

GENERAL FANTASY SERIES

STUPID FANTASY LAWS, VOL. 2



Top Fashion games

STUPID FANTASY LAWS, VOL. 2:

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This product contains information that is designed to be universally compatible with most forms of paper and dice, fantasy role playing games. Information regarding coinage, etc. has been explained within the text of the product to allow ease of conversion.

EXPLORING THE MOST WONDROUSLY STUPID AND QUITE CERTAINLY PERHAPS THE MOST OPPRESSIVE LAWS OF THE LAND:

While murder, rape, exploitation, theft, and abuse are certainly novel selections for crimes appropriately punished these infractions against society are rather... well, terribly bland and a bit too straight to the point. So straight to the point, in fact, that any true, red blooded village wracked with superstitious idealizations should have little to fear from the threat of such obvious crimes. Real villages and communities need crimes rooted from pathetic inner fears. Real villages need stupid, oppressive laws.

Based on both the superstitions of the past and the inactive laws still written on the books throughout the real world comes Stupid Fantasy Laws, Volume 2. In this role playing product you will find a dozen different laws that are based on the erratic judgment of rulers, the irrational fears of villagers, oppressive social customs, and the unusual outcomes of very seldom occurring situations. From the ban of individuals with six fingers or toes on their hands or feet to the punishments of being caught wearing armor within the community limits unauthorized there are a dozen laws in this volume of Stupid Fantasy Laws designed to cause local villagers and adventuring characters alike a considerable amount of trouble, grief, and hardship. So much trouble, grief, and hardship, in fact, that it is liable to keep the adventurers from wandering into a nearby village or town for weeks to come.

THE SYSTEM:

The laws are presented in a manner that makes them truly universal with most role playing products of a fantasy nature. For the most part actual game statistics are avoided. For fines where a currency value is set, consult the below notes regarding the relative values of listed currency amounts.

1copper= a small amount of money, equal in value to the purchase of a simple torch, a very small loaf of bread, or the petty offering to a beggar.

1silver= a staple monetary sum, equal to a poor, unskilled laborer's work for one day or a plain, simple meal at a small inn. One silver coin is worth around ten copper coins.

1gold= a sum of money mostly used by skilled craftsmen, merchants, and aristocrats. One gold coin is worth around ten silver coins.

In addition to monetary fines, various forms of punishment are also listed. This might range from a day in the stocks to execution or exile. Also provided in the notes is a section called Probable Cause. This area reflects upon a possible reason as to why the law might have been established. If desired the game master should feel free to develop their own reasoning for the establishment of such a law.

THE LAWS:

Below are the dozen laws presented in Stupid Fantasy Laws, Volume 2.

Albino Rabbit Possession:

It is considered an offense for any individual to knowingly or unknowingly be in the possession of a live white or albino rabbit.

Punishment: Should an individual be found guilty of such a creature then the individual shall be ordered a fine of 1 gold piece and receive no less than twenty lashings with a barbed ended cat o' nine tails. The illicit creature shall also be put to death. If the guilty individual has a white beard or moustache then the facial hair of the individual shall be shaven off and burnt at the edge of the village.

Probable Cause: The superstitious believe that individuals with albino or white rabbits in their possession are evil wizards using these creatures as familiars to spy on the good folk of the community or bring them bad luck.

Armor Restriction Law:

It is considered an offense for any unauthorized individual to be wearing any form of armor or carrying a shield within the boundaries of the community.

Punishment: Should an individual be found guilty of such a crime then the armor and/or shield of the individual shall be immediately confiscated and turned over to the governing body of the state. The individual then shall be taken to the village square and flogged for no less than twenty lashings.

Probable Cause: This law was devised to cut down on the entry of well armed, well equipped marauders.

Decorated Shield Law:

No individual other than a noble, visiting knight, or authorized member of the guard or governing body shall be caught in the possession of a shield decorated with any means of crest, logo, or design.

Punishment: Should an individual be found guilty of carrying or in the possession of such a shield then the individual shall be fined an amount no less than 2 gold coins. The shield shall also be confiscated from the individual and handed over to the authority of the governing state.

Probable Cause: This law was created to distract passing, deceptive adventurers and opportunists from trying to appear to be members of a noble blood or governing, influential order.

Fly In Soup Law:

Should a patron of an inn or tavern complain about the presence of a fly or similar insect in the patron's soup, broth, stew, porridge, or gruel then the food item in question shall be immediately inspected by a member of the local authority. Should the insect be determined to be the fault of the inn or tavern then the patron shall be paid the purchase price of the food and allowed to eat the remainder of the food, insect included, for free. Should the patron be found guilty of placing such an insect in their own food as an attempt to gain a free meal then the patron shall be found guilty of criminal behavior and the below punishments shall apply.

Punishment: Patrons found guilty of applying flies or other insects into their food in an effort to gain a free meal shall be ordered to pay a fine equal to twice the

amount of the tainted food purchased. Then the patron shall be taken outside by members of the authority and flogged for no less than twenty times with a wooden or bamboo cane. After such flogging the patron will be barred permanently from the inn or tavern where the tainting of the food occurred. If the patron was staying at an inn and had personal possessions in their room then the owner of the inn may retain the right to keep such possessions as a means of payment for the trouble caused by the patron.

