

DISCLAIMER

The IC laws detailed below are strictly opt-in. To opt-in, add the “[S.O.S]” (Symphony of Silvermoon) tag to the start of either the “Currently” or “Other Information” section of your character’s TRP glance-over window. Once you’ve opted-in, you’re signaling to all that your character is ICly subject to all that’s stated here.

Also, for the sake of clarification, these laws are strictly IC, meaning that there’s no OOC ramifications for breaking them. However, if your opted-in character is caught breaking them IC by the Blood Knight law enforcement faction, then IC penalties apply.

Common Law

Jurisdiction

All laws listed below apply only to all districts within Silvermoon City. Any criminal activity beyond the walls of Silvermoon is to be dealt with by the Farstriders, unless the offense in question is of capital potential.

Citizenship: What Defines a Blood Elf?

A Blood Elf is considered an official citizen of Quel’thalas if they are living (are not a member of the Undead, in other words), legitimate (not under the status of exile (e.g High Elves)), and if they were born within the kingdom’s borders.

Foreign Nationals: How do they Visit?

All foreigners must apply for temporary permission to enter Silvermoon City, and only those of the Horde are granted such privilege.

*However, an exception to this law exists when the city is under **[Festive Conditions]**: a period of time where a mass festival of some sort is present, and a unique force of Blood Knights has been formed to police such an event. Under Festive Conditions, Horde foreign nationals are granted temporary admittance into Silvermoon without the usual permission.

Branches of Government

Magisters

When within the context of government, the Magisters of Quel'thalas are the kingdom's supreme administrators. Their body functions above all others, setting all laws and policies, settling all matters of citizenship, and directing and deliberating over all matters of propaganda. In addition to all mentioned, they are also the state's judiciary, and can issue individuals outside of their organisation licenses to use magic and summoned creatures that are otherwise prohibited.

Blood Knights

The Blood Knights exist as the Magisters will manifest, working to enforce their laws upon all citizens within Silvermoon City. Being the Magisters supreme enforcers, they control all other methods of conformity assurance that sit beneath them. In other words, all Arcane Guardians and Silvermoon City Guardians (City Spellbreakers) meet their command upon direction.

Farstriders

The Farstriders are the authority on all threats that exist within the wilds of Quel'thalas. In other words, all issues beyond Silvermoon City within Quel'thalas is theirs to tend to.

Despite dealing with all issues beyond the walls of Silvermoon, the Farstriders can be called upon to assist with matters of enforcement within the city limits if such matters become of great severity (e.g great riots).

Magic

General

No form of magic can be used in an offensive capacity within city limits by any non-member of the three branches of government without express consent.

However, should Silvermoon City face hostile invasion, the three branches of government together will issue **[Wartime Measures]**, thus permitting the use of offensive magic in the defense of Silvermoon and its Denizens.

Prohibited Magics and Summoned Companions Licenses

Despite some forms of magic below being prohibited to all outside of the Magisters, some Magister-approved individuals may be **[Licensed]** to exist as exceptions.

**OOC: Who's Licensed individuals are is up to the playerbase.*

Fel

Fel Magic use is prohibited within Quel'thalas to anyone who's not a Magister or anyone who is not licensed. Those who use Fel magic that aren't mentioned above are subject to harsh penalties. Depending on the the severity of the offence, unauthorised use could result in the offender facing loss of legitimacy (exile), re-education (mind wipe), or execution.

Void

Void Magic use is prohibited within Quel'thalas to anyone who's not a Magister or anyone who is not licensed. Those who use Void magic that aren't mentioned above are subject to harsh penalties. Depending on the the severity of the offence, unauthorised use could result in the offender facing loss of legitimacy (exile), re-education (mind wipe), or execution.

Light

The Light is one of the two fruits of the Sunwell: every Elf's birthright. As such, with the exception of the rule against offensive spell-casting, its use is without hindrance.

Arcane

The Arcane is the the second of the two fruits of the Sunwell. It is only to be used as a method utility. Restrictions apply when it comes to the manipulation of time, un-authorised portals, certain forms of transmutation (E.g coal into gold), and the augmentation of state-owned assets (e.g the re-programming of Arcane Guardians).

Nature

All spells born of nature magic are permitted, provided they aren't used offensively, and aren't used to amend natural public spaces.

Elemental (Earth, Wind, Fire, Water, Chi)

Within city limits, the manipulation of the elements via the use of Nature or Arcane magics is permitted, provided they aren't used offensively, and aren't used to amend natural public spaces.

Necromancy

Necromancy is expressly forbidden in any manner, shape, or form. Offenses against this ruling may result in exile or imprisonment.

Summoned Companions

Demons

Demonic summons are permitted within the city, provided the summoner is a Magister or licensed with the Magisterium and the creatures have been brought to this plane for utilitarian purposes. Acceptable creatures include lesser minions such as imps, succubi, and felhunters.

The study of demonology is also permitted so long as it is for the benefit of Quel'thalas and Silvermoon, and its academic pursuit take place in the sanctioned area of study: Murder Row.

Undead

Under no circumstances are the use of the Undead permitted within the city of Silvermoon.

Beasts

Beasts beyond the size of their owner are not permitted within the city limits without express permission from the magister.

Civil Rights

Speaker's Corner - Viewpoint overlooking inn in Murder Row, Hall of Respite in the Royal Exchange

Civil Liberties (idea notes, will make these eloquent)

- Right of Liberty (no enslavement)
- Permission of Expression
 - Addendum - in speaker's corners
 - Limitations include libel, slander, obscenity, pornography, explicit sedition, incitement, classified information, non-disclosure agreements, public security, and perjury.

- Bodily Integrity
 - No body searches without warrant, no assault (physical or sexual)
- Right to Defend Oneself
 - Attacker will be prosecuted unless self-defense was considered disproportionate to initial offense