Taxation

Tax	Value		Per	To Whom	Notes
Burgage, Half-Share	¹ / ₄₀ of Valu	e	Annum	Liege Lord	Paid on all properties within the walls of a settlement, without gardens
Burgage, Full	¹ / ₂₀ of Valu	e	Annum	Liege Lord	Paid on all properties within the walls of a settlement, with gardens
Burgage, Castle	¹ / ₂₀ of Valu	e	Annum	Crown	Paid on all castles, forts, fortified manors, towers and other military works
Freegeld	1sa per Hid	le	Annum	Lord of the Manor	Levvied on all freeholdings within a manor
Manoralgeld	³ / ₅ of All Fi Burgages	reegelds &	Annum	Liege Lord	
Countgeld	¹ / ₃ of All M Freegelds &	lanoralgelds, & Burgages	Annum	Duchy	
Duchygeld	¹ / ₃ of All M Freegelds &	lanoralgelds, & Burgages	Annum	Crown	
	¹ / ₂ of All C	ountgelds	Annum	Crown	
Basic Tax	1 / $_{10}$ of Profi	ts	Annum	Crown	
Church Tithe	¹ / ₁₀ of Incom	me	Week	Temple	Failure to pay this tithe means the person cannot be married or buried by the church. They will be buried in the paupers cemetary by a civil officer.
Luxury Items Tax	¹ / ₇ of Value		Creation / Sale	Liege Lord	
Magic Item Tax	¹ / ₇ of Value		Creation / Sale	Lord Wizard	
Import Tax	¹ / ₁₅ of Valu	e	Cargo	Crown	
Scutage Tax	SL 13	300gr	Per Campaign	Crown	Paid in lieu of military
	SL 12	150gr	Per Annum		service. Those already undertaking military
	SL 10-11	75gr			service may not opt to pay
	SL 8-9	48gr			scutage.
	SL 6-7	72sa			
	SL 4-5	48sa			
	SL 1-3	20sa			
Road or Bridge Toll	1it per pers	on	Passage	Liege Lord	
	2it per hors	e			
	3it per vehi	cle			

Hide: Is an area of land which produces 5gr worth of food per annum. The tax rate is thus $^{1}/_{25}$ of the output of the land. This is applied to any land producing food, used for grazing animals (excluding commons), used for timber or for the extraction of minerals. It also applies to fishing lakes and rivers.

Licenses

License	Value	Per	To Whom	Notes
Weapon Permit : Military Weapon	1sa	Annum	Liege Lord	Verification
Armour Permit : Non-Metal	1ba	Annum	Liege Lord	
Armour Permit : Metal	1sa	Annum	Liege Lord	Verification
Spellcasters License : General	5gr	Annum	Lord Wizard	Verification
Spellcasters License : Guild	5sa	Annum	Guild	
Magical Item License: General	30gr	Annum	Lord Wizard	Verification
Magical Item License: Guild	5gr	Annum	Guild	
Traders Licence	2sa	Annum	Liege Lord	
Manufacturers License	2sa	Annum	Liege Lord	
Import Licence	2sa per year per cargo type	Annum	Crown	By Cargo Type
Special Import License : Creature	20% of CR ³ [sa]	Annum	Crown	
Special Import License: Cargo	20% of Value	Annum	Crown	

Verification: These items are subject to the verification of identity. Any persons convicted of a crime may not be given these licences.

Exemptions: Watchman, Militia, Priests & Temple Servants are all exempt from having weapon, armour and spellcasters licenses.

Crime & Punishment

Crimes Against the Person:

Crime	Punishment	Nations	Judge
Assault (Grievous)	3e, 6-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Blackmail	1b, 2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Lord Magistrate
Fraud	2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Kidnapping	1b, 4-9	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Magical Interference	1a, 2, 3bc	Kur, Ukr, E.Tur, W.Tur	Lord Wizard
Manslaughter	2, 5-8	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Mass Murder	1d	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate
Murder	1b, 4	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Lord Magistrate
Rape	3d, 7-9	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Robbery	3a, 7-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Unlawful Animation	2, 3bc	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate

Crimes Against Property:

Crime	Punishment	Nations	Judge
Arson	1b, 5-7, 9	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Burglary	3a, 6-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Damage to Property	5-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Defaulting [on Debts]	4-8	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Embezzling	2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Forgery	2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Handling Stolen Goods	6-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Importation of Controlled Items	2, 9	Kur, Ukr, E.Tur, W.Tur	Lord Wizard
Magical Interfereance	1a, 2, 3bc	Kur, Ukr, E.Tur, W.Tur	Lord Wizard
Possession of Controlled Creature	2, 7-9	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate
Vandalism	8-11	Kur, Ukr, E.Tur, W.Tur	Watch Captain

