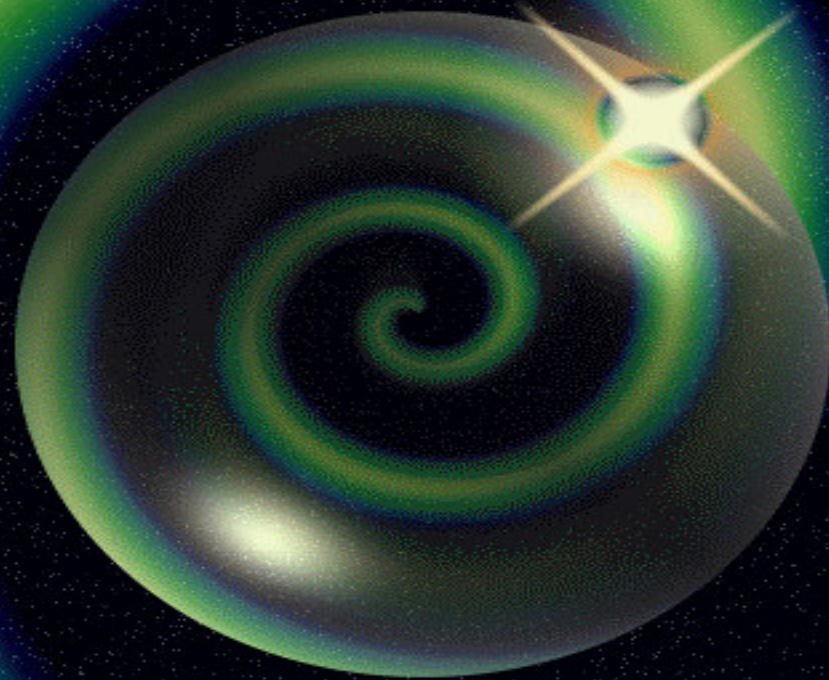


GENERAL FANTASY SERIES

STUPID FANTASY LAWS, VOL. 6



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 6. 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.

STUPID FANTASY LAWS, VOL. 6:

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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.

THE LAWS:

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

Bathing In City Fountains:

It is unlawful to be caught bathing in city fountains.

Punishment:

Any individual caught bathing in the city fountains shall be beaten 10 times with a cane, fined an amount equal to 5 copper coins, and forced to spend one full day in the stocks. During the time in the stocks it is encouraged that all villagers dump out their bath water on the criminal of this offense.

Probable Cause:

This law is actually fairly reasonable. As such fountains are for decorative purposes, it would be considered quite unsightly, potentially obscene, and reasonably unsanitary for anyone to be bathing in such fountains.

Bathing Upstream:

It is unlawful to be caught bathing upstream from the community.

Punishment:

Any individual caught bathing upstream shall be fined a sum equal to 2 silver coins and imprisoned for two weeks.

Probable Cause:

This law is actually quite reasonable due to sanitary and water purity purposes.

Below Ground Ownership:

With the exception of the contents of one's well or a below ground structure such as dungeon or cellar, an individual does not own any portion of property that is 10 feet below the surface of their property's top soil. Nobles, government properties, and the members of the upper social castes are immune to this law.

Punishment:

Any individual outwardly attempting to challenge this order shall be fined an amount equal to 1 copper coin per square foot of property owned and sentenced to five weeks of imprisonment.

Probable Cause:

This law came into effect to protect the interests of mines, which often ran below the properties of the community.

Bowman Before Marriage Law:

It is required that any male of appropriate age be fully trained of using a short bow, long bow, or crossbow before they are allowed to marry and have a family. Likewise the individual shall be required to prove such abilities before they are allowed to have their wedding ceremony.

Punishment:

Any suitable male who fails to gain and prove such abilities shall not be considered to be married until they do so. Should such an individual attempt to wed then the male shall be subject to a 3 silver coin fine, ten lashings, and two days in the stocks. Should a male be found already married without such training then the marriage shall be considered null and void and the male shall be fined 5 silver coins, receive 20 lashings, and be required to spend five days in the stocks. The violating male's wife shall be forced to walk backwards through town for two days while the citizens are encouraged to trip her.

In the event that the man in violation was married before becoming a citizen of the community then the man will be allowed to prove such bowman abilities with a reasonable time of 120 days. Should the married man do so then there will be no fine and his marriage shall be considered valid. Should the married man be incapable of displaying such ability with the bow then the previous punishments apply.

