



# The Diamond Legion

A Manual for Amthydor's Defensive Forces

Version 1.0

By David Samuels and the LSJ Staff

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# The Diamond Legion – Amthydor’s Defense

*"The Diamond Legion... my life's work. I have been in the Diamond Legion since I was a young man. I adventured first, naturally, but when I joined the Legion I decided to stay in. I got to where I am because I didn't give up when things were bad. The Scourge nearly destroyed us, but as long as I have a breath left in my body, I will fight. I refuse to allow Amthydor to disappear overnight. No matter who attacks, be they internal, external or divine in nature, I will stand tall before the Diamond Legion and call to the aggressors, saying that we will not go without a fight, we will not slip quietly into the night. We will fight man for man, street for street, until we are broken, bleeding or dead. This city will stand until the end of time, for anyone who wants anything other than that will have to do it over my cold, dead body. So will say every soldier in the Diamond Legion. Bring your worst."*

High Warrior Alexander Breng, as quoted from *"On the Function of the Diamond Legion"*

## Background

The Diamond Legion is the military organization that watches and defends the city of Amthydor. Shortly after Nesian Torestyn (the first ruler of Amthydor) and his allies had won the city's freedom against the pirates, thieves and mercenaries, a legion of troops were formed to protect the city. They were respected by the people, housed by the city, and paid very well for their services. In 2,000 years, very few members of the Legion were accused of bribery, and in all that time only three were ever convicted. So it is **very** difficult to bribe a Legionnaire (and doing so always lands a person in jail). Like a diamond, the Legion has many facets to its organization. The Legion is currently undergoing reorganization in an effort to become more responsive to such threats as have been recently experienced.

The Diamond Legion is both the military and law enforcement arm of Amthydor. While not a military power, or expansionistic, Amthydor has managed to remain unconquered throughout all its long history. However, the recent catastrophes have prompted High Warrior Breng to institute a re-organization and re-definition of the Diamond Legion. The Diamond Legion is now broken up into three primary branches: Army, Diamond Watch, and Navy. Each of the different divisions performs a different but essential function in the city's existence. Each of the branches is divided into divisions and sub-divisions.

The Diamond Legion has long understood that its members thrive best when given the opportunity to hone their individual abilities. All members of the Legion are encouraged to participate in activities typically handled by that dangerous element known as 'adventurers'. It is felt that a Legion member could provide a stable influence in such expeditions or tasks, and help keep the laws and customs of the City of Amthydor and its Protectorates intact. Time is made for Legion members to explore their abilities in this manner, though the Legion expects a detailed summary of such activity. Any Legion member participating in dangerous adventurer-like activity must notify a Diamond Legion station at the earliest opportunity. This is so that the Legion can cover their shift and not let evil get the upper hand.

## Branches of the Diamond Legion

### The Army

The Army is the main unit of the Diamond Legion. It is the city's first line of defense when attacked as well as a cohesive unit when the city needs to make a pre-emptive strike to keep its citizens safe. The Army is comprised of two very separate yet equal divisions, the Infantry and the Cavalry. A member of the Army must belong to one of these two divisions.

### Infantry

The Infantry consists of the foot soldiers of the Amthydor Army. Its members are stalwart defenders of the city, who will defend the city unquestionably. They will hold the line even against overwhelming odds, because the city needs them to. Tours of duty in the Infantry are 3 years in length and at that time a member can elect to re-up with the Infantry, or switch to a different division of the army or branch of the Diamond Legion. The Infantry also has a more specialized sub-division known as the Scout / Infiltrators.

Sgt. Stitch Jottle is the most familiar to the citizens of Amthydor as he is the infantry recruitment officer.

### Scout / Infiltrators

This exclusive sub-division of the Infantry is made up of rangers, rogues, or individuals with similar skills and a desire to engage in espionage. The Scout / Infiltrators are responsible for helping to keep the borders safe by keeping their eyes and ears open for anything that could be perceived as a threat to the

city's safety. Occasionally members of this unit are required to infiltrate other regions to gather information that could be used to defend the city and/or bolster its defenses.

Lt. Elwin Quintas is the point of contact for the Scout / Infiltrators.

