

GENERAL FANTASY SERIES

STUPID
FANTASY
LAWS



VOLUME 5

Top Fashion [★]games

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 requiring every family living in the village to own a raft or a boat to the punishments of being caught carrying around a patched bag or sack 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.

STUPID FANTASY LAWS, VOL. 5:

Credits:

Written And Edited By David Woodrum
Published By Top Fashion Games
www.topfashiongames.com

CONTACT:

Game Label:
Top Fashion Games
594 Stoney Battery Road
Marion, VA 24354

Author:

David (Dave) Woodrum
davewoodrum@comcast.net

Original Graphics:

David (Dave) Woodrum

About The Author:

Dave Woodrum has worked in the role playing game industry for over seven years. Most of his success, however, has been over the last two years writing on various related products. Dave lives in the Eastern part of the United States.

Copyright Information:

The contents of this product are copyright 2004, Top Fashion Games.

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.

THE LAWS:

Below are a dozen, new stupid laws to add to your campaign

Boat Or Raft Requirement Law:

It is required that every family owns a boat or raft of size adequate enough to hold all the members of the family household.

Punishment: Any family found without such ownership shall be required to purchase such an item within a span of no greater than one year. Failure to do so shall prompt the ruling government to exile the family. After which the remaining property of the exiled family shall be turned over to the government.

Probable Cause: This law came into effect in communities where flooding was quite common or travel across bodies of water was considered a common necessity.

Broken Hammer Burial:

Upon breaking a hammer or handle of hammer, whether the hammer be used for warfare or as a tool, it is required that one immediately dig a hole in the ground no less than two feet deep and bury the broken hammer.

Punishment: Any individual violating this requirement shall be fined an amount equal to twice the value of such a hammer, brand new.

Probable Cause: It is considered that the presence of an unburied, broken hammer brings about bad luck to blacksmiths.

Display Of Gargoyles:

It is unlawful for any individual or establishment to display a stone gargoyle or similar statuette on or in a building.

Punishment: Any individual caught in such an act shall be fined 5 gold coins per offense and ordered to remove the offensive gargoyle or statuette within a time period of 3 days. Failure to do so shall result in the seizure and possession or demolition of the building at the discretion of the ruling government.

Probable Cause: While such decorations were originally intended to keep away monsters and evil spirits many of the superstitious have come to believe that these sculptures turn into real gargoyles at night.

Kissing A Fish Or Frog:

It is unlawful for any individual to be caught kissing a fish or a frog.

Punishment: Any individual caught in such an act shall be fined 5 copper coins and sent to the stocks for two days.

Probable Cause: Many superstitious individuals believed that if a woman kissed a frog the frog would turn into a prince. Likewise, it was also believed that if a lonely gentleman kissed a fish then the fish would turn into a beautiful mermaid. Both acts were considered to be unclean by the villagers with better common sense.

Mismatched Shoe And Boot Law:

It is unlawful for any individual to be caught wearing mismatched shoes and boots.

Punishment: Any individual caught in such an act shall have their footwear seized permanently by the ruling government and the individual shall be sent to the stocks for two days.

Probable Cause: It is believed that the wearing of mismatched footwear promotes ignorance, foolishness, and crippling amongst the villagers that walk the same roads as the guilty individual.

Patched Sack And Bag Law:

It is unlawful for any individual to be caught carrying around or in the possession of a sack, bag, or purse that has been patched.

Punishment: Any individual caught with an item of such violation shall be forced to pay a fine of 3 copper coins and must give up the sack, bag, or purse for the authorized destruction as deemed needed by the state. Should an individual have two or more prior offenses to this law then all of the contents of the container in violation shall be turned over as property of the ruling government. This added penalty is in addition to the standard punishments.

Probable Cause: This law was brought into effect due to the fact that many people believed that a patched sack was bad luck and promoted the evil intentions of thieves.

Playing In Puddles:

It is unlawful for any child to play in mud puddles.

Punishment: The parents of a guilty child shall be fined an amount equal to 1 copper coin any time their child is found playing in muddles.

Probable Cause: Due to various outbreaks of illnesses caused by exposure to or drinking unsanitary water playing in puddles was deemed to be a crime.

Public Nose Picking:

It is unlawful for any individual, citizen or commoner, to be caught picking their nose in public.

Punishment: Any individual caught in such an act shall be flogged five times and sent to one day in the stocks. Should the act take place within an inn, tavern, or other such place of dining then the punishment shall also be accompanied with a fine of 1 silver coin. In the event that a guilty individual is found repeating such an offense more than five times, whether it be in a general public area or within a tavern, inn, etc. then the individual shall have the end of their nose cut off by the local torturer or executioner and the wound sewn up in a purposely unsightly manner.

Probable Cause: This law was brought into effect due to the fact that such displays in public were considered unsightly and unclean by the general population.

Red Dress After Dusk:

It is unlawful for any woman to be caught in public wearing a red dress after dusk or before morning.

Punishment: Any individual caught in this offense shall be flogged five times, stripped of their dress, and forced to walk the streets the following day while carrying a sign that says "I Am A Woman Of Ill Repute".

Probable Cause: This law was brought into effect after the wearing of a red dress after dark became a typical "sales pitch" for young prostitutes. Some communities have increased this law to include other red items of clothing, particularly capes and cloaks.

Vocal Imitation Of Creatures:

It is unlawful for any individual to make a vocal imitation of creatures, animal or monstrosity, where such an imitation can be heard by other members of the public.

Punishment: Any individual caught in such an act shall be fined 1 silver coin per offense and ordered to spend one full day in the stocks.

Probable Cause: While such imitations were originally mere foolishness or a show of one's hunting calls, such imitations within public earshot became unlawful after hidden "callers" were using this ability to scare away guardsmen. The callers were using these well prepared monstrous noises in an effort to provide the entrance of thieves and other unlawful individuals into secured or protected areas.

Warty Touch Law:

It is unlawful for any individual, citizen or commoner, to be caught touching another individual with a hand that has a wart on it.

Punishment: Any individual caught with a dirty face shall be fined an amount of 2 silver coins and sent to the stock for three days. Should the individual be caught more than twice then the warty hand of the individual shall be cut off and the guilty party shall be required to pay the local torturer or executioner a sum of 1 gold coin for providing such a deed.

Probable Cause: This law was brought into effect as many superstitious commoners believed that since the warts on one's hands represented sin or an interest in witchcraft that touching others transferred one's wicked ways to another person.

Washing Of Feet And Hands:

It is unlawful for any individual to be caught washing their feet without washing their hands afterwards.

Punishment: Any individual caught in such an act shall be sent to the stocks for a period of two days.

Probable Cause: This law is a basic cleanliness law.