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Central Glairden Court of Law
&
Adjudication
A Compendium of Opulence Rules of Civil Procedure and Laws

Respectfully submitted this 26th day of January, 2018 by Alkurth Thorveil

Disclaimer: Anyone using this document or digest should refer to any revised statutes as some may have been amended following the creation of this compendium. It should be noted this digest is for use of every person within the realm of Emulass and is viewed as the official law compendium.

§1 ON THE MATTER OF MAGIC USAGE

Rule 1. All Native Opulence citizens are required to learn magic by the age of 10.

(A). If a person is unable to use magic by this point due to not being taught, or lack of physiology allowing the use of said magic, the government will assign bestow one onto said person.

(B). Even if the person is not magic focused, having a magic is still a requirement by law.

(C). Every Opulence citizen is for all intents and purposes, able to learn magic and will learn magic if desired, if not outright born or taught it.

Rule 2. Usage of magics on citizens of Opulence is not allowed except for certain instances. See subsections below.

(A). Usage of magic outside of arenas, when used on somebody is viewed as unlawful and prohibited. If you are caught, punishment will follow swiftly.

(1). Using magic on yourself for the means of transport, via portals, apparition, and other methods are allowed. However, no other form of magic is allowed to be used on other citizens or yourself.

(I). Usage of enhancement magic, such as viewing auras, tracking, and other methods that do not directly cause harm but are seen as beneficial is allowed.

(II). Changing form is allowed, however changing your form via any means to resemble another citizen of Opulence is unlawful and identify fraud charges may be placed.

(2). Usage of magic on bandits and outlaws do not count, as they are not classified as Opulence citizens. Instead, this will be viewed as doing a part in protecting other citizens.

(3). Similarly, experimentation on citizens without consent is not allowed. Bandits are allowed to be experimented on. The experiments cannot be cruel, obscene, or viewed as crimes against nature. Experimentation on animals is allowed provided they are not treated in an abusive manner, altering them in cruel manners, or someone's pet.

(4). Usage of magic on someone's pet is treated the same but not equal to a citizen of Opulence, although deemed an extension of citizenship via ownership, it is not subject to as harsh punishments as if a citizen themselves were harmed unless death occurs.

The caster will still be held to the laws regarding using said magic outside of an arena setting.

(5). There are three identified arenas. The Colosseum in the Glairden, the gymnasium of the Magical Academy, and the Tandre Desert which has no laws. These areas are the only identified arenas and no other location will be allowed to be identified as such, given the rules for the arenas are different than the average area.

(I). This does not apply to private matters with hosts where they are allowed to have their own Colosseum to let their hostess fight to their heart's content.

(6). If death occurs as a result of magic usage, the Military Corps, or any authority holds the rights to use any and all methods of punishment and apprehension, up to but not limited to lethal force.

(7). Usage of magic for lethal purposes outside of the arena will result in permanent death. If fighting occurs but no death is caused, the fighters will be subject to fines or sentencing and holding as per Rule 2, §1 §§ A.

(I). People who have ran from apprehension or arrest are deemed outlaws and lose all human rights and their ID is deemed void. These people are allowed to be actively killed.

(B). Destruction of property via magic is a less serious offense, but is still subject to fines, damages, claims, and a jail sentence or being placed into holding until Adred takes the time to come handle the matter. Refusal to pay the fine for property damage results in an immediate holding or sentencing depending on the extent. The Military Corps is allowed to arrest, however, they are not allowed to directly rule on any sentencing, or punishment.

(1). The power to arrest as a Military Corps member is viewed as subjective and may be altered or amended by the captain of the Royal Army at any time. The method can be magical in nature or physical without suffering repercussions.

(2). Following Rule 2. §1 §§A(6), any death caused by fighting outside an arena will result in criminal charges.

(I). Those licensed as Generals or Royal Mages are exempt from being arrested for murder in most cases, as well as are capable of using magic to bring back the recently deceased and nullify their death.

§2. ON THE MATTER OF ARENA FIGHTING

Rule 1. As a near absolute, any death that occurs in the arenas of the Magical Academy, the Glairden Colosseum, and the Tandre Desert; are for all intents and purposes, temporary.

