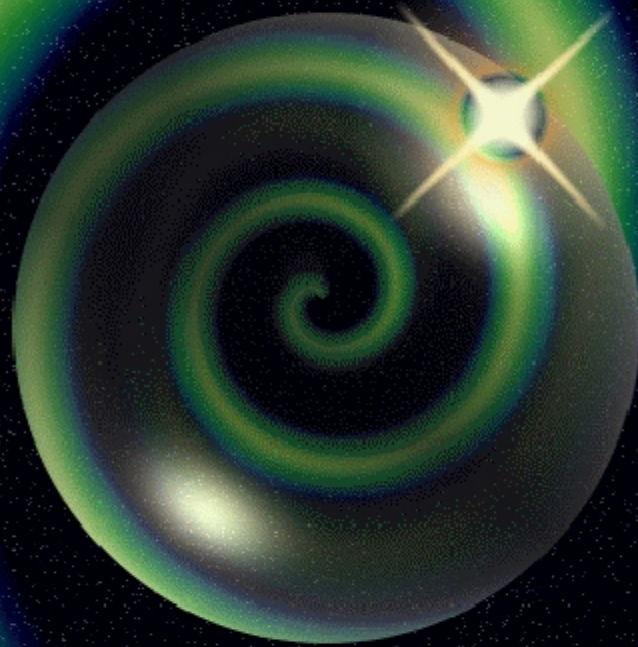


GENERAL FANTASY SERIES

STUPID FANTASY LAWS, VOL. 4



Top Fashion  games

STUPID FANTASY LAWS, VOL. 4:

Credits:

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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.

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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 4. 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.

THE LAWS:

Below are the dozen laws presented in Stupid Fantasy Laws, Volume 4.

Bloodstock Restriction:

It is unlawful for anyone to prepare a soup, stew, broth, or other similar recipe with bloodstock that was not obtained from a domestic livestock source.

Punishment: Any individual found guilty of this crime shall be fined 5 silver coins and required to spend two weeks of imprisonment.

Probable Cause: This law was made effective in order to keep cheap taverns and inns from serving soups and broths made from the blood of rats and other foul, sickly creatures.

Dirty Faces Law:

It is unlawful for any individual, citizen or commoner, to be caught with a dirty face in public.

Punishment: Any individual caught with a dirty face shall have mud or sewage ground violently into their face before being sent to the stocks for three days.

Probable Cause: This law was brought into effect to promote a more decent appearance within the community.

Dirty Sheath Law:

It is unlawful for the sheath of any sword, dagger, or knife of sufficient size to be found in soiled or dirty condition when such a sheath is located within the territory of the community.

Punishment: Any sheath found to be soiled or dirty shall be subject to destruction. The weapon of such a sheath shall also be confiscated and destroyed or kept by the ruling government. The owner of the sheath

and weapon is likewise expected to pay a fine of 5 silver coins. Should the sheath or weapon be soiled from blood or gore then the owner is expected to pay a fine of 2 gold coins instead.

Probable Cause: As weapons requiring a sheath are used in slaughter and bloodshed then it is believed that these weapons (and hence their sheaths) could carry the diseases of foul monsters.

Free Bleeder Law:

It is unlawful for a free bleeder to be found within the territory of the community.

Punishment: Should an individual within the territory of the community be or become a free bleeder then the individual shall be immediately exiled. Should the individual attempt to return then the individual shall be put to death.

Probable Cause: It is believed by the superstitious folk that the presence or touch of free bleeders cause miscarriages and a host of diseases.

Garlic And Wound Law:

Any wound that causes bleeding must be treated with garlic.

Punishment: Should an individual's wound be found untreated with garlic then the individual shall be hung upside down from a tree until the blood from the wound stops pouring.

Probable Cause: It is believed by the superstitious folk that the presence of such untreated blood invites the presence of vampires.

Horse Burial Law:

It is unlawful for a horse to be buried in a manner other than on their side.

Punishment: Should a horse be buried feet down or feet up then the individual responsible for such a burial shall be sentenced to a full two years of imprisonment and/or hard labor.

Probable Cause: It is believed by the superstitious that horses buried in a manner other than on their side causes the carcasses of these creatures to rise from the grave as nightmares.

Newt Law:

It is unlawful for any individual to be in possession of a live or dead newt.

Punishment: Upon discovery of such possession the guilty party shall be subject to no less than fifty lashes with a whip.

Probable Cause: It is believed that such creatures are used in the brews of witches.

No Whistling Law:

It is unlawful for any individual other than a member of the respectful aristocracy or nobility to be caught whistling in public.

Punishment: Upon discovery of such an act the guilty party shall be struck an amount no less than twenty times with a cane.

Probable Cause: It is believed that whistling is another outlet that the poor and uneducated use to make an unnecessary nuisance of themselves.

Orcish Blood Ban:

It is unlawful for any individual with orcish blood, whether they be whole orc or merely part orc, to be found within the territory of the community.

Punishment: Upon discovery of such an individual the guilty party shall be immediately put to death.

Probable Cause: This is a fairly common law devised to keep the breeding of orcish blood down.

Outdoor Fire Law:

It is unlawful for any individual to be caught building an open, outdoor fire for the purpose to cook foods or for warmth when such a fire is within half a mile of a village inn or other dwelling of lodging .

Punishment: Upon discovery of this crime all gathered around the fire shall have buckets of cold water dumped upon their hands before being put into the stocks for a duration of two days.

Probable Cause: In addition to discouraging the homeless it is believed that “camping out” detracts from the profits of local inns and taverns.

Nightmare Restriction Law:

Any non-citizen who admits to having bad dreams shall not be permitted to sleep at an inn or any place of lodging within the territory of the community.

Punishment: Any individual who admits to such dreams and is not a citizen shall be required to sleep outside of the territory of the community. Should such an individual be found sneaking into the village afterwards for the purpose of gaining a peaceful rest shall be subject to four constant days and nights of horrid, skillful torture.

Probable Cause: It is believed that the bad dreams of strangers call forth monsters.

Pink Law:

It is unlawful for any male to be caught wearing a pink garment or a considerable

amount of pink as an additional coloration of their garment.

Punishment: Any male, man or boy, caught wearing pink shall be forced to don a lacy frock in the center of the village for the purposes of public humiliation. The individual shall then be forced to repeat this humiliation for one hour each for the next twelve days.

Probable Cause: Color association and gender identity are considered to be extremely important features of a stable society by some communities.