

# THE GAUNTLET

by A. A. Acevedo and jim pinto

**S**o you want to join the Minutemen?  
You think you have what it takes?

We'll see tonight.

Six crimes in 12 hours, that shouldn't be too difficult, right.

It's not. Not until you see the "shopping" list.

Steal the journal from the Herbalist and Witch, Madame Byanca.

Find a precious and rare Black Diamond, hidden somewhere in the city.

Retrieve the Lord Rhelgin's sword.

Kidnap Father Milas Tomor, a Priest of Pelor.

Leave a bloody dagger in the room of Regent Petralis.

Last... we'll save that one for later. Worry about getting these five done first.

Impossible you say? Let's hope not. The penalty for failure is imprisonment. You see, the guild has a deal with the local constable. Anyone who fails to pass the guild's initiation is handed over to the constable and imprisoned for past crimes, real or otherwise. The guards enjoy a short period of glory for "solving the crimes" and the guild gets rid of a few worthless recruits.

Good luck!

This adventure may be played alone or in conjunction with *Honor Among Thieves*.

# THE GAUNTLET

by A. A. Acevedo and jim pinto

For use with  
**EVIL**  
d20 Sourcebook  
by AEG



Requires the use of the  
Dungeons and Dragons® Player's Handbook,  
Third Edition, published by  
Wizards of the Coast®

The Gauntlet



7 29220 83032 6






## HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

## DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

# UNBALANCE THE SCALES!

PLAY EVIL AND MAKE THE  
GAME MASTER FEAR YOU  
FOR A CHANGE!

JULY 2001

\$19.95

Product #8501



Illustration © Jason Engle

Who said you had to play the good guys? Being evil just got easier. This d20 system sourcebook has everything you need to run evil characters, develop evil campaigns, and make your nasty NPCs just a little bit nastier. *Evil* has rules for new prestige classes, new spells, new clerical domains, and demon summoning. If you're playing good after this book is out, you're on the wrong side of the game. 128 Pages, soft cover.



## GAME MASTER BACKGROUND

The Gauntlet is an adventure designed for a group of four to six characters of second to fourth levels. After reading the player background, read the module at least once. You should become familiar with the various encounters before playing.

The PCs will be committing a series of criminal activities over the span of a single evening in order to qualify for membership in the local thieves' guild. GMs that ran *Honor Among Thieves* may wish to make the group the Minutemen from the city of Desburg. If you'd like, set the adventure there or make this a part of the organization's web of crime in another town. Membership is not limited to rogues; characters can be of nearly any race or class, but should be of a neutral or evil alignment. Success earns the PCs the right to wear a 'MM' brand on their left arm.

Obviously, rogues have the upper hand in some instances, but beating up a guard is best left to fighters and divining secrets is the work of bleary-eyed wizards and sages.

There are a variety of reasons the PCs could have for joining the guild, here are a couple of examples:

- The PCs attracted the guild's attention through their exploits. The guild doesn't like competition and offered two choices — join the guild or leave town.
- The PCs go to the guild for protection after a close call with local authorities.
- The PCs know someone who knows someone.

Once you've established the reason for the PCs initiation, ask if they need to prepare before the ceremony begins. Acquiring supplies is easy. The PCs may want to *pay* for their equipment rather than spend the night in a cell.

Ashton's Bend (or any city you set the adventure in) is a small city, with a population just under ten thousand. The city rests on the shore of a well-traveled river, prosperously providing services to the river traffic. The city government is rife with corruption. Cargo inspectors are paid handsomely to allow smugglers access to the docks and warehouses. As a result, the city profits more from its underground trades than it does from legitimate business.

In a city with this sort of corruption, the thieves' guild becomes an essential part of everyday life. The citizens treat high-ranking guild members like minor nobility and everyone — thieves, adventurers, and ruffians — wants to join the guild. The PCs have an opportunity to join the ranks of a prestigious organization, here and should be respectful of this opportunity.

## ADVENTURE PREPARATION

There are a few extra steps you can take to prepare for this adventure. We've randomized several of the key components so that you can replay the Gauntlet with different tests, as many times as you like. If you'd like to use our prepared sites skip this section and start reading the section titled — Beginning the Adventure. Otherwise, follow the directions below for building a unique *gauntlet* each time you play.



First, determine the target locations for the crimes (there are five included with this adventure, but feel free to come up with a few more). Roll 1d20 for each chart. Record your results on a piece of scratch paper or in your GM notebook, you'll need to refer to them later.

### DISTRICT LOCATION TABLE

1d20	Location
1-4	Docks
5-8	Warehouse
9-14	Marketplace
15-17	Crafts
18-19	Lowtown
20	Hightown

Next, determine specific sites for these crimes. Feel free to adjust the details as you see fit.

