

GALIRON'S GAUNTLET

Adventure Summary

An eccentric wizard named Galiron has summoned adventurers from across the globe to participate in a unique test of skills: braving his deadly gauntlet of traps, puzzles, and monsters. The group that performs most admirably in the gauntlet will be rewarded with riches and glory beyond their imagination!

Each room in the gauntlet contains a single exit, which can only be reached by completing a challenge. These challenges vary from martial feats to mental quandaries.

PCs can bring anything they wish inside the gauntlet with them, but Galiron gives no promise of safety during the competition.

Running This One Page Dungeon

Cut along the dotted lines! Put the larger slips (the challenges) in a hat, and the smaller slips (the rewards) in a shoe. Shake well!

The PCs have two hours - real time, not game time - to complete as many challenges as possible, drawn randomly from the hat. Each completed challenge earns the PCs a single point, as well as a reward drawn randomly from the shoe.

PCs can compete against other groups at a convention, or can simply play for a good high score. Many of the challenges are open ended and allow for multiple solutions, so GMs should encourage PC creativity and reward ingenious problem-solving.

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The Taking Tree

A tall room with its walls painted to resemble a brambly grove and inexplicably lit by moonlight. Atop a stone dais sits a venerable treant named Falstaff. Hanging from his branches are an array of worthless trinkets. No exits are visible.

Falstaff curtly explains that he can show the PCs the exit, but requires something valuable in return. Gold and magic only anger him; he is only interested in objects of sentimental value to the PCs.

If each PC gives Falstaff a valued keepsake or heirloom he becomes gleeful, and shows eerie insights into their histories and identities. He then pulls a blue marble from his branches and throws it at the wall, creating a door. This marble may also be taken by force, but Falstaff will fight to defend it.

The Master of Games

A large room, unremarkable save for a human-sized, stone chess set. A young mage named Ozlaf stands on the far side of the game board, and greets the PCs as they enter.

After exchanging pleasantries, Ozlaf challenges the PCs to a game of chess, explaining that the pieces move through the air via simple verbal commands. The mage is quite confident in his abilities, but it quickly becomes evident that he has no understanding of the game. He makes up rules on the fly, all the while insisting that he knows exactly what he is doing.

The PCs must either convince Ozlaf that he is wrong or "play along" and try to beat him at his own delusional game. Once the mage concedes, the PCs may move on to the next area.

The Pillar of Water

The ceiling, floor, and walls of this room are embossed with alabaster tiles. A pillar of water gushes from a gap in the ceiling and empties into a hole on the floor. The ceiling gap is the exit leading to the next area, while the floor hole is blocked with a sturdy iron grate.

When manipulated in any way, the pillar of water giggles, revealing itself as a playful water elemental. If the PCs can improve the creature's mood - most easily done through the telling of jokes - it will lift them through the hole in the ceiling by conjuring a spout of rising water.

Otherwise, the players may block the grate in the floor to flood the room, allowing them to swim up to the hole. This, however, angers the elemental and forces a fight.

The Bell Tower

The interior of this room closely resembles a bell tower. Decrepit wood staircases line the walls, leading 100 feet upwards towards an open exit door. A giant brass bell hangs from the ceiling, and from it dangles a thick rope that reaches all the way to the floor.

Shortly after the PCs enter, the area fills with hundreds of vicious, screeching bats. Ringing the bell will disperse the bats for thirty seconds, but the intense vibrations will also cause parts of the stairs to collapse, impeding progress. The bats can be slain through normal means, but re-appear endlessly.

The room can be traversed by scaling the stairs or climbing the bell's rope. Both tasks are extremely arduous if the bats are not dealt with in some way.

The Elusive Exit

A perfectly spherical room, with smooth stone walls. The entrance to the room fades away after the PCs come in, and the only visible exit is a 5 foot hole at the very top of the sphere. A floating ball of blue light illuminates the area.

PCs will notice that the room's gravity always pulls to the outside of the sphere, allowing them to walk the full interior surface of the chamber. Entering the hole is still a tricky task, however, as it is animated by magic and is mildly sentient. It will quickly flee from the PCs if they approach.

The hole cannot see the PCs, but instead "hears" their foot-steps and actions. Silence and stealth are required to catch the hole: something the PCs must figure out through experimentation.

The Wood Carver

A tall room whose floor is covered with wood shavings. Spindly birch branches seem to grow out of the walls. Jars of fireflies hang from some of the branches, while others hold intricately carved wooden animals. An aged goblin lies in a hammock that hangs 20 feet off the floor. His long white beard is sullied by wisps of carved wood.

When he notices the PCs, the goblin uses a slender stick to shake animal carvings loose from the branches. Each time a carving hits the ground it springs to life, attacking the party. The goblin does not react to questions nor does he rise from his hammock.

Killing or subduing the carver causes him to forfeit a white wooden bird that, when activated, reveals a secret exit door.

The Library

An enormous circular room, whose walls are lined with shelves of dusty tomes. Each book has a single word title, and the entire collection is arranged alphabetically. A locked iron door sits on the far side of the chamber.

When a book is opened, it creates a magical effect that reflects its name. For example, a book titled "Fire" may shoot out flames while a book titled "Hope" may lift a PC's spirits. Nearly every common word is represented in the library.

The obvious choice of "Key" is missing from the collection - its spot suspiciously vacant - but the PCs can use other books to attempt to open the door. They should be wary though: many of the books are intentionally misleading or dangerous in their own right.

The Noble Duelist

An empty room, save for a single stone statue of a nobleman. A small plaque reads: "Pick your champion. Win the fight unaided and honourably, and passage may be yours. Stand ten paces away and draw your sword to begin."

Following the instructions causes the statue to awaken. The construct wields a stone rapier, and attacks the PC who drew their weapon with surprising agility. If any other PC tries to aid their ally, spiked chains burst from the walls, grappling them. If the challenger is under the effects of beneficial magic, the statue also benefits from those same magical effects.

In defeat, the statue bows in respect and gestures to the far wall, causing it to split in two and reveal the room's exit.

Blade of Truth
A silver blade that forces enemies to reveal truths when damaged by it.

Faithful Aegis
A hovering shield that attempts to intercept incoming missile attacks.

Winding Rope
A floating coil of rope that obeys verbal commands. Made of strong hemp.

Bugbane Torch
An everburning wooden torch with a blue flame. Incinerates insects easily.

Thief's Bracers
Leather bracers that ease lock picking, and allow the user to carry heavy loads.

Wizard's Gloves
Silk gloves that let the wearer manipulate small objects up to 20ft away.

Mirrored Vest
A shiny silver vest that reflects gazes & beams back at the attacker.

Book of Tongues
A magic book that allows for the easy translation of written foreign languages

Ring of Inversion
A golden ring that inverts the elements of all cast spells. Fire to ice, etc...

Boots of Sliding
Fur boots, which at the user's command, can become totally frictionless.