

# The Ardellburg Gauntlet

A premade adventure designed for



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## The Ardellburg Gauntlet

Every year, the small city of Freeport launches a wildly popular festival known as The Gauntlet. The festival gives upstart adventurers a chance to participate in games of strength, speed, and intelligence for powerful magical prizes. Run the Ardellburg Gauntlet if you want:

- An adventure for brand new players.
- An interesting mix of combat, exploration, and interaction.
- Fights that won't kill the players.
- To introduce players to a bustling city.

## History

About 200 years ago, a benevolent noble by the name of Orion Ardell saw potential in a group of four young adventurers, so he outfitted the ragtag bunch with new weapons and armor. The grateful adventurers immediately set out into the wilderness in search of gold and glory. Years passed without Ardell hearing word from the adventurers, so he assumed that they had met their grisly fates. Decades passed, and the adventures became nothing more than a sad memory for Ardell.

And then suddenly, tragedy struck: the great dragon Graxtorax descended upon the people of Freeport in a wave of death and fire. Just as the city defenders were beginning to lose hope, a group of four veteran adventurers rode across the plains leading to the city. Known as the Company of the Ruby Heart, the adventurers waged an epic battle against Graxtorax and slayed the great wyrm.

When the beast fell, the four adventurers pushed their way past the cheering cityfolk and made their way to Ardell's manor. There, they bowed before Ardell, now an old man. Ardell could hardly believe his eyes—it was the same four adventurers he had outfitted so long ago! In tears, Ardell embraced the adventurers.

The heroes stayed with Ardell for the following week, regaling him with tales of their adventures. They eventually bid Ardell farewell and set off in pursuit of more adventures.

The people of Freeport started a new tradition to honor the adventurers' courage and Ardell's benevolence. Every year on the anniversary of Graxtorax's death, the mayor of Freeport held a formal ceremony where he gave valuable gear to upstart adventurers.

It was a noble gesture, but the everyday people of Freeport had no interest in pomp and circumstance. They held a festival in the slums (which the people had renamed "Ardellburg"), filling the streets with triumphant music and warm food. Some businesses hosted clever games such as riddle competitions and "Pin the arrow on the dragon." After several years of annual Ardellburg festivals, it became abundantly clear that the festival in the slums was much more popular than the official ceremony. So, the mayor of Freeport combined the two. He announced the Ardellburg Gauntlet, a city-spanning competition that includes challenges of strength, wit, and speed. Fledgling adventurers could compete for a chance to win adventuring gear.

## The Gauntlet

The Gauntlet is a four-day competition that consists of nine events. The final competition, the Trial of Speed, is the largest and most popular competition. At the end of the festival, adventuring groups receive prizes based on whichever teams have the most points.

## The Rules of the Gauntlet

Participants in the Ardellburg Gauntlet must abide the following rules. Violators are subject to disqualification.

1. Participants must register two days before the festival begins.
2. Participants must abide by all local laws.
3. Each adventuring group can have no more than X participants (Modify this value to match your number of players).
4. Participants cannot have previous adventuring experiences. Upstart adventurers only!
5. Each game has its own set of special rules, which participants must follow. Participants who violate the rules of an individual game will be disqualified from that game, but not from the Ardellburg Gauntlet on the whole.
6. Adventuring groups collect points when they win a game. Groups with the most points at the end of the Gauntlet will receive awards.
7. Adventuring groups can participate in however many games as they like, using as many or as few members as they like.

## Day 1 – The Opening Ceremony

The first day of the three-day festival is filled with excitement—travelers from surrounding kingdoms gather around the city, inns overflow with customers, and merchants hawk their wares on the streets.

Alisa Ardell, the great-great-great-granddaughter, of Orion Ardell, delivers a very short speech about hope. She stands before a statue of Orion at the Ardell manor.

### Alissa Ardell

Alissa is a relatively short, blonde noblewoman of about 25. She bears a loose resemblance to the statue she stands before and she exhibiting the same warm, welcoming body language as her ancestor.

This ceremony is a great opportunity to roleplay. Have Alissa introduce herself to the players before or after her speech. Alissa takes her responsibility as the Gauntlet representative quite seriously, so she will use the conversation as an opportunity to evaluate the players' integrity. Have her ask questions like:

- Why do you want to become an adventurer?
- How will you change the world if you win?
- Which is better: mercy or justice?