### DOCKS DISTRICT LOCATION CHART

1d20	Location	Doors/Locks
1-4	Brothel	Good wooden
5-7	Boarding House	Simple wooden
8-9	Shipwright	Good wooden
10-13	Fishmonger	Simple wooden
14-15	General Store	Strong wooden
16-18	Tavern	Good wooden
19-20	Boats	n/a

### WAREHOUSE DISTRICT LOCATION CHART

1d20	Location	Doors/Locks
1-2	Brewery	Good wooden
3-4	Carpenter	Strong wooden
5-6	Cartwright	Strong wooden
7-10	General Store	Strong wooden
11-12	Livery	Simple wooden
13-14	Porters Guild	Simple wooden
15-20	Warehouse	Strong wooden

### CRAFTS DISTRICT LOCATION CHART

1d20	Location	Doors/Locks
1-3	Clothier	Simple wooden
4-6	Weaponsmith	Iron
7-8	Armorer	Iron
9-10	Blacksmith	Stone
11-14	Jeweler	Strong wooden
15-16	Locksmith	Strong wooden
17-20	Merchant Tents	n/a

### LOWTOWN DISTRICT LOCATION CHART

1d20	Location	Doors/Locks
1-4	Tavern	Simple wooden
5-6	Butcher	Simple wooden
7-8	Baker	Simple wooden
9-14	Inn	Strong wooden
15	Fortuneteller	Simple wooden
16	Apothecary	Simple wooden
17-20	Farmer's Market	n/a

### HIGHTOWN DISTRICT LOCATION CHART

1d20	Location	Doors/Locks
1-2	Sage	Good wooden
3-4	Alchemist	Good wooden
5-7	Physician	Good wooden
8-10	Temple	Stone
11	Guard Station	Iron
12-18	Noble Manor	Stone
19-20	Architect	Good wooden

### BUILDING CHARTS

1d20	Stories
1-10	1 story
11-18	2 stories
19-20	2 stories, 3 stories in Hightown

1d20	Basement
1-8	No
9-17	Yes
18-20	Yes (connected to sewer system)

1d20	Windows
1-8	Open*
9-14	Locked (DC 15) (1d8 windows)
15-17	Locked (DC 25) (1d6 windows)
18-19	Locked (DC 30) (1d4 windows)
20	None

\* The number of windows is equal to the result rolled on a d20.

### DOORS

Simple wooden, 1 inch, 5 hardness, 10 hp, lock (DC 15), Break DC 13.

Good wooden, 1.5 inch, 5 hardness, 15 hp, lock (DC 18), Break DC 18.

Strong wooden, 2 inch, 5 hardness, 20 hp, lock (DC 25), Break DC 23.

Iron, 2 inch, 10 hardness, 60 hp, lock (DC 28), Break DC 28.

Stone, inch, 8 hardness, 60 hp, lock (DC 28), Break DC 30.

During normal business hours, the owner is always there. Some live above or behind their business, while others have a separate residence.

There is a base 50% chance that the owner is on the premises after 6 PM. Add a 10% chance for every hour after midnight with a maximum chance of 90%.

### TYPICAL MERCHANT

**Male Human Exp2:** CR 2; SZ M (humanoid); HD 2d6; hp 10; Init +0; Spd 30 ft.; AC 10; Atks Unarmed +1 melee (1d3 subdual); SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 14; AL NG. Skills: Appraise +6, Bluff +8, Diplomacy +6, Gather Information +6, Innuendo +6, Knowledge (local) +6, Knowledge (history) +3, Knowledge (politics) +3, Listen +3, Profession (merchant) +8, Sense Motive +4, Spot +5; Feats: Alertness, Skill Focus (Bluff).



Once the locations are determined, note guard activities. Roll for an encounter every hour, whenever the PCs are particularly noisy or whenever the game bogs down.

### GUARD PATROL ROTATION

Time	Activity
6 AM	First Watch — Shift Change, Open Town Gates
Noon	Second Watch — Shift Change
6 PM	First Watch — Shift Change, Close Town Gates
Noon	Second Watch — Shift Change

### GUARD PATROL ENCOUNTER TABLE

1d20	Encounter
1-6	No Encounter
7-12	Standard Patrol
13-15	Elite Patrol
16-17	Royal Patrol
18-19	Knight Captain (Paladin) with Standard Patrol
20	Knight Captain (Paladin) with Elite Patrol

A patrol is comprised of 4-6 patrolmen (1d3+3).

During the day, there is a 25% chance that a passing patrol stops the PCs as they are going about their business. After 6 PM this chance increases to a 50% and after midnight increases again to 75%. If the PCs act furtive or suspicious, add 25% from the possible chance that a patrol passes them by.

If the PCs are stopped, it is expected that they provide proof of their legitimate business. They are asked questions like “Where are you coming from?” and “Who are you on your way to see?” — if they provide a reasonable explanation or documentation of their business in the area the guards allow them to pass without further incident. If they act suspicious or fail to provide a decent excuse (i.e. fail an opposed Bluff check), the guards arrest the group and bring them to the guard station for questioning. If they fail to convince the Watch Commander of their innocence, they spend the night in jail.

The guard station is located in Hightown and there is a watch station in every district.

#### Guard Station

This location serves as the administrative offices, barracks, and prison. It is comprised of several large, stone buildings and a walled off courtyard.

#### Watch Station

These sites are small, single room offices that house a district administrator. The roving guard patrols check in with the administrator every hour on the hour.

