

# Laws Of The Wolf Faction

## *2nd Edition*

as approved by Wolf Faction Command  
in the year 1101 AF

### Introduction

This is my humble attempt to build on the first edition of the Wolf Laws as written by Kurt The Foundling in 1099 AF. This second edition provides definitions for common offences so as to provide a fairer method of justice and to prevent ambiguity.

In Trust & Fellowship

Dareon Zhukov, Lord Chief Justice, 1101 AF

### Notable Changes

Readers of this document will notice the inclusion in the text of the laws relating to necromancy and poison as passed last year. You will also notice that broad definitions of the more prevalent offences in Wolf lands have been included.

Clarifications are present as to personal responsibilities of parties during trials and the processes in the Wolf justice system.

For the purposes Wolf Law, the titles of King, Lord General and Faction Leader are fully interchangeable. Also the term Faction Command refers to the three most senior members of the Faction, including the Lord General.

Please remember, ignorance is no defence, as copies of Wolf Law will be readily available and each group will be issued with their own copy.

### Where Wolf Law is applicable

Wolf Law is applicable to any crime committed anywhere on mainland Norsca or the Orkneyjar archipelago, any Wolf embassy or encampment on foreign soil, or where any Wolf is the aggrieved party when acting in the interests of, or on the orders of, the Wolf Faction or going about Wolf faction business.

Where a conflict of laws is present, it shall be the responsibility of the ambassadorial wing and the Chief Justice to come to an acceptable conclusion to the matter.

### Recording of events

Wherever possible during any legal proceeding, a scribe shall be present to record events. This is useful for reference in case of further similar incidents in the future and to prevent any further arguments that happen over the event in the future.

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### The Nature Of the Law

The essence of the law of the Wolf Faction is that of conciliation and compromise, not punishment. It is the aim of the law to remove the ill feelings that can remain and fester from perceived injustices. Thus, the mechanism of punishment will not come into effect until every other option has been

exhausted. It is neither wanted nor expected that arguments within groups will have to be settled at any other than group level. Unless there is a serious conflict threatening the integrity of the Faction, groups are responsible for their own internal discipline. Appeal may be taken from a decision from a group leader but it is fair to say that this will not necessarily be a wholly successful procedure.

These laws apply to members of the Wolf Faction and guests upon Wolf lands. Naturally, enemies, invaders and outlaws receive no such succour from the law they wish to trample underfoot. In the event that any non Wolf becomes entwined in our legal proceedings he may ask any group leader to represent him, or may represent himself.

Even if a dispute breaks out between members of different groups the method of arbitration will be between the group leaders, or group lawgivers if groups choose to appoint such. Unless requested, this will have no formal structure but will be arranged at the mutual convenience of the parties involved. The Lord Chief Justice or an appointed deputy may sit as arbiter. It is expected that all parties involved will conduct themselves in an adult fashion. Any agreement which is satisfactory to all parties will have the full force of the law and be recognised by the justice department. This may consist of whatever terms the parties involved wish.

The only circumstance in which the above does not apply will be in the case of High Crimes (to be detailed next) as the King himself is a party in these matters and thus any such accusation will proceed directly to trial on the preliminary findings of the Lord Chief Justice that there is a case to answer.

## **Types Of Crimes**

All crimes are defined as either High Felonies or Low Felonies. Low felonies are acts, actions or omissions which are directed against the general good. High felonies are those acts, actions or omissions which imperil the Faction as a whole.

The Sheriff's office must make accusations of any high crime to the Lord Chief Justice or any appointed deputy. The Lord Chief Justice will decide if there is sufficient evidence to hold the accused for trial, to throw out the accusation or to request further investigation by the Sheriff's office

## **High Crimes**

High Crimes under Wolf Law are treason, betrayal of an oath of allegiance, murder (or attempted murder) or necromancy.

### **Treason**

Treason shall be defined as any intentional act or omission of action, which has the result of causing serious harm to the Wolf Faction as a whole. (I.e. any attempt to kill the Lord General or passage of any secrets delicate to the Wolf nation for example.) Treason requires both malice and intent to be proven.

### **Betrayal of an Oath of Allegiance**

This shall be defined as any breach of an oath to an ancestor or otherwise which causes doubt as to the allegiance to the Wolf Faction or part thereof of that person.

### **Murder**

Murder shall be defined as the premeditated and permanent killing of any member of the Wolf nation or a guest under Wolf law. In the case of attempted murder it must be shown that the injuries or circumstances in which the aggrieved party was found would have caused a permanent state of death if gone unnoticed.

### **Necromancy**

Necromancy is any channelling of the Plane of Unlife. It is offence to practice any necromantic act on Wolf land.

## **Low Crimes**

Low crimes are those offences prevalent in everyday society, which act against the common good and which Wolf society has deemed worthy of punishment. This covers offences such as theft, robbery or piracy, manslaughter, dereliction of duty, holding slaves or putting others into forced slavery (excluding thralls), bearing false witness, failing to obey a direct order of a higher ranking official, carrying poison without a licence, kidnapping (except for a member of faction command which is treasonous), deliberately stirring enmity between wolves, obstructing wolf justice or gross misconduct or negligence.

