

CAULDRON HERALD

Est. 1278

November 1321

Goblin pest Eradicated

The goblin pest that has been plaguing our fair city has come to an end. Sir Alec Terciaval, together with a band of adventurers calling themselves *'Slice & Dice'* have managed to drive off every last one of the goblins that were vandalising and terrorising the streets of Cauldron. "But this was no a simple infestation" Sir Alec confides. "The goblin leader was such a depraved and evil creature that even death had no hold on it. The creature, three times as large as any goblin I've ever sustained itself on the vites of its subjects. And it had managed to turn at least three other goblins to its side. Thankfully, miss Ravi blasted the creature with her divine power, sending it to the dark netherworld where it belongs." "Our encounter with the goblins was more or less by chance" Sir Alec continues. "We were guarding a shipment of mithril when the caravan was assaulted by a group of bandits, most of them half-orcs. Although we killed all of the bandits, miss Luna was able to track them to their lair. One they coincidentally shared with the goblins." Regarding the stolen Mithril Sir Alec says "Unfortunately we have not been able to recover all of it, although some was left behind in the bandit's haste to flee."

Taxes raised... again

"In the month I have had the privilege of being this city's appointed Chancellor of the Exchequer, I have had the good fortune to announce not one, but two tax increases" exclaims a jubilant chancellor Stanheort. Lord Vhalantru, the mayor's trusted advisor explains "We

need a great deal more soldiers to patrol the city's streets, our trade routes and of course the city council's treasury. "The tax requires everyone passing through the city gates to pay a tenth of the value of all goods carried or drawn in a cart. Instead of a tax targets all citizens, this tax scheme is aimed at one specific group, merchants. This will be a revolution in taxing. As far as I know, Cauldron can be proud of its taxing system. As far as I know, it is the most advanced in the entire country." Boasts the chancellor. Not everyone is pleased with the new taxes. "This is a deliberate attempt by the Lord Mayor to squeeze every last penny from the poor merchants of this city". Proclaims an enraged Maavu "Nobles, as you know are exempt. And profiting nicely from the latest tax increases I might add. Meanwhile, merchants are left to bear the citizens wrath." But merchants are not the only ones dissatisfied with Chancellor Stanheort's fiscal innovations. Only yesterday, a scuffle developed when one of the chancellor's new collectors tried to take miss Cora Lathemire's treasured sword with him for appraisal. Apparently, she would not let the family heirloom out of her sight. Unlike the other members of the Stormblades, the house of Lathemire has not been ennobled yet.

Skylar Krewis promoted

This week was a happy one for Skylar Krewis. Not a day after his release from the infirmary in the temple of St. Cuthbert he was cited for a promotion by Captain Skellerang. Skylar Krewis, now lieutenant Krewis is the youngest lieutenant to serve on the town guard in living memory. "Lieutenant Krewis was promoted for bravery above and beyond

the call of duty in the face of extreme danger" explains Captain Skellerang. "Although the extensive recommendation by Lord Vhalantru most certainly helped" "It's quite an honour to be cited for such a great and responsible task" admits lieutenant Krewis. "I hope I will be able to live up to everyone's expectations. Especially those of Lord Vhalantru and Captain Skellerang. Although I probably wouldn't be here if it wasn't for the band of adventurers that call themselves *'Slice & Dice'*."

Guard occupies Minuta's Board

Minuta's board, a flophouse and brothel on the shore of the lake won't be able to rent out rooms by order of the town guard. Not because Pilok Minuta, the inn's proprietor is in legal trouble, but rather because the city barracks simply cannot accommodate any more guards. "The guard roster has more than doubled in the past weeks. We are currently unable to house all the new recruits within the barrack walls" admits Captain Skellerang. Most of the new tenants will be half-orcs. All former members Blue Fists, a notorious mercenary company and group of bandits. "We need extra guards creatures are available" comments the good captain. "Besides, better we pay them to guard the trade routes than we allow them to rob our caravans." A dissatisfied neighbour of Minuta's board comments "I'm not sure what was worse: that flophouse run by that thieving *'last laugh'*, or those stinking half-orcs." Best thing would be if the whole damned shack would burn to the ground if you ask me.

