Trial 1: Trust Test

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.

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.