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 close 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. 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 and dim torches are floating around near the ceiling and exterior walls. There is a light fog, as if clouds, moving around 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…*

In the other room there are four prisoners.

1. A Guard Solider
   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

Each member of each party gets one vote. The votes are either “Trust” or “Forsake.” If the party is tied 2-2 then all of the votes must be recast.

* 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:

Fruit – Regeneration.

Meat – Stat bonus.

Mead – Saving throw bonus.

Seafood – Movement speed bonus.

Trial: Shield Guardian

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.