(A). Upon death or significant harm, the person will be sent directly to the Hospital regardless of how they were killed or harmed

(1). This does not apply to a method that a General or Royal Mage uses that bypasses this protection. There are methods around it that will result in a permanent canonical death.

(2). If someone has a physiology that causes them to be harmed by medical treatment, they still will indeed be sent to the Hospital. However, they may refuse medical treatment and heal themselves another way if they so choose.

(3). If someone has a death defying capability, they will not be sent to the Hospital upon using it. However, depending on the severity of the injury, this can be denied and they will be sent to the hospital as usual. Vaporization will almost always be a method for example, that is not survivable via these capabilities.

Rule 2. Robbery in the Arena is still illegal, the grounds will be explained further in a later section of the compendium. Upon entering into an Arena, the items a person has on them is still directly their possession regardless of how they may let go or lose control of the item.

(A). A person cannot be mentally controlled or compelled to forfeit an item to another person, unless there is a viable reason as stated by an SS. They may however, willingly give an item to another person, thus forfeiting ownership of the item.

(1). Although a person's items cannot be stolen, if they lose the item, is disarmed, or loses control of the item at any point via normal means, if the person is slain, the item will remain.

The item can then be taken and kept via this method unless enchantments exist that violate this such as soul bound enchantments, or summoning enchantments. These ensure that even in this scenario the person's item cannot be taken, or if they are, the person in possession of it is unable to use the item.

(2). If in the case that the person is slain, and the item was disarmed, on the ground near them, or within reach/ short distance away, they are able to grab their items before being sent to the hospital unless their current condition makes that an impossibility. Even if their hands are removed, they can grab their items via other methods.

(3). If you take an item that was found in an Arena's confines, you are allowed to keep it. However, the original owner may seek you out to request the

item back. If this is done within 24 hours or with an S or SS escort, the item must be returned.

If the 24 hour window has passed, the item is yours to keep unless an escorted previous owner comes to you.

(4). Any kind of magic or method is allowed in these arenas and you are able to be legally killed by any of them. This includes Death magic, Destruction magic, and the like. No magic is outlawed from the arenas.

Rule 3. Any and all items are allowed to be used in the arenas at all times. This includes the Bloody Palace Tournament (A multi-tiered annual battle stage battle royale).

(A). This can be amended and changed by any Royal Mage. Any items they state are not allowed, or any rules they alter are firmly in effect.

(B). A Royal Mage may intervene if felt it is needed, to handle any items that should not be in the possession of the user, or if they feel it is too powerful. If a robbery should occur, Adred will quickly sentence the person or handle the situation accordingly. If he is unavailable, the SS may handle the situation by either warning, or putting the person in holding as they would with any other crime.

§3. ON THE SUBJECT OF ROBBERY AND OTHER CIVIL CRIMES

§§1. Definition and Laws Pertaining to Robbery and Burglary.

Robbery in itself is the act of taking an item in any manner. With this matter there is always Actus Reus and Mens Reus or “Guilty Act” and “Guilty Mind”. These can be found via interrogation of suspects by the Royal Army if the robbery is not witnessed directly and not enough info occurs to make an arrest.

Burglary is any unlawful entry with the intent to commit a crime. This also can be a charge alongside “Unlawful Entry” or “Trespassing”. No items need to be taken

when it comes to burglary, as it is the entrance itself that is the crime, with the guilty mind.

Rule 1. Robbery of any kind is firmly illegal and holds heavy penalties that can range from a simple fine, which can reach, but are not limited to, a death sentence depending on the value of the item.

(A). Robbery can occur in any area, at any time. The circumstances do not matter. If an item is taken from another person without their consent, it is deemed robbery and subject to the proper punishments.

(1). Any items stolen, will be returned to the original owner upon repossession by an S, SS, or Royal Army member.

(2). An item with a soul bound enchant or summoning enchant can be taken but due to their nature will be returned to their owner or rendered unusable. However, taking them still counts as robbery and can be charged.