#### Standard Patrolman

**Male Human War1:** CR 1; SZ M (humanoid); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 12 (+2 Leather Armor); Atks Club +3 melee (1d6+2); SV Fort +2, Ref +0, Will +0; Str 14, Dex 10, Con 10, Int 10, Wis 10, Cha 12; AL LN. Skills: Intimidate +3, Spot +1. Feats: Dodge, Run.

#### Elite Patrolman

**Male Human War2:** CR 2; SZ M (humanoid); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 12 (+3 Studded Leather Armor); Atks Short sword melee +4 (1d6+2); SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 10, Int 10, Wis 10, Cha 13; AL LN. Skills: Intimidate +5, Search +1, Spot +2. Feats: Dodge, Run.

#### Royal Patrolman

**Male Human Ftr2:** CR 2; SZ M (humanoid); HD 2d10+2; hp 16; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 Chain Shirt); Atks Longsword melee +5 (1d8+2); SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 14; AL LG. Skills: Intimidate +6, Search+1, Spot +2; Feats: Dodge, Power Attack, Run, Weapon Focus (longsword).

#### Knight Captain — Anselyn of Fossmoor

**Male Human Pal5:** CR 5; SZ M (humanoid); HD 5d10+15; hp 53; Init +2 (Dex); Spd 30 ft.; AC 17 (+5 breastplate, +2 Dex); Atks +1 greatsword +10 melee (2d6+4); SA Smite evil 1/day (+3 attack, +5 damage), turn undead 6/day; SQ Detect evil, lay on hands (15 hp/day), divine health, aura of courage, remove disease 1/week; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 16, Int 15, Wis 13, Cha 17; AL LG. Skills: Diplomacy +10, Heal +9, Listen +5, Profession (soldier) +8, Ride +3, Sense Motive +3, Spot +4. Feats: Alertness, Combat Reflexes, Weapon Focus (greatsword). Spells: (1) 1st: *protection from evil*.

## BEGINNING THE ADVENTURE

As our story begins, the PCs arrive at the specified meeting place — an abandoned warehouse just as the sun is going down (6 PM). Their contact is a man named Devon. That is all they know of him. He is here to answer their question and give them their ‘list.’ The list includes six crimes to commit before dawn in order to become members of the local thieves’ guild. To paraphrase, they are:

1. Steal Madame Byanca’s personal journal.
2. Find a precious and rare Black Diamond, hidden somewhere in the city.
3. Retrieve Lord Rhelgin’s sword. Lord Rhelgin is the statue in the center of the city.
4. Kidnap Father Milas Tomor, a Priest of Ijuran. Keep it quiet.
5. Leave a bloody dagger in the room of Regent Petralis without being seen.
6. Finally, there is the sixth task, which the PCs are not privy to initially. Once the first five tasks have been completed, Devon will let them know what to do.

If you’ve played (or just own) *Honor Among Thieves*, this guild could be the Minutemen from that game or a similar guild in the same city. Perhaps the initiation requires a trip into the dangerous sewers beneath the city.

When you are ready to begin the adventure read the following:



"Well here we are. The guild master asked me to look in on you and get your initiation started. You've got the list with you? Good, good. You have the rest of the night to complete the items on that list. I'll be here waiting for you and we have men throughout the city keeping an eye on you. We don't care how you do it or in what order. All we care about is that you get it done and have proof, here in the warehouse, before 6 AM. That's it. I'll see you back here at dawn.

## O. THE WAREHOUSE

This large wooden building is strategically located at the junction between the warehouse district, docks, and lowtown. At times it is used to hold stolen property or as a safe house for guild members. Tonight it is empty except for your contact, Devon.

### 1. MADAME BYANCA'S HOUSE OF FORTUNE

**Encounter:** This crude dwelling is little more than a two-room shack with one door. **Madame Byanca (hp 24)** works in the front room reading palms and divining fortunes and sleeps in a small room in the back. The dwelling is crammed full of junk (bottles, boxes, books, casks), that Byanca insists is imperative for her divinations.

**Door:** Simple wooden, 1 inch, 5 hardness, 8 hp, lock (DC 13), Break DC 15.

The PCs must steal Madame Byanca's journal — a small leather bound volume she keeps on a small table beside her straw cot. There is a 5% chance that Byanca is out on any given evening — searching for herbs in the moonlight.

**Tactics:** Once inside, the PCs must find Byanca's journal without disturbing Byanca or her familiar, **Scour (hp 2)**. Byanca will not part with the volume, so the PCs must take it by force or stealth.

Madame Byanca's raven sleeps lightly, perched next to her bed. Should the PCs be exceptionally noisy, Scour hears them. Assume a Listen or Spot check of 14 for Skaur and a Listen or Spot check of 5 for Byanca. Move silently and Hide checks must exceed these numbers. Killing Skaur wakes Byanca. A successful Search check (DC 25) finds that the book is locked away in a small flat box.

**Gas Trap:** CR 2; No attack roll needed – area effect (10 ft. radius); 1d6 Constitution damage, Fort save (DC 15) half; Search (DC 20); Disable Device (DC 20).