## Cavalry

The Cavalry is the complement to the Infantry in the Amthydoran Army. While the Infantry consists of foot soldiers, the Cavalry is the city's mounted defense. Noble house members or those from the upper class make up the majority of the Cavalry. Their duties overlap those of the Infantry, in that they equally train in enforcement and military action. In peacetime they perform many of the extended patrols into the surrounding regions, as well as escort duty for select caravans or traveling groups.

The Cavalry are so adept at riding and controlling their mounts that it as if the two were one. They are the first-strike mobilization unit, as their mounts are enspelled to be able to ride longer, faster and stronger for extended periods of time. All of the cavalry horses are specially raised, the majority of them by House Jirin. The Cavalry also has a more specialized sub-division known as the Eagle Riders.

Corporal Stulwig Narwith is the point of contact for the Cavalry.

## Eagle Riders

The Eagle Riders are the famed airborne sub-branch of the Cavalry. They fight from the backs of giant eagles and are used most frequently for reconnaissance and special operations. Grand Admiral Mantay has requested that General Llandra Skyrider assign one squadron of Giant Eagles and Riders to accompany each ship to sea, and General Skyrider has agreed. Thus, an individual Eagle Rider escorts a ship out to sea and then returns back to the Eagle Rider Aviary to await his/her next assignment.

The bond between an Eagle Rider and his mount is said to be akin to that of a paladin and his mount, or a druid and his animal companion in terms of the eagle's devotion to its rider.

Lt. Yngbar Griffin is the point of contact for the Eagle riders.

## The Navy

The Navy patrols the city's harbors and waterways. The dedicated and highly competent members of this branch combat smuggling and piracy while enforcing all harbor regulations. The dedication of the navy

member is such that they usually re-up their tenure before their current enlistment expires.

## Sailors

The Sailors are your average navy personnel, although they are anything but average. They are masters of all shipboard weaponry and never back down from a fight. They guide the ship and are the nuts and bolts of the Navy. They steer the ships and handle getting the ship into melee range for the Marines and Pirate Hunters to board enemy vessels.

Sailor Milas Thistle is the point of contact for the sailors.

## Pirate Hunters

The Pirate Hunters are a specialized sub-branch of Sailors. As one might surmise from their name, they spend their time patrolling the waterways of Amthydor both day and night looking for any suspicious activity that could be construed as an act of piracy. Many of the members of this branch have been the victims of pirates, or either personally or indirectly via family members, and have taken a vow to prevent other people from going through the same ordeal. They patrol looking for areas where pirates might hide, preventing them from lying in wait to ambush unsuspecting ships.

Seaman Tristan Sylvas is the contact for the Pirate hunters.

## Marines

The Marines are another group of dedicated navy personnel. They are the city's water-based defense force, and have been known to use their abilities to prevent hostile ships from entering the city's boundaries. After the Sailors take a ship within combat range, the Marines come into play. They storm the other ship and fight across the decks. They are warriors that prefer the open waters of the sea to the open plains of the land. The Marines have also been used as a first line of attack in times of war as they are extremely competent warriors who would rather die than give ground to the enemy.

Lt. Eloise Sandoval is the public face of the Marines.

## Stingrays

The Stingrays are a specialized group of marines that are trained in underwater combat scenarios. The Stingrays move in fast and usually unseen to deal with a problem. The Stingrays take no prisoners and are usually called upon to handle difficult situations - situations that other divisions are either unwilling or unable to deal with. The training for this unit is the hardest in the entire Diamond Legion.

Seaman Ramona Morgan is the liaison between the Stingrays and the Amthydoran populace.

## The Diamond Watch

The Diamond Watch branch has the arduous task of keeping the citizens of Amthydor safe and secure, while enforcing the laws of the city. It has four divisions: Patrol, Proctors, Chameleons, and Special Services. Each division is responsible for its own tenets of the Diamond Watch Mantra.

### Patrol

The Patrol division comprises approximately two-thirds of the Diamond Watch members. The Patrol division is responsible for the general enforcement of laws, as well as day to day dealings with the citizens of the city. Members of the Patrol division are an integral part in keeping the riff-raff out of an area. They enforce the laws that limit travel between areas of the city. They are trained to recognize counterfeit passes, and have also been known to search for people who have passes soon to expire to make sure that they are not in an area that they don't have permission to be in.

The Patrol members have spent time developing working relationships with the people that they are sworn to protect allowing the community to feel safer with this personal hands on approach. When notified of a crime, the patrol member takes the initial information and then passes that information along to the proctors. Members of the Patrol division are unwavering in their dedication to the job, and are irrefragable in the performance of their duties.