Probable Cause: The fly in soup law came about as a simple means of warding off deadbeat stragglers from trying to take advantage of the services of inns and taverns. While the law is beneficial for the most part it has been said that villages and other communities adopting this law have witnessed a degree of potential abuse from the fly in soup law. It seems that inn keepers have begun to place insects in the food of wealthy patrons in hopes that the local authorities rule in the favor of the establishment.

Four Leaf Clover Ban:

It is considered an offense for any individual to be caught searching the meadows, hills, and countryside for four leaf clovers.

Punishment: Should an individual be found guilty of such a crime then the individual shall be forced to spend a period of no less than two days in the stocks.

Probable Cause: While there are natural superstitious beliefs that surround this law many authorities have imposed this law simply as a means to steer lazy villagers away from trying to rely on the forces of luck to provide for their needs.

Imposters Of Elven Blood:

It is considered an offense for any individual to attempt to imposter elven or half elven blood.

Punishment: Should an individual be found guilty of claiming to be of elven blood when the individual does not have an elven or half elven bloodstock then the individual shall be fined an amount no less than 3 silver coins and confined to up to three days in the stocks.

Probable Cause: This law was most likely put into place to keep young gentlemen from trying to woo the ladies of the villages with false claims of elven blood.

Missing Hand Law:

It is considered an offense for any individual who is not already a citizen of the governed community to enter the community if the individual has a missing hand.

Punishment: Should an individual be found guilty of such a crime then the individual shall be forced to pay a fine equal to 2 silver coins and shall be immediately exiled from the community. Should the guilty individual ever be caught again within the community's grounds then the guilty individual shall receive an additional 5 silver coin fine for each offense and also receive no less than fifteen lashes with a whip before being exiled again.

Probable Cause: This is a rather erratic law of nobles designed to prevent pirates, careless craftsmen, and begging ex-soldiers from entering the community.

Orc Kissing Ban:

It is considered an offense for any individual to be caught kissing an orc or an individual with known orcish blood.

Punishment: Should an individual be found guilty of willingly kissing an orc, half orc, or individual known to have orcish blood in their immediate or distant family line shall be subject to receiving twenty floggings with a whip. After which any and all live pigs within the community or surrounding countryside shall be herded up and brought to the village fairgrounds. There the guilty party shall be forced to kiss each one of these swine while beaten, taunted, and insulted by a coerced, jeering crowd of fellow villagers.

Probable Cause: A law with a fairly simple cause, the orc kissing ban was created to ward villagers from assisting in the spread of orcish and half orcish bloodlines.

Red Weapon Law:

Any form of object that may be considered a weapon by the common knowledge of the community must be marked with either bright red paint or tied with a brilliant red ribbon.

Punishment: Should an individual be found guilty of not properly marking a weapon suitable object and having such an object in their possession then the weapon worthy item shall be confiscated from the individual. The individual shall also be fined an amount no less than 3 silver coins and forced to spend two days of imprisonment.

Probable Cause: As with the armor restriction law, this law was devised to cut down on the entry of well armed, well equipped marauders.

Six Finger/Toe Ban:

No individual having a sixth finger or toe on any hand or foot shall be allowed to enter the community.

Punishment: Should an individual violating the above law be caught then the individual shall have any extra (or sixth) digits caught

off by an official torturer in the center of the public square. After which the individual will be forced to spend three days in the stocks and fined an amount equal to 5 silver coins per digit removed.

Probable Cause: It is widely believed by the superstitious that having such extra digits marked an individual as being of evil bloodline.

Star Gazing Ban:

It is considered unlawful for one to gaze up at the stars at night.

Punishment: Should a common, unauthorized individual be caught violating this law then the individual shall be blind folded and forced to stumble through the streets for two nights as an authorized torturer encourages members of the local community to whack the guilty individual with wooden sticks.

Authorized individuals, such as cartographers or navigators on governed ships, are allowed to look towards the evening stars.

Probable Cause: One of the many superstitious based laws presented in this guide, star gazing bans come from the belief that anyone who is a “common folk” and looks to the stars at night is a gypsy or witch.

Warts On Nose Law:

It is considered unlawful for anyone to have a wart on their nose, especially for a woman.

Punishment: Should an individual, young or old, be found with a wart on their nose then the guilty individual shall be led to the center of the village for torture and public humiliation. During this time the individual shall be pelted with pieces of rotten fruit and

vegetables by the fellow villagers as an assigned torturer flogs the guilty individual no less than twenty times before cutting off the individual's wart with a scalding, heated blade. After which the individual shall be led to the edge of the village and permanently exiled. The individual will not be allowed to pack up their possessions nor will they be given time to say goodbye to their family. Should the individual try to return to the community then the guilty individual shall be flogged fifty times with a barbed whip and then burnt at the stake in the center square.

Probable Cause: The warts on nose law is an extreme practice of superstition fueled legal code. Believing that such warts are a sign of a witch, superstitious folk have invented the use of this law as a means of "purifying" their village from the influence of evil.



