



CODE LEGAL OF A LARGER CITY

FOR D&D
FANTASY SETTINGS

The Code Legal

Punishment for a crime can include one or more of the following based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:



Death

Exile (for a number of years or summers)

Flogging (a set number of strokes)

Hard labor (for a period of days, months, or years depending on the seriousness of the crime)

Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)

Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)

Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)

Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)



Officials, and Nobles

Assaulting or impersonating a Lord: death

Assaulting or impersonating an official or noble: flogging, imprisonment up to a tenday, and fine up to 500 gp

Blackmailing an official: flogging and exile up to 10 years

Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount

Murder of a Lord, official, or noble: death

Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

II. Crimes against the City

Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp

Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp

Espionage: death or permanent exile

Fencing stolen goods: fine equal to the value of the stolen goods and edict

Forgery of an official document: flogging and exile for 10 summers

Hampering justice: fine up to 200 gp and hard labor up to a tenday

Littering: fine up to 2 gp and edict

Poisoning a city well: death

Theft: flogging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods

Treason: death

Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

III. Crimes against the Gods

Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp

Disorderly conduct within a temple: fine up to 5 gp and edict

Public blasphemy against a god or church: edict

Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items

Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

IV. Crimes against Citizens

Assaulting a citizen: imprisonment up to a tenday, flogging, and damages up to 1,000 gp

Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict

Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp

Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp

Disturbing the peace: fine up to 25 gp and edict

Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin

Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp

Slavery: flogging and hard labor up to 10 years

Using magic to influence a citizen without his or her consent: fine or damages up to 1,000 gp and edict