Captain Ardent Vestra, Sergeant Aston Kenness, and Lieutenant Bailey Collins are some of the members of this unit familiar to the adventuring community.

### Chameleons

The Chameleons are the covert sub-division of the Patrol division. They are responsible for infiltrating enemy forces within the city and preventing them from doing harm to the city, while gathering evidence to help the Proctors build a case against them. The members of this unit are adept at fitting into any situation, much the way a chameleon can change colors to hide in the background. It is their job to sniff out and snuff out illegal temples and shrines and budding attempts for the creation of any sort of thieves' guild. They have a special pass that allows them to pass into the Nobles and Castles district as they wish.

There is no public contact for this division. While the citizens of Amthydor do not know of any members of this division, they can be sure that if a situation should

arise that requires their assistance the Chameleons will deal with it in an expedient manner.

### Special Services

The Special Services sub-division of the Patrol division is a brand new division within the Diamond Watch. This unit is small in numbers but growing by the day. The primary duty of this unit is keeping the citizens of Amthydor safe from undead and lycanthropes. They are extremely diligent in their investigation of any and all sightings of either undead or lycanthropic activity within the city boundaries.

Lt. Argyn Grix is familiar to the city's adventuring population and serves as the liaison between the adventuring community and the Special Services sub-division.

### Proctors

The Proctors are the investigative division of the Diamond Watch. They are the ones who do the primary detective work of major crimes in the City. They also act as magistrates for simple crimes. The Proctors decide which crimes require formal punishment and present these cases to the Council of Justice, a tribunal of Lord Consuls, who conduct a fair trial. Informal judgments of the Proctors are frequently preferred and usually involve reimbursements of damage in money or labor (lately, more commonly in labor, due to a shortage of the work force).

Proctors are generally fair and appear impossible to bribe. They are grim and sometimes feared for the power they wield.

Sergeant Cooper Damson is familiar to members of the adventuring community, and serves as a liaison between the adventuring community and the Proctors.

### Support Operations

This is the newest branch of the Diamond Legion, and consists of the following: Engineer / Sappers, Supply, and Magical Support (the spellcasting organization). Currently members of these divisions are assigned to one of the three main branches. The Support Operations members hope that one day the Support Operations branch will be recognized as a full-fledged branch of the Diamond Legion in its own right.

The point of contact for all aspects of Support Operations is Corporal Bruno Trisk.

### Engineers/Sappers

This division is responsible for a broad range of activities in both peace and war. These activities range from siege craft in conflict, to maintaining the

integrity of city walls, roads, sewers and other structures.

## Supply

The members of the supply division are tasked with making sure that any supplies needed by a Diamond Legion member are available and if they aren't will be obtained and brought to the member in an expeditious manner. They are charged with maintaining the quality of all of the city's weapons, and replacing those that are unsatisfactory. This unit is staffed with people wanting to help make a difference, but lacking in military discipline or a stomach for combat. They also coordinate logistical organization for large-scale operations.

## Magical Support

The Diamond Legion has long used both arcane and divine spellcasters for support and artillery actions. Though previously placed into standard ranks, spellcasters have come into their own with the formation of the Magical Support division within the Support Operations branch. In an effort to prove that arcane and divine spells are both of equal importance an idea for separate divisions for each was rejected. The commanders of the Diamond Legion didn't want to divide the members any further and risk fostering an "I'm better than you" attitude.

# Training

## Basic Training

All members of the Diamond Legion begin here, regardless of the branch to which they are assigned. All groups train together for two months before they move onto their advanced training.

All Diamond Legion members go through basic training to gain an understanding of the fundamentals of each of the branches. For example: Infantry members learn to nominally perform the job of a Sailor, Sailors learn the jobs of the Infantry, and both learn the basics of the Diamond Watch by serving as additional patrols during special events. Rank and file members of the Cavalry learn the jobs of Infantry, Navy, and Diamond Watch personnel.

## Advanced Training

When a member of the Diamond Legion moves into a sub-division of one of the main branches, he must take additional training in his new specialty. The training time and specific skills learned depends on the sub-division.

# Diamond Legion Metaorg Rules

## Base Membership Requirements

All Diamond Legion members must meet the following base requirements.

