

Corpus Juris Infernis

Preamble

We, the denizens of Baator, under the supreme rule of the Lord of Baator, establish these laws to govern our hierarchy, government, justice, and business. Let these decrees be the eternal guiding principles that ensure order, power, and the relentless pursuit of infernal efficiency.

Identification

This "Corpus Juris Infernis" contract from now on shall be identified by "this contract."

Part I: Contractual Laws

Article 1: Definition of Contracts

1. Nature of Contracts

A contract is defined as a medium that communicates an agreement between one or more parties that specifies the parties, the terms and

conditions, and a mechanism for the parties to "sign" the contract. A contract may specify one or more "enforcing parties" responsible for enforcing the terms of the contract.

2. Signing a Contract

To "sign" a contract, the party's unique signature available to the medium must be added to the contract alongside the year, month, day, hour, and minute of the signature.

3. Signature Integrity

A signing party must sign by their own will and not be influenced by charm or enthrallment to burden responsibility, else the signature is not recognized.

4. Signature Requirement

A contract that imposes obligations or requirements on a party must be signed by that party.

5. Malformed Contracts

If a contract prevents a party from signing or if a contract is self-contradicting at the time of signing, the contract is considered "Malformed."

6. *Unsigned Contracts*

If a required party is capable of signing but has not, the contract is considered "Unsigned."

7. *Signed Contracts*

A contract is considered "Signed" if all parties sign the contract.

8. *Active Contracts*

A contract is considered "Active" the moment it is signed by all parties.

9. *Conditions of Inactivity*

A contract must explicitly state what conditions cause it to become "Inactive," or inversely what conditions prevent the contract from becoming "Inactive." An "Inactive" contract is no longer "Active," and vice versa.

10. *Contradictory Contracts*

If two contracts contradict each other, the contract activated first takes precedence.

11. *Overriding Contracts*

To override a previous contract, the previous contract must be amended to allow the future contract to override it if not already stated.

12. Re-signing Amended Contracts

Unless otherwise stated by the contract, to amend the contract all previously-signed parties must re-sign the amended contract, including any new parties added to the contract. Unless otherwise stated by the contract successive amendments require signatures from the parties involved in the last version of the contract and any new parties added in the newest version, without stacking signatures from prior versions.

13. Enforceability of Contracts

Only "Active" contracts are enforceable. "Unsigned" contracts, "Malformed" contracts, and "Inactive" contracts are not enforceable.

Article 2: Authority of the Lord of Baator

1. Contract Manipulation

Any Signed contracts signed by the Lord of Baator may be set Active, Inactive, or amended at will by the Lord of Baator.

2. Punishment for Breach

Any breaking of terms established by this contract will result in punishment up to the Lord of Baator's discretion and a temporary or permanent "infringement."

Article 3: Organizational Contracts

1. Definition of Organization

An "Organization" contract is one of few contract templates recognized by the Lord of Baator that bind or unbind the signed parties into a single entity known as an "organization" with an agreed unique name.

2. Superiors

One or more parties bound by an organization are selected to be "Superiors" at the time of registration.

3. Signing Authority

All Superiors of an organization can sign contracts together on behalf of the entire organization.

Article 4: Baatezu Status

1. Registering for Subjugation

Signing this contract is called "Registering for Subjugation" or "registering" for short.

Terminating this contract is called "Unregistering from Subjugation" or "unregistering" for short.

2. Registering as a Baatezu

An unsigned or unregistered party known as a "Foreigner" may attempt to register at an "Immigration Circle." A foreigner that successfully signs this contract will be considered a "Baatezu of Baator," known as a "baatezu," of rank "Lumure."

3. Unregistering

A baatezu may terminate this contract at any time by unregistering at an "Immigration Circle."

Once a baatezu is unregistered, they are no longer a "Baatezu of Baator" and are considered a "Foreigner."

4. Resolving the Contract

To terminate this contract, a baatezu must be unemployed within Baator, surrender any souls, property, or other forms of wealth acquired during

the Active period of this contract, and have no active infringements or debts.

Part II: Laws of Baator

Article 1: Precedence Clause

1. Precedence Clause

This contract, the "Corpus Juris Infernis," takes precedence over all other contracts during its Active duration. The signing party of this contract is called the "signer." There must not exist any active contracts the signer is bound by which contradicts this contract at the time of signing.

