

# d30 Random Punishment Table

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Using medieval history as source material for a fantasy RPG can be problematic, especially when compared to modern sensibilities and morals. Take, for instance, the medieval stance on crimes & punishment. Punishments for given crimes can easily seem random, arbitrary, and all kind of -ists (*sexist, racist, classist, etc.*) While this may seem quite favorable for creating a random punishment table, it **might** should be a bit much for the gaming table. Instead of focusing on specific punishment for given crimes, this table focuses on three broad classifications of crimes, the possible punishments, and alternative “punishments” that can be used to keep the game moving forward.

**Using these tables:** The GM simply rolls 1d30 and adds modifiers based on the severity of the worst crime committed (*-10 for minor offenses, +/- 0 for major offense, and +10 for severe offenses*) and number of other crimes committed. The worst offense dictates the primary modifier to the roll (*-10, +/- 0, and +10*) and each additional offense simply adds a +1 situational modifier to the roll. Each punishment has an alternative for the GM to use...for the most severe level of crimes only. The GM is encouraged to roll again for the next lower level of crimes committed, not factoring in the crimes where an alternative punishment is used.

**For example:** If a PC has committed five crimes (*two minor, one major, and two severe*), the GM would roll 1d30+14 (*1d30+10 for a severe crime and +4 for the additional crimes*). If the alternative punishment is used, the GM should roll 1d30+2 to determine the punishment for the remaining crimes (*1d30+/- 0 for the major offense and +2 for the two minor offenses*). The GM and/or players may wish to add that alternative punishment as well. In that case the GM should roll 1d30-9 (*1d30-10 for a minor offense and +1 for the second minor offense*).

## Examples of Crimes & Severity Levels

### Minor Offenses

Assault between members of the same caste/class  
Name calling  
Public drunkenness  
Morality charges  
Inability to pay minor personal debts

### Major Offenses

Fraud  
Failure to pay for goods & services  
Adultery  
Petty theft (*under 5 gold pieces*)

### Severe Offenses

Defamation of the King/Ruler  
Dishonoring the King/Ruler  
Poaching on royal lands  
Clipping coins  
Murder/Manslaughter  
Major theft (*over 5 gold pieces*)  
Livestock rustling/theft  
Rape

## Table 1a: Primary Punishments

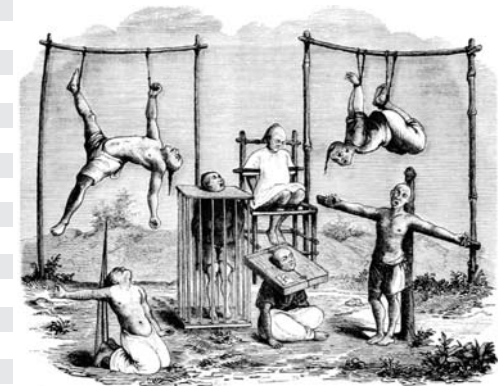
### Roll Result

1	Publicly apologize/beg for forgiveness for one day while wearing demeaning costume
2	Placed in stocks for one day at the local market
3	Placed in pillory for one day and one night
4	Birching ( <i>publicly whipped across the backside with twigs, 1 dmg per level</i> )
5	Cangue for 1 week ( <i>yoke-like un-based pillory large enough criminal cannot feed/drink for themselves</i> )
6	Hanged nude in cage for 1d2 days
7	Forced to wear, for 1d3 days, metal cage-mask that makes it impossible to speak or eat ( <i>but can drink</i> )
8	Required to provide sureties for good behavior ( <i>must provide bond of 10gp/level while in jurisdiction</i> )
9	One day hard labor
10	Foot whipping ( <i>soles of feet beat with whips/rods for 1 dmg per level, cannot walk until healed</i> )
11	Wear a badge of shame for life ( <i>severe offense to remove</i> )
12	Trial by Fire ( <i>wounded by fire, if naturally healing in 3 days innocent, otherwise roll again</i> )
13	Trial by Cold Water ( <i>bound and thrown into large body of water, if sinks, innocent, otherwise roll again</i> )
14	Trial by Hot Water ( <i>wounded by boiling water, if naturally healing in 3 days innocent, otherwise roll again</i> )
15	Trial by Combat ( <i>fight to the death with wronged party, heirs, etc. Winner declared innocent</i> )
16	Publicly flogged ( <i>1d4 dmg per level</i> )
17	Permanent banishment from Kingdom ( <i>severe offense to return</i> )
18	Placed in cage with starving & wild dog ( <i>unarmed fight, possibly to the death</i> )
19	Branded on face or neck
20	Appropriate body part crushed/gouged/cut off ( <i>joints, eyes, tongue, etc.</i> )
21	Sold into slavery
22	Death by beheading
23	Hanged nude in cage until death by starvation, dehydration, or exposure
24	Stoned to death
25	Burned at the stake
26	Stretched on the rack until dead
27	Pressed to death ( <i>board placed over prone body with weights added until criminal is crushed to death</i> )
28	Slowly impaled on a spike
29	Broken on the wheel ( <i>tied to a wheel and each limb broken repeatedly before being left to die</i> )
30	Hung, drawn, & quartered

## Table 1b: Alternative Punishments

### Roll Result

1-10	Fine of 1d10 gold pieces per offense
11-20	Banishment from the Kingdom until specific service has been rendered ( <i>a quest fulfilled</i> )
21-30	Forfeiture of all property to the King/Ruler and choice of lifetime servitude to the Church, 1d5 years hard labor, or permanent banishment



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