

# Judgment Day

**A one round 2nd Edition AD&D Living City tournament**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## Tournament Outline

- Encounter 1, The Town Hall Doors
- Encounter 2, The Town Council
- Case 1: Do you really?
- Case 2: And justice for all?
- Case 3: Poaching or Murder?
- Case 4: Money Back Guarantee
- Encounter 3: Terrorists
- Case 5: Foreclosure
- Case 6: We need a stinking color
- Case 7: That's no dog that's my

- Encounter 4: The Crater or Savras
- Case 8: A theft is a theft.
- Case 9: Palimony
- Case 10: Dinner
- Case 11: Home Improvement?
- Encounter 5: The Reception
- Case 12: The Rainmaker
- Case 13 Out of the bottle and into the fire.

## Important DM's Information

Judgment Day has been written in a way that allows the DM much leeway with the encounters to be played. We have written 13 cases and 5 encounters. As it should be impossible to complete all 18 the DM is encouraged to run them in any order he or she sees fit. Feel free to pick which of the cases and encounters you want to use.

## Truth and Lies

A lie is "a statement that is know to be false" or "a statement with the intent to deceive." If someone makes a statement they believe to be correct but is not, it is not a lie its just wrong.

*Detect lie* and *zone of truth* last only one round per level, all encounters unless specific steps are taken will last more than ten rounds.

## Players Background

First hand out the letters. **Players Handout #1.** Tell them they are out side the town of Sendrin and allow them to select spells. When all are ready begin.

*The sun to sets at you back as you look down upon the town of Sendrin. In your hand rests the letter written to you by the Sendrin town council. As you look down upon the town others approach and peer down at the town.*

Let the PCs meet each other and then move on.

*Descending down into the town You find Sendrin a town of large ancient stone and smaller newer wood buildings. It will not be hard to find the town hall. Rounding the corner towards the hall you are confronted with a huge line of people. The people are standing sitting or sleeping at one side of the street. The line extends up the street, ending at the doors of what appears to be the town hall. Walking up the street you receive cross looks and rude comments. Line cutters and Out-of-towners you are called from some of the hundred or more in line. Before the doors*

*stands a uniformed guard, the letter says to report to the council hall and this is it, night as well get to it.*

## DM's Background

The PCs have been hired to take the place of the town council tomorrow. They have only been told that no travel or combat will be expected of them. Tomorrow is Judgment day. Judgement day takes place once a month, during that day the citizens of Sendrin and the surrounding countryside can bring complaints and questions before the council for judgement. The council doesn't look forward to this day and has decided that fishing sounds much more fun this month.

The PCs may need to assign one of their members as a representative for each side in each case. This need not be done you have a strong table of roleplayers. This PC should argue the case to the best of their ability. It would be best if a different PC is used each time. **Players Handouts #2 and #3** are for this purpose.

### The town of Sendrin

This and more information on the town can be found in *The Everwinking Eye: Treasures of the Vast, Part Four* by Ed Greenwood (Polyhedron #92, February 1994):

This crossroads village stands where the Long Reach trail (linking Orlimmin and King's Reach) crosses Blaern's Trail (which links Calaunt with The North Road at Dead Tree Hollow.) Known today primarily as a place of basketweavers, cattle-ranchers, and furniture-makers, Sendrin boasts a surprising number of large and important-looking stone houses and shops. They were built when Sendrin was a town of magic, long ago.

## Encounter 1, Town Hall Doors:

At the doors the party encounters a town guard by the name of Argint he has been given the worst job in the town watch, that of guarding the doors the night before judgement day. Argint is half deaf and will ignore the party, until he can no longer do so. Argint will then tell them to go to the back of the line. This treatment will continue until the party shows him the letter or uses another method of their devising to convince him. Argint will eventually take them into the Town hall to the Central chamber. There they will meet the town council.

## Encounter 2, The Town Council

The central chamber is a round hall 50' in diameter with a raised platform on one side. On this platform is a 20' table behind it are 6 high backed chairs. The council is meeting here at this time they are discussing were the replacements are past fishes caught. From left to right they are Jelanor , Belan, Darby, Dianna, Amlar and Estel.

The council will briefly ask the party a few questions. They will reveal as little of the parties job as possible, then vote if the party is acceptable. The vote will be unanimous unless the party failed to convince Easel and Jelanor, if not it will pass 4-2. The council will quickly pack up their items and beat a hasty retreat. Brief descriptions and possible questions follow.

**Jelanor** will do most of the talking is very concerned if the party can do a good job.

- Would each of you name one past job that makes you feel qualified for this one?
- If you knew a friend had committed a hideous crime would you turn them in?

**Amlar**, the head councilman, plans to be the first person out of the room. All he needs is assurances that the party will stay in the room all day tomorrow, to be happy.

- Have any of you ever served in a position of authority?
- Are you all willing to stay here until tomorrow evening

Darby is sleeping and will wake up when the others rise to leave.

- Will ask no questions

**Easel** is quiet but honest, she doesn't like what the others are doing and will attempt to find fault with the party.

- Do each of you believe in justice?
- Have any of you ever backed out of a contract?

**Belan** is loud and obnoxious, and will interrupt people to tell them how much better he could do it. If the party can detect a lie everything he says is one.

- I had to kill a party of orcs barehanded. Do any of specialize in hand to hand combat?
- I once killed three trolls after they ambushed a adventuring group I happened upon and then carried all four of the unconscious party members back to town to save their lives. Have you ever

risked your life to save the life of someone you didn't know?

**Dianna** is busy doing her knitting is looking forward to her vacation

- Do any of you know how to detect lie?
- Have any of you ever saved someone's life?

The party must accept the job or the adventure is over.

When Darby lifts his head to leave, the party will notice that he bears a striking resemblance to a member of the party. DM's choice, the order of preference is. Bard, Thief, Fighter, Mage, Cleric, Paladin. The party member must be male.

As the council leaves they will introduce the party to Rizo, the town constable, and Lankstrom, the Chief Scribe. Lankstrom will handle all the scheduling for them and introduce the cases. Rizo is to remove criminals to jail and retrieve needed witness. Rizo will spend most of the day in his chair beside the doors sleeping. If ask to do anything he will summon a guardsman and order them to do it. He will then return to his chair.

Over dinner, served in the council chamber Lankstrom will explain the party's job.