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Crime and Punishment

Ignorance is no excuse

As a service to all law-abiding citizens of Cauldron captain Skellerang herby offers the complete code of law. Please note that punishment is swift and harsh!

THE OLD CODE

A number of laws still exist from the very founding of Cauldron. These are known as the old code, and are still followed today, though they are not entered in any of the official lawbooks available to the general public. These laws are listed below.

- The Lord Mayor shall be considered noble and a Lord.
- The Captain of the Guard shall be considered noble.
- The Lord Mayor rules for life or until such time as he abdicates to his successor.
- The Lord Mayor shall name his own successor.
- The Lord Mayor alone has the power to grant nobility.
- The families of those named as nobles by the Lord Mayor shall remain noble in perpetuity.
- The Lord shall be the patriarch of the family. The Lady shall be the matriarch of the family. Others of the family are considered Noble, but are not granted the title of Lord or Lady.
- The family's nobility is passed on through the patriarchy, to the eldest surviving male child. Only if all males are deceased shall a female become the ruling member of the family.
- Lords and Ladies are considered beyond reproach.
- Should the Captain of the Guard be considered to be unable to fulfill his duties, he may be challenged by any living member of the five eldest surviving families. If the challenger is victorious, he claims the position of Captain of the Guard. The Captain of the Guard is the only member of the nobility who may be challenged in such a manner, as his position is not that of a

Lord, nor is he a hereditary member of the nobility.

- Lord and Ladies may establish rules as they see fit, but may be overruled by the Lord Mayor.

NOBLE FAMILIES

All noble families of the Cauldron region are listed below. Note also that nobility from Sasserine is considered to be on equal footing to those of Cauldron, but the patents of nobility are kept separately. Surviving families are listed in bold font. This list is considered current as of the beginning of the AP. It is included for purposes of laws and justice, since crimes against nobles are often punished more severely; in addition the Old Code applies mostly to the nobles of Cauldron.

1. **Spellmason**. Surabar Spellmason was the only member of this family to ever be considered a noble.
2. **Lidu**. This family founded Liduton, but with the vanishing of the founder and the creation of what is now the Haunted Village, this family died out.
3. **Andur**. While one individual of this family remains, few know of his existence, and those that do agree that it is best that the line is about to die out completely.
4. **Hollow**. This family founded both Hollowsky and Kingfisher Hollow ages ago, creating, with the line of Andur, the two-family rule in Kingfisher Hollow. Technically, the Hollow family still exists, but the line has moved away from the Cauldron region, acting as merchants in a far away city, and for all purposes, the line is considered to be extinct.

5. **Tercival**. Only one member of this family remains.

6. **Rhiavadi**. Only one member of this family remains in the Cauldron area.

7. **Taskerhill**. The Taskerhills are often seen as the most powerful nobles in the city.

8. **Navalant**. The Lord Mayor Severen Navalant has never married, and thus is the last of his line.

9. **Aslaxin**. One of the ruling families of Kingfisher Hollow, The Aslaxins seem content with their lot.

10. **Splintershield**. While this family still exists, the patent of nobility was not granted to the eldest Splintershield, so the line could not move upwards. The dwarf left his fortress under Cauldron about 10 years ago, and has not been heard from since. The line is assumed to be extinct.

11. **Knowlern**

12. **Nebern**. The mayor of Redgorge was granted Nobility about 15 years ago so as to be on even footing with the leaders of the other nearby villages (Kingfisher Hollow and Hollowsky).

13. **Vhalantru**. Granted nobility about 10 years ago after donating a large sum of money to the town.

14. **Vanderboren**. Granted nobility about 6 years ago, after making enough money to be close to nobility in any case.

15. **Skellerang**. Captain Terseon Skellerang is considered nobility since his appointment to his position 5 years ago, but knows that he will lose the patent if he ever loses his position.

