

## LAW

*Justice in Duskwall sleeps with one eye open.*

**1 ORDER IN THE COURT!** The gavel cracks loudly on the Magistrate's podium. "James Blake, you are sentenced to life in prison at Ironhook for your crimes." The accused cries out: "You said you'd let me go if I told you where we stashed th' artifact!" The court audience murmurs uneasily.

- ❖ *Why are you here? Do you know James?*
- ❖ *What artifact were the Crows hiding?*

**3 PRISON BREAK.** Cell Block D is full of career criminals—villains taken off the streets of Duskwall and kept behind steel bars and warded locks. At least, Cell Block D *was* full at the start of your shift. Still, you don't see how it's *your* fault the doors are open and the cells are empty.

- ❖ *Who among the prisoners is responsible?*
- ❖ *How did they escape unnoticed?*

**2 OFFICER DOWN.** "Officer Kinclaith! Wake up *right now!* I said get the *fuck up!*" Your voice echoes emptily in the alley as you perform chest compressions. *One-two, one-two.* This wasn't how it was supposed to go—your contact told you nobody would be harmed, and all *you* had to do was look the other way.

- ❖ *What crime were you paid to ignore?*
- ❖ *How close were you with your partner?*

**4 MY DEAR WATSON.** A masked Spirit Warden steps aside as you reach the crime scene. "Same as before," you mutter under your breath. This is the fourth victim this month of the murderer the Duskwall Gazette dubbed the "Clockwork Killer". A strange series of murders, to be sure, but you've already solved the case.

- ❖ *What is the Clockwork Killer's calling card?*
- ❖ *How do you already know who the killer is?*

## TRADE

*It's nothing personal, it's just business.*

**1 A POUND OF FLESH.** "It's a done deal!" The sailor flashes you a toothless smile. "You offer a better price than even the *Iruvians*, and they're mad for the stuff!" After handing the sailor a satchel of silver scales, you lift the lid to examine the contents of the barrel. A foul stench rises from within. "Perfect," you breathe.

- ❖ *What is inside the barrel?*
- ❖ *Why do you want it?*

**3 THE BOLD BARGAIN.** "I know I'm asking a lot, okay?" Shen sucks his teeth nervously. "But you *know* what the Society of Natural Philosophy would do if they got their hands on her. The experiments they'd perform—" Shen shudders. "Just get her somewhere safe?"

- ❖ *Describe the animal Shen wants you to hide.*
- ❖ *What favor did you ask Shen for in return?*

**2 PROTECTION RACKET.** The gang enforcer wheezes his words between labored breaths. "Your boss didn't pay for protection. Don't you know what happens when you don't *pay*? You don't get *protected*." One of his henchmen hands him a crowbar. Three on one. You've been dealt worse odds.

- ❖ *How did the fight go wrong?*
- ❖ *What identifying mark were you left with?*

**4 OFF THE RAILS.** "Shit, shit, double-shit!" Kalys, the other Rail Jack assigned to the route, spits. "We're stuck in in the *middle* of the *Deathlands*. When we get back I'm gonna make the maintenance team pay!" You hear a low growling behind you. Just according to plan.

- ❖ *Why did you sabotage the train?*
- ❖ *What's your plan on returning to Duskwall?*