- Character level 3 or higher.
- A citizen of Amthydor, either native or naturalized. (For details on Amthydor citizenship, see the *LSJ Rules Compilation*.)
- Literate.
- Never convicted of a crime in Amthydor. The PC must not have any certified disfavor from NPC Diamond Legion members, or from Lord Grimm. (If the PC does have disfavor, they may be negated by balancing each disfavor with two certified favors from either NPC Diamond Legion members or Lord Grimm. This is in addition to the recommendations or favors required for membership.)
- Have certified recommendations or favors of at least three Diamond Legion members (NPCs). The Favor of Lord Grimm may be substituted for one of these recommendations.
- Meet the base requirements for the branch which the PC wishes to join.
- Spend 60 TUs upon entering the Diamond Legion. This represents the PC's basic training, and allows the PC to enter the branch chosen at the lowest rank.

All favors and recommendations used to meet the requirements for the Diamond Legion or balance disfavor must be marked "void" and kept with either the Diamond Legion certificate or the disfavor they negate.

Once the PC has joined the Diamond Legion, he or she is required to:

- Always accept a mission from a superior officer (regardless of branch or chain of command) or other city official without requesting compensation. (Note that the PC may accept compensation if it is offered, but the PC must not expect such compensation, ask for it, or request others to ask for it.)
- Ensure the appropriate branch of the Diamond Legion (usually the Diamond Watch) has the opportunity to review any items collected by the adventuring party to determine if they are stolen property. (The judge for a given module will have the information as to whether the items are stolen property.)
- Meet other requirements based on the branch of which he is a member.

Note that a PC who wishes to switch branches or divisions (except for joining a sub-division of his current division) must forfeit all benefits received from the original branch/division and replace them with the current one.

Similarly, a PC who leaves or is required to leave the Diamond Legion forfeits all benefits received as a member.

In each case, TU and other payments made are **not** refunded.

## Specialization

A PC who wishes to join a sub-division of one of the main branches must first participate in scenarios totaling 60 TUs and meet the requirements of that sub-division.

**Note:** The player cannot simply "spend" 60 TUs by marking them off his logsheet. The PC must have actively participated in adventures whose TUs add up to the requirement.

## Advancement

PCs in the Diamond Legion are eligible for promotion upon achieving certain milestones.

More details on this are forthcoming.

## Diamond Legion Registration

Players should join the Diamond Legion Yahoo!(tm) group ( LSJ-DiamondLegion ) to register their PCs with the Diamond Legion by adding them to the PC database and download the certificate that shows the PC is a member of the Diamond Legion. In addition, players will receive Diamond Legion news, and be able to participate in in-character and out-of-character Diamond Legion discussions.

## Specific Branch and Division Requirements

Initially, a PC may choose the Branch (Army, Navy, Diamond Watch, or Special Operations) he wishes to join, as well as a single division within those branches. A PC may begin with the Legion in one of the following:

- Army: Infantry or Cavalry
- Navy: Sailor or Marine
- Diamond Watch: Patrol or Proctor
- Support Operations: Engineers / Sappers, Supply, or Magical Support.

In addition. Support Operations personnel must choose (and qualify for) a division of one of the other branches of the Diamond Legion. They are considered to belong both to the Support Operations branch and the chosen branch/division.

The table below summarizes the requirements for joining the various branches, divisions, and sub-divisions of the Diamond Legion. Note that a PC attempting to qualify for a sub-division must meet the qualifications of both the division AND the sub-division.

**Feats:** The PC must have one of the feats listed for the division or sub-division for which he is attempting to qualify. If he is already a member of a specific division and is attempting to qualify for a sub-division, he must have a second feat, this one from the sub-

division list, in addition to the one used previously to qualify for the division. If attempting to qualify for Support Operations, the PC must qualify for one feat from the Support Operations division he chooses AND one from the Army/Navy/Diamond Watch division he chooses. The two must be different feats.

**Skills:** The PC must have a minimum of 6 combined ranks in at least 2 of the skills listed. If attempting to qualify for a sub-division, this must be 6 *additional* ranks, for a total of 12 across at least 4 skills, 2 from the division list, and two from the sub-division list. Similarly, if attempting to qualify for Support Operations, the PC must have a minimum of 12 ranks across 4 skills, 2 skills from the Support Operations division list and 2 from the Army/Navy/Diamond Watch division he chooses.

