

Adventure MDR #1 - A: The Gauntlet

Adventure Stats

Pages: 5 + 2 props

Word Count: Approximately 2500

Number of Players: 4-6

Player Level: 1-2

Total XP Possible: 550

Encounters: 3 Monsters + 1 Puzzles + 1 Complex Trap = 5 Encounters plus multiple traps

Highlight: Critical adventure information

Highlight: 5th Edition Specific Information

Summary/Plot:

In this starting/low-level adventure, the various members of the party are individually subdued and taken hostage by a powerful guild/wizard/noblemen/DM's preference. They wake up in a strange room with their equipment, but no money. Unbeknownst to them, they are being tested by their captors to see if they are up to the task for a job their captors want to assign them (a subsequent adventure). If they survive this adventure and escape the dungeon, they will meet their captors and have a chance to hire on and earn greater rewards.

Default captor: Arcristus Glaynon, a human Mage (SRD: pg. 400; MM: pg. 347).

The Gauntlet

Introduction/Encounter #1:

Your character arrived in the town of Archmere about five days ago. You'd heard that there were jobs and adventure here. You've spent the last few days looking around and asking for work in a variety of seedy places – from grimy inns to unseemly merchant shops. But so far, you've had no luck. Even now, as you stare into the nearly empty mug of ale in your hand, you wonder what to do. Finally, you flip a copper onto the Tavern table and:

Vary the action for each character (repeat scenarios 1 and 3, if necessary):

- 1). Head up to your room to sleep off the ale you've already drank.
- 2). Join a card game hoping for some luck and pass out after your next drink.
- 3). Head out into the night into a nearby alley only to be struck from behind with a heavy object and fall unconscious.
- 4). Approach an attractive member of the opposite sex. And, after various flirtations, head to a private room only to fall unconscious.

Room #1: The Holding Chamber

You awake in a semi-circular room measuring 50' long and 30' wide. The ceiling of the room is low at 6' in height. Immediately to your E is a pit running N to S and measuring 50' long, 15' wide, and 15' deep. You stand on a 50' long, 5' wide ledge on the W edge of the pit. At the 25' mark (the center) of the pit there is a narrow 6" wide stone bridge crossing the pit. A small collection of yellow-white bones lie in the bottom of the pit. In the NW corner of the room there is a font filled with a clear fluid. In the SW corner is a small table covered with about a month's

worth of rations. There is also a leather scroll tube on the table as well as a set of Thieves Tools, a quill, and a vial of ink. In the center of the opposite wall (the semi-circular one) is a wooden door. On its immediate left there is a 3' high stone pedestal holding a hand axe. On its immediate right there is a 3' high stone pedestal holding a rope and grapnel.

The characters awake in front of the secret door in the W wall. The secret door is locked and cannot be opened from this side. The fluid in the font is clean, potable water. The font is fed by a 3" pipe at the bottom, so that it will never run out. The rations on the table are good and will feed one person for up to 30 days. The scroll tube holds two pieces of parchment. The first is blank. The second bears the following message: **"This room has two walls. P.S. You're going to need to make a map."** The Thieves Tools, quill, and vial of ink are all normal items.

Since the ceiling is so low and the ledge so narrow, jumping the pit is virtually impossible.

Characters that fall into the 15' deep pit will **suffer 1d8 points of damage from the fall.**

Characters that search the bones in the pit must make a **DC: 12 Perception check** to find one of the following: a brass ring (2 sps), a pouch with 8 cps, or 3 finely crafted darts (1 sp each).

Multiple checks are possible until all items are found.

Characters may walk across the 6" wide bridge if they succeed on a **DC: 10 Dexterity check.** The wooden door leading from the room is **locked (DC: 10).**

Hallway A:

You stand before a 10' wide hallway that runs 60' in length to a wooden door. The floor of the hallway is made from old, dry wood. There is a small glass orb at the far end of the hall that sheds light. Nothing else is apparent.

The floor of the hallway is old and squeaky. At the slightest sound, darts will launch from small holes that line the wall. The darts attack with +2 to hit. The darts can shoot up to 3 individuals at once every 10'. A single person, however, will only suffer 1 attack every 10' by the darts.

Characters who make a successful **DC: 12 Stealth check** per round may pass through the hallway unharmed. There is a small niche at the far end of the hall under the glass orb holding a small lever that disarms the trap. The glass orb is magical but ceases to function once removed from its place on the wall. The door into room 2 is **locked (DC: 10).**

Room #2: The Room of Pillars

You enter a triangular room that is approximately 50' x 35' x 35'. The ceiling rises up approximately 35' or so. There are 3 stone pillars sprouting from the floor in the center of the room. Each pillar is approximately 3' in diameter and nearly as tall as the ceiling is high. There is a discarded wooden pole measuring approximately 8' long leaning against the NW corner. There is a wooden door at the E juncture of the two smaller sides of the room.