The box also contains six guardians scarabs (see *New Monster pg. 14*). They do not attack unless provoked, but removing the book or tipping the box angers them. If the PCs were not careful before opening it, the scarabs gain one partial action during the surprise round, automatically surprising the PCs. Surprised PCs must make a Will save (DC 15) to avoid crying out, which in turn alerts Scour and Byanca. Dropping the box provides a Listen check (DC 12).

**Madame Byanca, Human Adp6:** CR 6; SZ M (humanoid); HD 6d6; hp 24; Init +0; Spd 30; AC 10; Atks Cudgel +3 melee (1d6, x2); SA Familiar, spells; SQ *gauntlet's of ogre power\**, *potion of bull's strength*, *potion of cure light wounds*, *scroll of command*, *scroll of web*; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 16, Wis 12, Cha 10; AL NG. Skills: Concentration +12, Profession (fortune teller) +12, Knowledge (arcana) +12, Knowledge (nature) +12, Knowledge (history) +12, Knowledge (the planes) +10, Knowledge (religion) +10, Scry +12, Spellcraft +12. Feats: Brew Potion, Craft Wondrous Item, Skill Focus (scry), Scribe Scroll. Spells:\*\* (3) 0 level: *create water*, *cure minor wounds*, *purify food and drink*; (3) 1st: *bless*, *cause fear*, *sleep*; (1) 2nd: *invisibility*.

\* *The gauntlet's of ogre power have not been calculated into Byanca's stats.*

\*\* *Assume 1d4 spells were cast during the day. Roll randomly (1d8) to determine which spells are exhausted.*

**Scour, Raven Familiar:** CR 3; SZ T (animal); HD 5d8; hp 8; Init +2 (+2 Dex); Spd 10 ft, 40 ft. fly; AC 17 (+2 Dex, +7 Natural); Atks Claws +6 melee (1d2–1); Face/Reach: 2 1/2ft., by 2 1/2ft. by 0ft.; SQ Improved evasion, speak w/ master, share spells, touch, empathic link, speaks common; SV Fort +3, Ref +6, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6; AL N. Skills: Listen +9, Spot +9. Feats: Alertness, Weapon Finesse (claws).

**Treasure:** The 'Journal' contains information on herbal remedies of all kind. It has over 100 years of information that has been through generations of herbalists. The secrets in Byanca's journal are worth thousands of gold to anyone that can exploit them. The book also contains a new spell called *byanca's heart*.

In addition to the book, PCs find Byanca's magic items. Each is found on a successful Search check (DC 20) and each takes one minute of careful, quiet searching to find. Each round that a PC looks through Byanca's room, have him make a Move Silently and Hide check against Scour's Spot total.

## 2. THE BLACK DIAMOND

**Encounter:** Somewhere, hidden in the city, is a rare Black Diamond cut from a stone, buried beneath the Mountains of Har'Ilash. In order to find it, the PCs must ask around. There is an easy way and a hard way, it all depends on the GM.

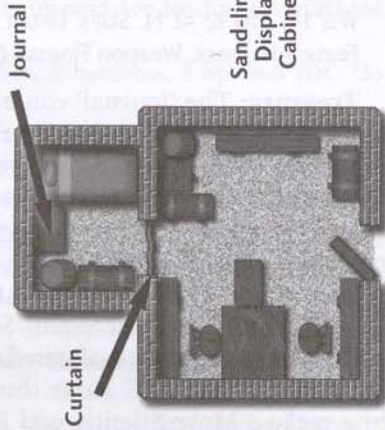
The easy way is a Gather Information check (DC 25). This reveals that Aliz-Haraf (a jeweler) is rumored to have a large portion of the uncut stone in his shop.

The hard way is to make them find it. Fully develop and role-play out the PCs hunting down the diamond. Send the PCs on a wild goose chase, if you like. Perhaps one thief directs them to a jeweler who directs them to a sage who directs them to an innkeeper who in turns sends them back to see another thief, etc. Whether or not they find the true Black Diamond or a fake is up to the GM.