This is also a good time to have players introduce their characters to their other players. Have the players describe their appearance.

On the first day of the festival, your players will probably want to socialize or research the

upcoming challenges. Use this as an opportunity to introduce players to important people and characters. You could also have them cross paths with other teams to spark rivalries.

## Day 2 – The Trials

The games officially start at dawn. Players will have until dusk to accumulate as many points as they can. Make it clear to the players that time is their biggest enemy. Completing a trial can take anywhere from a few minutes to over an hour, and traveling between trial locations can take several hours because of the crowded streets. Altogether, each trial requires about 2-3 hours to complete. Consequently, the players won't have enough time to attempt every trial unless they split up. This can lead to dramatic tension as players try to figure out who has the best chance at each trial.

## Day 3 – The Trial of Speed

The third day of the festival is devoted entirely to the Trial of Speed. Crowds of people gather around the most important race locations (the starting line, the finish line, and the checkpoints) to cheer on their favorite teams. The Trial of Speed starts at noon and generally lasts 1-2 hours. The rest of the day is filled with celebration as the people of Freeport praise the winning teams.

## Day 4 – The Closing Ceremony

The mayor of Freeport, Don Betwise, presents the winning teams with their prizes. The ceremony takes place at town square, where a statue of the

four adventures of the Company of the Ruby Heart stands triumphantly.

### Mayor Don Betwise

Don is a politician through and through—well dressed, always smiling, and he opens every conversation with a firm handshake. He is tall and has salt-and-pepper hair.

### The Company of the Radiant Heart

The statue of the four adventurers has the following inscriptions:

#### *Oswin the Brave*

*His courage rallied the people of Freeport.*

#### *Ariel Starheart*

*Her magic quelled the dragon's flames, sparing this great city.*

#### *Jackson Arithal*

*His arrows struck true, slaying the fearsome dragon.*

#### *Melissa Arithal*

*Her healing spells saved the lives of countless Freeport citizens.*

In addition to the formal award ceremony, the people of Freeport will be eager to celebrate with the winners. Citizens will offer the winners drinks, flirt with them, try to spark conversation, and so forth. If the players do well in the trials, give them a chance to bask in their well-earned glory.

## The Teams

Teams typically organize themselves by color, displaying their affiliation through colored tunics, banners, war paint, or arm scarves. Give your players a chance to select their color, and perhaps even name their team. Modify the size of other teams to match the size of your gaming group—if there are 4 player characters, every other team should have 4 players. Explain that this is part of the rules; all adventuring groups must have a specific number of players. You can create as many rival teams as you want.

## The Trials

The games officially begin on the second day. Adventuring groups will have from dawn to dusk to collect as many points as they can. They can retry failed trails if they like. Make it clear to the players that they are racing against time. The longer they take to complete each trial, the less time they will have for other trials. For this reason, the players may want decide to split up and attempt trials individually or in small groups.

The trials are very open-ended. Some trials will have obvious solutions, while other trials will require out-of-the-box thinking. Reward players who show creative problem solving.

It's possible that your players might have the perfect solution to a difficult trial, such as the ability to levitate objects at the Trial of the Titanslayer. That's fine—give the player a chance to shine, and then move onto the next trial.

### The Local Team

- **Akina Darkfeather (Thievery)** – A young and lithe thief. She carries a pair of daggers on her belt and is distrustful of strangers.
- **Oswin Clemons (Command)** – A soldier who wears scale armor. He has an authoritative air about him.
- **Amelia Fogwatcher (Tracking)** – An archer who carries a tall oaken bow. She is friendly and almost always smiling.
- **Lexi the Swift (Bardic Lore)** – A charming bard who is often playing a tune on small wooden flute.

### The Wilderness Team

- **Claw (Warfare)** – A hunter from outside the city. He wears a bear hide like a cloak and addresses people very directly.
- **Grok (Savagery)** – A thickly muscled barbarian. He goes around without a shirt and proudly displays warpaint. He is honorable and bold.
- **Tesbir Greenshadow (Nature)** – A storm druid with a rod and shield. He often has a distant, far-off look.
- **Sven Reeve (Tracking)** – A tracker with a pair of short swords. He is quiet and reserved.

