

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

Legislative

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

Executive

The civil servants of the Empire are responsible for the observance of law and justice. The municipal bailiffs and the Imperial Guards in the whole Empire are at their service as armed servants.

The seigneur with his personal guards and his bailiffs practices the executive in his fiefdom.

Judiciary

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

In case that a crime needed or needs an investigation only appointed judges are allowed to render judgement.

Every seigneur must keep a low court in his **fiefdom**. In every town a high court must be kept next to a low court.

In addition to the municipal courts the Imperial Court is kept in Karan.

Free citizen of the Empire

Free citizens of the Empire have the right to life and health, the rights of freedom, property and honour. Free citizens are all citizen who are not unfree.

Unfree in the Empire

Unfree in the Empire are:

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

Unfree citizens of the Empire have the right to life and health and have to be treated in an orderly manner.

Unfree tenants also have the right of possession of their personal property.

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

Arrested opposing soldiers are soldiers and mercenaries arrested during fighting and war until the time they are released.

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

Slavery or trading with slaves is prohibited.

Imperial Guests

Imperial Guests must be treated according their status.

The following beings 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 mortal life, like vampires, liches, death **knights**, 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 **are** generally dangerous or hard to domesticate, in particular Trolls, Nightmares, Wargs.

The thievish people of the Kender are frowned upon **and** except for the right to life and health **they are seen as being outlawed. Their personal property is limited. Therefore, every free citizen of the Empire and all Imperial** Guests have the right to search the Kender for stolen goods.

Soldiers under foreign service 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 life and health

Every **citizen** and Guest, with the exception of outlaws, has the right to life and health. Only by **order of the** High Council of AnkoRaGahn or a court this right can be limited.

Except for court-ordered punishments and the needs which arise under military service, no one could be ordered to act against his life or health.

Freedom

Any free citizen and Imperial Guests have the freedom to speak truthfully, to move freely in public places and to choose their accommodation in accordance with the owner.

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

The freedom of speech is not allowed to violate the basic rules of the Empire.

The Proprietorship

Any free citizen and Imperial Guests have to be left their proprietorship. Everyone has the right to use and sell his belongings, except for weapons and armour, in accordance with the laws of the Empire.

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

The Honour

Any free citizen and Imperial Guests have to be treated honourable according to their status. You should believe their word and you must tell the truth about them.

To keep the honour of the free citizen, only nobles, their trabanti, 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 councillors, nobles, heralds and the principals of crafts, guilds and banking houses.

To keep the honour of the free citizen and Imperial Guests, 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 exercise of religions and beliefs in the Empire of AnkoRaGahn is generally allowed and welcomed by the High Court, for 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 can exempt the community of believers from the tithe and can allow them to deploy troops.

Weapons in the Empire

Every free citizen and Imperial Guests are 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 who are on duty are allowed to carry a side arm and a chain mail.

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

Trading of weaponry and armoury in the Empire is allowed only for traders who are licensed by the High Council.

Groceries in the Empire

Groceries which are prepared, sold or imported must be of good quality.

Rotten, spoiled, adulterated or foul groceries can only be given for free.

Guilds and Crafts

Artisans, traders and artists can 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 can observe the compliance to the rules and punish infringements.

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

If founded the guilds and crafts are also responsible that their members act in accordance with the laws of the Empire.

Guilds and crafts are allowed to wear canting arms and show them on their buildings and on the buildings of their members.

Guilds and crafts are allowed to have a few armed guards, which cannot 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 wear a side arm and a chain mail.

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

Anyone who is not a 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 house or to loan money.

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

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

The interest for lent money per annum cannot be higher than three times of the interest for deposits per annum 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 they start their dealings.

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

A revocation of the deal is only possible if one party has been unreasonable disadvantaged or has been betrayed.

Frosttal

The ancient rights of the Frosttaler, especially the Bloodcircle, the rights of the Church of Ursun and its denominations and the traditional customs can be preserved.

They only count in Frosttal for the Frosttaler among one another.

Foreigners can choose to subordinate themselves to the rights of Frosttal, if they have acted against these rights.

If Frosttaler among each other offended their ancient rights while outside of Frosttal, a court can allow a trial according to the rights of the Frosttaler.

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