*You have been hired to take the place of the town council tomorrow. Tomorrow is Judgment day. Judgement day takes place once a month, during that day the citizens of Sendrin and the surrounding countryside can bring complaints and questions before the council for judgement. The council must listen to both sides and render a just judgement. You may need to assign one or your members as a representative for each side in some cases. The council has provided rooms here in the town hall for you to sleep in. If you want I will show you there. Work begins at sunrise tomorrow.*

By the time the party hears the full story the council is safely out of town. The party can then retire for the night. Their job begins at dawn the next day.

The party's spellcasters may want to adjust their spell lists at this time, this should be allowed.

They are awake by Lankstrom before dawn and ask to report to the council chamber. At dawn Lankstrom will let in the first case.

*Before dawn Lankstrom knocks upon your doors and ask you to come down to breakfast in the council chamber. Arriving in the council chamber you find the table set for breakfast. Your breakfast is*

*accompanied by pounding upon the hall doors. Lankstrom informs you that one councilman must be appointed as a representative for each side in each case. A councilman may not serve as a representative in consecutive cases. Servants clear the table and Lankstrom moves towards the doors. So with food in your belly you await the first case. Lankstrom opens the doors and lets in the first case.*

## Case 1: Do you really?

In the first encounter the PCs will be ask to perform a wedding ceremony. The bride and groom are Bettylou Whipt and Tomie Spliter. Along with them are Bettylou's large family, some of which are bards, not good bards, just bards. All of the wedding party has been out in the country far to long, and have developed an accent that puts a "s" at the end of every word or two.

The PCs should each ask the couple a question the DM will need to answer the question as the couple would with a few choice comments thrown in from the family members.

Note: Not all of Bettylou's family is happy with the union, hence the pitch forks. After the questions a PC will have to think up a wedding ceremony. A fight should not break out. The two families will threaten but not use the weapons. Treat all 0 level townspeople

Bettylou is a quiet girl who barely speaks above a wisper. She adores Tomie and clings to him.

Tomie is brash and outspoken. He will do most of the talking.

No representative is needed in this case.

*To your surprise the ugliest young man you have ever seen enters he has large bulging eyes with thin tangled greasy hair his face is unwashed and unshaven. By contrast making him all the more ugly is the stunningly beautiful young woman at his side, they approach the bench dressed in "traditional wedding garb." Arriving in front of the bench the man removes his hat, licks his hand, slicks his hair back and says "We's wants yous tos mary us pease, dhis eres my girl Bettylou Whipt and imma Tomie Spliter."*

After the party agrees Tomie will speak again

*"I's hopes yous don't minds but wes invited Bettylous family." He lets out a loud shrill whistle and the doors open to let in a whole horde of people some armed with farm implements, most dressed in farm clothes and ties. The rest are in traveling clothes and carrying*

*musical instruments. The room is quickly filled to capacity and the volume is defining. Lankstrom leans into your ear and whispers,*

*"It is traditional for the council to each ask the couple a question, in order to determine if the couple are right for each other. Then you vote on the union, if it passes one of you must perform the ceremony."*

#### **The truth;**

Tomie and Bettylou are honestly in love and want to marry. Left alone by their families they will probably have a long marriage. The Spliter and the Whipt families are flat broke. The Whipt family live on a small farm south of town. The Whipt's do not farm the land they are to busy with their "music." They live on the money raised by performing mostly Bettylou's dancing. The Spliter family does farm their land east of town, but they don't do a good job and are always broke. The couple has come to the council because the families can not agree on a cleric to go too.

#### **The Splitters side;**

Tomie's brothers, Timmy, Terry, and Tad will accuse Bettylou and his family of the following. Bettylou is a gold digger. All she wants is to marry Tomie so her family can take over the Spliter Estate. The whole family is a bunch of talent less losers.

#### **The Whipts story;**

Bettylou's brothers, Bart, Billy, and Bobby will accuse Tomie's and his family of the following: using a spell to charm Bettylou, marrying Bettylou and hiding her away on their dump of a farm. She won't know she's been had until it's to late.

*With the ceremony is over and the crowd is calm Lankstrom will issue the attendees out and prepare for the next case.*

## **Case 2: And justice for all?**

The next case pits a rich boy with the best lawyer gold can buy vs. a poor shopkeeper and his wife. The boy was caught red handed by the man and his wife, stealing women's clothing from their shop. If the PCs can't think of a playable punishment, Lankstrom will inform them that the usual punishment for juveniles is the usual punishment for a minor caught stealing is for he and his parents to be sentenced to sixteen hours of community service cleaning the streets. The lawyer will argue every point and will not gracefully accept anything less than acquittal.

The Rieslings are a kind honest elderly couple. They both graying and walk with a stoop. They will tell the party about their grandkids if they will listen.

Calvin Roland III is a rich brat he is ten years old blond haired and blue eyed.

Ross Chisom is a rotund man of middle age. He is well dressed and respectful to the council.

The lawyer will turn down a representative but the Rieslings will accept the help.

*Still picking the milo out of your hair from the wedding, Lankstrom again opens the door this time he lets in an old couple. The couple just shuffles through the door when a well-dressed man pushes past, followed by a similarly dressed, young boy. Before the couple can even get across the room, the man saunters up to the bench, sucks in his belly and bellows "My client is innocent, I demand that all charges be drooped immediately. This is a mockery of justice. This young boy is being unjustly accused."*

*Lankstrom interrupts earning a glare from the lawyer.*

*"This couple has operated a ladies-wear shop in our city longer than I been alive. They have caught this young man stealing ladies ha-hem clothing"*

*With this Lankstrom and the woman blushes, but he continues, "They have been plagued by a rash of thefts lately and want him prosecuted to the fullest."*

#### **What really happened:**

Calvin Roland III is a rich brat. He is used to having his way, and when he gets in trouble daddy's money get him out of it. He went into the dress shop of Chanell and Ambrose Riesling, to show off his pick-pocketing skills to his schoolmates. He wanted to steal some undergarments to take to school the next day. He entered the shop wandered around the shop for a while pretending to look for his mother a new dress. The then pocketed a few lace items and made his way to the door. At the door he was stopped by Ambrose who held him at wand point (fake magic missile wand) till wife Chanell fetched the town guards.

#### **Calvin Roland III's story:**

He entered the shop to purchase a dress for his mother. When he saw the shoddy quality of the shops contents he left. As he left the old man jumped him and threatened him with a wand. After sending the old woman to fetch the town guards the old man stuffed some items into his pockets, and waited for the guards.