16. **Lathemire**. The Lathemire's have not yet been

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granted a patent of nobility, but all assume that it will be happening soon. They are the richest family that is not noble, and are politicking with the nobles to get their own patent.

THE NEW CODE

When accused of a crime, justice is swift. All those accused are held in cells until their case is heard, which always occurs within 24 hours of the initial arrest. The cases are heard by a tribunal consisting of three members. These three members are always the following:

- The arresting officer.
- The Captain of the Guard or his duly appointed representative. Captain Skellerang typically sits about 50% of cases himself.
- The Lord Mayor or his duly appointed representative. Lord Mayor Severn Navalant typically sits only about 5% of cases, while Lord Vhalantru will sit in on about 25% of cases.

Many of the crimes here listed have degrees. A first degree offense is a crime against a non-citizen of Cauldron. A second degree offense is a crime against either a citizen of Cauldron or a non-citizen of Cauldron with a Patent of Nobility. A third degree offense is a crime against any citizen of Cauldron with a Patent of Nobility. Cauldron considers itself to have jurisdiction within the city of Cauldron, the caverns under the city, and any settlement within 1 days ride. It rarely, if ever, forces the jurisdiction for any crimes that take place outside the city proper; in fact, the settlements that fall within Cauldron's jurisdiction often have their own justice code and would take offense to the city's interference in their own matters.

A list of the crimes listed in the new code, as well as their recommended punishments, can

be found below. Note, however, that the tribunal has final say on all guilt and punishment decrees, and may choose to follow or ignore these guidelines as they see fit. There are no appeals in the justice system of Cauldron.

CRIMES

Aid and Abet: A person who helps another commit a crime or escape from prosecution is guilty of aiding and abetting. The degree of this crime is directly related to the degree of the crime committed by another.

Arson: The act of setting fire to a building. The degree of this crime is related to the status of the victim as described above. Setting fire to any building owned primarily by the city of Cauldron (or any of the surrounding villages) is considered a third degree crime. Setting a wildfire is considered a second degree crime. Arson charges are also brought forth for any vandalism charge which endangers the ability of the structure to remain whole.

Assault: Attacking another just to hurt them. The degree of this crime is directly related to the status of the victim.

Blackmail: Using a secret of another in order to extort money or concessions out of them. The degree of this crime is directly related to the status of the victim. In addition, a Restoration punishment may be levied if the tribunal believes it to be necessary.

Bribery: The act of offering money to a public official, such as a city guard or tax collector. There is only one degree to this crime.

Debauchery: Any public display of lewdness. A first degree debauchery crime is

called for relatively minor infractions; in fact, during the Flood Festival, all first degree debauchery crimes are overlooked. A second degree crime would be items such as public nudity. A third degree crime would be a public sexual act. Items such as prostitution or public drunkenness would also be included in the debauchery listing (usually corresponding with disturbing the peace charges as well). Certain professions can gain a license which excuses them for any acts of debauchery performed while working.

Disturbing the Peace: A person who performs an act which would disturb the general peace of the city is guilty of this crime. The description of crime is left vague, and is often subject to relative interpretation by the tribunal. There is only one degree to this crime.

Extenuating Circumstances: This is generally left up to the tribunal, though the charges are often brought forth with the extenuating circumstances listed with the charges. The tribunal decides if the circumstances are enough to warrant leeway on the punishments.

Harboring a Fugitive: Anyone who lets a wanted criminal reside within their residence or place of business is guilty of this crime. The degree of this crime is directly related to the crime committed by the fugitive.

Hostility: This charge is brought before the tribunal the least. There is no first degree to this charge, but second and third degree hostility charges are related to the status of the victim. Only those with patents of nobility can press forth this charge. A crime of hostility typically means that the accused has verbally or emotionally abused the victim. Slander, libel,

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stalking, mockery, and parodies often fall under this category.