**Special:** As described.

Branch	Division Sub-division	Feats	Skills	Special
Army	Infantry	Weapon Finesse Weapon Focus (any)	Climb Jump Knowledge: History Knowledge: Local Survival	
	Scout / Infiltrators	Tracking Urban Tracking	Hide Move Silently Survival	Must have played 60 TUs' worth of scenarios as a member of the Infantry.  By invitation only. Opportunities for invitations may appear in scenarios.
	Cavalry	Equestrian Mounted Combat	Handle Animal Knowledge: History Knowledge: Local Ride Survival	
	Eagle Riders	Equestrian Mounted Combat Skill Focus (Ride)	Handle Animal Knowledge: History Knowledge: Local Ride Survival	Must have played 60 TUs' worth of scenarios as a member of the Cavalry.  By invitation only. Opportunities for invitations may appear in scenarios.
Navy	Sailors	Lightning Reflexes Rope Climber Sea Dog Skill Focus (Swim) Weapon Finesse	Climb Profession: Sailor Swim Use Rope	

Branch	Division Sub-division	Feats	Skills	Special
	Pirate Hunters	Combat Reflexes Mobility Skill Focus (Balance) Skill Focus (Climb) Skill Focus (Tumble)	Balance Climb Profession: Sailor Swim Tumble Use Rope	Must have played 60 TUs' worth of scenarios as a member of the Sailors.  By invitation only. Opportunities for invitations may appear in scenarios.
	Marine	Endurance Great Fortitude Skill Focus (Intimidate) Skill Focus (Swim) Toughness	Balance Climb Intimidate Knowledge: History Knowledge: Local Knowledge: Nature Profession : Sailor Swim Tumble Use Rope	
	Stingrays	Diehard Great Fortitude Iron Will Lightning Reflexes Skill Focus (Swim)	Climb Hide Intimidate Move Silently Profession: Sailor Swim Use Rope	Must have played 60 TUs' worth of scenarios as a member of the Marines.  By invitation only. Opportunities for invitations may appear in scenarios.
Diamond Watch	Patrol	Endurance Great Fortitude Iron Will Lightning Reflexes Toughness	Gather Information Listen Ride Search Spot Survival	
	Chameleons	Lightning Reflexes Skill Focus (Bluff) Skill Focus (Disguise) Skill Focus (Gather Information) Stealthy	Bluff Disguise Gather Information Hide Listen Move Silently Search Spot	Must have played 60 TUs' worth of scenarios as a member of the Patrol.  By invitation only. Opportunities for invitations may appear in scenarios.
	Special Services	Dodge Endurance Great Fortitude Iron Will Lightning Reflexes Toughness	Heal Knowledge: Arcana Knowledge: Nature Knowledge: Religion Listen Search Spot Survival	Must have played 60 TUs' worth of scenarios as a member of the Patrol.  By invitation only. Opportunities for invitations may appear in scenarios.
	Proctor	Closed Mind Inquisitor Iron Will Skill Focus (Knowledge: Local)	Gather Information Intimidate Knowledge: Local Listen Search Sense Motive Spot Survival	

Branch	Division Sub-division	Feats	Skills	Special
Support Operations	Engineers / Sappers	Skill Focus (Knowledge: Architecture and Engineering) Skill Focus (Knowledge: Dungeoneering) Skill Focus (Knowledge: History) Skill Focus (Profession: Siege Engineer) Skill Focus (Profession: Stonemason)	Knowledge: Architecture and Engineering Knowledge: Dungeoneering Knowledge: History Profession: Siege Engineer Profession: Stonemason Search Spot	Must be a member of the Army, Navy, or Diamond Watch.
	Supply	Negotiator Persuasive Skill Focus (Appraise) Skill Focus (Diplomacy) Skill Focus (Knowledge: Local)	Appraise Bluff Diplomacy Gather Information Knowledge: Local Sense Motive	Must be a member of the Army, Navy, or Diamond Watch.
	Magical Support	Combat Casting Cast on the Run Improved Counterspell Any one metamagic feat	Concentration Heal Knowledge: Arcana Knowledge: Religion Spellcraft	Must be a member of the Army, Navy, or Diamond Watch.

## Benefits

### General

All Diamond Legion members receive the following benefits starting with the scenario in which they qualify and pay their basic training TU costs.