### **Chanell and Ambrose Riesling's story:**

Is exactly the same as what really happened, but they will tell tales of being shop lifted many times, by young kids.

### **Other witnesses.**

**Ashakar;** town guardsman. He will state that he has had many problems with Calvin but nothing has ever been proven. He was summoned by Chanell and found Ambrose holding Calvin at wand point. He does not know the wand is a fake. He has the wand in his possession as well as the clothing.

**Ross Chisom;** Roland family lawyer, Mr. Chisom knows the boy is guilty and will try to prevent him from speaking especially if he suspects a detect lie spell. The has years of experience at this (80% chance of detecting a *detect lie* spell or spell like ability. He will allege that the young Mr. Roland was planing on purchasing the items and was searching for the shopkeeper when he was kidnapped and assaulted.

### **Solution**

Calvin is guilty. He should be found guilty and sentenced to the usual punishment for a minor caught stealing. He and his parents will be sentenced to sixteen hours of community service cleaning the streets.

## **Case 3: Poaching or Murder?**

The plaintiff is a retired ranger by the name of Daniel. He is a guide for the local sport, troll hunting. Unknown to his customers Daniel keeps using the same troll. Tombil the troll is an old friend they have a good racket going and have been doing this for years. He tells his customers that it "wouldn't be sporting" to hunt/kill trolls using fire. Daniel normally brings out city folk to hunt trolls, charges lots of money and "garanteeezzz you'll gets your Troll, whether you want to or not."

Recently he was guiding the defendant John Jr. Kerlin the son of a rich grain merchant on a hunt. When Tombil the Troll bust into camp late at night. Then the family's private mage (who is there to protect Jr.) blasted the troll with a *wand of fire* destroying the Troll before Tombil had a chance to "die" or Daniel had the chance to stop the mage. Daniel is suing John Jr. and Granz, his mage, 5000 gp in lost wages and mental damages of watching his "friend" being murdered. John Jr. is come to court dressed in rags to claim he has no money when in truth is one of the richest persons in the territory.

A defender and prosecuting representative is necessary.

*The next case enters, it appears to feature a man dressed in tasseled buckskins. The man strides into the room with a bowlegged gait. Following him in the door is a young man dressed in rags and walking with a pronounced limp, accompanying the boy is an elderly man in robes with a skull topped staff.*

**The Truth;** What Daniel and Tombil were doing was not necessarily on the up and up but it was not illegal. On the other hand what Granz did was right, he perceived his charge was in trouble and protected him as best he could. The PCs should find for the defense. John Jr.'s poor house story is a lie.

**Daniel's story;** This here youngin John Jr. hired me to take him troll hunting. I guaranteed he would get his troll. But when my friend Tombil, the troll, charged into the camp the hired mage attacked him. The mage roasted the troll before I could do anything. There was never any agreement that the mage would do any hunting.

**John's story;** I hired this hick to take me Troll hunting. I took my friend with me. It was my understanding that we were to kill the troll. When the troll burst into camp it looked real so Granz toasted it. Besides the stress of this whole event has caused me to make bad business decisions and I have lost all my money anyway.

**Grantz's story;** I have been the Kerlin family mage for 20 years. I was assigned to accompany John Jr on the hunt by his father Mr Kerln. The toll burst into camp taking us unaware. Fearing for the safety of my charge I attacked the troll. I had no way of knowing that the attack was staged. I do not approve of John Jr.'s poor house story it is a lie and I will not participate.

## **Case 4: Money Back Guarantee**

The next case involves Max the Mighty, a fighter, and Steverich the wizard. Max has purchased a magic long sword from Steverich and is not entirely happy with the purchase. Steverich has sold him a magic sword all right, just not quite the type of magic Max wanted. You see as the sword is swung it begins to sing, not just any song it sings Brahms Laullaby, ("Lullaby and good night go to sleep little baby . . .") It is not magical in any other way.

If the party elects to trade the fighter for a weapon they possess Max will accept as long as it is a sword of

some kind and at least +1. The DM should not mention this.

*In the door walks a huge man dressed in chain armor and a man dressed in blue robes with yellow lightning bolts and black clouds upon it. That's right it's Steverich again. The huge man approaches the bench and states I paid this man to make my long sword magical. Now I have the same sword but now it does this. He draws the sword, raises it above his head and swings. As he swings the sword begins to sing. "Lullaby and good night, go to sleep little baby..." Steverich just shrugs.*

#### **The truth:**

Steverich is a con man, but this time he may be right. This time he made a contract up, Max insisted. The wording of the contract is: "I Steverich promise to deliver to Max the Mighty one magical long sword for the price of 500 gp. Delivery will be within 30 days." It is dated thirty-one days ago. The sword will detect as magical using a *detect magic* spell.

**Steverich's story;** The man ask for a magical long sword, I gave him one. He did not specify what kind of magic.

**Max the Mighty's story;** Everyone knows a magic sword because the magic improves the ability of the sword to do damage, not sing. Especially sing a children's lullaby.

#### **Solution**

Steverich has fulfilled his end of the contract. Max is out the money.

## **Encounter 3: Terrorists**

After the last case files out and before Lankstrom can let in the next case several towns guardsmen rush into the hall and bar the doors. It seems that one of Ungar's Parcel Service's recently fired messengers has returned to her supervisor's office and is holding several clerks hostage. Aime had up until last week ridden the Sendrin to Orlimmin leg of the Ungar's Parcel Service's route delivering messages and letters. Her supervisor Boch fired her for poor job performance. Aime has taken three clerks hostage and is held up in the office across the street from the city hall. She is demanding the firing of Boch, (who is out of town and won't be back for a week) and her reinstatement. The town guards don't know what to do about the problem. It is up to the party to talk her out or subdue her.

*As the courtroom clears a guardsman runs into the room, slams the doors and bars them. He turns and shouts, "someone has taken hostages at the Ungar's Parcel Service office across the street She is armed and demanding to speak to the council.*

**Aime, hf F1:** Int Avg; AL CG; AC 6; MV 9; hp 8; TAC0 20; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil ; SZ M; ML 13; Save vs spells: 16.

Magic items: *ring of spell turning*.