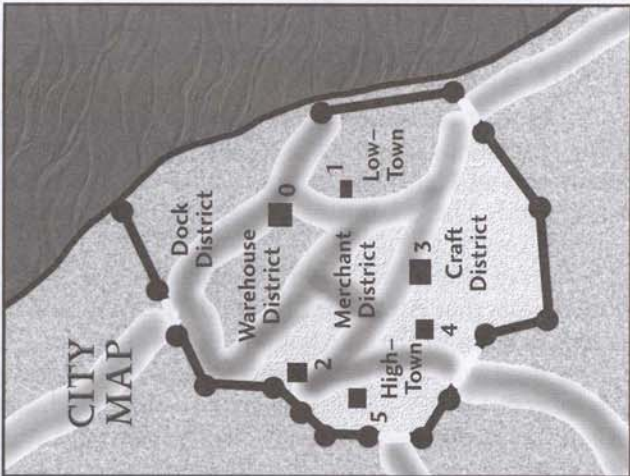
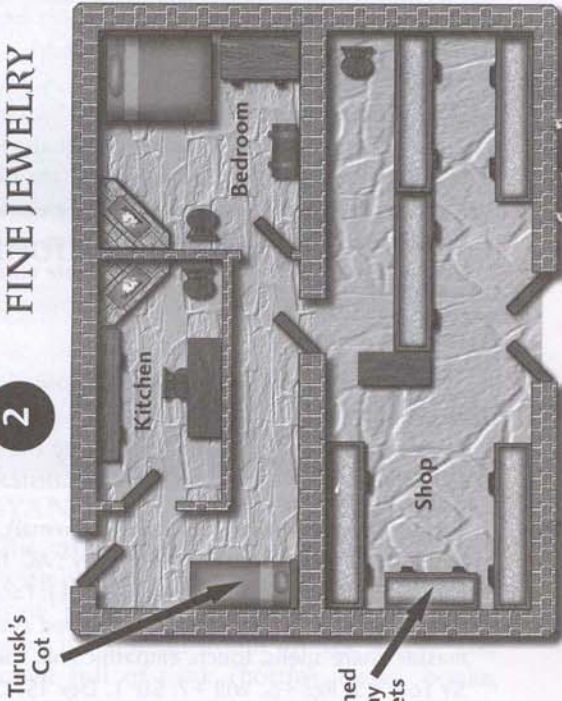
### MADAME BYANCA'S HOUSE OF FORTUNE

1



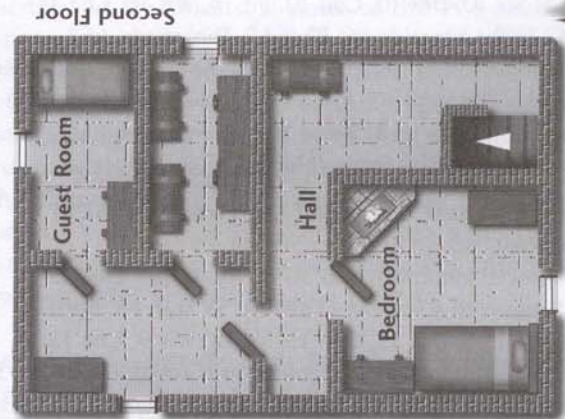
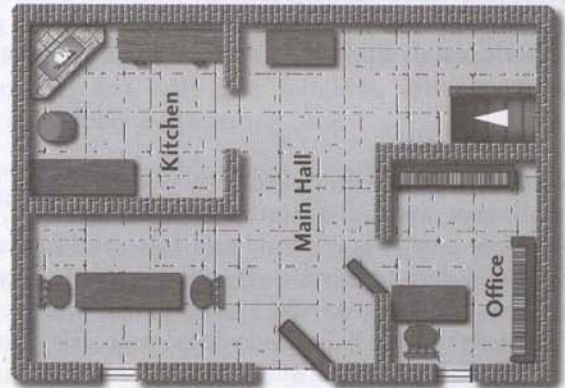
### ALIZ-HARAF'S FINE JEWELRY

2



### FATHER MILAS TOMOR

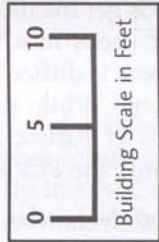
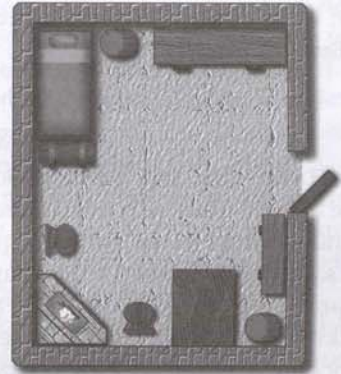
4



## LOCATIONS FOR THE GAUNTLET

### REGENT'S COTTAGE

5





**Tactics:** The PCs must find a way into Aliz-Haraf's shop. The shop has four windows, all of which have iron bars over them. There is one strong door leading in the front and an iron door in the back.

**Door:** Good wooden, 1.5 inch, 5 hardness, 15 hp, lock (DC 18), Break DC 18.

**Door:** Iron, 2 inch, 10 hardness, 60 hp, lock (DC 28), Break DC 28.

**Aliz-Haraf (hp 10)** and his bodyguard, **Turusk (hp 30)**, are always here. Aliz-Haraf keeps a large room in the back and Turusk keeps smaller quarters in a room off Turusk's. Turusk is known to stay up late (until 3 AM) and Aliz-Haraf keeps the shop until 9 PM.

Breaking a window: Strength check (DC 15).

Unlocking a window: Pick Locks check (DC 25) and a Contested Move Silently check against Turusk (if he is up).

If the PCs get inside, they must find the diamond, which Aliz-Haraf keeps in a strongbox under his bed. Sneaking into his room is difficult and if Turusk is up he may be able to hear them. While the NPCs sleep consider their Listen checks at 8. If Turusk is up, allow him an opposed Listen check against the PCs Move Silently skill check.

