

DEVILSPAWN

# By-Laws

WITCH

LORD'S PERCH LAW	<i>Any perch or carp caught within three days after midsummer, must be offered to the local lord first.</i>
WRONG TURNIP LAW	<i>Turnips grown in Gaulandia or Scrotland are not to be consumed whilst standing on Havenland soil.</i>
TAVERN ARMOUR LAW	<i>Armour made of metal or leather shall not be worn in taverns or inns between sunset and sunrise without royal exemption.</i>
STUCK PIG LAW	<i>If a landowner asks for help to rescue stuck livestock, they are obliged to assist by law.</i>
WOBBLY COW LAW	<i>It is an offence to be drunk and in charge of livestock.</i>
QUEEN'S GOSSIP LAW	<i>It is an offence to gossip about Queen Elspeth IV.</i>
FIELD GAMBLING LAW	<i>It is illegal to gamble or place a bet in a field.</i>
SHOOK RUG LAW	<i>No rug shall be shaken or beaten on a cobbled street.</i>
LONG PLANK LAW	<i>It is illegal to walk with a plank longer than 3 feet 6 inches long.</i>
FUNGAL CASTLE LAW	<i>It is illegal to pick/gather mushrooms or other fungi within 1 mile of a keep or castle.</i>
TENTACLE LAW	<i>It is an offence to handle a tentacle (severed or otherwise) in suspicious circumstances.</i>
COW'S EYEBALL LAW	<i>All eyeballs from deceased livestock, thought to have been killed by deviltry, are to be removed and taken to the local witchfinder before sunset on the day of discovery.</i>