At Tier 1:

*wand of magic missiles* 100 charges

Immune to Sleep magic

At Tier 2:

*wand of magic missiles* 100 charges

Immune to Sleep magic

*necklace of missiles* 1=8-HD, 2=6-HD, 2=4-HD, 4=2-HD

At Tier 3:

*wand of magic missiles* 100 charges

*necklace of missiles* 1=8-HD, 2=6-HD, 2=4-HD, 4=2-HD

*cube of force* 36 charges

At Tier 4:

*wand of magic missiles* 100 charges

*necklace of missiles* 1=8-HD, 2=6-HD, 2=4-HD, 4=2-HD

*cube of force* 36 charges

*Six beads of force*

## **Case 5: Foreclosure**

Mr. Getty, the cold-hearted town moneylender, is foreclosing on the local orphanage. Theresa, the operator of the orphanage, is two months and 50 gp behind in her payments. Mr. Getty wants to tear down the building and expand his estate next door. He will not accept payment. He has the legal right to give them the boot. Both sides will need a representative.

*Next to enter the room is an older woman and a group of fifteen children. The children range in age from 6 months to ten years. Following them is a older well dressed man with a satchel. The man walks up to the table, pulls out some papers and states "I would like to foreclose on lot 5 section 13 of Bower street."*

### **The Truth;**

Theresa is two months behind and the loan agreement does state that the land is forfeited if the payee becomes more than two months behind. Getty is known for questionable business practices. She is 50 gp behind and owes 500 gp

**Mr. Getty's story;** That bleeding heart knew when she signed, what the payments were and when they were due. She also knew if she got behind that I could foreclose. I have plans for that land and its time she move on.

**Theresa's story;** I had to agree to the loan, Getty was the only person who would loan me the money. I had to borrow the money I didn't have money left to feed the children. If I had the money to move I would make my mortgage payment. I just don't know what to do.

**Possible solutions;** Getty is not stupid, he can be bought. He will sell the building for 5000 gp. He will not voluntarily come down. Lankstrom knows of a building on the other side of town for sale if asked. It is the same size and they are asking just 100 gp x the total of party's levels. Other solutions are possible.

## **Case 6: We need a stinking color**

Here is another easy case. Two city employees (Jim and Tim) are in the middle of the council's argument as to which color of paint to use on the new street signs.

No representative is needed here.

*You are relieved to see the people clear out of the Hall. But before you can catch your breath the back door open. Into the hall walks to men dressed in workers clothing. "Your honors we were just about to start painting the new street signs just like you ordered us to last week. But you haven't told us which color to paint them. Have you decided what its going to be purple or orange?"*

### **The truth:**

The city council is the governing unit for the city and has been arguing which color to paint the signs for three weeks. Both men have been told by members of the council to paint the signs purple or orange depending on the councilman asked. The traditional color is purple.

## **Case 7: That's no dog that's my**

The next case features a man, his wife, daughter, a dog, the boy-next-door, and his parents. Lillian the wife and dog, has been brought in for attacking Roger the boy next door. She is to be put to sleep as a rabid dog. It seems that Roger and Katie were out playing while Lillian watched. Roger tried to convince Katie to kiss him. When she did the dog attacked Roger. Roger then ran home and told his parents who, tired of the crazy man next door that thinks has dog is his wife, went to the town guard and ordered the dog destroyed. Will Lillian be destroyed as a mad dog, will the spell be dispelled and Lillian charged with child abuse or will the story be told and Roger sent to his room with out supper?

They will need defense and prosecuting representatives.

*Entering the door next are two guardsmen with a dog on rope between them along with then is three adults and two children. The dog has been declared a mad dog and scheduled to be put to sleep. The young boy is the victim. The young girl is here to plead for her dogs life.*

### **The Truth;**

It seems Mac's wife, Lillian was a waitress at the local inn. After she offended a patron with her over sharp tongue one evening she was polymorphed (12 level) into a sheep dog. Her husband knows it is her but the town people believe him crazy and think she left town with another man. Their daughter Katie is twelve and believes it is her mother but will not admit it because of the teasing she receives from other kids. The boy-next-door is Roger and he is twelve as well. His parents are Sid and Hazel. The kiss was innocent enough he just wanted a peck on the cheek but Lillian wanted to protect her daughter and began to growl and get between the children. Roger thought she was attacking Katie and tried to 'rescue' her. Punches, scratches and kicks flew until Lillian bit him.

**Mac's story;** My wife was polymorphed into a dog by a mage who took a disliking to her when she worked at the local inn. She was just looking out for her daughter when she bit Roger.

**Katie's story;** Dad says that mom is the dog. I believe him but all the kids keep teasing me. I had just kissed Roger when the dog attacked.

**Roger's story;** I was playing with Katie when the dog attacked. I didn't do anything wrong. And I never kissed her.

**Roger's parent's story;** The crazy loon has been telling everyone that the dog is his wife. We are tired of living next to the nut. His dog bit our young son and it should be killed.

**Solution;** If the party has no method of returning Lillian back to normal Lankstrom will suggest they can visit the crater of Savras, encounter 4.

## Encounter 4 Crater of Savras

**From The Everwinking Eye:** Treasures of the Vast, Part Four by Ed Greenwood (Polyhedron #92, February 1994):

Of old, when human rule had just come to the Vast, a temple to Savras the All-Seeing was established at Sendrin. When Savras fell to the spells of Azuth, the temple was destroyed. Nothing remains of the temple of Savras except a crater of fused and blackened stone rubble, its edges overgrown with saplings, in the backyard of the largest inn in Sendrin, The Blasted Wizard. In this hollow sits a stone idol of Savras, in the shape of a disembodied human male head as tall as a man. The head rises into the air whenever a living being enters the crater, and floats about four feet off the ground by means of magical levitation, flying about at will at MV Fl 12 (D). It speaks with a deep, booming voice when addressed, answering magical queries - but sages have noted its cryptic wisdom seems to be a large and sophisticated set of "stock phrases."

It does have the ability to enact magic by touch on beings brought into the crater and it does so automatically, sensing and correcting conditions regardless of the wishes of the beings who encounter it. The head can do the following things once each per day: neutralize poison (renders all poison present truly inert and harmless, not just curing a poisoned being), cure disease (including lycanthropy), and dispel magic (on all spells or magical conditions governing a being, including protective spells, geas magics, quest spells, feeblemindedness, and many spell-like psionic attacks and controls).

The Mouth of Savras (as the head is called) can't be removed from the crater or magically controlled or harmed in any way, and it will avoid combat. Attempts to destroy or move it simply return it to the bottom of the crater, where it sighs wearily, closes its eyes, and settles down again - until again attacked, or a new set of intruders enters the crater.