Enforcer's Addendum

Preamble

We, the Enforcers of Baator, under the supreme rule of the Lord of Baator, establish these additional laws to govern our specific practices in alignment with the "Corpus Juris Infernis."

Identification

This "Enforcer's Addendum" is an extension of the "Corpus Juris Infernis" and shall be identified as such.

Part I: Contractual Laws for Enforcers

Article 1: Infringement System

1. Definition of Infringements

An infringement is a penalty issued for violating the laws of Baator, issuable to both Baatezu and Foreigners. Infringements can be temporary or permanent.

2. Issuance of Infringements

Designated Baatezu, known as "Enforcers," have the authority to issue infringements to both Baatezu and Foreigners.

3. Types of Laws for Baatezu

Baatezu are obligated to follow all laws outlined in this contract and any additional regulations set forth by the Lord of Baator.

4. Types of Laws for Foreigners

Foreigners are obligated to follow a subset of laws specifically designated for them by the Lord of Baator. It is assumed these laws will be communicated to Foreigners upon legally entering Baator.

5. Punishments for Infringements

Punishments for infringements will be determined by the Lord of Baator or designated Enforcers and may include fines, confiscation of property, imprisonment, or expulsion from Baator.

Article 2: Enforcer Authority and Responsibilities

1. Contesting Infringements

Enforcers may contest each other's issued infringements.

2. Resolution of Contested Infringements

The Cantrum are responsible for resolving contested infringements or elevating them to Conflicts.

3. Resolution of Conflicts

The Archdevils are responsible for resolving Conflicts.

4. Requirement for Promotion

Baatezu being promoted into Osyluths are required to sign this Enforcer Addendum before promotion.

5. Scope of Authority

Enforcers have authority to issue infringements and exercise unchallenged infringements upon baatezu below Pit Fiends in rank.

Article 3: Enforcer Status and Contract Duration

1. Active Enforcer Status

During the active duration of this addendum, the signing party is considered a member of the "Enforcer" organization known as an "Enforcer".

2. Contract Inactivity

This addendum is only considered inactive when promoting out of Osyluth or terminated at will by The Cantrum or their Superiors.

3. Violation Consequences

Violation of this addendum will result in the termination of this addendum and additional punishments at the discretion of The Cantrum. Refer to the Corpus Juris Infernis.

Harvesting Enforcement Clause

This contract, when including the entirety of the Harvesting Enforcement Clause, is additionally considered a "harvesting contract." The Lord of Baator is the Enforcing Party of this contract. The Lord of Baator is not expected to do anything more or anything less outside of their own volition. This clause is immutable. The Lord of Baator's signature is not required to amend the contract. The Harvesters signing this harvesting contract must still be Harvesters at the time of signing to amend the contract.



Harvester's Addendum

Preamble

We, the Harvesters of Baator, under the supreme rule of the Lord of Baator, establish these additional laws to govern our specific practices in alignment with the "Corpus Juris Infernis."

Identification

This "Harvester's Addendum" is an extension of the "Corpus Juris Infernis" and shall be identified as such.

Part I: Contractual Laws for Harvesters

Article 1: Contract Presentation

1. Enforcement

All contracts signed at the time by Harvesters to "harvest" must append the Lord of Baator's "Harvesting Enforcement Clause." Any contract

with a "Harvesting Enforcement Clause" is considered a "harvesting contract."

2. Infernal Ink

All harvesting contracts are required to use "Infernal Ink" to express themselves if accessible at the time of writing.

3. Manual Presentation

A harvesting contract not expressed in Infernal Ink must be manually presented by a Harvester to an authority figure recognized by the Lord of Baator. Only then will it be enforced.

4. Rights of Presentation

The signing party is granted the right to read the contract in its entirety before signing.

Article 2: Compliance with Local Laws

1. Obligation to Obey

Harvesters are required to obey the laws of the governing bodies recognized by the Lord of Baator within the jurisdictions they operate, provided that such laws do not conflict with the "Corpus Juris Infernis" or this addendum.

Article 3: Harvester Status and Contract Duration

1. Active Harvester Status

During the active duration of this addendum, the signing party is considered a member of the "Harvester" organization known as a "Harvester."

2. Violation Consequences

Violation of this addendum will result in the termination of this addendum and the surrendering of all earned souls or other wealth during the active duration. Refer to the Corpus Juris Infernis.

3. Requirement for Promotion

Baatezu being promoted into Falxugon are required to sign this Harvester's Addendum before promotion.