

Trial One	Wait in a room until he returns.	
	Sense Motive DC 20	to realize the point of the trial
Goal	Read book Knowledge (his/rel) DC 15/18	to understand the material
Alternate	Bluff DC 20/24	to BS their way out of it
Trial Point	Succeed at either check	+1 if either DC is beaten by 5 or more
Trial Two	Drop and break a board	
Goal	Dexterity DC 10/12	to hit the board in mid-air
	Strength DC 13/15	to break the board
	*Improved Unarmed Strike: +5 bonus on both checks	
Trial Point	One PC succeeds at breaking the board	+1 if half or more of the PCs succeed
Trial Three	Dodge or block without seeing	
Goal	Perception DC 15/18	to determine where the teacher is
	Dexterity DC 10/12	to dodge the blow
	OR	
	Strength DC 10/12	to parry the blow
Trial Point	One PC succeeds at blocking or dodging	+1 if half or more of the PCs succeed
Trial Four	Balance on a waterfall	
Goal	Dexterity DC 10/13	to balance 10 minutes
	Dexterity DC 15/18*	to balance another 10 minutes
	Dexterity DC 20/13*	to balance another 10 minutes
	*Fortitude or Will DC 13/16 negates +5 to DC	
Trial Point	Half or more stay up for 40 minutes	+1 if any PC stays the full hour
Trial Five	Climb the spire without falling	
Goal	Three successful Climb DC 15	Failure by 5 or more, PC falls
Trial Point	One PC succeeds at climbing without falling	+1 if half or more of the PCs succeed
Trial Six	Fight Aramaya with honour	
	Offered wooden weapons to fight with	
	Offer MW equivalents and <i>rod of merciful metamagic</i> to PCs that made it to the top	
Goal	Do not deal any lethal damage to Aramay	
Trial Point	4 points if PCs defeat Aramaya nonlethally	2 if PCs only take her below half health
Failure	Immediate failure if ANY PC uses lethal tactics	