- 10% discount on non-magical items from the City's merchants. This does not stack with similar discounts from other metaorgs.
- Room and board at the Diamond Legion barracks. (Free medium lifestyle; cannot be upgraded even if the scenario allows a free upgrade to high lifestyle for the price of medium. If a PC normally chooses high lifestyle, he must pay for that normally. (After all, no one is required to live in the barracks!))
- Once per module an NPC Diamond Legion healer will cast for free a spell of the Conjunction (Healing) school of 3<sup>rd</sup> level or less on the Diamond Legion member. Note that this benefit is only for the member, and not his companions, animal companions, mounts, etc.
- 50% off the cost of a *raise dead* spell for the member, unless the death was caused by criminal activity on the part of the PC.
- +2 circumstance bonus to Gather Information checks when dealing with citizens of Amthydor who are not members of the Diamond Legion.
- +4 circumstance bonus to Gather Information checks with dealing with members of the Diamond Legion. This includes undercover

operatives, although they will not reveal information that will put them or their mission in danger.

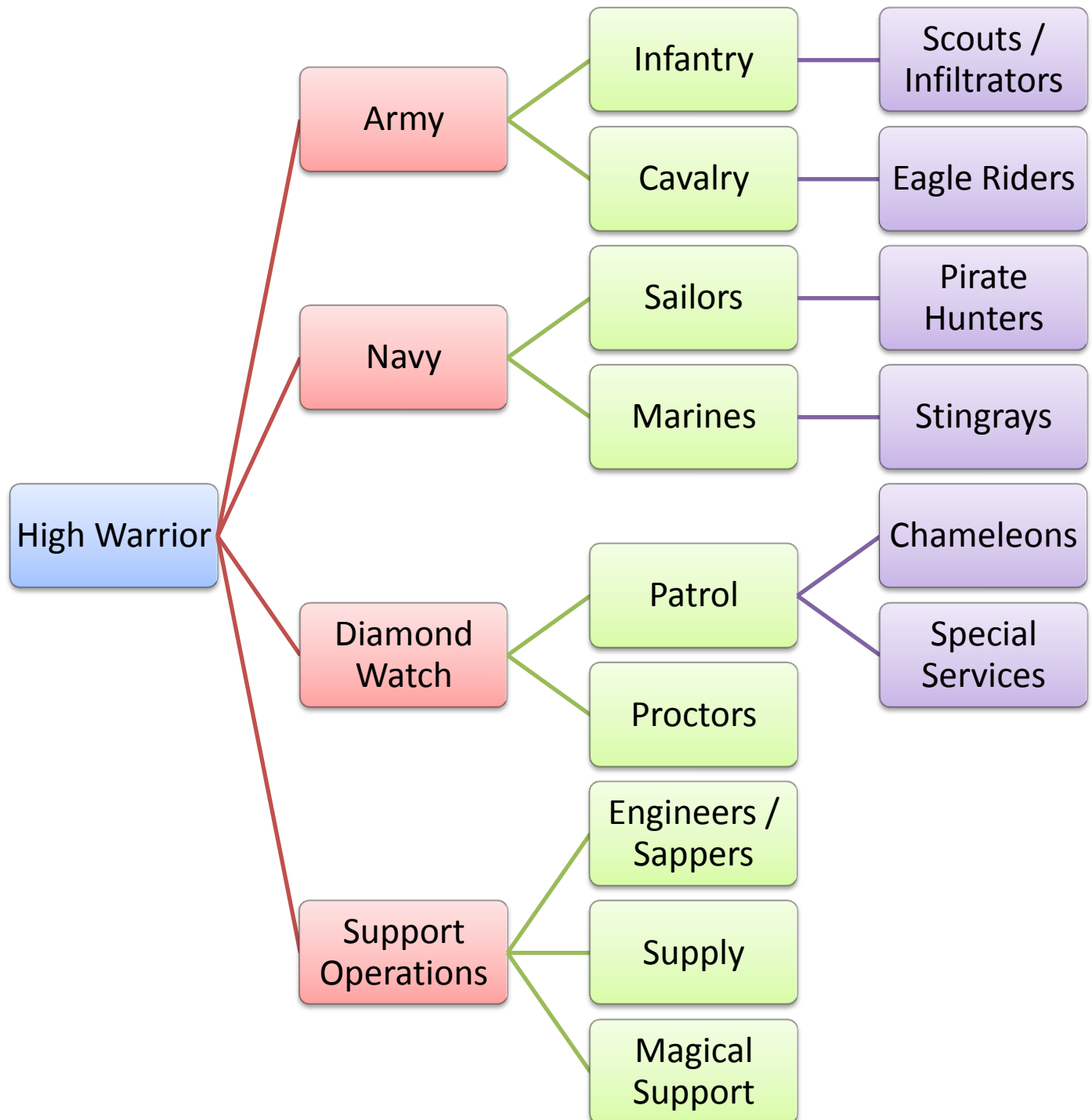
- -4 circumstance bonus (penalty) to Gather Information checks when dealing with those on the shady side of the law.
- +1 competence bonus to each of two of the skills listed as a requirement for the Diamond Legion branch and division the PC joined. (The skills chosen may not be the same, as the bonus does not stack.) These skills must be chosen when the PC joins and completes basic training (pays the 60 TUs), must be noted on the certificate and may not be later changed.

