

Book of Rights AnkoRaGahn

The fundamentals of the AnkoRaGahn Empire are:

- rectitude according the laws of the Empire,
- loyalty to the seigneur and to the Empire,
- commitment of everyone for observance of law and justice
- defending the freedom, unity and independence of the Empire
- observance of taste and decency
- respecting the laws, customs and traditions of other respectable peoples
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Legislative

The High Council (Der Hohe Rat) resolves and passes laws that have validity in the Empire.

Executive

Civil servants of the Empire are responsible for observance of law and justice. As armed servants they have the municipal bailiffs and the Imperial Guards in the whole Empire.

In the fiefdom the seigneur practices the executive with his personal Guards and his bailiffs.

Judiciary

Against red-handed wrongdoer the seigneur or sheriffs of villages or hamlets or the municipal council could judge as part of a *vehmgericht*. In case of deadly torment they have to inform the High Council and the seigneur.

In case that the crime needed or needs investigation only appointed judges are allowed to condemn.

Every seigneur has to keep a low court on his fief. In every town has to be kept a high court next to a low court.

In Karan is kept the Imperial Court next to the municipal courts.

Free citizens of the Empire

Free citizens of the Empire have the right to live in physical integrity, the rights of freedom, ownership and honour. Free citizens are all citizens that are not unfree.

Unfree in the Empire

Unfree in the Empire are:

- Unfree Tenants of the Empire,
- Prisoners for the time of the imprisonment,
- Arrested opposing soldiers for the time of the arrest,
- Outlaws.

Unfree citizens of the Empire have the right to live in physical integrity and have to be treated correctly.

Unfree tenants have also the right to possess their personal property.

Prisoners are people that are ordered or condemned to imprisonment because of a crime or misbehaviour or to investigate this crime or misbehaviour until the release.

Arrested opposing soldiers are arrested soldiers and mercenaries in fightings and war until they are released.

Outlaws, that are condemned by court, are no more under the protection of the imperial law.

Slavery or trading with slaves is prohibited.

Imperial Guests

Imperial Guests have to be treated according their status.

Those could never be a Guest of the Empire:

- Creatures that do not belong to this world, particularly all kinds of demons, and creatures that exist longer than their vital life, like vampires, liches, death knight, banshees, and similar creatures.
- Creatures which usually get in conflict with the laws of righteous societies, particularly Orcs, Goblins, Hobgoblins, Oger, Drow, Duergar, Gremlins, Lycanthrophs and mixtures between those races.
- Animals that is generally dangerous or hardly to domesticate, particularly Trolls, Nightmares, Wargs.

The thievish people of Kender are frowned upon and except the right to live an physical integrity they are seen as outlawed. Their personal property belongs to limitations. Every free citizens of the Empire and Imperial Guest has the right to search the Kender for stolen goods.

Soldiers in foreign duty are only allowed to enter the Empire on special behest of the High Council of AnkoRaGahn.

Guest need a special permission of the High Council of AnkoRaGahn to enter the Empire with their slaves.

The right to live an physical integrity

Every citizens and Guest, except of outlaws, has the right to live an physical integrity. Only by order of the High Council of AnkoRaGahn or a court there could be limitations to this.

Except of court-ordered punishments and the needs in military services, no one could be ordered to act against his life or physical integrity.

Freedom

Any free citizen and Imperial Guest is free to speak righteously, to enter public places and to choose his accommodation with permission of the owner.

He could choose his profession freely if he meets the obligations to the Empire.

The freedom of speech has not to offend the basic rules of the Empire.

The Proprietorship

Any free citizen and Imperial Guest has to be left his proprietorship. Any of those has the right, except for weapons and armour, to use and sell his belongings according to the laws of the Empire.

Only in accordance with the law enforcement of crime and misbehaviour or for security reasons, Imperial Guards or civil servants could exert influence on others' belongings.

The Honour

Any free citizens and Imperial Guest has to be treated honourably according to his status. You should believe their word and you have to tell the truth about them.

To keep the honour of the free citizens, only nobles, their trabants, heralds, the Imperial Army and Imperial Guards and the guards of guilds and crafts are allowed to wear a surcoat or tabard.

The right of sealing belongs to counsellors, nobles, heralds and the principals of crafts and guilds and banking houses.

To keep the honour of the free citizens and Imperial Guest it is possible to issue an order to some groups to wear special clothing to encircle them from other people.

Religions in the Empire

The exercising of religions and beliefs in the Empire of AnkoRaGahn is generally allowed and welcome before the High Court, as long as it matches the fundamentals of the Empire.

The collection of contributions from the believer for the act of faith is allowed, as long as it is not more than half of the tithe a year.

The killing or immolation of others than animals, plants and dead material is prohibited.

The High Council could exempt the community of believers from the tithe and could allow them to deploy troops.

Weapons in the Empire

Every free citizen and Imperial Guest is allowed to carry a side arm.

Nobles, soldiers and Imperial Guards, and the lifeguard of nobles are allowed to carry any kind of armour and weaponry.

Guards of guilds, crafts and banking houses on duty are allowed to carry a side arm and a chain mail.

Every free citizen of the Empire is allowed to possess adequate equipment for war.

Trading of weaponry and armour in the Empire is only allowed for traders, licensed by the High Council.

Groceries in the Empire

Groceries prepared, sold or imported have to be of good quality.

Rotten, spoiled, adulterated or foul Groceries only could be given for free.

Guilds and Crafts

Artisans, Traders and Artists, could band together in guilds or crafts.

These guilds and crafts are allowed to have their own additional rules which follow the rules and fundamentals of the AnkoRaGahn Empire and could observe the compliance of the rules and punish infringements.

They are allowed to collect a membership fee, which does not be higher than a tithe on income or seisin.

If built the guilds and crafts are also responsible for their members to act according the laws of the Empire.

Guilds and crafts alr allowed to wear canting arms, and sho them on their buildings and at the buildings of their members.

Guilds and crafts are allowed to have a few armed guards, which can't be more than a tithe of the members of the guild or craft. They always have to wear the surcoat with the canting arms of the guild or craft and are allowed to waer a side arm and a chain mail.

No one could be forced to join a guild or craft.

Who is not member of a guild or craft is not allowed to impersonate himself as a member.

Banking Houses

Every free citizen of the Empire is allowed to open up a banking hause or to loan money.

The banking house has to deposit two tithe af all deposits in the gold chamber of Karan.

The owner of the banking house is liable with his own belongings for all deposits in his banking hause. Banking houses could band together and make arrangements about monetary transactions.

The interest for lent money could not be higher more than three times for the interest for deposits up to a maximum of thirty per hundred.

Banking houses are allowed to recruit guards, which are allowed to wear a side weapon and a chain mail.

Trading and Commercial Operations

Every trader, grocer, artisan, market supplier and others who will sell goods or services, have to go to the reeve, civil servant or seigneur to get a permission before the start dealing.

A deal deemed as concluded, if both parties agreed on it, in knowledge of price, amount and quality, as far as this is possible on the place of dealing.

A revocation of the deal os only possible, if one party ihas been inadequate disadvantaged or betrayed.

Frosttal

The ancient rights of the Frosttaler, especially the Bloodcircle, the rights of the Church of Ursun and their subchurches and the traditional customs can be conserved.

They only count in Frosttal for the Frosttaler among each other.

Foreigners could subordinate themselves to the rights of Frosttal, if they offend these rights.

If Frosttaler among each other offend their ancient rights outside of Frosttal, a court could allow a trial according Frosttaler Rights.

The rights of Frosttal are traditionally passed by word-of-mouth, rather than written down.