Rule 2. Burglary is the unlawful entry with the intent to commit a crime, this can occur anywhere and to any building. Unlawful entry being defined as entering via any means, when you are not allowed in. This includes homes, chapels, etc.

(A). Even if you previously had access to a building, and have a key or other means to enter, if the owner does not wish for you to enter, even unlocking the door with a key given to you and entering with the intent to commit a crime is deemed burglary. This will also warrant an unlawful entry charge as well as trespassing.

§§2. Definition and Laws Pertaining to Torts. Including Assault, Battery, Negligence, etc.

A tort is deemed as a civil wrong. This in itself can be separated into multiple categories; Intentional, Negligent, Liability, Nuisance, and Property. This section will go over the most common types of torts.

Examples of Intentional Torts are; Assault, Battery, False imprisonment, Intentional induction of emotional distress and Kidnapping. These torts are subject to more extreme punishment than the other types of torts.

Negligent torts can be anything ranging from Intoxication, Malpractice or Unintentional Emotional Distress.

Nuisance torts can vary from person to person, as they are not clearly defined. For the most part it relates to matters such as Public Intoxication which are a nuisance to those in the vicinity and the city they are in as a whole.

Liability tort examples are; Hazardous Activity, and Product for Liability. This can also relate to the Slave-Master Doctrine which will be defined in the section centering on liability torts.

The final type is Property which can vary from destruction of property, vandalism, to Trespassing.

It is important to understand that some torts could actually cover multiple classifications. It is up to the reporting authority's judgement as to which it would pertain to primarily.

Rule 1. Intentional Torts are deemed more serious than most other types of torts, and will be subject to charges that suit the crime.

(A). Assault and Battery are different in nature. Assault is a threat or verbal harm, while battery is physical. Assault in Emulass is not exactly a crime, but it is frowned upon. If it leads to an altercation or shift in action or behavior to where it causes a crime, Assault will itself be deemed a crime in that particular instance. Battery in a place outside of an arena is subject to charges depending on the severity of the damage done. This is because the lack of ways for them to revive or heal from the harm. In this case, it may be allowed by the reporting authority to allow the use of healing magic in the case that it is needed. The person battered, may request to file charges, or if it was not intentional or malicious, may request that whoever responded to the matter let it go.

(B). Induction of Mental and Emotional stress, while not inherently a crime, may cause irrational behavior that could stem or grow into more outlandish actions that

could in turn cause a crime or break down. This is indeed a crime if it reaches this level. Suicide as the result of this stress is treated with the upmost care, the person who induced the stress will be charged the same as they would with murder,

(C). Other types of Intentional Torts may just be normal wrongs that were done on purpose and with the person having the guilty mind and guilty act. The severity and punishments depend on the actual action, how often the tort had been done, how long, and if it directly affected anyone.

Rule 2. Negligent Torts are not as big of a deal, as the only real ones are negligence to do something you are required to, getting drunk, slip and fall accidents, etc. It is prevalent but not a major issue.

Negligence generally consists of five elements, including the following: (1) a duty of care owed by the person damaged or harmed to the person who caused the tort; (2) a breach of that duty; (3) an actual causal connection between the defendant's conduct and the resulting harm; (4) proximate cause, which relates to whether the harm was foreseeable; and (5) damages resulting from the defendant's conduct. The severity much like Intentional Torts vary, the person handling the report or issue has full control over how it is handled. Details on each type are not entirely needed.

Rule 3. Nuisance Torts are torts that cause a public disturbance of nuisance. These can range from impersonation, public intoxication, harassment depending on the circumstances, and even stemming into property matters.

(A). Public Intoxication is the act of getting drunk and being within a public setting. Getting drunk in itself is not a crime, but being drunk within a public setting could be deemed a public nuisance and subject to some punishment and holding time. It is entirely possible someone will only be arrested on the grounds of taking them to a more suitable area where they may sober up. This can also incur fines depending on circumstances and the reporting authority.

