

## **EXPLORING THE MOST WON- DROUSLY 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 9. 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.

### **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

### **ADORNMENT OF DEMONS/DEVILS:**

It is unlawful for any individual to be in possession of any item that is adorned with the imagery or likeness of demons, devils, imps, or similar creatures. Such items may include (but are certainly not limited to) clothing, weapons, armor, shields, books, paintings, illustrations, etc.

### **Punishment:**

For each offending item the guilty party shall be fined an amount of 1 silver coin. In addition to the fine the offending item shall be taken from the guilty person's possession and destroyed. Should the guilty person be found in five or more offending items at a single time then the guilty person shall be tied to a stake and burned to death.

### **Reason/Cause:**

This law comes from a general superstitious fear of evil creatures. .

## **STUPID FANTASY LAWS, VOL. 9**

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### **BATHING DURING A DROUGHT:**

During times of a drought it is unlawful for any citizen to bathe more than once a week. Likewise, during such times it is unlawful for any visitor of the community or governed to bathe at all.

#### **Punishment:**

Any individual found breaking this rule shall be subject to 30 lashes with a whip and shall have a bucket of dung dumped upon them.

#### **Reason/Cause:**

Despite a rather harsh method of punishment, this law is actually a bit more sensible. As a drought naturally reduces the abundance of water in an area, conservation naturally becomes a serious issue. Visitors to the governed area are generally given less sense of bathing rights than the citizens. The citizens are generally individuals who have no choice but to claim the area suffering from the drought as their homeland.

### **CONSULTING A PROSTITUTE:**

It is unlawful to consult a prostitute for information.

#### **Punishment:**

Individuals guilty of this crime shall be fined a fee of 2 silver coins and required to serve 1 day in the stocks for each known offence.

#### **Reason/Cause:**

This law was originally created to protect local information brokers. As such, it is likely to find this law in cities governed by corrupt rulers.

### **CONSUMING EVIL CREATURES:**

It is unlawful to consume the meat or flesh of evil creatures.

#### **Punishment:**

Individuals guilty of this crime shall be fined a fee of 1 gold coin and are imprisoned for 10 days.

#### **Reason/Cause:**

This law was originally out of superstition that consuming the flesh of an evil creature (such as a dragon) would turn the consumer evil as well.

### **GROWLING:**

It is unlawful for any individual to make any form of growling noise, even if the individual intends to do little more than mock at a dog.

#### **Punishment:**

In the event of a first offence of growling the indi-

vidual shall be fined a sum of 3 silver coins. Upon a second offence the guilty party shall have one of their front teeth pried out by the local torturer. Should the guilty party be missing all front teeth then the guilty party shall be fined a sum of 5 silver coins instead. Upon the third offence of growling the guilty party shall be fined a sum of 7 silver coins, branded upon the forehead, and have all of their remaining teeth pried out. Should the guilty party fail to learn their lesson and repeat this wrong doing with a fourth offence of growling then the guilty party shall be tied down and repeatedly stabbed with a silver dagger until the guilty party dies.

#### **Reason/Cause:**

This law comes from a general superstitious fear of werewolves.

### **LAUGHING AT FUNERALS:**

It is unlawful for any individual to laugh for any reason during a funeral ceremony.

#### **Punishment:**

For each offence the guilty party will be given 5 lashes with a whip and fined a sum of 2 copper coins. Individuals known to be guilty of this crime for more than 3 times shall also be required to spend 1 day in the stocks for each additional offence.

#### **Reason/Cause:**

This law comes from a general requirement of respect.



#### **MAGIC POUCHES AND BAGS:**

It is unlawful to be caught in the possession of any form of magical bag, pouch, purse, sack or similar item of containment. Likewise it is considered unlawful to attempt to cast a spell or otherwise alter the properties of a bag, pouch, purse, sack or similar item by magical means.

#### **Punishment:**

For each offence the guilty party shall be required to pay a fine of no less than 5 gold coins. Likewise all contents of the container as well as the magically enhanced container shall be turned over as property of the governing body. The offender shall not receive any form of compensation for the magical container or its contents.

#### **Reason/Cause:**

This law is established primarily in the interest of anti-theft protection. Many magical bags, sacks, and pouches tend to allow the owner to easily carry around a significant amount of weight in content. Such an advantage is particularly favoured amongst burglars and thieves.

#### **OILED WEAPON RESTRICTION:**

It is against the law to use any weapon within two hours of cleaning or oiling it.

#### **Punishment:**

For each offence the guilty party shall be fined a sum of 5 silver coins. Members of the local guard are exempt from this law.

#### **Reason/Cause:**

This law is established primarily in the interest of protecting citizens and others from weapons treated with poisons. Quite often an assassin will slip a bit of toxin in their blade's cleaning oil.

#### **SADDLE TRADE LAW:**

All used or new saddles must be sold to or through the local leatherworker.

#### **Punishment:**

Violations of this trade law will result in a 2 gold coin fine and the confiscation of the saddle.

#### **Reason/Cause:**

This law is designed to protect the interests of the local leather worker.

#### **SELLING OF DUNG:**

It is unlawful to sell any form of dung from any form of animal or monster.

#### **Punishment:**

Violations of this law will result in a 1 silver coin fine.

#### **Reason/Cause:**

Originally this law was intended primarily to halt the sell of fertile manure during times of plague. While the law is considered to be somewhat useless and obscure to many it can be brought against unwanted suppliers of magical and alchemical components.

#### **SELLING OF VOMIT:**

It is unlawful to sell any form of dung from any form of animal or monster. Likewise, it is unlawful to sell the vomit of humans or humanoids.

#### **Punishment:**

Violations of this law will result in a 2 silver coin fine.

#### **Reason/Cause:**

A similar law to the selling of dung, the selling of vomit primarily targets merchants of bizarre magical and alchemical components.

#### **SELLING OF MOUNTS TO ADVENTURERS:**

It is unlawful to sell any form of mount or beast of burden, whether horse, mule, pegasus, or otherwise to an individual known to follow the trade of an adventurer.

#### **Punishment:**

Should such a transaction take place and the offenders are caught then the seller and buyer alike shall be subject to 20 lashes with cane or whip and sentenced to 30 days of imprisonment. Likewise the purchased mount shall be turned over as property of the ruling government.

#### **Reason/Cause:**

In areas where the economy has suffered due to robberies on the trade routes there is often the belief that adventuring parties are really little more than flashy dressed bandits. Limiting the sale of mounts to such individuals is viewed as a means of hindering highway robbery.