

Law in Urtind

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NB: This is a working document and may be revised before final publication.

There are many similarities between Urtish and Taraj Law. This is due to the fact that many of the laws were established during the Raas Dynasty and were based on the Taraj law system. At this time Taraj was the centre of culture with its own religion and own history and as such was an example to the growing kingdoms surrounding it.

There are four categories of law - military, religious, civil and criminal.

Military Law

All crimes result in a loss of honour.

Honour	Crime	Punishment
All 2-20	Cowardice Carrying out an order negligently	Flogging 200-200 lashes* Flogging 5-50 lashes
2-16	Refusing to carry out an order	Flogging 10-100 lashes
All	Desertion	Outlawed, if caught death by hanging
All	Mutiny	Outlawed, if caught death by drowning

Flogging - system shock roll is needed every 40 lashes to check survival.

*If the flogging is survived, the social status is reduced to Serf and the guilty party is bonded to another clan.

Religious Law

Crime	Punishment
Desecration	Death by stoning
Heresy	Death by burning
Blasphemy:	
Major	Death by starvation
Minor	1 week in stocks
Sacrilege	Death by burning
Necromancy	Death by burning, stoning and starvation*

*The miscreant is burnt and stoned to within an inch of his life and then starved.

Civil Law

Normally enforced within the towns and cities.

Crime	Punishment
Evading taxes/duties	Fine equal to twice the evasion plus 20%
Debt	Confiscation of property equal to the debt
Breach of Contract	Fine
Fraud	Fine plus 10-100 lashes
Giving false measure	Fine plus 1 week in stocks
Actions for damages/libel	Fine equal to damage done plus 50%
Carrying out a Guild business without Guild permission	Fine plus confiscation of tools and 1 week in stocks
Carrying out an unguilted business without a hawkers licence	Fine plus 1 week in stocks

Fines are normally (5d10) x 100 Shelan (depending on the circumstances).

Criminal Law

Crime	Punishment
Treason or Rebellion	Death by hanging, drawing and quartering
Murder	Death by hanging plus weregild paid by offender to victims clan (or family if both within the same)
Assault	Trial by combat with clan chief's warband champion (winner becomes the new champion)
Rape	Castration followed by death by stoning by the clan's women
Arson	Branding on forehead and loss of right hand
Theft:	
1 st offence	80 lashes
2 nd offence	Loss of right hand
3 rd offence	Death by hanging

Law Enforcement

Law enforcement in towns and cities is normally provided by the Watch, but on highways and in rural lands, law enforcement is by the local Lord and for the King's behalf there exists the Company of Travellers, a group of noble paladins.

The Company of Travellers, whose emblem is a white rose on a black background, tend to wear full chainmail, black surcoat, cloak and visored helm. They ride medium warhorses, use lance bastard sword and flail.

They have authority to act as judge and if necessary executioner in local trials. They will only reveal their identity to clan chiefs.

Rumour One:

The Company of Travellers is one of the many guises of the Order of the Dragon.

Rumour Two:

The King sometimes wanders the land disguised as a Traveller.

Civil and criminal crimes are heard by the clan chief or the town council and punishment is administered by wither the warband leader or the Town Executioner or Gaoler.

Military law is heard by the warband leader or by the Captain of the Guard.

Religious law is normally administered by the head of the church within a region, who is usually an Archbishop, and punishment carried out by the fighting orders.

The Town or City Council consists of three permanent members: the Captain of the Guard, the Chief Cleric and a representative of the Guild of Arcane Lore. In addition there are four representatives of the Guilds elected onto the council by all guild members each year.

A Burgemaster is elected each year from the four guild members.

ADDENDUM

As for Heresy, The Church of Urto regards any practises at odd to their teaching as being heretical. They regard members of the Mages Order as still being within the auspices and beliefs of the Church, which the Order supports. Any Mage thrown out of the Order is immediately regarded as being a heretic.

Likewise the main Church recognises the order of the Druids who worship Beleryn (although they have different laws) whilst some of the more fundamental sections regard the absorption of the Druids as a progressive act. (The fundamentalist groups are VERY minor.)

The Religious Laws were actually imposed upon the Church by the ruling Raas dynasty many years ago. These laws are under review especially the punishments, which are often commuted to periods of time in penitence within a Fighting Order or other suitable tasks.