



DEATH SENTENCE CRIMES

"You have been found guilty in the eyes and laws of these fair people. May the gods have mercy on your soul."



1. **{Graffiti}** Due to a lingering curse whose origins are lost to time, all art {even words} thrown up on the structures here comes to life and enters a bloody rage at nightfall {the guilty are locked in the gallows and left to be devoured by whatever new horrors spawn from the city's walls}
2. **{Not Kill a Cat}** The superstitious folk here believe every cat is a reincarnated spirit of a witch or warlock that must be killed before its vengeful curses can take hold of its victims {those who don't kill cats are seen as minions of these long-dead occultists and are burned at the stake with the cat}
3. **{Moon Dodge}** Paranoid of lycanthropy infestations, the rulers here require all citizens gather outside the town hall at dusk on nights of a full moon to discover who might be concealing a lycanthropic curse {those who show any signs of transformation are quickly cut down by hired by silver-clad mercenaries}
4. **{Lye}** Extremely paranoid of being ousted from power, the ruler has placed a permanent truth-telling spell over the area which all citizens and visitors must surrender to {anyone caught lying is tortured until they confess to crimes of conspiracy, and only then are they executed}
5. **{Waste a Kill}** Out of respect to the lizardfolk tribes who share the surrounding wilderness, not part of any claim beast or monster {no matter how big} can be left behind to go to waste {the lizardfolk are allow to hunt and feast on anyone they catch breaking this law}
6. **{Waste an Ale}** Ale has become such a rare luxury here that drinking or wasting another person's ale gives them permission in the eyes of the law {and ancient dwarven tradition} to kill you however they please {there is an unspoken agreement amongst tavern-goers here not to interfere with any tavern brawl so as not to deny someone their swift justice}