(B). Property Torts that also can count as Nuisance Torts are defined as matters akin to Arson, Graffiti, Destruction of Property, etc. These are treated the same as normal destruction of property laws, and could coincide with magical laws if it was performed via magic. Fines are the most common way of handling these matters, although imprisonment is possible if one refuses to pay a fine. Graffiti will also be removed by the person who created it, to save on government work and keep with any budgets that may be in place.

Rule 4. Liability Torts are situations where someone is held accountable for actions, or the state of being responsible for something and fails to handle it accordingly or to the best of their ability.

(A). The Slave- Master Doctrine is a common situation seen primarily in company and shop situations. In this case when an employee commits the tort, crime, or other issue the “Master” or owner of the shop/company is held responsible alongside the employee. This is one of the more common types of Liability Torts, and is fairly easy to handle as it deals with mainly businesses and small business owners.

(1). If the owner/ employer does not wish to acknowledge their employee’s issues and wrong-doings or attempts to say they are not held responsible, the exact charges will be copied over to them as well, or the employee can be absolved of their charges and all applied directly to the employer.

(2). If the employee does not wish to take responsibility for their actions, any charges that would be applied to the employer may instead be attributed to the employee to turn it into a criminal litigation case as opposed to a simple tort or lesser case.

(B). Hazardous Activity while not a crime, can be reprimanded and made to cease. Refusal to do so results in being arrested and charged like any other crime and resistance.

(C). Product Liability is a process in which it is deemed the creator of an item is held responsible for any injuries, issues, liabilities, and other matters that the product causes. This does not extend to misuse of weapons or technological enhancements meant for use in combat, but rather quality of life items that were flawed or had issues that caused them to malfunction. Whether the result be causing harm or otherwise.

Rule 5. Property Torts are treated as normal property laws. A person may not unlawfully enter, destroy, vandalize, alter, or otherwise affect another person's property in a malicious matter. Be it property as in a home or building, or property as in their own personal belongings.

(A). Destruction of Property will result in fines and damages, as well as potential prison time. A deadline can be made by the reporting authority if they feel the possibility should exist. The cost of the fines is dependent on the actual value of the objects or place damaged. If payment is refused or not an option, the reporting authority has full rights to incarcerate the person.

(B). Vandalism or damage to non-natural material homes is treated similar in that it is the vandal that is to repair, pay, or otherwise make amends for their transgressions against the owner of the property. Refusal results in community service or jail time in most situations.

(C). Unlawful Entry falls directly under the rules for Burglary and Robbery and should be deemed and treated as such.

§4 ON THE SUBJECT OF CRIMINAL LITIGATION AND MURDER

§§1. Murder, Varying Types, and Types of Evidence Used

Murder is the act of killing somebody, however some things are required to be present. Generally murder has aspects such as premeditation, malice, and contempt. Mans Reus and Actus Reus or Guilty Mind and Guilty Act must always be present for it to be deemed First Degree Murder.

Rule 1. First Degree Murder is a situation where it is determined it was premeditated, deliberate, and Malice of Forethought was present. First Degree Murder is treated extremely seriously as it is only deemed murder outside of the arenas where a death is deemed permanent.

(A). Royal Mages can be exempt from murder laws, as well as some are capable of resurrecting the deceased. This does not negate the act of murder however, and the person if not a Royal Mage, will still be punished accordingly.

(B). Death Magic usage in a death is deemed First Degree by default.

Rule 2. Crime of Passion is where someone commits a murder in a fit of sorrow, rage, or another extremely amplified emotion. This is often occurring during times of stress, finding out traumatizing news, or other understandably tense situations.

As such while it is true that they will not be charged as severely as First Degree murder charges, they will still be held accountable and charged with murder. They will receive only a slightly lesser punishment.

(A). To come to the conclusion it was a crime of passion, the situation leading up to it needs to be analyzed and determined if any rational person would have had an extreme emotional reaction.

Rule 3. Manslaughter while similar to a Crime of Passion is fundamentally different. Malice can be present, but premeditation or malice of forethought is not. It can be done involuntarily or voluntarily. In the case of involuntary manslaughter, it can be something as simple as accidentally hitting someone with a car while dozing off, which would then also add on a negligent tort; or it can stem all the way to the Imperius curse inducing them to commit murder.

