

## FARMERLING LAW & ORDER

Often times a nearby village calls for another village's wisest elder. When the word spreads, it may come to pass that Farmerlings call on this elder again and again. Soon, this wise elder spends their life on the road resolving local disputes and recommending sound courses of action as a Walking Judge. Between humble and exhausting journeys, Farmerling villages treat Walking Judges to their finest accommodations in exchange for sound judgment in uncertain times.



## CRIME, PUNISHMENT & RESTORATION

Farmerlings root their punishments in the labor and tending to the land. Why toss a moldy ear of corn out when half might be salvaged? Why forgo tending to next year's crop due to a single poor harvest? Farmerlings treat human lives like precious seeds. Most situations call for a temporary, lengthy, or permanent separation of the aggrieved parties.

With ample small villages dotted across the Breadbasket, it's not hard to find another spot to settle, although righteous pride often fogs clear thinking. Worse offenses can call for sentences which exile the guilty party from Tack Town -- particularly devastating when trying to survive a hard winter outside the city's boundaries. There is little patience for those who unnecessarily attract Imago,

wantonly consume provisions, or destruction of crops and livestock. Offenders who threaten greater Farmerling existence or who do no willing accept sentences are branded by Magicians and excluded more permanently from society.

Farmerlings are not alone in the Wastes, and their relatively forgiving conventions contrast the methods of their cohabitants. Intolerant Spore Keepers quickly shun even their closest kin when those kin commit a crime against the community. Brood Monks require the guilty to undertake dangerous religious pilgrimages to Imago locales for forgiveness. Lordlings afford little forgiveness. Cloudling justice often results in dismemberment or death.

### EXAMPLE FARMERLING SENTENCES

Crime	Guilty is Repentant and Willing to make amends	Guilty does not accept verdict or unwilling to make amends
Theft/ destruction of resources	The item stolen or destroyed must be replaced two-fold its original number, or the item must be restored to a state far nicer than its original condition.	Exiled from Tack Town for a time commiserate with the stolen or destroyed item's value.
Assault/Abuse	One or more of the guilty person's fingers or hands are magically bound, removing the ability to wield most weapons for a time commiserate with the harm.	
Murder	The guilty party works in servitude to the deceased's surviving kin (if both parties are willing).	Through the use of certain chalk tonics, the guilty party is prematurely aged one year for every year the deceased victim likely had yet to live.
Endangering others	The guilty is given less envious work details such as latrine duty.	Exiled from a village and/or Tack Town for a time commiserate with the danger the guilty created.
Sowing social discord/lying	The guilty must inform all those who were effected by the lie. Sometimes this means the guilty must make admissions to large Tack Town crowds.	The guilty is magically marked as a liar or gossip for a time commiserate with the size of the lie.
Harmful use of magic	The guilty is forbidden from casting spells for a time commiserate with the harm they caused.	The guilty's wisdom teeth are removed, and they are exiled from Tack Town for a time commiserate with the harm they caused.