### The Magic Team

- **Eldon Lee (Arcane)** – A wizard who appears to be in his mid-20s. He often mumbles to his familiar, a frog that rests on his shoulder.
- **Tanlath Nightvale (Arcane)** – A haughty swordmage who conjures weapons out of thin air.
- **Andi Gearwhistle (Artifice)** – An eccentric artificer who always seems to be tinkering with a small gadget.
- **Tian Shik (Dragon)** – A wild-eyed dragon sorceress. She is passionate and quick to laugh. She keeps a cruelly barbed dagger.

### The Exotic Team

- **Zai-es (Martial Arts)** – A monk from a distant land. She speaks very rarely, but her words carry wisdom.
- **Yis (Faith)** – A devout paladin bearing a longsword and shield. The shield bears the symbol of a serpentine dragon.
- **Haresh (Warfare)** – A tall man from the southern deserts. He wields curved swords and keeps to himself.
- **Laketa (Undeath)** – A necromancer with long, braided hair and many facial piercings. She is kind, despite her intimidating appearance

## The Trial of the Titanslayer (5 points)

**Special Rule:** A team is disqualified if it damages the pole.

**Objective:** Retrieve a token hanging from a hook at the top of a 30-foot-tall wooden pole. The pole is

about 2 feet wide. To climb the pole, a player needs to succeed 3 decreased rolls to climb in a row. Alternatively, a player can make a ranged attack to knock a token free if he makes a **Very good** (17+) roll. However, this can be dangerous because projectiles have to land somewhere.

### The Trial of the Sphinx (1-10 points)

**Special Rule:** Each member of a team gets 1 guess per riddle.

**Objective:** Answer riddles, gaining 1 point for each correct guess.

Located in the Grinning Sphinx Tavern, the Trial of the Sphinx presents contestants with an array of riddles. Each riddle is told by a different tavern patron. This trial is an excellent opportunity to roleplay. If you like, you might also hide clues about each answer within the person telling the riddle.

The needle swayed,  
The path conveyed,  
Find me beyond the tip  
of a Red-soaked blade.

—North

First a druid's home  
Then a wizard's spell  
Then a barbarian's warmth

—Wood

A metallic click and the turn of gears.  
"I told you we needed one," said the Elf  
As she glared at her companion.  
"It's not too late, Lass," said he.  
"Bend over, and I'll give you mine."  
(What did the elf want?)

—A ten foot pole

Earth, Air, Fire, Water  
I'm flipped about, with Earth at my head and Air at  
my feet.  
Water once ran through my body.

And now: Fire!

—An arrow

I have rivers without water,  
Forests without trees,  
Mountains without rocks  
Towns without houses.

—A map

I could drag on and on with rhymes, but I've already  
named it.

—A dragon

What crosses the river but doesn't move?

—A bridge

You throw it down,  
You wear it,  
You run it now.

—A Gauntlet.

Out in the wilderness it rests alone,  
A magic creature, a deadly crone.  
Its deadly weapon is too-well known:  
Look at one and you're...

—A medusa / gorgon

It has a golden head  
It has a golden tail  
but it has no body.

—A coin

### The Trial of the Lost Ship (5 points)

**Objective:** Retrieve a heavy token at the bottom of the river.

This trial is complicated by three things: First, the tokens are so deep that most contestants will have trouble reaching them. Second, the water is quite

### Trial of the Titanslayer Scenes

- Cytel, an elderly man with a long white beard, is telling stories to a dozen or so young children. He is currently recounting the tale of how the Company of the Ruby Heart defeated the Dread Titan Korrrg.
- A rival team tried to knock off one of the tokens by shooting an arrow at it. They missed, and the arrow arced back down to strike the ground several feet away from a teenage girl. The girl's outraged father and the nervous archer are currently arguing with a judge as to whether or not that adventuring group should be disqualified.

### Trial of the Sphinx Scenes

- Delira, a rather fetching half-elf, sits at the bar and makes come-hither looks at one of the players.
- Turiss, the innkeep, invades the players' personal space during the competition. He fought hard to make sure that his tavern (and not his rival tavern across the street) would host this trial. He's doing everything he can to take advantage of this advertising opportunity.