### Additional Benefits

There may be additional benefits as a PC rises in rank or becomes a member of a sub-division. That information is forthcoming.

# Appendix 1: Diamond Legion Organization

Note that Support Operations is not a separate branch of the Diamond Legion, but is integrated into each of the other three branches and their division and sub-divisions.



# Appendix 2: Uniforms and Rank Insignia

## Uniform Colors and Insignia

Branch/ Division	Insignia	Doublet	Breeches	Beret
<b>Army</b>				
Infantry	Arm holding a drawn saber	Khaki	Khaki	Khaki
Scout/Infiltrators	Tree surrounded by underbrush	Dark brown with green trim	Dark brown	Green
Cavalry	Horse	Beige	Dark brown	Beige
Eagle Riders	Eagle	White with light blue trim	Light blue	White
<b>Navy</b>				
Sailors	Anchor	Dark blue	Dark blue	White
Pirate hunters	Jolly Roger (skull and crossbones) with a diagonal line through it	White	Dark blue	Red
Marines	Muscular arm with a clenched fist	Light blue	Dark blue	Light blue
Stingrays	Stingray	Dark blue	Black	Dark blue
<b>Diamond Watch</b>				
Patrol	Handcuffs	Gray	Blue	Gray
Chameleons	Blank gray badge	Gray	Gray	Gray
Special Services	Skeleton over a wolf head	Black	Gray	Black
Proctors	Balanced scales	White	Gray	Gray
<b>Support Operations</b>				
Engineer/Sappers	Bridge	Black	Black	Black
Supply	Book	White	Brown	White
Magical Support	Scroll	Brown	Brown	Brown

## Rank Insignia

The cut (shape) of the gemstones used for the rank emblems varies by branch. Round-cut stones are used for the Army, rectangular-cut (baguette-cut) stones for Navy and kite-cut stones for the Diamond Watch. The diamond used to indicate the rank of High Warrior is cut to form an eight-rayed star.

Army	Navy	Diamond Watch	Insignia
Private	Crewman	Private	Copper lozenge with citrine
Corporal	Seaman	Corporal	Copper lozenge with topaz
Sergeant	Petty Officer	Sergeant	Copper lozenge with amber
Lieutenant	Lieutenant	Lieutenant	Silver lozenge with rose quartz
Captain	Captain	Captain	Silver lozenge with amethyst
Major	Commander	Commander	Silver lozenge with aquamarine
Colonel	Commodore	Inspector	Silver lozenge with tourmaline
Brigadier	Trident	Commissioner	Gold lozenge with ruby
Marshal	Admiral	Commandant	Gold lozenge with sapphire
General	Grand Admiral	Constable	Gold lozenge with emerald
High Warrior			Platinum lozenge with diamond

# Appendix 3: The Laws of Amthydor

## Capital Crimes

Crime (Capital)	Punishment
Assassination (attempted or successful)	Public Execution (Hanging), Wergild paid by family.
Assault (of a government agent while performing duties)	Public Execution (Hanging)
Manipulation (magical or otherwise) of person in order to commit crime or cause said victim to commit a crime.	Public Execution (Beheading)
Murder	Public Execution (Hanging), Wergild paid by family
Owning or Trading Slaves	Public Execution (Beheading), Confiscation of all properties and possessions.
Treason	Public Execution (Hanging), Confiscation of all possessions and properties owned by the immediate family
Piracy	10 Yrs in Prison for first offense, 10-20 Yrs in Prison for subsequent offenses.
Impersonating a Noble of Amthydor	Public Execution (Hanging)