**Aliz-Haraf the Jeweler, Human Exp2:** CR 2; SZ M (humanoid); HD 2d6; hp 10; Init +0; Spd 30 ft.; AC 10; Atks Melee +1 (1d3 subdual, unarmed); SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 14; AL NG. Skills: Appraise +6, Bluff +9, Diplomacy +6, Gather Information +6, Innuendo +5, Knowledge (local) +6, Knowledge (history) +3, Knowledge (politics) +3, Listen +3, Profession (jeweler) +8, Sense Motive +4, Spot +5; Feats: Alertness, Skill Focus (bluff).

**Turusk, Merchant Guard Half-Orc Ftr3:** CR 3; SZ M (humanoid); HD 3d10+6; hp 30; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Atks Longsword +3 melee (1d8+3); SV Fort +5, Ref +2, Will +2; Str 16, Dex 13, Con 15, Int 12, Wis 9, Cha 13; AL LE. Skills: Intimidate +7, Profession (Guard) +4, Spot +3; Feats: Improved Initiative, Iron Will, Power Attack, Toughness.

**Treasure:** Aliz-Haraf keeps his jewelry in lock boxes through out the store. The cheaper stuff stays in the glass cases. It is ultimately up to the GM how much loot the PCs can walk away with.

### 3. CITY SQUARE

**Encounter:** In the center of the city is a small park with stone walkways around a statue of Lord Rhelgin, the founder of the city. It is a sacred and historical landmark and few would dare to harm it. However, patrols here are frequent here nonetheless. Add 3 to all patrol rolls.

Lord Rhelgin's statue is in a very regal pose. His sword is held high above his body. It is a finely crafted sword and if the PCs didn't know it before, they can see now that the sword is worth a great deal.

**Tactics:** Removing the sword is difficult. First someone must climb up the statue — Climb check (DC 10). Next the PC must find a way to remove the steel sword from the stone hand. Pulling it out is possible, but with little leverage a Strength check (DC 25) is needed to hoist the sword from the cramped hand. If the PC is unable to pry it from the hand, then the fingers must be chiseled off. This is an easy task with right tools. A Strength check (DC 15) breaks the fingers from the statue (or 25 points of damage in a single swing — hardness 10, 15 hp). However, if the PCs opt for this method, they draw the attention of any patrols in the area. Randomly roll for the patrol that arrives in 2d4 rounds. The PCs had best be light of foot if they intend to escape the city guard.

**Treasure:** Lord Rhelgin's blade is well-known throughout the city and any citizen can identify it on sight. It does not radiate magic, but is considered a +1 *longsword* for all purposes. Smart PCs may question why the guild would want such an infamous blade.

### 4. FATHER MILAS TOMOR

**Encounter:** Father Milas is a powerful priest in the city. PCs aware of the local climate — Gather Information check (DC 18) — know that he is presently involved in lengthy excommunication proceeding with an important regent in the city. Father Milas, a follower of Ijuran (or the God of Justice in your game world), is the most vocal and influential of the priests. If none of the PCs know this, it will not affect their ability to finish the adventure. It could add further complications to the plot, however, when the PCs later learn the impact of kidnapping an important priest. Developing a back-story to this plot hook is useful for running this adventure as part of an ongoing campaign.

The thieves' guild wants Father Milas for a *short chat*. If the PCs can't secure him tonight, the guild can always find more competent men to do it for a few thousand gold. But why pay for work if you can get it for free?

If the PCs are smart they will save the kidnapping of Father Milas for last (so they don't have to lug him around everywhere).

**Tactics:** Getting into Milas's home is no easy task. He's a paranoid man and he keeps a guard dog in his home and lives in a very secure neighborhood. Father Milas lives in the Hightown district and his house is very secure. The downstairs has only two windows and the front door (the only door) has a sturdy lock.

**Door:** Strong wooden, 2 inch, 5 hardness, 20 hp, lock (DC 30), Break DC 28.

If the PCs cannot get in the front door, they'll have to climb to the second story of this or a nearby building. There are four windows on the second floor, each one allowing access to a den or small room. There is a 25% chance of entering through the window in Milas' room.

Once inside, they have the dog to contend with, and Milas, should he wake. He keeps a light mace under his bed and is prepared to use it if necessary. He has not prayed



for new spells yet and it is up to the GM if he has any remaining from the day before. If Anvil, the guard dog, begins barking, Milas wakes in 1d4 rounds.

Climbing up the side: Climb check (DC 15).

Getting past Anvil: Contested Hide or Move Silently check.

Breaking a window: Strength check (DC 12).\*

Unlocking a window: Pick Locks check (DC 15) and a Contested Move Silently check against Anvil.

\* Automatically alerts Anvil.

In essence, the only obstacles are Anvil and any patrols that happen by. Anvil is always awake.

**Anvil, Guard Dog:** CR 4; SZ M (animal); HD 4d10+8 (34hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd: 50ft; AC 13 (+1 Dex, +2 Natural); Atks: Bite +5 melee (1d6+4); Face/Reach: 5ft.; SQ: Scent; SV: Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 10; AL N; Skills: Hide +6, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +2; Feats: Alertness, Improved Initiative.