### Trial of the Lost Ship Scenes

- While underwater, a player sees a rival adventurer struggle to break the surface before his air runs out. He thrashes for a brief moment and then goes limp.
- Dozens of rowboats are scattered across the river. People from all walks of life lounge in the boats, enjoying the pleasant weather and watching adventurers dive for tokens. Some people cheer for the players.

murky, making it difficult to see. Third, the tokens are heavy (about 30 pounds).

To retrieve a token, a swimmer need to make 5 successful consecutive spirit rolls to hold his breath (2 rolls for getting down there, 1 roll for finding the token, and 2 rolls for swimming back).

If a team somehow manages to illuminate the bottom of the river, the swimmer can skip the third roll.

This trial is potentially dangerous for players. If a player fails a roll, explain that he drops the token and has to make for the surface immediately. Players who act recklessly risk taking damage.

**The Trial of Cunning (5 points)**

**Special Rule:** Damaging Black Tom results in disqualification from this trial.

**Objective:** Bring Black Tom to a judge, who must then touch the cat.

Black Tom is a particularly crafty and elusive alley cat. He is extremely fast and an excellent climber, and he uses his small size to slip through holes.

**Black Tom**  
**Stats:** -1 Brawn, +4 Finesse, -1 Mind, +1 Spirit  
**Combat:** 10 life

- Escape Artist:** Increase rolls to escape.
- Feline:** Can climb rough surfaces and jump 10 feet.
- (!) Instinct:** Follows the scent of rotting fish and female cats. Becomes calm in the presence of either.

**Tiny**

**The Trial of Might (5 points)**

**Special Rule:** Breaking the boulder results in disqualification from this trial.

**Objective:** Move a boulder (weighing about 2,000 pounds) 20 feet.

The boulder is much too heavy to move, so the players won't make any progress if they use brute force. Players will need to employ out-of-the-box thinking to figure out ways to move the boulder. For example, the players might borrow oxen from a nearby farm to help them haul the stone. They also might use specialized traits, such as summoning a Floating Disc (Arcane) underneath the boulder and then digging the disc free to move it.

**The Trial of Justice (1-9 points)**

**Objective:** Collect evidence about the crime and explain your conclusion to the judges.

The patrons of the O'Malley's Brewery are acting out a pretend murder. There is no right or wrong way to solve this trial. Rather, three judges will evaluate a team's performance. Each judge can give 0-3 points.

- The first judge evaluates thoroughness.
- The second judge evaluates how respectful and fair the investigators are.
- The third judge evaluates morality and restraint. He doesn't care if the players correctly guess the murder—he only cares that they make moral decisions based on the available evidence.

**Trial of the Cunning Scenes**

- A family of obviously wealthy nobles is having a picnic by the shore. Their bodyguards shield the nobles from the nearby peasants—perhaps a bit too zealously.
- A worshipper of the Lightbringer is loudly preaching about the glorious wonders of his god.

**Trial of the Might Scenes**

- Before arriving at the trial, a man approaches the players and offers to sell them a pickaxe for the outrageous price of 20 gold. He assures them that breaking the boulder into smaller pieces is perfectly within the rules (he's lying).
- A group of small children fight with wooden swords and wear buckets on their heads. They are starstuck when they see the players.
- Someone from a rival team somehow managed to get his foot stuck under the boulder and is screaming in agony. His teammates are trying to dig him free.

**Trial of the Justice Scenes**

- A group of obviously drunk tavern patrons wave the players over to their table and offer to buy them a round of drinks. They are annoyingly insistent and become confrontational if the players turn them down.
- A very young boy tries to pickpocket one of the players. Have the player make a mind roll to see if he spots the child. If confronted, the child will break down and explain that he's trying to pay off his family's debt to the local thieves' guild. The guild has threatened the lives of his mother and sister. Unbeknownst to him, the guild plans to sell the boy's sister into slavery.