*Your quest for the truth leads you to the crater of Savras behind the Blasted Wizard Inn. As you descend in to the fused and blackened stone rubble of the crater a disembodied human male head as tall as a man, rises into the air Turning to you with empty stone eyesockets that scan the party. The moth begins to move as booming voice fills the crater. "What do you seek from Savras"*

## Case 8: A theft is a theft

If the party has no horses you will need to skip this encounter.

After the room clears out Lankstrom will ask if the party is ready for the next case. Before the party answers he moves to the door and opens it. Outside is an elderly man. The man, (Ian Magoos) is a local horse trainer at the Ironfield Ranch. Not long ago a horse disappeared from his ranch. Yesterday while in town, Ian saw one of the party ride into town on the very same horse. Pick a PC who has a horse to be the victim, preferably a swashbuckler. Ian has come to file horse theft charges against the character. Ian has three witnesses outside if needed, all are long term hands at his ranch.

The punishment for horse theft is a fine of 2000 gp and one year in jail. James will drop the charges if the character will pay 200 gp per character level and apologize. If the character will not agree to the man's terms, Lankstrom will inform the others that they have no choice but to arrest and try the character. If the character accused can prove he owns the horse and it never was in the possession of Ian (i.e. a certified horse) the tattoo is not there when the horse is inspected and Ian apologizes. Check this out before the tattoo is inspected.

The accused should serve as his representative in this case.

*Lankstrom says "Its going to be a long day. Ready for the next case" as he moves to open the door. Opening the door an elderly man walks in and approaches the bench. "I would like to file" At this point he looks directly at (Insert character name) "What is this horse thief doing on the council? He/She stole a horse from me." Pointing to the accused, "and yesterday had the gall to ride it right down middle of Main Street. I want him/her arrested, NOW!!!"*

**The Truth;** If the PC cannot prove ownership the horse is Ian's. If it is a paladin's warhorse it left the ranch when summoned. If not a single thief who rode it to the

city of Ravens Bluff and sold it stole it. If the PC can not prove ownership the horse has Ian's brand on the left fore hoof. The date it disappeared coincides with the date the character purchased or summoned the horse.

**Ian's story;** The horse disappeared a week before the character purchased or summoned it. No other horses are missing. The horse has his brand on the left fore hoof.

**Witness story;**

**Aaron;** Aaron is a stable boy at the ranch. He shoveled the horses stall for six months before it disappeared. If the horse was summoned he will of seen hoof marks on the stall door. If the horse was stolen he will testify that the stall and barn door were open. He closed and locked them himself that night.

**Stenda;** Stenda is groomsman at the ranch and took care of the horse for two years. She herself branded the horse (if it is branded).

## Case 9: Palimony

Remember back at the beginning when one of the PCs looked like a departing councilman? Well, now it fits in. Matelote Wisky will enter the hall and claim that her three-year-old child is his. The child does have a striking resemblance to the PC. Beth the child will run up to the PC in question, jump up on their lap and cry daddy. The woman and child will use all the crying, sobbing and shame they can to make their case. She is looking for monetary support of some kind.

*The next case enters. A young lady and a cute three-year-old girl enter. Sobbing the young lady gestures to \_\_\_\_\_ and says meet your daughter.*

**The Truth;**

The child is Councilman Darby Landrum's. Darby is out fishing but can be tried in absence , he can always appeal later. Lankstrom knows that Darby earns 50 gp a month as a councilman. They could award as much as 20 gp of that to the child. Darby went by the name of \_\_\_\_\_ when he knew Matelote. Matelote believes the PC is the father. Child support is not a known law at this time so if the party goes this route they will be charting new ground. Lankstrom will not stop them as is it the councils job to write the laws.

**Matelote's story;** I meet in Ravens Bluff three years ago at a Ball. They courted for six months. We set a date for the wedding but the day of the ceremony \_\_\_\_\_

disappeared. I have searched for him for four years. I just want enough to help raise Beth.

## Case 10: Dinner

The next case looks fairly simple. The council's cook wants to know what to cook for dinner. This should be easy. Charley the cook will only make one entree and one desert. Anything is available but only one main dish and one dessert. If the signs were easy this should be to, if not, there goes the round. No representative is needed here.

*As that case leaves a man enters from the back door. He is dressed in a white apron over plain peasant clothes. The man walks up to the table and says. "Good evening your honors. What may I ask would you all like for dinner? . . . . And for desert"*

## Case 11: Home Improvement?

The next case pits a dwarven worker against an elfin home owner. Thornhammer the dwarf has been hired to build a room addition for the elf. The rest of the story gets a little muddled. The Thornhammer will claim that Sarun, the elf asked him to build a room with a picture on each wall. Sarun will contend that he asked for a room with a picture window in each wall. Lankstrom should encourage the characters to go and take a look at the room in question. The room is part of a huge mansion. The room itself is about as lavish a dungeon as anyone has ever seen. The walls are windowless and covered with carvings of dwarven battle scenes. Compared to the rest of the building it's as if a *darkness* spell was cast in the room, except for the bias relief pictures on the three walls that seem to glow with a strange eerie light.

*The next case in the door is a strange pair, a grizzled old Dwarf (is there any other kind) wearing a very well laden tool belt, covered in dust. Following him is an elegantly dressed Elf with immaculate hair wearing at least 5000gp worth of jewelry. The dwarf strides up to the bench and says*

*"Lets get this over with I have mountains of work to do."*

*He points to the elf "HE wanted a room added to his house, HE hired me to do it, and now HE doesn't want to pay." "All he a gave me were the exterior dimensions and a deadline of one moon. Now he has his room, and I want my money."*

*In the voice of a angel, the Sarun interrupts "Excuse me this. . . this laborer is being only partially honest. I did give him the dimensions, a due date and promises of 3000 gp, but I also ask for a room addition. What I got was an above ground dungeon. You should see the mess he has made, I ask for picture windows and*

*"You said a picture, you tree-lover" the Dwarf interrupts "He owes me 3000gp you to order him to pay.*

Following is the descriptions if the Party visits the scene.

