

GENERAL FANTASY SERIES

STUPID FANTASY LAWS, VOL. 3



Top Fashion Games

STUPID FANTASY LAWS, VOL. 3:

Credits:

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UNIVERSALLY COMPATIBLE:

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 3. 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 tragic deaths caused by a law banning births during a blue moon to the punishments of being caught discussing various elements of the supernatural 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 3.

Bathing And Swimming Naked In Open Water:

No individual, male or female, shall be allowed to swim or bathe in a lake, pond, river, creek, or stream while nude.

Punishment: Should an individual be found guilty of such a crime then the individual shall be flogged with a cane for no less than twenty strikes and fined an amount no less than 2 silver coins.

Probable Cause: A modesty law, this order was placed in effect to prevent “skinny dipping” and embarrassing situations. Individuals wishing to take a bath and do have any other effective means must “soap up” underneath their clothing while in the open water. As such, most individuals have resorted to wipe down baths indoors due to this law.

Birth On A Blue Moon:

It is unlawful for a pregnant woman to give birth to a living baby during the time of a blue moon.

Punishment: Should a woman be found guilty of this crime then the woman shall be stripped naked, dragged out to the center of the town square, and burned at the stake before an audience of witnessing villagers. A wooden stake shall be driven through the chest of the infant and this wound be later stuffed with a mixture of wolfsbane and garlic. Should the father be identified then the father of the child shall also be dragged to the center of the town square and burned at the stake. The corpse of the child shall be buried at an area no less than one mile away and the carcass shall be placed in a manner where the child is lying on their stomach, facing downward.

If a child is stillborn during the time of a full moon then the mother shall be punished with forty lashes of a whip and the infant’s body shall be burned and destroyed in an open area no less than one half of a mile from the edge of the village. The carcass shall not be buried but rather left in the open for the evil beasts of the night as well as the rays of the moon to devour.

Probable Cause: This law is the cause of a superstitious belief that witches and devils are born during a time of a blue moon.

Casual Discussion Of The Supernatural:

It is unlawful for any individual to be found casually discussing elements of a supernatural nature.

Punishment: Should an individual be caught casually discussing things of a supernatural nature to another individual then the guilty individual shall be fined an amount equal to 5 copper coins and required to spend one day in the stocks. Should the individual be found guilty of this crime more than five different times then on the sixth time the individual shall be fined an amount equal to 5 silver coins and have half of their tongue cut off by an authorized torturer. Should the individual be caught again after the sixth time then the individual shall be stripped naked, dragged to the center of town, tied up, gagged, and beaten to death with a flail.

Probable Cause: Though rather harsh this law has been passed by many a noble who wished to end the elements of casual witchery, spell craft, and fortune telling in their communities.

Chamber Pot Restriction Law:

No patron of an inn shall be allowed to use a provided chamber pot more than two times between dusk till dawn.

Punishment: Should it be determined, as by analysis of content, that an individual has used a chamber pot more than twice during the set time then the individual shall be required to pay a fine equal to no less than 1 silver coin for each time determined that the individual used the chamber pot beyond the allowed two times.

Probable Cause: A rather harsh and often abused law, this regulation was entered into the books of law as a means of cutting down on excessive drinking and carousing. There are no truthful means of judging usage accurately and it is believed that inn owners and corrupt individuals abuse this law as a means of pocketing extra coinage from wealthy or worrisome patrons.

Cosmetic Restriction Law:

No woman of common villager status shall be permitted to beautify herself with cosmetics.

Punishment: Shall a woman of lowly and unimportant status be found wearing makeup then the woman shall have her face cut up with a hot blade by the skillful hands of an authorized torturer. The woman or her family shall then be responsible for paying the torturer a sum no less than 3 silver coins for the torturer's time and trouble.

Probable Cause: A modesty law designed to keep the lower caste from appearing more attractive than the wealthier, upper class.

Gambling With Cards:

It is unlawful for any individual to be caught using any form of cards for the purpose of gambling.

Punishment: Should an individual be found guilty playing a game of cards then the

individual shall be fined an amount equal to 3 silver coins and forced to spend two days in the stocks.

Probable Cause: While many forms of gambling are allowed playing with a deck of cards is often associated with witchcraft and fortune telling.

Impersonating A Blind Beggar:

It is unlawful for an individual of substantial vision to be caught impersonating the role of a blind individual, particularly when such a role is used for the purposes of begging or otherwise receiving coinage or material possessions through the pity of others.

Punishment: Should someone of sight be caught impersonating a blind individual then the guilty party shall have their eyes plucked by an authorized torturer. The torturer shall then stuff burning coals into the empty sockets before sewing the wounds shut. The guilty party or their family shall also be responsible for paying the torturer an amount no less than 1 gold coin for the torturer's time and trouble. Should the guilty individual or family members be unable to pay then the guilty party shall be stripped of all clothing and carried possessions as a means of proper payment, regardless of the total value of such possessions.

Probable Cause: This law was designed to prevent loafers and petty thieves from exploiting the unfavorable situations of truly disabled beggars.

Inappropriate Sneezing:

It is unlawful for an individual of common or undetermined caste to be caught sneezing within the presence of a noble, member of the upper aristocracy, or of high official position.

Punishment: Should such an individual be caught in this act then a torturer shall be

instructed to stuff burning hot coals into the individual's nostrils. After which the individual shall be instructed to pay the torturer a sum of 2 silver coins for the torturer's time and trouble.

Probable Cause: This law was designed to enforce politeness and proper respect amongst all commoners, even under the worst cases of illness.

Mixed Drink Law:

It is unlawful for any individual to serve an alcoholic beverage that has been mixed with other alcoholic or non-alcoholic beverages and substances.

Punishment: If an individual is caught serving such a beverage then the individual is required to pay a fine equal to five times the requested or average amount for the drink mixed.

Probable Cause: This law was brought into fabrication as a means of preventing the opportunity for shady bartenders to poison the drinks of wealthy clients.

Speaking And Yelling From Overhead Windows:

It is unlawful for any unauthorized individual to be caught speaking or yelling from an overhead window.

Punishment: Should an individual be caught speaking or yelling from the opening of an overhead window then the individual shall be fined an amount equal to 5 copper coins per incident. If an accident or dangerous distraction occurs in the street as a result of the individual talking or yelling from the overhead window above then the individual shall also be required to pay for all damages incurred in the street or area below.

Probable Cause: This law came into effect as a means of keeping potentially hazardous

distractions from bothering passing travelers and animals.

Stillborn On A New Moon:

It is unlawful for a pregnant woman to give birth to a stillborn baby during the time of a new moon.

Punishment: Should a woman be found guilty of this crime then the woman shall be stripped naked, dragged out to the center of the town square, and burned at the stake before an audience of witnessing villagers. The stillborn child shall then be buried at the edge of the village.

Probable Cause: This law is the cause of a superstitious belief that the new moon kills the babies of witches.

Tossing Or Throwing Of Hard Fruits And Vegetables:

It is unlawful for any individual to throw or toss a fruit or vegetable that is not in a softened, rotten state.

Punishment: Should an individual be caught committing this crime then the individual shall pay a fine equal to 2 copper coins and be required to spend one day in the stocks.

Probable Cause: This law came into effect after innocent bystanders became injured by missed aims while a jeering crowd was hurling fruits and vegetables at a humiliated criminal.

All Citizens Of This Governing Body Shall Be Enforced Most Severly Into Obeying The Following Laws And Regulations:

[illegible]