The players arrive on the scene hours after the girl's pretend death. These are the facts:

Abigail, a young girl who worked at the tavern, was found dead in her inn room. The door was locked and there are signs of struggle. The cause of death is a blow to the head. There are 3 suspects:

- **Besogath** – He's a foreigner who showed up the night before and purchased a room. He's huge and doesn't speak the native language. Many of the villagers suspect that he is guilty. Among his belongings they found a tattered fetish, a few daggers, and rations. Besogath is confused and nervous. Even though he doesn't speak the language, he has a vague idea that he's a suspect in the crime. If the players are somehow able to communicate with him, he explains that he was alone in his room on the night of the murder—a terrible alibi.
- **Brian** – He's a worker who was there at the night of the murder. He has a semi-reliable alibi: he was serving drunks most of the night. There are rumors that he fancied Abigail. Brian killed Abigail in a fit of jealous rage after he found out she was going after another guy. Brian stepped out for about an hour at some point during the night, but it was verified that he went to a nearby alchemist's shop during that time to pick up brewing supplies. The owner of the alchemist's shop, Stephos, is present at the inn for questioning. Stephos will confirm that Brian didn't do anything suspicious. Brian is stubborn and uncooperative. He sticks to his story that he

spent the whole night serving drunks (who naturally can't corroborate his story), and he went out on a supply run to the alchemist's store. Players may pick up that he's lying, but that's still not sufficient evidence to convict him.

- **Gail** – Abigail's sister. It is well known that Gail and Abigail hated each other. Gail claimed to be across town when the murder occurred, but nobody can corroborate her story. Gail is saddened by her sister's death. Now that her sister is dead, she regrets not mending their relationship. She's also terrified because she knows that she's a prime suspect. She will tell the players that she loved Abigail (which is actually true). This goes against what people know about Gail, so players may think that she's lying.

The part of Abigail is played by a young girl who is sprawled across the inn floor. There are obvious signs of a struggle and her shirt is partially ripped. There is blood under her fingernails.

Last night, Brian found out that Abigail was pursuing another man, so he confronted her. A fight broke out, and Brian pushed Abigail. She hit her head on the floor and died instantly. Abigail scratched Brian during the fight. When Brian realized that Abigail was dead, he locked the door behind him (using his employee key). He then went to go pick up supplies from the alchemist's shop. While he was there, he stole a healing potion and drank it (healing the scratch marks). The empty potion bottle can be found in the trash in the back alleyway. This bottle is the key piece of evidence that connects Brian to

### Trial of the Shadows Scenes

- While sneaking past a guard, a player spots a basket filled with a strange tan root. Have the player make a mind roll to see if he identifies it. The root is spik'ket, a highly addictive and illegal root. The booth owner could be in serious trouble if the player reports this information to the authorities.
- A corrupt guard will allow the players to steal the token if they bribe him. Bribing a town guard is illegal and therefore against the rules. If the players accept his offer and the judges find out, the players will be disqualified from this trial.

### Trial of Fury

- The players arrive just as another match is ending. Describe how the two adventuring teams fight each other, and then describe how the healers rush into the arena to tend to the wounded.
- Some of the spectators are gambling on the matches. Players can potentially join in the gambling.

the crime. Stephos took inventory and knows that a healing potion is missing, but he doesn't share that information unless the players specifically ask him.

The other tavern patrons can share extra information about the case. They know general facts about the suspects, such as the fact that Brian had a crush on Gail, and that Abigail fought with Gail over their family's inheritance. Use the tavern patrons as an opportunity to reward roleplaying. The patrons might reveal extra clues about the

suspects. They might also provide false rumors that will send the players on a wild goose chase.

If by any chance the players are able to speak to the dead, the townsfolk managed to convince a friendly ghost (an actress in life) to play the part of Abigail. She knows exactly who killed her, and she points the finger at Brian. Players who have special magical means of solving the crime (reading minds, magically compelling the murderer to confess, being able to look back in time, etc) can also discover the identity of the murderer rather quickly.

### The Trial of Shadows (5 points)

**Special Rule:** Guards patrol the bazaar. If a guard touches a contestant who has a token from this trial, that contestant (but not the contestant's team) is disqualified.

**Objective:** Retrieve a small wooden token that resting on a booth in the middle of the bazaar.

The bazaar is filled with people, so this trial will give the players an opportunity to roleplay their way to victory. They might use the crowd to cause a distraction.

### The Trial of Fury (5 points)

**Special Rule:** Players cannot cause excess harm to their opponents. When a contestant defeats another contestant, he has to let healers tend to the fallen.

**Objective:** Defeat all members of the rival team in combat.

For this trial, the players will be paired against a rival team in a sparring match. The fight ends when one side is completely defeated. Afterward, healers will fully restore all combatants to full life. Combatants who are defeated during this fight automatically stabilize (healers keep spells active to protect the contestants).