*Sarun leads you to a huge estate on the edge of town. Entering you find a lavishly appointed entry hall. He leads you down this hall to the room in question. The room is about the most lavish dungeon they have ever seen. Torch light flickers off windowless walls covered with carvings of dwarves in battle. The light gives the carvings an eerie glow.*

#### **The Truth;**

Sarun asked for a room addition but did not specify anything but the dimensions. He did request picture windows. The dwarf has built the room to the specification he believes is right. Total cost of the room was 3000 gp Thornhammer spent 1300 gp in materials. Sarun owes Thornhammer the money and could be ordered to pay, but a compromise is better.

**Thornhammer's story;** I was hired to make a room addition. The stupid elf only gave me some dimensions and said he wanted pictures. He never visited the construction site once. Once I was done to prevent paying he started complaining and changing his story. Now he owes me 3000 gp.

**Sarun's story;** I hired the dwarf because of the extensive stonework of my mansion. I ask for a room addition, I gave him the size and told him I wanted picture windows. I assumed that being the professional he claims he is that he would make the room match the rest of the house. But he didn't even follow the instructions I gave him. I am not paying him a copper.

#### **Solution**

Sarun owes Thornhammer the 3000 gp and could be ordered to pay. But he will settle for 2000 gp.

## **Encounter 5: The Reception**

While returning to the town hall or after being summoned the party will come across a tavern brawl. It seems that Tomie and Bettylou's families have been having a party, and it has erupted into a full-scale fight. It started one of two ways: one of Bettylou Whipt 's brothers accused Tomie Spliter of marrying for Bettylou's money (she has none), or one of Tomie's brothers accused Bettylou of infidelity. They will attack anyone entering the inn. Rather than tier the module just run the brawl until the brothers do at least a little damage to the party.

*As you head back to the town hall you are walking past a local bar when a mead pitcher flies out the front doors, narrowly missing you. From the sounds of things there is a fight going on inside.*

**Spliter brothers, Timmy, Terry, Tad, hm F0:** Int Low; AL NG; AC 8; MV 12; hp (equal to the number of party levels or as needed to make it challenging but not lethal); TAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil ; SZ M; ML 13; Save vs spells: 15

**Whipt brothers, Bart, Billy and Bobby, hm F0:** Int Low; AL NG; AC 8; MV 12; hp hp (equal to the number of party levels or as needed to make it challenging but not lethal); TAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil ; SZ M; ML 13; Save vs spells: 15

## **Case 12: The Rainmaker**

The next case involves a Farmer (McDonald) and a Wizard (Steverich). The farmer has hired Steverich to make it rain on his farm. McDonald hired him three weeks ago and still no rain. McDonald wants his money back and Steverich does not have it. Steverich will state that no time limit was discussed The usual waiting time for rainmakers is one month.

*In the door walks a man dressed as a dirt farmer and a another dressed in blue robes with yellow lighting bolts and black clouds upon them. The farmer speaks first: "This here ole boy is supposed to make it rain <spit> He ain't done no such thing. <spit> Now all's I want is my money back. <spit>"*

*With a toothily smile the wizard speaks: "Brave gentleman and beautiful ladies of the council. I merely stated that I could make it rain. I did not imply that it would rain."*

*"But I paid you to make it rain" The farmer states.*

*"Those are your words not mine sir." States the Wizard.*

*Lankstrom interrupts "Councilpersons the punishment for fraud is clear, up to a 200% fine of the swindled money and or one-fourth day in jail for each gold piece stolen.*

#### **The truth;**

Steverich is a con man. He did claim that he could make it rain, but only implied when and were. The farmer paid him 15 gp. Nothing illegal has been done. Stevenrich has no spell that can make it rain.

**Stevenrich's story;** The old man asked me if I could make it rain. I said sure. The then offered to pay me 15 gp to make it rain. I never said it would rain on the man's farm. The spell I cast can take up to four weeks and can drift off target by 50 miles. The old man never allowed me to explain the whole thing.

**McDonald's story;** I was drinking at the Gold Griffin when the young man said "we could sure use some rain" I said "sure could" he said "want it to?" He then said how he could make it rain, and that for 15 gp he would do it. I went back to the farm and got my savings and paid him. Now three weeks and nothing.

## **Case 13: Out of the Bottle and into the fire.**

The next case is brother vs brother. Two years ago Reamen and Dangar Polgate's mother Laurinda died. She divided her possessions between her two sons in her will. To Reamen she left her house and land. To Dangar she left all her other possessions. Last week Reamen was replacing the dirt floor in the bedroom with flag stones. While digging in the bedroom he discovered a buried chest. Dangar discovered this and is claiming the chest as part of his inheritance. Reamen of course claims it as well. But it doesn't end here.

Reamen has been unable to open the chest, but should the party decide to open it inside they will find a iron flask containing a fire elemental imprisoned there. You see thirty years ago Laurinda was an adventurer, she and her party ran afoul of the fire elemental. The party imprisoned the fire elemental in the iron flask and hid in inside the chest. Laurinda, who was ready to settled down, retired to Sendrin to raise a family. She buried the chest under the floor and there it has stayed.

She never told her deceased husband or children of her past profession or the chest.

*Lankstrom opens the door to let in the next case. Two men in their twenty's enter the room, one is carrying a small iron chest. Lankstrom takes a piece of paper from one of the men and reads. This is Reamen and Dangar Polgate. Two years ago their mother Laurinda Polgate died, but before doing so she divided her possessions between her two sons. Recently her son Reamen discovered a chest buried under the floor of the house. Both claim the chest.*

#### **The truth;**

As above Reamen was given the house and land, Dangar got everything else. By the letter of the will Dangar should get the chest.

**Reamen's story;** She gave him the house and land, the chest was part of both. He should get it. Sure Dangar got things that were in the house but he didn't get any parts of the house. He didn't get the doors, the windows, or the walls, so why should he get the chest. But I will settle for half of what is inside.

**Dangar's story;** Mom gave him everything but the land and house. The chest, like the furniture and the plow, are not part of ether. It should belong to him. Or at least half of what is inside.

Opening the chest requires a regular open locks roll or *knock* spell. If it is opened the flask will be reveled. If the flask is opened the elemental will escape and form on the table. Court papers and anything on the table will be consumed and the table will begin to burn. If a PC has specifically stated that they were placing an item on the table that item must make a saving throw vs. fire. The elemental, enraged by its long imprisonment, will begin to attack everyone in the room. Everyone in the room except the party are 0 level townspeople with 8 hit points.