**Milas, Human Clr 7:** CR 7; Size M; HD 7d8; hp 53; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Atks Light mace +5 melee (1d6); SV Fort +5, Ref +1, Will +7; AL LG; Str 10, Dex 9, Con 11, Int 11, Wis 15, Cha 13. Skills: Craft (carpentry) +9, Diplomacy +11, Heal +8, Knowledge (arcana) +4, Knowledge (religion) +8, Listen +2, Spellcraft +2, Spot +2. Feats: Alertness, Extra turning, Heighten spell, Scribe Scroll. Cleric Domains: Law, Strength. Spells: (6) 0-level: ; (5+1) 1st level; (4+1) 2nd level; (2+1) 3rd level; (1+1) 4th level.

**Treasure:** If the PCs take time to search the premises they may find a collection of Milas' holy goods.

## 5. BARON REGENT PETRALIS

**Encounter:** Baron Petralis is a noble from a nearby Barony, having come to the city to court, establish his strength, and serve his own interests. It's not clear why the PCs must put a blade in his hand or who gains from this, but the Baron has enough enemies to justify the act. The PCs may make a Gather Information check (DC 25) to determine how much they know about Baron Petralis.

The PCs are provided a dagger with the Baron's seal on the pommel. They must bloody it (with fresh blood) before putting it into his chamber, preferably near his hand. The PCs are being watched on this *and* there is an inside man, so as soon as the deed is done, calamity ensues.

**Tactics:** Bloodying the dagger is the easy part. A chicken, lamb, or even a beggar, are all suitable recipients for the blade. In a last ditch effort, one of the PCs could cut himself with the dagger. The important part is making sure the blood is fresh and to get in and out without being seen.

The Baron is staying in an expensive one-room bungalow in the Hightown district, a posh establishment known for its 60 gp a night price tag. It is known that he is staying in cottage number seven. But getting past the Baron's personal guard is difficult.

There is no room for foolhardy tactics here. If anyone is seen entering the Baron's room, the jig is up. For the Baron's Guard use the Royal Patrolman stats listed earlier.

### Bribe

A substantial bribe to the Baron's guard allows the PCs access. 1,000 gp is the the minimum acceptable bribe. Make a Diplomacy or Bluff check (DC 20). Failure means the guard was insulted or upset with the PC. Even with the gold they are not getting in. To make matters worse, a failed bribe attempt points an accusatory finger at the PCs when a bloody dagger is found in the room.

### Sneak In Through the Window

The PCs can easily sneak through a window to get in. There are two windows on each side of the building and each one is locked. A successful Pick Locks check (DC 25) and a successful Move Silently (DC 20) are required to get in and not alert the Baron inside or his guard.

### Wait for the Changing of the Guard

At midnight the guard's change, and again at 6 AM. If the PCs are careful, one of them can sneak in while the guards walk the grounds around the cottage, leaving the door unguarded. During this quick patrol, the PC must sneak in between the guards, pick the lock and get inside, before anyone returns. The PC has 2d3 rounds to accomplish all of this. The PC must succeed at a Pick Locks check (DC 20) to open the door. It takes one round to move to the door, one round to get out the right lock picks for the job, and three rounds to pick the lock. It takes only two rounds if a roll of 25 or more is made and only one round if a roll of 30 or more is made.

There is a lot of room for drama and tension here. Play it up.

### Once Inside

The immense suite before is lavished with decorations from around the globe. However, a smart thief knows not to take anything from this room, lest he rouse suspicion that someone was here.

A Move Silently check (DC 15) is required to sneak to the Baron's bed without alerting the Baron or the guard outside. Once next to the bed, the PC may place the dagger on floor near the Baron's hand.

### Getting Out

The PC can easily leave through the window, requiring one last Move Silently check (DC 15).

## 6. FINAL SCORE

Once the group has completed the five listed crimes they must report back to the warehouse. Devon collects whatever goods or people they've taken and tells them that they have one final test to complete.

In actuality this test is merely a test of loyalty. It is up to the GM what specifically the PCs do (we've left room for customization). Anything from murdering a party member to turning one's own family over to the constables are



viable options. In actuality, the guildmaster doesn't expect anyone to complete the task. He or she must merely show considerable desire to commit the act to prove their worth. What thief can be trusted that places his friends or family above the guild?

If the PCs are successful (on all counts), they are granted full guild membership, which includes a brand or tattoo on their neck, forearm, or shoulder (depending on the campaign). The PCs are shown the safe houses and hangouts, introduced to fences, "reliable" guards and all fellow guild members. They are also trained in guild procedure and protocol. The PCs have a long, profitable life of crime ahead of them and the guildmaster wants them trained properly.

If the PCs fail, there is a price to pay — the guild turns them over to the local authorities. Fast talking PCs might be able to convince the guild to let them go, providing they leave the realm of the guild's influence and/or provide a handsome bribe. If not, it's off to jail. Let's hope they have a backup plan.

If the PCs are caught at any time during the evening, the guild disavows knowledge of the incident and even finds credible witnesses to speak against the PCs to insure a lengthy incarceration.

