence within individual Duchies. If a Duchy-run organization wishes to spread into another Duchy, it must first seek the permission of the governing Duke or Duchess, or a decree from the King. All beneficial technology discovered or intelligence gathered from a Duchy-run organization must be shared with His Majesty, though compensation may be granted in such instances.*



## Section III:

### Ducal Peace Accords

The Dukes and Duchesses of Riftwood hereby swear an oath of fealty to the King and to the prosperity and wellbeing of the Realm. No hostile action shall be taken by any Duke or Duchess against another Duke or Duchess or their subjects. Violation of this oath will result in the possible dismissal from the Kingdom and seizing of lands.

A Duke's or Duchess' lands are his or hers to govern; as such, a Duke may bar the entry of individuals and organizations if he or she deems necessary for the good of the people under his or her governance.

## Section IV:

### The Council of Corvus

The King's council of advisors, the Council of Corvus, shall exist to serve under the King's decree. Having no authority to direct or govern on its own, the Council of Corvus meets with the King to discuss and advise on matters of commerce, education, agriculture, and

Kingdom resources. As the King decides where money is allocated into Kingdom projects and organizations, the Council members act as his hand to accomplish the tasks, allowing the King to remain to govern the larger picture.

- Council of Corvus members shall be given permission to:
- Use a predetermined amount of Kingdom funds for specific projects.
- Hire workers to accomplish specific tasks.
- Manage projects directed by the King.
- Plan and advise courses of action to best serve the Will of the King.

## Section V:

### Nobility

The authority, duties, and scope of the Nobility are granted by individual Dukes or Duchesses, though are subject to the laws of the Realm. The authority, duties, and scope of Nobles may not impede or interfere with the law and order of the Realm, and may not affect adjacent Duchies. A local Lord or Lady may grant Citizenship through the blessing of the governing Duke or Duchess.

## Section VI:

### Citizens

a. A Citizen is defined as a person who has applied and been accepted for citizenship through an authorized Official. The responsibility of accepting a person into Riftwood as a Citizen is a Duke or Duchess, though the task may be delegated to the Magesters of his or her Duchy or persons of equal rank and stature. The final authority for acceptance as a Citizen rests upon the Crown. The Bureau of Registration and Statistics handles the final checks during the application process and finalizes the application on behalf of the Crown.

i. Each Duchy may have certain requirements to be fulfilled by a prospective citizen in order to gain entry into the Duchy, though the Kingdom's Application for Citizenship Form must always be completed and submitted to the Crown's Bureau of Registration and Statistics for final review by a Magester appointed by the Crown.

b. A Citizen of Riftwood must adhere to the laws of the region in which they currently reside, inhabit, or otherwise find him or

herself in, though a Citizen is bestowed rights and privileges under Riftwood law:

i. *The Right to an Expedient Trial:* Punishment for a crime shall never be imposed upon any individual, whether he or she is a Citizen or not, unless guilt has been clearly established. A citizen, however, has the right to see his or her case brought before a Magistrate before that of noncitizens.

ii. *The Right to Petition:* A Citizen may petition the Crown for financial aid, support for housing or living necessities, a negotiated loan, subsidies, or to establish a Sanctioned Guild. The may also petition for an investigation by the crown's authorities concerning law, corruption, or abuse of citizenry rights. This document does not contain an all-exhaustive list; a Citizen may petition for anything and it is at the Crown's discretion to grant or deny the request.

iii. *The Right to Own and Operate a Sanctioned Guild:* A Citizen may apply to own and operate a Kingdom Sanctioned Guild, which may be eligible for subsidies and other benefits which an ordinary Guild is not. See the section on Guilds contained within this document.

iv. *The Right to Mobility:* A Citizen has the right to attain stature within the Kingdom if he or she has the capability to do so. A Citizen may move through the social ranks through military service, government service, or through trade work within or without a Guild. Anyone may enlist within the Crown's Army, though only a Citizen may advance above the Rank of Sergeant, Dragoon, Clerk, or Watchman. Only Citizens may gain entry into the Knights of the Virindi Guard. Only Citizens may hold an Official Government Position in any capacity.

v. *The ability to borrow money and collect subsidies from the Crown.* A citizen may, if approved through an application process, borrow money from the Crown's Treasury. An agreement shall be made to repay the loan after a period with an interest agreed upon at the time of the application. If the Citizen qualifies, he or she may be granted a subsidy to fulfill a purpose defined and agreed upon at the time of application. Any project utilizing a subsidy shall be inspected throughout its development and utilization.

c. *A citizen has responsibilities that shall be observed.*

i. A citizen must contribute to the Kingdom through productivity. A citizen must maintain a profession which is beneficial to the Kingdom and its people.

ii. A citizen must be willing to contribute during a time of war either militarily or infrastructurally. A tradesman may offer his or her skills to maintain the arms and equipment of the fighting force; a citizen may also enlist for a short-term contract into the military, or conversely join a local militia.

iii. A citizen shall provide information regarding nefarious acts and intentions to local authorities.



## Section VII:

### Guilds

a. A guild is any organization which operates under the law towards a common cause or goal under the supervision of an individual or a council. A guild is not formally recognized as Sanctioned and does not qualify for benefits until it has completed the application process through the Crown.

b. A Sanctioned Guild is defined as an organization which meets the above criteria that has applied to the Crown's Bureau of Registration and Statistics and been approved by a Certifying Official appointed by the Crown.

c. A Sanctioned Guild is eligible for benefits and may request benefits at any time, though approval of all benefits are subject to the needs of the Kingdom. The following are examples of benefits that may be granted, though a Guild which has attained Sanctioned Status may make requests which may be negotiated.

i. Cost Reduction: Materials, goods, and services bought from the Crown, or other agencies operating under the network of the Crown may be bought at a lower rate.

- ii. *Grants:* Monetary Grants may be issued to Sanctioned Guilds.
- iii. *Subsidized Loans:* The Crown pays the interest on any business loan through approved money lenders.
- iv. *A Voice in the Council:* All Sanctioned Guilds are given a vote in the election of a Chancellor of Trade, who acts as the voice of the Guilds in the Council of Corvus.
- d. *A Sanctioned Guild is granted a contract which lasts for a predetermined amount of time, negotiated at the time of application. Once the Contract has ended, a new contract is created between the Crown and the Guild which may be a continuation of the previous contract, or a renegotiation of terms.*
- e. *A Sanctioned Guild is not expected to provide its services exclusively to the Crown; it is still subject to a free market. The Sanctioned Guild is, however, required to prioritize its efforts in fulfillment of the Crown's requests for services. The rates the Crown pays for services rendered are agreed upon when the contract is signed. If the goods or services being provided to the Crown are not found within the perimeters of the contract, prices and rates may be negotiated and amended in the contract.*

*Section VII:*

*Closing*

*The outlined information in this document are subject to change by the Will of the King and may be amended. The ratification of this document binds the undersigned as loyal subjects of the King and of the Realm.*

*Bardas Thrax*  

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*Duke of Lygos*

*Lady Amberly of Veil*  

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*Duchess of the Amberlands*

*Duce Stefan Balur*  

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*Duke of Drescuri*



*Duke Gaynin Winterborne*  

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*Duke of Ira Invida*

*Jarl Kaleva Dvorak*  

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*Duke of Athavia*

*King Lucin Einar*  

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*King of Riftwood*

