Trial 1: Trust Test

In the other room there are four prisoners.

1. A Guard Solider
2. A Slaver
3. A Noble
4. A Beggar

Each member of each party gets one vote. The votes are either “Trust” or “Forsake.”

If both parties trust each other,

If both parties forsake each other,

If one party forsakes the other,

Trial 2: Judgement Test

One member may enter the chamber.

In the chamber there are three prisoners.

1. Priest.
2. An extremely wealthy noble.

PC must decide to free one, kill one, and keep on imprisoned.

Trial 3: Selfless Test

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

In the chamber there are two portals.

1. Through portal one you can see into a home of an abusive father.
2. Through portal two you can see the office peter griffon.