Arcane Chamber

As the players get closer to the Arcane Chamber they become more hungry. Eating rations or foraging for food does not sate this hunger. Once the players see the bright red tent that is the entrance to the Arcane Chamber they are drawn to it by its unmistakable smell of a feast.

The tent is bright red and appears no larger than 10 feet in diameter and about 12 feet high from the outside. There is a closed entrance which is double flapped.

Once all four members of the party are inside the tent, the test begins.

Read to players:

*As you enter the tent the interior tent walls start to fade away into a darkness. Once completely gone, you notice you’re in a much larger Great Hall. In the immediate area you are surrounded by small walls, about 12 feet high, but the roof is well over 100 feet tall. You cannot make out the ceiling, but you can make out some exterior walls in the distance. These walls are filled with books of all sorts. There are dim torches floating, scattered above and more near the exterior walls. There is a light fog, as if clouds, moving about as well. There are multiple suits of armor in the room you are in currently.*

Arcane Chamber Mechanics.

* The team has a karma score as well as the individual PCs.
* Every time the team makes a decision they are scored based on a 2, 1, 0, -1, -2 scale. (2 being good, -2 being evil, 0 being neutral)
* Every time an individual character makes a decision they are scored on the same scale.
* The team’s overall score affects the lighting of the Arcane chamber. Every time they make a good decision, it gets lighter. Every time they make an evil decision, it gets darker.
* The individual’s score affects their aura. A player with a positive score has a bright golden aura and a player with a negative score has a dim red aura. (only visible when the lights are low).

Players are guided by an animated Suit of Armor. This Suit explains the PCs are here to complete a test. The Suit guides the PCs to trial 1.

Trial 1: Trust Test

Read to players:

*You are guided to a door. You enter the room and you no longer see the exterior great hall. This room is completely enclosed. In the room you notice four pedestals in a circle. On the opposite side of the room from you there is a glass wall. On the other side of the wall you see four humans and the exact same four pedestals. Although the Suit did not follow you, you hear his voice still…*

*The first trial begins. Each member take a pedestal. Here, you will cast your vote. Your vote will be in the form of a thumbs up, or a thumbs down. Thumbs up signify ‘Trust’ and thumbs down signify ‘Forsake.’ You are voting to trust or forsake the group in the room opposite of you. They are doing the same. If both groups are trusting, there will be a reward. If the groups forsake each other, there will be a great consequence. If one group forsake the other, the group that was forsaken will face a consequence and the group that was trusted will not.*

(note that you’re talking directly to them now)

*In the other room, there is a Knight of the Guard, a Free Harbor Slaver, a Heartland City Noble, and a Light’s Keep beggar.*

Trial 1 Mechanics

* Each member of each party gets one vote.
* The votes are either “Trust” or “Forsake.”
* Players may chose not to vote.
* A vote for “Trust” is +1 and a vote for “Forsake” is -1. No vote is 0.
* If the party is tied 2-2 then all of the votes must be recast.
* After the vote passes, each player’s karma is adjusted by their most recent vote and the team’s overall karma score is adjusted by the team majority vote.

In the other room there are four prisoners.

1. A Knight of the Guard
   1. Is very honorable. Votes Trust.
2. A Slaver
   1. Is very dishonorable. Votes Forsake.
3. A Noble
   1. Is very selfish. Heavily favors forsake. 1-15 Forsake. 16-20 Trust.
4. A Beggar
   1. Must be persuaded. Does not favor either side. Straight 50-50

After the vote passes:

* If both parties trust each other, the parties get buffs and there is no trial.
* If both parties forsake each other, parties face trial without buffs.
* If one party forsakes the other, Trusted party moves on without a trial. Forsaken party must face a trial with buffs.

Buffs:

* Soup – Regeneration. (5 HP per round)
* Meat – Offensive Bonus. (+3 to attack rolls and +3 to spell DC. +3 to damage)
* Sweet rolls – Double Movement Speed.
* Baked Potato – Temporary Hit Points (+20)
* Fruit – Damage Resistance to magic.
* Mixed Vegetables – Advantage on all saving throws and attacks.

Final Trial: Shield Guardian

Trial 2: Judgement Test

After completing trial one, read to players:

*Now having completed the first trial, a door opens on the north wall you haven’t noticed was there before. You walk through the door back into the great hall. The room you’re now in is very similar to the first room you entered through, low walls revealing the high ceiling and book cased exterior walls. There are multiple suits of armor along this room’s walls and a large couch. On the north side of the room is a closed door. One of the suits of armor comes alive and approaches…*

The suit then instructs the team to elect one member of the party to complete the next trial. If pressed, he will say this is a trial of judgement.