Crimes Against the State:

Crime	Punishment	Nations	Judge
Bribery of a City Official	5-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Carrying Weaponry with Intent	5-10	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Carrying Weaponry without License	11	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Embezzling	2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Fraud	2, 4-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Genocide	1d	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate
Spellcasting without License	2, 3bc	Kur, Ukr, E.Tur, W.Tur	Lord Wizard
Impersonation of a Knight or Noble	3c, 6-11	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate
Impersonation of an Official	7-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Incitement to Riot	2, 6-8	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Magical Interfereance	1a, 2, 3bc	Kur, Ukr, E.Tur, W.Tur	Lord Wizard
Perjury	6-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Piracy	1c	Ukr, E.Tur	Lord Magistrate
Resisting Arrest without Violence	8-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Rioting & Affray	2, 7-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Sedition	1d, 2, 3c, 4-5	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate
Tax Evasion	3b, 7-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Treason	1d	Kur, Ukr, E.Tur, W.Tur	King
Trespass (Noble Residence or Castle)	1b, 2, 3e	Kur, Ukr, E.Tur, W.Tur	Lord Magistrate

Crimes Specifically Against the Ecclesia:

Crime	Punishment	Nations	Judge
Apostasy	2, 3c, 5-11*	Kur, Ukr, E.Tur, W.Tur	High Priest
Blasphemy	1a, 2, 3c	Kur, Ukr, E.Tur, W.Tur	High Priest
Heresy	1a, 2, 3c, 9*	Kur, Ukr, E.Tur, W.Tur	High Priest
Impersonation of a Priest	1b, 3c, 6-11*	Kur, Ukr, E.Tur, W.Tur	High Priest
Tomb Robbing	2, 6-11*	Kur, E.Tur, W.Tur	Local Priest / Ordinary Magistrate
Tomb Robbing	3a, 6-7, 9*	Ukr	High Priest
Trespass of a Holy Sanctuary	1a, 4-8*	Kur, Ukr, E.Tur, W.Tur	High Priest / Local Priest
Violating the Sanctuary Grith	1b	Kur, Ukr, E.Tur, W.Tur	High Priest

The Sanctuary Grith: Anyone who is accused of a crime may claim asylum in a church or temple (but not shrine). Upon entering they are required to confess their sins, give up any weapons and armour, and submit to the priest in charge. Once this is done they have 40 days to make a choice. Either submit to the authorities and stand trial, or remove themselves from the kingdom for life.

^{*} Fines: Fines are paid to the church, not the state, in these cases.

Crimes of a Minor Nature:

Crime	Punishment	Nations	Judge
Begging	8	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Breach of the Peace	8, 11	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Indecent Behaviour	9-11	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Libel	9-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Loitering	11	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Trading or Manufacturing without License	9-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Trespass, Ordinary Aerial	8-10	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Trespass, Oridnary Land	9-11	Kur, Ukr, E.Tur, W.Tur	Ordinary Magistrate / Local Lord
Unlawful Assembly	9-11	Kur, Ukr, E.Tur, W.Tur	Watch Captain
Wearing Armour in Town without License	8-11	Kur, Ukr, E.Tur, W.Tur	Watch Captain

Abetting & Conspiracy: Any character who conspires with others to commit a crime is liable to the same punishment.

Repeat Offenders: Anyone already convisted of a crime will always be given a more severe sentence to the one already handed down. If they have already had the most severe sentence allowable then the judge is at liberty to pick something worse.

Sentences:

Sentence	Penalty	Notes
1a	Death (Burning)	
1b	Death (Beheading)	
1c	Death (Drowning)	
1d	Death (Hanged, Drawn & Quartered)	The corpse is displayed on a gibbet in the street for 21 days. Women are always burned at the stake, and cannot be given this penalty.
2	Permanent Banishment	
3a	Mutilation (One Hand)	
3b	Mutilation (Both Hands)	
3c	Mutilation (Tongue)	
3bc	Mutilation (Tongue, Both Hands & Branding)	Branding takes the form of an 8 pointed star on the forehead.
3d	Mutilation (Genitals)	
3e	Mutilation (Legs)	
4	Labour for Life with Branding	Branding is with a simplified form of the coat of arms to whom the person now belongs. Those sentenced to labour are given over to the victim unless they decline, in which case they are given to the state.
5	11-20 Years Labour	
6	7-12 Years Labour	
7	5-8 Years Labour	
8	1-4 Years Labour	
9	Enormous Fine (Payable to Crown)	90-95% of wealth, minimum of 500sa
10	Heavy Fine (Payable to Crown)	60-80% of wealth, minimum of 50sa
11	Standard Fine (Payable to Crown)	25-40% of wealth, minimum of 5sa

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