(A). If the Imperius curse is found to have been used, due to the small amount of people who know it, anyone who does will have their wands

confiscated, destroyed, or all potential candidates based on who was present at the time of the murder will be imprisoned accordingly.

Rule 4. Evidence Regarding Murder. Although within the confines of the RP it is known who the killer is, if they wish for evidence to be brought forward against them it must be direct and tangible. Following suit with actual evidence requirements, it can be something like the bloody knife, DNA evidence, hair, etc. Hearsay is not considered reliable as it could exonerate someone.

Rule 5. Self Defense. Someone acting in self-defense, and directly causing someone's death, will still be punished but to a severely less extent. The requirements for this specific situation is that they must first be attacked, be in reasonable danger, and reacting in a manner they feel is proper to defend their own life. If resurrected, the deceased attempted murderer will be deemed an outlaw.

§§2. Rape and Sexual Conduct.

Rule 1. All rape, harassment, or act deemed sexual without any consent is strictly prohibited.

(A). Slavery and Selling of persons is strictly prohibited. This is treated almost as serious as murder itself, as it can kill the person's spirit and personality.

(B). Trafficking by extension is treated just as bad. Prostitution by singular persons is fine, provided it is not forced and done by the person willingly.

(C). Killing in a sexual manner, as long as it is not done with a body part entering the person, fondling, or actual sexual harassment, is allowed within the Colosseum and other arena locations.

(D). Similar to murder, rape is deemed as one of the most heinous acts one can do, and it is as such handled swiftly, and without restraint.

§5 ON THE SUBJECT OF MURDER AMONGST MYTHICAL AND LEGENDARY CREATURES.

In some situations, one may go to the Nature Reserves. There is one simple rule for these locations; You may not kill anything present, but they may kill you.

Rule 1. Killing one of these creatures or entities is deemed murder the same as a normal First Degree charge, and will be treated as such with punishments varying from merely imprisonment to death.

They are protected under Opulence Law and deemed citizens of Opulence, but being animals with instincts and behavior that does not actually fit with social standards as they need not adhere to our methods, they are not held to our laws regarding killing.

(A).It should be noted, Dragons created using the spell Draconifors are not deemed actual dragons, and do not extend to this. They are allowed to be actively slain. This is to help prevent the hunting and potential death of dragons, by providing alternative methods for acquiring any items from a dragon someone may need.

(B). Players and citizens assuming the form of these creatures, or actually a member of these races forfeit their rights to this protection temporarily while in the arena.

(C). Mythical and Legendary creatures are not allowed to be placed into captivity. They have the same rights as humans and humanoids.

§6 ON THE SUBJECT OF OUTLAWS, PUNISHMENT, AND MILITIA

Rule 1. Upon someone running from a Royal Mage, Military Corps, or General on the grounds of being confronted according to violation of a law, they will be considered an outlaw.

(A). People deemed outlaws lack all human rights, and their IDs will not work. No punishment is incurred by experimenting, killing, or doing other prohibited acts against them.

Rule 2. Punishments are decided at the discretion of the SS or reporting authority, with Alkurth as the final decider as Adjudicator. If Alkurth is unavailable, the Royal Army captain and SS hold all rights to punish in whatever way they see fit.

(A). To reiterate, any items deemed too powerful can be taken by the SS as well.

(B). A Royal Army member who has committed a crime is punished the same as a normal citizen. They are not above the law.

Rule 3. Militias and personal armies may be made provided they still follow the rules and laws of the land. These may be in turn considered closer to guilds.

(A). If a Militia is accused of breaking a law, an investigation can be put into place. Depending on the findings they may be required to disband, or all participating members could go to jail on the same offense.

With this, I conclude the first Opulence Reporter on the actual laws and regulations in place for Opulence. Amendments can be made, as can statutes. They are to be added to this digest in 14 point Century Font under an amendments section directly following the Militia section.

This digest has once again been respectfully submitted this 26th day of January, 2018.