As has already been stated these matters will be dealt with internally wherever possible and will only go to trial by combat or jury if all other forms of arbitration have failed between the plaintiff and the accused. It is incumbent upon all involved to deal with these matters so as not to disturb the common weal.

This list is not exhaustive.

### **Theft**

Theft shall be defined as any removal of property from any location on Wolf soil which does not belong to the accused and to which he has no claim.

### **Robbery**

Robbery is any offence of theft as above except that at the time of the offence the life of the aggrieved party is threatened with or receives any violent act that causes that person harm or injury.

### **Piracy**

As Robbery except that the offence takes place at sea on any vessel belonging to or in the custody of the Wolf nation.

### **Manslaughter**

Manslaughter is the permanent killing of any member of the Wolf nation or guest under Wolf Law without malice or intent.

### **Dereliction of duty**

Any person who fails to fulfil the conditions of his current duty such as falling asleep or being drunk on guard duty, for example, shall commit dereliction of duty.

### **Slavery**

Slavery is defined as the holding of persons in forced servitude where the captive receives no return for the services they render.

### **Bearing false witness**

This shall be committed by any person who makes any statement in writing, or otherwise, to any member of the Sheriff's office or Justice Department in connection with any ongoing investigation that they know to be false or do not believe to be the truth.

### **Failing to obey a direct order**

Shall be committed by any person who disobeys a direct order from a higher ranking member of the Wolf Faction unless this counteracts a previous order given by a person with the authority of the Lord General or King.

## **Carrying a poison without licence**

It is an offence for an unlicensed person to carry a poisonous substance (as defined in the addendum) on Wolf land or in any Wolf embassy. (See addendum A for full details in relation to poison)

## **Kidnapping**

Shall be committed by any person who takes any Wolf captive against his will with the intention of making financial profit from the act.

## **Deliberately stirring enmity between Wolves**

Shall be committed by any person who spreads false rumour or allegation between two or more groups with the intent of causing strife or conflict between those parties.

## **Obstructing Wolf Justice**

Shall be committed by any person who knowingly or recklessly obstructs the administration of Wolf Justice. This shall be either by action or inaction, such as withholding evidence pertinent to an investigation or similar.

## **Gross Misconduct or Negligence**

Shall be committed by a person who through action or inaction causes harm or damage to come to another member of the Wolf Faction or to Wolf Faction property.

This list of definitions is not exhaustive. Any attempted acts of any of the above crimes will carry the same penalty as the act itself. An attempt shall be defined as where a person tries to commit a crime and is either thwarted in the process or where the actual crime fails to be fulfilled. i.e. attempted murder.

# **Process for Trial**

## **High Crimes**

Following the Lord Chief Justice deciding there is a case to answer for, the offender shall be brought to trial before a panel consisting of A member of faction command, the Chief Justice and the group leader of the group to whom the accused belongs or a group member nominated by the accused if he is the group leader. Any member of the panel may appoint a substitute to their place if they are unable to attend due to other faction business or if they wish to give evidence in this matter. (The consent of the accused will be sought but is not necessary.) The trial itself will take place in the presence of any Wolf who wishes to attend. The Deputy Chief Justice of the province in which the crime took place or of the duchy of the aggrieved party if one exists, will present the evidence for the prosecution if he is available or any other Deputy in their absence. The accused may ask any Wolf in good standing to speak on their behalf. The prosecutions will then call witnesses and present any documentation. All witnesses will swear an oath to their Ancestors upon Wolf Law. Both sides will be allowed to question all of the witnesses. The Defendant will then do the same. The time taken should be kept to a minimum and certainly no more than 1 hour for each side.

Once all the evidence has been heard the panel will go and consider all the evidence presented and decide upon a verdict based on the balance of probabilities, bearing in mind the possible consequences of a guilty plea.

Accusations of a high felony must be made to the Chief Justice or to any deputy carrying out that function in his/her absence. The Chief Justice will decide whether there is sufficient evidence to hold the accused for trial. He may decide to proceed to trial, to throw out the accusation as unfounded or to request further investigations into the complaint. In exceptional circumstances he might request that the Sheriff should commence proceedings for malicious complaint.

The trial itself will take place in the presence of any Wolf who wishes to attend. Witnesses and any relevant evidence may be called by both the accused and the accuser, but each side will have no more than thirty minutes to make their case. This time limit may be extended with the consent of the judges. The Judges will consider the evidence carefully and will come to a verdict upon the balance of probabilities, bearing in mind the consequences of a guilty verdict.

Upon a verdict of not guilty, the accused will be released immediately without stain on their honour; if convicted they will be liable for any punishment as the Court might decree. The convicted felon may make a speech in mitigation before sentence but is at the mercy of the court.

The punishments may range from a fine (or wergild), forced servitude in the service of the Wolf Faction, reduction of loss of status, to exile from Wolf lands. For the most heinous crimes, the sentence of permanent death may be passed, but only with the consent of the majority of the panel.