If the party stops the brothers from opening the flask, the brothers will insist that the bottle is theirs and leave with the flask. They will then go across the street to the Bumbling Wizard Tavern and open it there. The elemental will escape there and begin to wreck the tavern in its rage. A report of the elemental's escape will arrive shortly and it will be up to the party to stop it. If they do not, the elemental will burn the Inn and the cobbler's shop next door before exhausting its rage and returning to the elemental plane of fire.

If the chest is opened:

*The hinges squeal as the chest's lid is opened. Inside amongst rotten padding is a large metal flask. Reamen removes the flask, and examines it.*

If the flask is opened:

*Reamen states "I wonder what's in it, it appears empty." He gives the stopper a pull. When he does so a column of fire erupts from the flask. Reamen drops the flask upon the table. The fire engulfs the table as you can see eyes of blue fire glare at you from the column as arms of fire strike at your party.*

### **Levels 4-13**

**Fire Elemental:** Int Low (5-7); AL N; AC 2; MV 12; HD 8; hp 24; THAC0 13; #AT 1; Dmg 3-24; SA Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.; SD nil; MR nil ; SZ L; ML 15; Save vs spells: 16.

### **Levels 14-25**

**Fire Elemental:** Int Low (5-7); AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 3-24; SA Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.; SD +1 or better to hit; MR nil ; SZ L; ML 15; Save vs spells: 16.

### **Levels 26-37**

**Fire Elemental:** Int Low (5-7); AL N; AC 2; MV 12; HD 12; hp 72; THAC0 9; #AT 1; Dmg 3-24; SA Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.; SD +2 or better to hit; MR nil ; SZ L; ML 15; Save vs spells: 16.

### **Levels 38+**

**Fire Elemental:** Int Low (5-7); AL N; AC 2; MV 12; HD 16; hp 84; THAC0 5; #AT 1; Dmg 3-24; SA Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.; SD +2 or better to hit; MR nil ; SZ L; ML 15; Save vs spells: 16.

**Note:** The Elemental's special defense has been adjusted to allow for parties without magic items to hit.

**The End**

## **Experience Point Summary**

Experience is only tiered for two of the encounters. Calculate experience for each case and encounter and then add them together. Do not multiply the result.

### **Encounter 1, The Town Hall Doors**

Talking their way in	75 xp
OR	
Breaking down the door or threatening the guard.	30 xp

### **Case 1: Do you really?**

Asking questions	30 xp
Performing ceremony	30 xp

### **Case 2: And justice for all?**

Using the default sentence	30 xp
OR	
Using a creative sentence	75 xp

### **Case 3: Poaching or Murder?**

Fine imposed	30 xp
Tombil brought back to life	75 xp
This requires the standard Living City rules for resurrection be followed	

### **Case 4: Money Back Guarantee**

Settle it so one is happy	30 xp
OR	
Settle it so both are happy	75 xp

### **Encounter 3: Terrorists**

Amie is captured	30
OR	
Amie is convinced to give up	
Tier 1	75
Tier 2`	150
Tier 3	225
Tier 4	300

### **Case 5: Foreclosure**

Orphans must move or mortgage is bought out by PCs	30 xp
Orphans move to better building	75 xp

### **Case 6: We need a stinking color**

Long debate that leaves one unhappy	30 xp
OR	
All happy with debate	75 xp

### **Case 7: That's no dog that's my**

Truth is discovered but dog remains a dog	30 xp
OR	

Mother is returned to proper form 75 xp

**Encounter 4: The Crater of Savras**

Asking the head questions 30 xp  
Using the head to remove spell effects 75 xp

**Case 8: A theft is a theft.**

Paying for the horse or refusing the man's claim 30 xp  
OR  
Purchasing or returning the horse 75 xp

**Case 9: Palimony**

Child support forced on Darby 30 xp  
OR  
Child support paid by PC 75 xp

**Case 11: Home Improvement?**

Refusing the mans claim 30 xp  
OR  
Achieving a creative and acceptable compromise 75 xp

**Encounter 5: The Reception**

Ending the brawl 30 xp  
OR  
Ending the brawl and taking steps to prevent it from happening again 75 xp

**Case 12: The Rainmaker**

Throw it out 10 xp  
OR  
Settle it so one is happy 30 xp  
OR  
Settle it so both are happy 75 xp

**Case 13; Out of the bottle and into the fire**

Settling the case in favor of one brother 10  
OR  
Settling the case on a 50 - 50 split 30  
Preventing the escape of the fire elemental 50  
Defeating the fire elemental  
Tier 1 100  
Tier 2 200  
Tier 3 300  
Tier 4 400

Total Experience for Objectives: 1,330 xp  
Roleplaying Experience: 0-1,000 xp

**Total Possible Experience: 2,330 xp**  
Tier 2 2,505 xp  
Tier 3 2,680 xp  
Tier 4 2,855 xp

## Treasure Summary

- 300 gp each
- Pin of Justice: Sliver pin in the shape of a gavel. It bestows one fame point in general or city watch, when worn and visible.
- Singing Long Sword: This magic sword will sing Brahm's Lullaby when swung. It has no other magical effect.

All other items are keep as evidence. `

## **Players Handout #1**

*Dear Honorable Hero.*

*The town of Sendrin needs you. You have been recommended to us for your unbiased, truthful, and equitable reputation. We have need of persons of your caliber. The job in question will require no travel outside of what is required to arrive in Sendrin. No combat is expected. You will be asked to spend the day inside the Town Hall doing important civic business. We will be happy to pay you the sum of 300 gp for this one day of employment. The town of Sendrin is a quiet town a full three days' ride north of Ravens Bluff. Take the Cross Road north to Thindilar and go east on Blaern's Trail.*

*Thank You  
Sendrin Town Council*

## Players Handout #2: Prosecution

**Case 1:** None needed.

**Case 2:**

**Chanell and Ambrose Riesling's story:** Calvin Roland III went into the dress shop of Chanell and Ambrose Riesling. He entered and wandered around the shop for awhile pretending to look for his mother a new dress. He then pocketed a few lace items and made his way to the door. At the door he was stopped by Ambrose who held him at wand point (fake magic missile wand) till his wife Chanell fetched the town guards. They will tell tales of being shop lifted many times, by young kids.

**Other witnesses, Ashakar;** town guardsman. He will state that he has had many problems with Calvin but nothing has ever been proven. He was summoned by Chanell and found Ambrose holding Calvin at wand point. He does not know the wand is a fake. He has the wand in his possession as well as the clothing.