Kidnapping: This is defined as capturing and imprisoning someone who is not guilty of any crime and does not wish to be held. The degree of this crime is directly related to the status of the victim. If multiple charges are brought, the punishments may be pushed higher up the scale; the minimum punishment is that of the highest status victim.

Murder: Killing an individual. The degree of this crime is related to the status of the victim. This charge is the only charge which will allow a person to be held longer than 24 hours before a hearing is held. This situation only occurs if the presiding tribunal at the time reasonably believes the slain individual might be returned to life.

Murder pro Tempore: Killing an individual who is restored to life within one week of being slain. The degree of this crime is related to the status of the victim.

Rape: Forcing a sexual experience upon another. The degree of this crime is related to the status of the victim.

Resistance: A number of minor crimes fall into this category. Resisting arrest, refusing to divulge information, obstruction of justice, and other such events all fall under resistance. There is only one degree of this crime.

Sedition: Anything which endangers the welfare of Cauldron or its citizens is a crime of Sedition. Examples of this would be performing a ritual which would raise the waters of the central lake, or summoning a terrible beast within the city limits, or allowing a foreign army

into the city. Sedition is explicitly spelled out as being the only crime in the new code which a noble may be charged with. A first degree sedition charge is something which endangers a small portion of the population (such as casting a Fireball within a tavern). A second degree sedition charge endangers a large portion of the population (such as summoning an uncontrolled demon within the city limits). A third degree sedition charge endangers the entire city (leading a foreign army to the city, forcing a great wyrm to attack, turning the city into a gate to the elemental plane of earth).

Tax Evasion: Refusal to pay the tax collectors of the city. There is only one degree to this crime. If the tax and fine are not paid, the fine automatically advances one step every year for which the tax remains unpaid, in addition to accruing further tax bills.

Theft: The act of taking or dealing in goods that rightfully belongs to another. The degree of this crime is directly related to the status of the victim.

Vandalism: Defacing or otherwise damaging a building without threat of destruction. The degree of this crime is related to the status of the victim; vandalizing a public building is a third degree crime.

PUNISHMENTS

Banishment: The criminal is forced to leave Cauldron and the environs for a period of time. His description is posted in all taverns, public buildings, and gatehouses of the city. If he returns within the period of time described, his punishment is replaced with a Hard Labor punishment of one step higher with no time served.

- Minor: 0-6 months
- Small: 6 months-2 years

- Moderate: 2-10 years
- Heavy: 10-50 years
- Extravagant: Life

Death: The criminal is put to death. There is no law which states that the deceased criminal may not be brought back to life, but the degree of death makes it increasingly harder and more expensive to be restored. Moderate: Hanging
Heavy: Beheading
Extravagant: Draw & Quarter, Cremated

Fine: The criminal must pay an amount of money as determined by the tribunal. Note that the maximum small fine could equal an entire year's taxes for a typical commoner, to whom these fines are focused on. PC's would have little trouble with most fines levied.

- Minor: 1c - 1s
- Small: 1s - 1g
- Moderate: 1g - 1p
- Heavy: 1p - 100p
- Extravagant: 100p or more

Flagellation: The criminal is whipped. Typically a leather braided cord is used for the whip, but in certain cases the tribunal may decide that more severe measures are needed. In cases such as those, other whip-like items may be used, such as chains, cat-o-nine tails, and in one recorded extravagant instance a heavy flail.

- Minor: 1 - 5 lashes
- Small: 6 - 20 lashes
- Moderate: 21 - 50 lashes
- Heavy: 51 - 100 lashes
- Extravagant: 100+ lashes

Hard Labor: The criminal is sent to a guarded work camp, where he works on back-breaking tasks for at least 12 hours a day. Some examples of hard labor sentences are salt or coal mines, wood harvesting, or quarry muling (where they criminal must work with others to carry stones up slopes too steep for animals).

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- Minor: 0-4 weeks
- Small: 1-6 months
- Moderate: 6 months-2 years
- Heavy: 2-25 years
- Extravagant: 26-100 years

Imprisonment: The criminal is locked in a cell within Cauldron. All sentences of Small or larger are served in a prison underneath the primary guardhouse. Others may occasionally be held in gatehouses or even house arrest (common for Special imprisonment sentences).