Trial Two Mechanics:

* One member may enter the chamber.
* PCs must vote on a player. (Majority wins)
* This member decides the fates of three prisoners inside the next room.
* The player has one kill option and one set free option.
* The player gets an allegation for each prisoner.
* The player may talk to the prisoners.
* The player may chose not to use one or more of their options.
* If the player gets a negative score, the overall team score gets -1 as well as any player who voted for them. Positive score is +1.

Read to player:

*We have here three prisoners. Each of these prisoners is accused of a crime. All three of these crimes, if proven guilty, are punishable by death based on the laws of this land. You have the option to execute one and release one. Any prisoner who does not receive either will stay here for the remainder of the lives.*

Prisoners:

1. An extremely wealthy noble. (Arthur King From Housetown)
   1. This noble confesses to his crime (selling/torturing subjects) but promises wealth if let go.
   2. Execute: +1
   3. Set Free: -2
   4. Neither: 0
2. A murderer.
   1. Denies his crime. Has an alibi
   2. Execute: -2
   3. Set Free: +1
   4. Neither: 0
3. A crooked judge.
   1. Abused his power to have countless men sent to prison and worse. Confesses to his crime but attempts to justify it.
   2. Execute: +1
   3. Set Free: -1
   4. Neither: 0

Trial 3: Selfless Test

Once the players are reunited and all in the waiting room a metal chest emerges from the ground and the Suit approaches. The Suit instructs the group to place all of their items in the chest besides one weapon or focus of their choice. The Suit then instructs the players to reenter the room. This time, the players enter a completely different room. Read:

*The group enters a circular room with a dome ceiling. In the center of the room there is a stone altar. On the east and west sides of the room there are portals. On the north side of the room there is a door.*

Trial 3 Mechanics:

* Players may look through the portals but cannot enter.
* The suit will describe each scene to the best of his knowledge.
* Once the players review both portals the suit gives them instructions.
* A player may sacrifice their weapon at the altar to kill anyone in either portal.

One member may enter the chamber. PC can only bring one weapon/focus.

1. A childhood acquaintance who used to bully Rexxar. Currently a Noble of high stature in Neverwinter.
   1. -1 Karma for killing this person.
2. Through portal one you can a vampire spawn about to kill a family in their home.
   1. +2 Karma for killing vampire.
3. Through portal two you can see the office Peter Griffon.
   1. +2 Karma for killing Peter.
4. The leader of Mansoon’s tribe.
   1. Due to Mansoon’s long absence he has ousted Mansoon’s family.
   2. -1 for killing.

Final Trial

Mechanics:

Good players heal entire party for 1d4 \* karma score when standing on the alter.

Bad player damage other players for 1d4 and the ettin for 1d4 \* karma score when standing on the alter.

True neutral players (0 karma score) will be unaffected by the ettin’s arcane blast and his swings have disadvantage against them.

The lights of the Arcane Chamber have five settings: Brightest, bright, dim, dark, darkest.

4+ Brightest: Damage auras have no affect. Ettin cannot see neutral players.

2-3 Bright: Damage auras do half damage. Ettin cannot see neutral players.

-1 – 1 Dim: Damage auras do full damage and healing auras do full damage. Ettin cannot see neutral players.

-3 - -2 Dark: Healing auras do half heal. Ettin cannot see neutral players.

-4- Darkest: Healing auras do no healing. Ettin cannot see neutral players.

Arcane Ettin

AC 14 (Natural Armor) HP 150 Speed 40ft

STR 21 (+5) DEX 8 (-1) CON 17 (+3) INT 16 (+3) WIS 10 (0) CHA 8 (-1)

Sense

Dark vision 60ft Passive perception 14

Languages

Giant, Orc

Spell Slots: 3 level 2, 2 level 3, 1 level 4

Two Heads: The Arcane Ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious

Wakeful: When one of the Ettin’s heads is asleep the other is awake.

Arcane Explosion: At the beginning of the Arcane Ettin’s turn deal 1d6 force damage to all creatures within 60ft

Actions

Multiattack: The Arcane Ettin may attack with its Greatclub and its Battleaxe.

Great Club: Melee Weapon Attack: +8 to hit 3d8+6 damage bludgeoning

Battle Axe: Melee Weapon Attack: +7 to hit 2d8+5 slashing damage

Ice Storm

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a pinch of dust and a few drops of water)

**Duration:** Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Flame Sphere

*2nd-level conjuration*

**Casting** **Time**: 1 action

**Range**: 60 feet

**Components**: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

**Duration**: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere’s damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Lighting Bolt

*3rd-level Evocation*

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| **Casting Time** | 1 Action |
| **Range** | Self (100-foot line) |
| **Components** | V, S, M (a bit of fur and a rod of amber, crystal, or glass) |
| **Duration** | Instantaneous |

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8D6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren’t being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1D6 for each slot level above 3rd.