

Requirements: None

Goal: Convince the jury of your innocence

Introduction:

The Valrath merchant seems suspicious enough not to just throw you back into the Mouth of Antiquity again, so you count that as a success. You are shackled and brought through the well-lit streets of the central city to the seat of power in White Oak, the great Merchant's Guildhall.

You are brought immediately into a large meeting room where a number of influential merchants of the city have already gathered, apparently preparing to cast judgment on your circumstances. There are twelve jurors in total, sitting on both sides of the courtroom. A judge sits directly in front of you, and his disposition gives off a distinct hostility toward you.

"I cannot fathom why councilwoman Lyresah thought it appropriate to gather us all at this late hour," the judge begins, "But here we are, so let's get this over with quickly. Apparently these ruffians claim councilman Jerrik had councilman Windmere killed and took his place as part of some plot for the Sin-Ra Syndicate to take over the Merchant's Guild. It sounds rather far-fetched, and nothing more than a creative way for these cutpurses to get out of petty theft."

Looking to your right, you see Miles' captain is preparing to argue against your claims, surely intending to emphasize that you are low-brow criminals not worthy of the council's time. This is going to be an uphill battle, and you don't have much time to talk your way through it.

Special Rules:

Place a random numbered token face-down on all hexes **a** along with 2 damage tokens. These are the jurors and have the capacity to store $C(3+L)+3$ damage tokens. Players can attack (intimidate) or heal (persuade) jurors to ADD damage tokens to them. Attack modifiers are drawn as normal for attacks, and none are drawn for heals.

The first time a juror is attacked or healed, flip it face-up to reveal the number. Certain jurors are swayed by different pieces of evidence, which start on the table hexes **c**, **d**, and **e**. A player can spend one movement point while adjacent to a piece of evidence to pick it up. Players can also spend one movement point to take a piece of evidence from an adjacent character, give an adjacent character a piece of evidence, or exchange pieces of evidence with an adjacent character. Each character can only hold one piece of evidence at a time. All attacks or heals against numbered tokens 1-4 have a +2 bonus for a character holding evidence **c**. Characters with evidence **d** have a +2 bonus against numbered tokens 5-8, and evidence **e** gives a +2 bonus against numbered tokens 9-12.

Place a representative token or figure on hex **i**. This is the judge, who has the capacity to store $C(6+L)$ damage tokens. He can be healed or attacked just like the jurors, adding damage tokens in both cases, however he alternates between two dispositions each time he receives damage tokens. Initially players have +2 on attacks against him, but while in his secondary disposition, players have +2 on heals against him. Unless the judge has the full $C(6+L)$ damage tokens on him, on initiative 99, he will remove 1 damage token from each juror. Both he and all jurors are immune to all negative conditions.

The City Guards are the Baliffs, and are enemies to you. They cannot be damaged in any way, but are susceptible to negative conditions.

The Captain of the Guard acts each round based on the Boss ability card deck, however he acts differently than the abilities written on those cards and his stat sheet. He also cannot be damaged in any way and is immune to all negative conditions. If he draws "Special 2," he moves to the closest empty hex adjacent to the juror with the most damage tokens and removes all of them. In the case of a tie, he will move to the lowest numbered juror. If he draws "Special 1," he moves to hex **f** or the closest



Maps:

11a
12b



empty hex and removes $4+(2xC)$ damage tokens from the judge. If he draws one of his other two cards, the Baliffs will perform whatever their ability card is on the captains' initiative as well as their own, acting twice in the round.

Characters can object to the Captain of the Guard's action by foregoing a top action (or a bottom action in a 2 character game), discarding a card

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instead, while adjacent to the Captain of the Guard while holding a specific piece of evidence before he takes his action. Evidence  will prevent "Special 1," evidence  will prevent "Special 2," and evidence  will prevent his other ability cards.

Character summons will focus on jurors and the judge, focusing on lower-numbered jurors in the case of a tie. Summons will not focus on the Baliffs, the Captain of the Guard, or any juror or judge that is at capacity with damage tokens.

The scenario will end at the end of round 12. If at least 7 jurors have at least C(3+L) damage tokens, the scenario is complete, otherwise the scenario is lost.

Conclusion:

"Well, I admit to being skeptical at first, but I have heard all I need to hear," the judge says. "Bring Jerrick in. If he cannot explain all of this suspicious evidence, we may need to take some drastic actions."

A minute later, Jerrick stands before the judge and the rest of the council. "So?" the judge questions. "What do you say to these accusations?"

"I say that the Sin-Ra have hidden in the shadows for long enough," snarls Jerrick. "These fools have exposed us earlier than I would have liked, but it is of little consequence. The time has come to topple you all from your seats of avarice and complacency..."

Reward:

3 experience each juror with at least C(3+L) damage tokens