- Special: Until other punishments are met
- Minor: 0-6 months
- Small: 6 months-2 years

- Moderate: 2-25 years
- Heavy: 25-100 years
- Extravagant: Life

Public Display: The punishment is made public knowledge or spectacle. In the case of flagellation, the whipping is done in a public forum, usually by the Lakeside Pavilion. Other punishments are typically written on special notices and placed in public places throughout the city. Banishment crimes automatically come with a Public Display.

Restoration: The criminal is forced to pay the victim an amount of money corresponding

to the loss received. In cases of arson, theft, or vandalism, this is typically the cost to replace the items relating to the crime. In the cases of death, it is the cost of a resurrection spell chosen by the victim (though there are limits to this cost). If the criminal is unable to pay the restoration cost, he is instead sentenced to hard labor for 1 week for each gold piece fined, and the city pays the victim's restoration cost.

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First Degree

Crime	Punishment	Crime	Punishment
Aid and Abet	Minor Fine	Kidnapping	Minor Hard Labor, Moderate Fine
Arson	Minor Imprisonment, Restoration	Murder	Moderate Imprisonment
Assault	Minor Flagellation	Murder pro Tempor	Small Imprisonment, Restoration (Max 550g)
Blackmail	Small Fine	Rape	Moderate Hard Labor, Moderate Fine
Bribery	Small Fine, Special Imprisonment	Resistance	Moderate Fine
Debauchery	Minor Flagellation, Public Display	Sedition	Moderate Flagellation, Public Display
Disturbing the Peace	Small Fine	Tax Evasion	Restoration, Minor Fine, Special Imprisonment
Extenuating Circumstances	-2 Levels on All Punishments	Theft	Restoration, Minor Imprisonment
Harboring a Fugitive	Minor Imprisonment	Vandalism	Restoration, Small Fine

Second Degree

Crime	Punishment	Crime	Punishment
Aid and Abet	Moderate Fine, Minor Imprisonment	Kidnapping	Moderate Hard Labor, Heavy Fine
Arson	Major Imprisonment, Restoration	Murder	Moderate Death, Heavy Banishment
Assault	Moderate Flagellation, Public Display	Murder pro Tempor	Moderate Imprisonment, Heavy Banishment, Restoration (Max 5500 g)
Blackmail	Moderate Fine	Rape	Heavy Hard Labor, Heavy Fine
Debauchery	Minor Hard Labor, Minor Flagellation, Public Display	Resistance	Moderate Fine
Extenuating Circumstances	-1 Levels on all Punishments	Sedition	Heavy Flagellation, Moderate Banishment, Public Display
Harboring a Fugitive	Moderate Imprisonment, Small Fine	Theft	Restoration, Moderate Imprisonment
Hostility	Moderate Flagellation	Vandalism	Restoration, Moderate Fine

Third Degree

Crime	Punishment	Crime	Punishment
Aid and Abet	Heavy Fine, Moderate Imprisonment	Hostility	Heavy Flagellation, Public Display
Arson	Extravagant Imprisonment, Restoration	Kidnapping	Extravagant Hard Labor, Extravagant Fine, Minor Flagellation, Public Display
Assault	Extravagant Flagellation, Public Display, Small Hard Labor	Murder	Moderate Flagellation, Heavy Death, Extravagant Banishment, Public Display
Blackmail	Minor Imprisonment, Extravagant Fine	Murder pro Tempor	Restoration, Moderate Death, Extravagant Banishment, Public Display
Debauchery	Moderate Hard Labor, Moderate Flagellation, Public Display	Rape	Extravagant Hard Labor, Extravagant Banishment, Public Display
Extenuating Circumstances	-1 Level on a single Punishment	Sedition	Extravagant Death, Extravagant Banishment, Public Display
Harboring a Fugitive	Heavy Imprisonment, Moderate Fine		