The wooden pole is just a normal pole. The 3 stone pillars are each 32' tall **(3d6 if falling from the top, 1d8 if halfway)** and 5' away from each of the other two pillars. Atop the pillars are:

- 1) A potion of healing, a hammer, and 3 pitons
- 2) A hooded lantern, 3 oil flasks, and a pouch with 7 sps.
- 3) A potion of healing, flint and steel, and 3 daggers.

The door out of the room is **locked (DC: 10).**

Hallway B:

You stand before a 10' wide hallway that runs 40' in length. There is a door at the end of the hall.

A 10'x10' covered pit located at the letter "B" opens dropping the first row of characters into a 15' deep pit (1d8: damage). The pit closes immediately after opening and trapping the characters. The door into room 3 is **locked (DC: 10)**.

Room #3: The Mosaic of Death

You enter a chamber shaped like a pentagon. Three walls are 40' long, and 2 walls are 35' long. 15' into the chamber, you see a large 40' x 40' square mosaic on the floor consisting of sixty-two 5' x 5' squares. Each such square holds an image of one of the following: a dragon, a starfish, an octopus, or a viper. Near the back of the mosaic, instead of two 5' x 5' square images, there is a 10' x 5' pedestal which seems to hold several items of interest on it: bottles, pouches, and other such items. Immediately to your right, there is a 2" x 2" x 12' steel bar lying discarded on the ground. 20' in front of you, hovering in the air, is a long sword. As you enter the room., the hovering sword flies forward and attacks.

This chamber is shaped in a pentagon. There is a 2" x 2" x 12' steel bar lying discarded on the ground in front of the entrance. A 40' x 40' section of the floor is covered by pictograms (See the blow-up map – Prop #1).

The hovering sword is a Flying Sword (SRD: pg 264; MM: pg: 20) (XP: 50).

Each pictogram covers a 5'x5' square. Each pictogram depicts either a viper, a dragon, a starfish, or an octopus. The viper, the dragon, and the octopus pictograms depress 2" when stepped upon triggering a heavy crossbow bolt to fire across the room at the offending character (+3 To Hit, 1d10+2 damage). The crossbow bolts emerge from small holes lining both side walls. The starfish is safe if stepped upon. Near the center of the mosaic, there is a 2' high pedestal (the two brown squares). The pedestal holds: 4 potions of healing, 3 small pouches, 2 sets of Thieves Picks, 2 pitons, 2 torches, and a small locked box (DC: 10) containing 19 cps and 7 sp.

Jumping across a single pictogram is possible: it requires a single Strength or Dexterity check (DC:10), whichever the character finds more advantageous. Jumping across 2 pictograms requires a 10' running start, a successful check as above, then a successful Strength check (DC:10) to stop your forward motion. Walking across the metal beam requires an Acrobatics check (DC: 10). If one uses the pole from 2 for balance, the character gains +4 to the check. The door out of the room is **locked (DC: 10)**.

Hallway C:

The doorway before you is shrouded in darkness. The light from the room in which you stand comes to an abrupt end at its edge. Neither torchlight nor lantern light permeates the entrance.

This hallway is covered by magical darkness that can only be dispelled or negated through magical means. **Darkvision** functions normally, but normal light sources will not penetrate the hallway. At the "C" in the hallway there is a 10'x10'x15' deep open pit (1d8 for falling in).

Characters unaware of the pit must make a **DC: 15 Dex. Check at disadvantage** or fall in.

Characters aware of the pit can try to cross its nearest corner. Such only requires a **DC: 10 Dex. Check**. The door out of the hallway is **unlocked**.

Room #4: The Room of Mystery

You enter a circular room measuring roughly 50' in diameter. Near the center of the room there is an odd seven-sided geometric etching in the floor. At every vertex in the figure, a 1' diameter stone pillar sprouts from the floor and rises 20' to the ceiling. In the center of the figure grows a large 4 ½' tall mushroom.

At roughly 4' high on each pillar, there is a secret compartment (Search must be declared and

requires a successful Perception check at **DC: 12** to find one such compartment—for every such compartment found, further checks gain a cumulative +1 bonus to the Perception check roll). There are seven secret compartments in total. Each holds a plain brass key (3 cps). The keys are numbered 1 through 7. All seven are required to open the door that leads out of Room 5. They should be found in this order (#3, then #7, then however the GM so desires).