## High Crimes

Crime (High)	Punishment
Impersonating a member of the Diamond Legion or House Guard or Foreign Nobility. (or anyone other than a Noble that has been granted Heraldry)	5 Years Hard Labor in mines
Impersonating a Government Official	3 Years Hard Labor in mines.
Breaking and Entering (Government Building)	5 Years Hard Labor in mines
Forgery (Official Government Documents)	10-20 Years in Prison for first offense, Life in Prison for subsequent convictions
Hindering an Agent of the Government on Official Business	2-5 Years in Prison with public lashing per month
Resisting or Hindering a Diamond Legion Officer on Official Business	2-5 Years in Prison with public lashing per month
Unlawful Acquisition of Products Mined in Amthydor Mines before their introduction into the City	2-5 Years Hard Labor in the Mines
Possession or Concealment of Illegal Products of Amthydor Mines	2-5 Years Hard Labor in the Mines
Attempted Murder	5-10 Years in Prison
Arson	2-5 Years in Prison and a fine equal to 200% of damages
Assault	5-10 Years in Prison
Kidnapping	5-10 Years in Prison for first offense, Public execution (beheading) for second offense
Inciting a Riot	2-5 Years in Prison and a fine equal to damage
Vicious Mistreatment of Children	1-3 Years in Prison plus 10 Lashes per Week

Crime (High)	Punishment
Theft	Fine equal to 300% of amount stolen and Public Removal of 1 hand for first offense. Public execution (hanging) for second offense
Sheltering a Known Criminal	2-5 Years in Prison
Worship of an unsanctioned Evil Deity	1-3 Years in Prison plus 10 Lashes per Month
Fencing Stolen Property	1-5 years Hard Labor in mines plus confiscation of all properties and possessions
Extortion	2-5 Years Hard Labor
Blackmail	2-5 Years Hard Labor and a fine equal to 200% of blackmail amount
Conspiracy	$\frac{3}{4}$ sentence of the original crime.
Use of Wild Magic	2-5 Years in Prison and loss of a finger
Escape from Lawful Incarceration	Double Original Sentence
Aiding the Escape of Criminals from Lawful Incarceration	Original Sentence of Incarcerated Individual

## Misdemeanors

Misdemeanor	Punishment
Use or Ownership of Unauthorized Tunnels Below or Through Walls Bordering Districts	10,000 gp fine
Unauthorized Entrance into City Drains or Sewers	2,500 gp fine
Unlicensed Conducting of a Shop or Service	1,000-15,000 gp fine
Refusal to Locate Shop, Service, or Building within the Appropriate District	250 gp/day fine until relocated, plus said shop, service, or building is closed by the Diamond Legion
Bringing a Dangerous Creature into the City Without Written Permission	5,000 gp fine plus the repayment of damages and responsibility of said creatures actions
Unlicensed Dumping into the River Vestra from Within the City	1,000 gp fine
Vagrancy	30 days in prison
Defilement of City Temple	20 lashes plus cost of repair of temple
Participation in a Skirmish or Brawl (Armed or Unarmed)	1,000 gp fine plus repayment of damages
Polymorphing an Unwilling Target	50,000 gp fine plus returning target to normal (1 Yr in Prison otherwise)
Magically Influencing or Manipulating any Person	1-3 Yrs in prison plus 10,000 gp fine
Use of Spells that are considered Dangerous and Unlawful	20,000 gp fine up to smashed fingers and exiled from City
Disturbing the Peace	100-1,000 gp fine
Disorderly Conduct	100-1,000 gp fine
Public Drunkenness	250 gp fine or 1 night in prison
Failure to Produce Required Permits for Sanctioned Activities	1,000-5,000 gp fine plus cease said activities
Racketeering	1 Yr in prison and 10,000 gp fine

<b>Misdemeanor</b>	<b>Punishment</b>
Begging Outside the Poor District	1,000 gp fine or 30 days in jail
Bribery	Loss of all material possessions, except mundane clothing and 50 gp
Failure to Pay Appropriate Taxes	Confiscation of said taxed goods and 30 days in prison
Impersonating a Citizen of Amthydor	6 months prison

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