Probable Cause:

This law came into effect as a means of making sure every able bodied male was capable of using a bow should the community come under attack.

Dumping Out A Chamber Pot On A Holiday:

It is illegal to dump out a chamber pot on a holiday. Inns, Individuals of higher social caste or nobility are not subject to this law.

Punishment:

Anyone found guilty of this crime shall have the contents of the gutter or sewer scooped up with their chamber pot and dumped on their heads. The individual shall then be fined a sum of 5 copper coins and sent to spend 1 full day in the stocks.

Probable Cause:

While it is perfectly fine for the wealthy to dump out their chamber pots at any given time, it is considered rude and unsightly for a peasant to do as such during the time of holiday celebration.

Dumping Of A Chamber Pot Or Wash Water Upstream:

It is unlawful to be caught dumping out the contents of their wash water or chamber pot upstream of the community.

Punishment:

Any individual caught bathing upstream shall be fined a sum equal to 3 silver coins, beaten with a whip, rod, or cane for 20 lashings, and imprisoned for four weeks.

Probable Cause:

As with the bathing upstream law, this law is actually quite reasonable due to sanitary and water purity purposes.

Five Women Or More Under One Roof Law:

It is considered illegal for five or more women of courting age or older to live underneath one roof, unless such women are the guests of an inn or other such establishment and do not remain as guests for a period of more than five days. The houses, colleges, and dwellings of nobility and upper caste citizens are not subject to this law.

Punishment:

Any women caught dwelling under a single roof in which this law has been violated shall be sentenced to a 3 copper coin fine, whipped for five lashes, and/or forced to walk up and down the streets for a period of two days while wearing a sign that indicates the woman as being a prostitute.

Probable Cause:

This law came into effect as a means of discouraging the presence of flop houses.

Fletcher Inspection Law:

It is required that anyone in the trade of a fletcher or the merchant of such goods shall present no less than one dozen of each variety of their items created or sold to the local government each month for inspection. The government shall keep these items indefinitely.

Punishment:

Any fletcher or merchant of bolts, arrows, and similar ammunition who is found to be in violation of this law shall be required to pay a sum of 5 silver coins for every month that this individual failed to provide such goods in full for

inspection. Should the fine exceed 50 silver coins then the fletcher or merchant shall also be subject to two full weeks of imprisonment.

Probable Cause:

This law came into effect as a means of making sure about the quality of various arrows, bolts, and similar ammunition that were sold to the community (or within the community). As these items are particularly needed during wartime or defense against raids it is highly important that such items are of superior quality.

Hanging Clothes On A Holiday:

It is illegal to hang out one's clothes to dry on a holiday.

Punishment:

Anyone found guilty of this crime shall have their clothing confiscated and shall be forced to walk the streets of the town naked while villagers are encouraged to throw rotten bits of fruit and vegetables on the guilty party.

Probable Cause:

In addition to showing a form of physical labor on a holiday, which is normally deemed as being offensive, it is considered unsightly to hang out one's drying clothes during such a time as this action spoils the visual scenery of any traditional holiday décor.

Riding A Horse Or Mule Up A Steep Hill:

It is illegal for anyone to ride a horse or other beast of burden when the animal is traveling up a steep hill. This law does not apply to individuals in the military or members of the noble or upper castes.

Punishment:

Anyone found guilty of this crime shall have the animal and any saddle, cart, wagon, or goods attached to the animal or carried by the animal confiscated.

Probable Cause:

This law came about as being both an animal protection law.

Soap And Bathing Law:

It is illegal for anyone, poor or rich, to be caught bathing without soap.

Punishment:

Anyone found guilty of this crime shall be fined a sum equal to 3 copper coins.

Probable Cause:

The soap and bathing law came about as a general cleanliness law.

Stepping On A Coin Law:

It is illegal to step on any coin, accidentally or intentionally, when the coin bears the face or symbolic representation of a governing noble.

Punishment:

Anyone found guilty of this crime shall be stripped of any worthy goods and material wealth that they are carrying on their body. Then, after such, the individual is required to lay naked on the street for two hours while passing villagers are encouraged to walk over them.

Probable Cause:

As most currency bears the emblems, symbols, or likenesses of the nobility, stepping on or walking across such currency is considered to be quite shameful.