The mushroom is a Violet Fungus (SDR: pg. 309; MM: pg. 138) (XP: 50).

The door out of this room is **locked** (DC: 12).

Hallway D:

You stand at the entrance of a 10' wide, 40' long hallway that terminates in another door. The hallway appears empty.

Characters that make a **DC: 12 detect traps roll (Perception or Investigation)** in any of the squares of this hallway will notice small holes in the ceiling. They will not, however, know what their significance is. If a successful **DC: 12 check** is made in the central 10'x10' square, the character will discover a pressure plate.

Again, they will not be able to determine what happens if it is depressed except by depressing it. They will, however, be able to disable it if they make a successful **DC: 12 Dex Check** remove traps roll.

If the pressure plate is depressed, the hallway is filled with magical darkness that is impervious to all non-magical light sources. **Darkvision**, however, will still function. At the same time, caltrops will fall from the ceiling covering the entirety of the floor. Blinded characters will simply hear a metallic clinking sound as the caltrops fall. There are roughly 40 caltrops in total.

Characters will step on 1-2 when moving through a 10'x10' area. If one is stepped on, a successful **DC: 10 Dex. check** is required or the character will step on yet another one (up to a maximum of 3 per 10'x10' square). The door out of the hallway is **unlocked**, but stuck. It must be **forced** (DC: 12 Strength check).

Room #5: The Chamber of the Mind

You enter a room shaped like a perfect square measuring 40' x 40' with a 20' high ceiling. Etched on the floor near the center of the room is an odd-shaped polygon with eleven sides. In the center of the polygon is a small pouch. A fleshless skeleton lies with its back against the S wall, hand wrapped around the hilt of a short sword. Immediately to the right of the skeleton, in the southernmost section of the W wall is a massive iron door. In the center of the door are 3 rows of 6 keyholes apiece (18 keyholes in total) labeled from 1 through 18. To the right of the iron door on the northernmost sections of the wall there appears to be a strange script of formulae and other symbols scrawled all across the stones. There is nothing else of note in the room.

The small pouch contains 11 gold pieces and a crumpled note reading, in Common, "You can't divide the gold." The writing on the wall can be identified as strictly mathematical in nature with a successful **DC: 10 Arcana check**. For all intents and purposes it is simply random mathematical script. A **DC: 12 Arcana check** will reveal that it is from the field of Number Theory (theorems and such on whole numbers, natural numbers, and integers). The iron door cannot be picked. On the front side of the door, there are 3 rows of six key holes, numbered consecutively from 1 to 18. The door may only be opened if the 7 keys from room #4 are inserted in the appropriate key holes in order as follows: key # 1 goes in hole #2, key #2 goes in hole #3, key #3 goes in hole #5, key #4 goes in hole #7, key #5 goes in hole #11, key #6 goes in hole #13, and key #7 goes in hole #17 (the keys fit in the first seven prime numbers). If the keys are placed in the wrong holes and turned, **the skeleton animates and attacks** (SRD: pg. 346; MM: pg. 272) (XP:50 per

incarnation to a max of 150). If the skeleton is destroyed, and another misplaced key is turned, it will animate again, restored to full hit points. The skeleton will animate every time a misplaced key is turned, over and over, until the party solves the riddle or the party is destroyed. If the characters have not made any headway after ten minutes or so, the western wall flashes with a green light and the following words will appear scrawled across its surface:

"An endless sequence

Where nothing fits,

The first is even,

Unlike all others

No pattern,

No rhythm

No end"

If the characters successfully open the door, it constitutes completing a complex trap (XP: 300) and reveals a stone staircase leading up to a chamber in which the party will meet their captors (whoever they may be). Their captors will reward the party with 2 gp apiece and offer to employ them for another task. If the party declines, the party will be released to go about their business.

Default captor: Arcristus Glaynon, a human Mage (SRD: pg. 400; MM: pg. 347) with 4 human Guards (SRD: pg. 399; MM: pg. 347).

Alternatively, the stairs can simply lead to freedom: a cave leading out into the wilderness, a door leading into a city alley, or what-have-you.

(Prop#2)

An endless sequence

Where nothing fits,

The first is even,

Unlike all others.

No pattern,

No rhythm,

No end.

PROP #1

D	S	S	S	O	V	S	D
S	V	S	V	V	S	D	V
D	D	O	O	O	O	O	S
V	O	V	D	D		D	O
O	V	S	V	V		V	S
D	O	D	S	V	O	D	V
O	S	S	V	D	S	S	D
S	D	S	O	D	V	D	S

D = DRAGON

S = STARFISH

V = VIPER

O = OCTOPUS