If the GM wishes to use the guild as part of an ongoing campaign, here are a few adventure hooks that might stem from this experience:

- The guild is impressed with the PCs ability to work as a team. They use the PCs as a special unit for complex confidence schemes or heists.
- The guild uses the PCs to scout out additional recruits, locally or within neighboring cities.
- The PCs must further harangue Baron Petralis, planting evidence that implicates him in scandals and paints him in an ignoble light.

Whatever the decision, the guild can remain a useful tool for further adventures in any fantasy campaign.

## NEW MONSTER

### GUARDIAN SCARAB

#### *Diminutive Beast*

Guardian scarabs are rare creatures, found in arid, rocky locales. These silvery insects are highly sought after as treasure guardians. Their poisonous bite and suprising movement often startle potential thieves.

### COMBAT

Guardian Scarabs are not particularly aggressive toward most creatures, they are scavengers; content to eat carrion or smaller insects. They attack only in self-defense.

**Poison (Ex):** Bite, Fortitude save (DC 11); Initial damage 1d2 temporary Strength, secondary damage 1d2 temporary Strength.

**Immunity (Ex):** Guardian Scarabs are immune to all poisons.

## NEW MAGIC ITEM

### BLACK DIAMOND

**Description:** Cut from a rare crystal, this rough diamond appears cloudy and blackened.

**Powers:** Upon utterance of a command word, the crystal controls darkness in one of three ways:

- One command word (*fashol*) causes the gem to shed a dark shadowy cloud, 5 feet in diameter around the crystal. Nothing can be seen through the darkness and even darkvision or magical vision is halted by it. This does not expend any charges.
- Another command word (*gy'pahj*) allows the wielder to peer through the crystal and gain the benefits of Darkvision. This use of the gem expends one charge.
- The last command word (*ulsinay*) allows the wielder to cast *darkness* on any object touched by the crystal. This use expends two charges.

A newly created Black Diamond holds 50 charges, once expended the crystal becomes nonmagical, but still retains its value as a rare stone to collectors. In this form it is worth anywhere from 1,000 – 6,000 gp.

**Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *darkness*, *darkvision*; **Market Price:** 7,200 gp.

## NEW SPELL

### BYANCA'S HEART

Enchantment (Charm) [Mind-Affecting]

**Level:** Bar 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5ft./2levels)

**Target:** one person

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This charm makes a humanoid fall in love with the caster. If the creature is currently being threatened or attacked by the caster or her allies, however, he receives a +4 circumstance bonus to his saving throw.

This spell does not enable the caster to control the love struck person but he perceives the caster's actions in the most favorable way possible. The victim remains as close to the caster as possible, protecting her from harm if she is threatened. The victim tries to woo the caster and obsessively vies for her attention as long as the spell is in effect or until the caster threatens or attacks him.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE  
Open Game License v1.0 Copyright 2000, Wizards of the Coast, Inc.

## ALDERAC ENTERTAINMENT GROUP

Alderac Entertainment Group, Inc. (AEG) is an award-winning industry leader in the collectible card game, roleplaying game, and miniatures game categories. AEG develops and publishes popular game-based entertainment products, including: *Warlord: Saga of the Storm*, *Legend of the Five Rings*, *7th Sea*, *Doomtown*, *Farscape*, *Series Archer*, and the *Clan War* miniatures game. For more information on AEG, visit the company's website at [www.alderac.com](http://www.alderac.com).

## OPEN GAME CONTENT

All material in the module that is indented and printed in the sans serif typeface is Open Game Content, except for the proper names of NPC's, and may be used pursuant to the Open Game License. Material contained in the *New Monster*, *New Magic Item*, and *New Spell* sections is also Open Game Content. Illustrations on those pages are not Open Game Content and are owned solely by Alderac Entertainment Group, Inc. In addition, to the extent any material is derived wholly from the d20 SRD and/or the *Dungeons and Dragons® Player's Handbook*, Third Edition, such as spell names and magic items, that material is also designated as Open Game Content. All other content is designated as closed content, including but not limited to: NPC and Pre-generated character names, character background text, monster descriptions and all other module text not otherwise required to be Open Games Content.

Alderac Entertainment Group (AEG) reserves the right to publish addenda and/or modification to the designation of Open Game Content within this adventure on our web site if either by the unilateral action of AEG, by agreement of parties (including AEG) or by operation of law there is a change to the designation of Open Game Content.

## LEGAL STUFF

*Dungeons and Dragons®* and *Wizards of the Coast®* are trademarks of Wizards of the Coast, and are used in accordance with the Open Game and d20 Licenses.

Links to the full text of both the Open Game and d20 licenses, when available, can be found on the Alderac Entertainment Group web site, and are hereby incorporated by this reference as if fully set forth herein. Future versions of this adventure will contain the entire text of those licenses, once finalized.

## THE GAUNTLET

Author: A. A. Acevedo and jim pinto

Project Manager: jim pinto

Editor: Dave Lepore

Creative Director: Mark Jelfo

Graphic Design: Steve Hough

Art Direction: jim pinto

Illustration and Cartography: Cris Dornaus