This should be a good introductory fight for new players, and it's also a great chance to let them experiment with hidden traits. You might want to remind the players that all monsters in Tavern Tales have hidden traits—the players just need to figure out how to exploit those weaknesses. Use the Adventurer stat block from the bestiary.

Some gaming groups enjoy combat-heavy games. If your gaming group is more interested in this trial than the other trials, you might want to expand the Trial of Might. After defeating the first round of combatants, you could have them face a monster. Present the players with increasingly difficult monsters from the bestiary until they lose a match. Each round is worth 5 points.

### The Trial of Speed (0-20 points)

#### Special Rules

- One racer from each team starts the race.
- Only one racer from a team needs to cross the finish line for that team to finish the race.
- Racers must reach the checkpoints in order.
- At checkpoints, racers can pass the race to one of their teammates by tagging the teammate.

- Racers are allowed (and in fact encouraged) to sabotage and use clever tricks to win the race.
- Racers can attack and damage other racers, but any team that reduces another racer to 0 life is instantly disqualified.
- Racers can't use help from non-racers (this includes animal mounts).
- Racers cannot permanently immobilize other racers (tying a racer to a chair, for example) but they can immobilize players temporarily (use nets or sticky alchemical glue, for example).

This trial is incredibly open-ended because it allows players to decide how they're going to travel from checkpoint to checkpoint. Will the players want to escort their racer to make sure that nothing happens to him? Will they sabotage other racers? Will they utilize special shortcuts such as flight or teleportation?

#### GMinig the Race

Tavern Tales doesn't have any specific rules about resolving a footrace. Calculating each racer's mile-per-hour speed is tedious, so it's recommended that you keep things fairly abstract. Describe the racers as all running at approximately the same speed (more or less), with racers pulling ahead or falling behind based on the occasional roll. Call for these rolls when you feel it's appropriate:

- Call for finesse rolls when a racer first starts running.
- Call for brawn rolls after the racer has been running for a while (after half a mile or so).



- Call for spirit rolls after the racer has been running for a long time (after 2-3 miles or so).
- Call for brawn or finesse rolls (whichever is appropriate) when players want to jump or climb over obstacles.

<b>Very Bad (1-4)</b>	The racer stumbles and lags behind.
<b>Bad (5-8)</b>	The racer falls behind.
<b>Mixed (9-12)</b>	The racer pulls ahead of some racers.
<b>Good (13-16)</b>	The racer pulls head.
<b>Very good (17-20)</b>	The racer gains a significant lead.

Don't make rolls for every racer. Just go with whatever is thematically appropriate at the time. If the players roll well, describe how the players pull ahead of some of the racers. If the players roll poorly, describe how they're overtaken.

Most of the fun of this race won't come from the actual running—it will come from all of the strategy and sabotage. Players will need to come up with a clever strategy if they expect to win. The race track will be filled with obstacles, challenges, and surprises. Also, players have to plan their runners based on the obstacles they expect at each checkpoint.

Near the end of the race, it should be fairly clear whether or not the players have a chance of winning the race. The players will probably save their best runner for last, so expect the racer to have high physical scores and useful traits (such as Blink or Athlete). The dice may decide the end of

the race. If it's down to just two or three racers, have the player make a final roll to see which of them pulls ahead.

When it's obvious to you how the race will end, give the racer creative license to describe the last leg of the race. Say something like, "It was a close race, but you're going to finish in second place behind the barbarian. Describe how it happens." After a long race, it will be very rewarding for the player to take control of the story and describe the outcome in whatever cinematic fashion he pleases.

You might want to give the racer this information secretly to keep the other players in suspense.

