

ALEX MACKEY, JOHN ARMSTRONG, AND MATT GAPEN PRESENT:

D20 TO LIFE

In the Forgettable Domains Justice System, hero based offenses are considered especially heinous...

COURT LEVEL: Court's level is determined by DM and settlement size and wealth. 1-5:

Frontier, 5-10: Town, 10-15: City, 20+: Capital.

JUDGE: Blind, Lawful Cleric, same level as Court

ALIGNMENT(1d4):1,2- LN, 3-LG, 4-LE

BAIL: 100gp per charge. You're expected to pay it a week prior, else be held in the Holding Cells until your court date. If you fail to appear, a LN Ranger of Court's level comes to find you.

LOCKS: The DC of any locks is the Court Level.

CORRUPTION: The DC of persuading any guard is 10+ Court Level. Bribes can give advantage.

LEGAL COUNSEL: You can bring a legal counsel with you to court. Most lawyers are LE.

Public Defender (LN Lv. 1): 0 gp

Pro Bono (Lv. 5, LG): Persuasion check (DC20)

Student Lawyer (LE Lv. 10): 1000 gp

A simple country magister(LN Lv. 15): 5000 gp

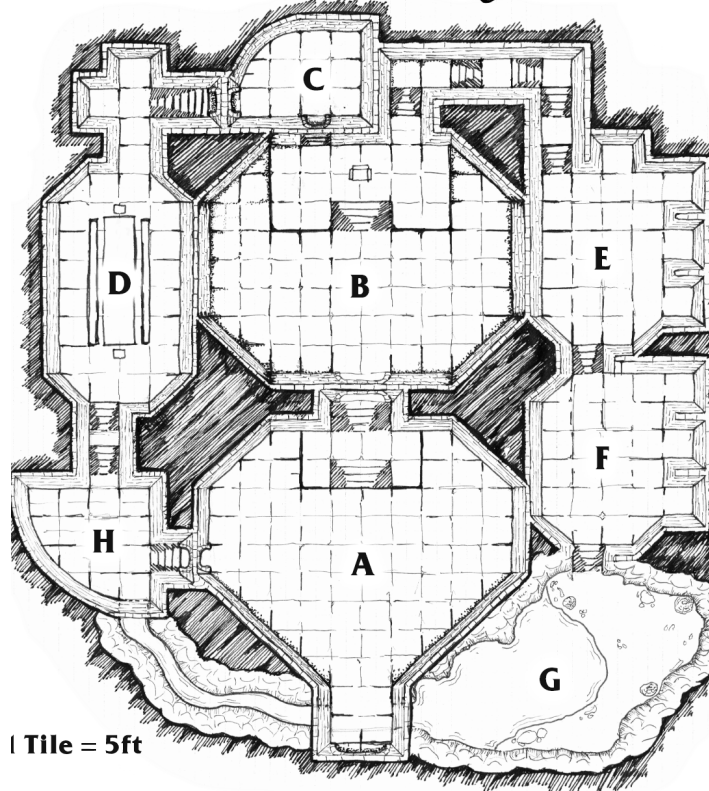
Greater Devil (LE, Lv. 20): Just sign the contract...

Legal Counsel gives you a D6 inspiration per 5 levels to use in Proceedings.

CHARGES: Can be multiple.

LOW CRIMES Petty theft, Vandalism, Assault, Destruction of Property	1d6 x 100 GP fine, 3d6 months service, Banished, 1d6 months Prison
HIGH CRIMES Manslaughter, Kidnapping, Attempted Murder, Major theft	4d6 gp x 1000 fine, 3d6 months prison, 1d6 years prison, Trial by Combat
UNFORGIVABLES Murder, Royal Assault, Heresy,	Trial by Combat, D20 Years in prison, Life, Execution

THE TEMPLE OF TRUTH



1 Tile = 5ft

PROCEEDINGS End of each Round, roll a Skill check to persuade the Jury of your innocence (DC14). If your case is compelling, like you have a reliable alibi, roll with advantage. If questioning a witness who saw you stab an innkeeper, disadvantage.

Round 1: Charges are read. Party can plead their innocence.

Round 2: Evidence for the defense.

Round 3: Evidence for the prosecution.

Round 4: Eyewitness for the Prosecution

Round 5: Character witness (if one can be found)

Round 6: Closing arguments.

RECESS: You can request a recess each round (DC12 persuasion at start). DC goes up by 1 if successful, 2 if not. Recess is 15 minutes each.

DM keeps a tally of how many successes the party had in the proceedings!

VERDICT After all rounds of Court Proceedings are complete, the Jury breaks for deliberation. This

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will take 1d10 hours.

When they return, render the Verdict for each Charge, starting with the least offense:

Roll a D20 for the charge, unmodified. 1-10, is guilty, 11-20, innocent. You can spend a *Success Tally* to reroll a Verdict!

SENTENCING

For each Guilty Verdict, roll a D4, 1 being first listed sentence, 4 being the last. You can spend a *Success Tally* to reroll sentences!

ROOMS:

(A)**ANTECHAMBER:** A number of guards equal to the Court Level. North doors are locked while court is in session.

(B)**Courtroom:** Where the action happens. The judge occupies the Throne of Truth, with the defense and prosecution before him, and the 8 jurors seated on the left wall. The party is brought in through the south doors if walking free, or from the north door if in the cells.

(C)**Judge's Chamber:** Judge will retire here during recess or deliberations. West door is locked. Executioner's Axe mounted on north wall.

(D)**Council Chamber:** The jury will deliberate here, locking all doors.

(E)**UPPER CELLS:** 2 guards. 2 cells, 50% either is occupied.

(F)**LOWER CELLS:** 2 guards (50% chance to be asleep). 2 cells, Richard Wolf is in one (Lycanthropy charges). Guards has key to Dungeon door.

(G)**DUNGEON:** Stinking cesspool, 1d6 starving prisoners, 1d6 skeletons.

Secret door at end of cesspool. Pool also contains a 12HD Shoggoth, but it is hiding. (Perception 15)

(H)**LIBRARY:** DC 20 research check to find an obscure law that can help you. 20 minutes per attempt, can grant advantage for rest of case! 20+ Perception check to notice the Secret Door.