## Process for Low Crimes

Low felonies are those offences which act against the common good which Wolf society have deemed worthy of punishment. They include; theft, robbery, manslaughter, malicious complaint, dereliction of duty, holding slaves or putting others into slavery (excepting thralls on Orkneyjar), bearing of false witness and deliberately stirring enmity between Wolves.

As has already been stated, these will only come to trial if all forms of arbitration have failed between the plaintiff and the accused. It is incumbent upon all involved to deal with these matters so as not to disturb the common weal.

## Trial By Combat

Recourse shall not be made to trial by combat unless both parties are willing for the issue to be settled in this manner. In the event that both parties agree to the matter be decided By trial of arms, they will approach the High Sheriff, who will arrange a suitable place and time for the issue to be settled. The matter shall not be regarded as a valid trial unless there are at least three members of the Star Chamber Council present to act as witnesses.

Before combat, the issue will clearly be stated and the repercussions of the result will be announced to all parties. Should there be any dispute as to the implications of defeat, the Sheriff shall act as arbiter.

The Combat will be fought until one side concedes defeat. Should both sides consent to the procedure, each party may nominate up to three champions to share the field with them. In this case, the last side standing within the fields will be declared the winner of the suit.

It is the responsibility of the plaintiff to ensure there is a healer present before the combat commences and every step will be taken to minimise fatalities during the combat. Use of magic will only be allowed with the consent of both parties. Any attempt to interfere with, or in, the field of trial will be regarded as a serious offence.

## Trial By Jury

Should one or both parties not wish to engage in trial by combat, the Chief Justice, or his nominated deputy, will arrange a trial by jury to settle the issue. He will arrange a time and place for the trial and will appoint five members of the Faction in good standing to act as judges as to fact. Both the accuser and the accused may object to one of the appointed members of the jury panel, and they will be replaced by the Chief Justice.

The Chief Justice (or Deputy) will sit as magistrate and moderator, and will be responsible for the conduct of the trial, having due regard for the interests of both parties.

The Judge's overriding responsibility is to the common wealth and to ensure a fair trial, showing no prejudice or bias either for or against any party. It is his/her job to pronounce sentence in consultation with the jury following a conviction.

The jury, conversely, are the judges of fact. They will swear an oath to their ancestors that they will show no bias but will decide the case upon the facts they hear. Any verdict they bring in will be upon

the balance of probabilities and will be the decision of a majority of the jurors. In the event of a conviction, they may advise the Judge as to sentence.

Both the accuser and accused may call witnesses and give evidence but they will be restricted to no more than fifteen minutes to each side save the most exceptional circumstances. Evidence as to fact, law and character will be accepted.

As far as sentences concerned, the same options are available as those convicted of High Crime, save that the death penalty is not available. Exile may be imposed upon confirmation by the King. The most common sentence will be that of imposition of wergild. Should the convict fail to pay, the debt shall fall upon his group. Should they decline to pay, the accused will be declared exiled and renegade until the penalty is paid.

## **Failure to attend trial**

Should the accused decline to attend trial, after all avenues for arbitration have been exhausted, he will be given a chance to explain his actions before the Chief Justice. Should he or she provide an insufficient reason, or decline to attend the second hearing, he will be declared renegade and exile. He will be stripped of all rights as a Wolf, and declared without the law until he purges his contempt and presents himself for judgement.

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# **Addendum A**

## **Addendum in relation to poisons**

### **Definition of a poison**

A poison under Wolf Law shall be defined as any substance, which an approved member of the Wolf Faction can detect, by magical or other means, to be a poisonous substance. The approved person should be able to show the likely effects of its administration in any given dosage would cause serious harm, injury, death or paralysis to whomever it was administered.

### **Approved member of the Wolf Faction**

For the purposes of Wolf Law the person responsible for identifying a substance to be a poison shall be the High Alchemist of the Wolf Faction or any appointed deputy. In absolute emergency or in the case of a clash of interests when the Lord Chief Justice may nominate a suitable alternative.

### **Licensing**

Any person wishing to have in their possession at any time a substance deemed to be a poison should be in possession of a poison licence. There will no defined set of circumstances determining when a licence should or should not be issued and each application should be treated on its own merits and flaws. An application form for a licence is available from the High Sheriff's Office. The final decision to issue a licence will lie with a panel consisting of a member of faction command, The High Sheriff (or appointed deputy) and The High Alchemist (or appointed deputy)

Two copies of each licence will be maintained, one to be given to the applicant and one stored in a safe location in the hands of faction command. Each licence will also be numbered.

A fee of 2 coppers will be charged for the issuing of the licence

### **Offences against this law**

It is an offence under Wolf law to:-

1. Carry any substance known or believed to be a poison, without a licence.

2. Fail to produce a licence for inspection by a member of the Sheriff's Department when required to do so, whilst carrying a poisonous substance.
3. Forging or altering any licence issued under this law.
4. Assuming the identity of another person who is named on such a licence, for the purpose of possessing a poison.

## **Exception to the law**

It shall not be an offence for a member of the Sheriff's department, or recognised deputy, to be in possession of a poison for the purpose of seizing it as evidence or transporting it to a place where it can be stored for evidential purposes in any later trial. All such poisons should be placed into the safe keeping of the High Alchemist or an appointed deputy.