Teams get points based on how well they did in the race:

1. 20 points
2. 15 points
3. 10 points
4. 5 points
5. 0 points

### The End of the Festival

The maximum points that a team can acquire is 74. Teams will likely end up with points in the 30-50 range. The following chart gives you a general idea of how many points each team should gain. The table uses loose descriptors for teams. For example, a "fast" team might include rangers and rogues, a "strong" team might include warriors and barbarians, and a "clever" team might have wizards and artificers. Use this as a loose starting point for your game. If your players are really struggling with the trials, you might want to reduce these final

Trial of Speed Scenes and Challenges

- A druid shapeshifts into a horse and dashes ahead.
- An artificer activates his rocket boots and sprints ahead with blazing speed.
- A rogue scrambles up the side of a building to take a shortcut.
- A player catches up to a pair of racers, who are locked in a grapple.
- An enormous barbarian powers through an obstacle with explosive force.
- A wizard prepares to cast a teleportation spell that will give him a huge lead. The wizard is protected by at least 1 ally. Is it worth trying to disrupt the ritual?
- A road is unexpectedly packed with excited onlookers.
- An alchemist tosses a vial over his shoulder. It explodes on the ground and creates a puddle of sticky glue. Racers that run into it have to make a decreased brawn roll to break free.
- A player turns a corner and finds a barricade made of street carts and wagons.
- A racer is ambushed by a monk, who begins grappling with the racer. The racer has to break free in order to continue.
- A player comes upon a portion of the racetrack that is covered with bear traps, tripwires, or caltrops. Running into one of the traps will seriously slow a racer until his wounds are healed.
- One racer leads a rickshaw with one of his teammates in the back. The teammate in the rickshaw launches slowing projectiles such as nets, bolas, or ice bolts at the other players.

values by 10 to give the players a sporting chance. If the players are doing incredibly well, you might want to add 10 to enemy team scores.

How you handle teams' final points should largely depend on your gaming group. Does your gaming group prefer gritty realism and dangerous fights? Create high final scores for enemy teams and let the players fend for themselves. Does your gaming group prefer light-hearted gaming where the players are powerful and heroic? Change the enemy point values so that the players have a good chance of ending up in the winner's circle, and possibly even getting first place.

No matter what you do, getting first place should be a true accomplishment. Don't allow your players to get first place unless they truly exhibit grit and ingenuity during the trials. Their final point total should reflect the amount of effort that they put into the Gauntlet.

	Fast	Strong	Clever
<b>Titanslayer</b>	0	5	5
<b>Sphinx</b>	4	3	8
<b>Lost Ship</b>	5	5	0
<b>Cunning</b>	5	0	5
<b>Might</b>	0	10	0
<b>Justice</b>	4	4	9
<b>Shadow</b>	5	0	5
<b>Fury</b>	0	5	0
<b>Speed</b>	15	5	10
<b>Total</b>	38	37	42

### The Champions' Circle

Teams that finish in fifth place or higher will be in the champions' circle. The ceremony takes place in town square at the foot of the Company of the Ruby Heart statues. Mayor Betwise presents the awards.

- **First Place:** 3 weak magic items, 5 healing potions, and 500 gold.
- **Second Place:** 2 weak magic items, 4 healing potions, and 400 gold.
- **Third Place:** 1 weak magic item, 3 healing potions, and 300 gold
- **Fourth Place:** 2 healing potions and 200 gold.
- **Fifth Place:** 1 healing potion and 100 gold
- **Sixth Place or worse:** Nothing.

Remember that gold and valuables aren't the only rewards that will come from the Gauntlet. The players' fame (or infamy) offers an excellent transition into their next adventure. If the players did well, they will be adored by locals and will have a widespread reputation. People will offer to buy the players drinks, attractive townsfolk will flirt with them, and important people will seek the players' aid.

If the players do poorly, they might get approached with very specialized quests. For example, an adventuring group that performed poorly overall but got very high points on the Trial of Justice might be offered a quest to investigate an unsolved crime.

If the players cheat or are disqualified, unscrupulous individuals (corrupt politicians, thieves, cult members, etc) might approach the adventurers with job opportunities.

### Side Quests

- **Gambling Ring:** The local thieves' guild is hosting underground gambling on each of the games. The players can wager their money, or help the town guard break things up.
- **Good Eats:** The popularity of the Gauntlet has attracted nobles with peculiar tastes. A chef wants the corpse of exotic and dangerous animals so that he can create bizarre dishes.
- **Foul Play:** Members of winning teams die in bizarre accidents. Are these coincidences, or is someone from a losing team up to no good?
- **To Catch a Predator:** Several small children have gone missing due to the chaos of the festival. Most of the disappearances happened around the slums.
- **Old Rivalries:** The festival has attracted people from all across a land. Sometimes, this means enemies are under the same roof. Officials fear that a riot will break out if they can't separate the rival groups.