**Case 3:**

**Daniel's story;** This here youngin John Jr. hired me to take him troll hunting. I guaranteed he would get his troll. But when my friend Tombil charged into the camp the hired mage not the boy attacked him. The mage roasted the troll before I could do anything. There was never any agreement that the mage would do any hunting.

**Case 4:**

**Max the Mighty's story;** Everyone knows a magic sword because the magic improves the ability of the sword to do damage, not sing. Especially sing a children's lullaby. The wording of the contract is: "I Steverich promises to deliver to Max the Mighty on magical sword for the price of 500gp Delivery will be within 30 days." It is dated thirty-one days ago.

**Case 5:**

**Mr. Getty's story;** That bleeding heart knew when she signed, what the payments were and when they were due. She also knew if she got behind that I could foreclose. I have plans for that land and its time she move on. Theresa is two months behind and the loan agreement does state that the land is forfeited if the payee becomes more than two months behind. Getty is know for questionable business practices She is 50gp behind and owes 500gp

**Case 6:** None Needed

**Case 7:**

**Roger's story;** I was playing with Katie when the dog attacked. I didn't do anything wrong. And I never kissed her.

**Roger's parent's story;** The crazy loon has been telling everyone that the dog is his wife. We are tired of living next to the nut. His dog bit our young son and it should be killed.

**Case 8:**

**Ian's story;** The horse disappeared a week before the character purchased or summoned it. No other horses are missing. The horse has his brand on the left fore hoof.

**Witness stories;**

**Aaron;** Aaron is a stable boy at the ranch. He shoveled the horses stall for six months before it disappeared. If the horse was summoned he will of seen hoof marks on the stall door. If the horse was stolen he will testify that the stall and barn door were open. He closed and locked them himself that night.

**Stenda;** Stenda is groomsman at the ranch and took care of the horse for two years. She herself branded the horse.

**Case 9:**

**Matelote's story;** I meet \_\_\_\_\_ in Ravens Bluff three years ago at a ball. We courted for six months. We set a date for the wedding but the day of the ceremony \_\_\_\_ disappeared. I have searched for him for four years. I just want enough to help raise Beth.

**Case 10:** None needed

**Case 11:**

**McDonald's story;** I was drinking at the Gold Griffin when the young man said, "we could sure use some rain" I said "sure could" he said "want it to?" He then said how he could make it rain, and that for 15gp he would do it. I went back to the farm an got my savings and paid him. Now three weeks and nothing

**Case 12:**

**Thornhammer's story;** I was hired to make a room addition. The stupid elf only gave me some dimensions and said he wanted pictures. He never visited the construction site once. Once I was done to prevent paying he started complaining and changing his story. Now he owes me 3000gp. Total cost of the room was 3000gp Thornhammer spent 1300 in materials.

**Case 13**

**Dangar's story;** Mom gave him everything but the land and house. The chest like the furniture and the plow are not part of ether. It should belong to me. Or at least half of what is inside.

## Players Handout #3: Defense

**Case 1:** None needed

**Case 2:**

**Calvin Roland III's story:** He entered the shop to purchase a dress for his mother. When he saw the shoddy quality of the shops contents he left. As he left the old man jumped him and threaded him with a wand. After sending the old woman to fetch the town guards the old man stuffed some items into his pockets, and waited for the guards.

**Ross Chisom;** Roland family lawyer, Mr. Chisom knows the boy is guilty and will try to prevent him from speaking especially if he suspects a detect lie spell. He has years of experience at this (80% chance of detecting a detect lie spell of spell like ability. He will allege that the young Mr. Roland was planing on purchasing the items and was searching for the shopkeeper when he was kidnapped and assaulted.

**Case 3:**

**John's story;** I hired this hick to take me Troll hunting. I took my friend with me. It was my understanding that we were to kill the troll. When the troll burst into camp it looked real so Granz toasted it. Besides the stress of this whole event has caused me to make bad business decisions and I have lost all my money anyway.

**Grantz's story;** I have been the Kerlin family mage for 20 years. I was assigned to accompany John Jr on the hunt by his father Mr Kerln. The toll burst into camp taking us unaware. Fearing for the safety of my charge I attacked the troll. I had no way of knowing that the attack was staged. I do not approve of John Jr.'s poor house story it is a lie and I will not participate.

**Case 4:**

**Steveverich's story;** The man ask for a magical sword, I gave him one. He did not specify what kind of magic. The wording of the contract is: "I Steverich promises to deliver to Max the Mighty on magical sword for the price of 500gp Delivery will be within 30 days." It is dated thirty-one days ago.

**Case 5:**

**Theresa's story;** I had to agree to the loan, Getty was the only person who would loan me the money. I had to borrow the money I didn't have money left to feed the children. If I had the money to move I would make my mortgage payment. I just don't know what to do. Theresa is two months behind and the loan agreement does state that the land is forfeited if the payee becomes more than two months behind. Getty is know for questionable business practices She is 50gp behind and owes 500gp

**Case 6:** None needed

**Case 7:**

**Mac's story;** My wife was polymorphed into a dog by a mage who took a disliking to her when she worked at the local inn. She was just looking out for her daughter when she bit Roger.

**Katie's story;** Dad says that the mom is the dog. I believe him but all the kids keep teasing me. I had just kissed Roger when the dog attacked.

**Case 8:**

The defender is a PC.

**Case 9:**

The defender is a PC.

**Case 10:** None needed

**Case 11:**

**Stevenrich's story;** The old man as me if I could make it rain. I said sure. The then offered to pay me 15gp to make it rain. I never said it would rain on the man's farm. The spell I cast can take up to four weeks and can drift off target by 50 miles. The old man never allowed me to explain the whole thing. Stevenrich has no spell that can make it rain.

**Case 12:**

**Sarun's story;** I hired the dwarf because of the extensive stonework of my mansion. I ask for a room addition, I gave him the size and told him I wanted picture windows. I assumed that being the professional he claims he is that he would make the room match the rest of the house. But he didn't even follow the instructions I gave him. I am not paying him a copper. . Total cost of the room was 3000gp Thornhammer spent 1300 in materials.

**Case 13**

**Reamen's story;** Mom gave me the house and land, the chest was part of both. Sure Dangar got things that were in the house but he didn't get any parts of the house. He didn't get the doors the windows or the walls why should he get the chest. Or at least half of what is inside.