

The Trial: The PCs are accused of being weak and un-orc-like. If they win, they'll receive the *Sigil of Orc Immunity* upon their forehead that only orcs can see. Viewers from neighboring tribes of kobolds, lizardfolk and dwarves are watching this show trial arranged by Anoya so they can tell the story of the civilized orcs. Prosecution always goes first.

Deliberation and Verdict: If more jurors state guilty the PCs are dropped through the trap door. If more jurors state not guilty the PCs are given the *Sigil of Orc Immunity* and are set free. If there's a hung jury, a trial by combat commences between the prosecution and the defense to determine a result.

Jurors have 3 states: guilty, undecided, not-guilty. All start as undecided. After each step (opening statements, each test of strength, each witness, closing statements) do two things. One, if the defense or prosecution connected with a juror's orclish trait, move them one state in the appropriate direction. Two, the defense and prosecution each get to kill one juror.

Cruelty DeKill (prosecutor): She's a fashionable orc with manicured tusks and wearing a magic coat of undead worg puppies (attacks as a wight). She controls two zombie orc paralegals, and is surrounded by 101 worg puppies who'll drink your blood with their needle-like teeth from your ankles. Death by a million nips. She'll sick the puppies on not-guilty state jurors.

Anoya Orcslayer (defender): She's a take-no-guff social justice advocate who helped establish this court system and carries a big axe. Her flaming red dwarven beard matches her backpack of holding which contains an entire legal library. She dislikes the orcs, but believes in the law.

Ogre Balliffs: These fat, sloppy, stinky ogres have stupid little caps and a badge nailed into their chest. A whole tribe of these idiots live in the courthouse. They're embarrassed that they work for orcs.

NPCs

Bathrooms: There are bathrooms everywhere. This is one of Anoya's pet projects to get a sanitation system in place. The ogre-sized ones are filthy.

Room:

ORCISH TRAITS

- 1.bloodthirsty
- 2.ugly
- 3.cruel
- 4.traitorous
- 5.hungry
- 6.stinky
- 7.poetic
- 8.superstitious
- 9.messy
- 10.loud

ACCUSATIONS

- 1.nice to a sheep
- 2.fraternizes with elves
- 3.all weaklings
- 4.too clean
- 5.doesn't drink blood
- 6.kind to a child

@epic_levels

ORCISH THIRDS

1. bloodthirsty
2. ugly
3. cruel
4. traitorous
5. hungry
6. stinky
7. poetic
8. superstitious
9. messy
10. loud

1. nice to a sheep
2. fraternizes with elves
3. all weaklings
4. too clean
5. doesn't drink blood
6. kind to a child

ROOMS