G3

Mini-dungeon Module G3

Treasures of Lutello

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 3-5

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Treasures of Lutello is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.

Creation's Edge Games

Dungeons of Dazegoneby

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The jester Lutello now lays entombed along with treasures inherited from his eccentric lord. The jester's crypt however isn't what it appears to be. And neither are the treasures. As it turns out the crypt is loaded with tricky tricks and false fortunes. It's possible that the crypt isn't even Lutello's final resting place, just one big elaborate jest.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Treasures of Lutello is designed for 4-6 adventurers of level 3-5. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice inorder to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:

This symbol indicates that there's a monster or monsters in the room.

This symbol indicates there's treasure in the room.

This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedgegames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

The jester Lutello had the good fortune to be employed by a Lord who truly enjoyed his craft. Upon the Lord's death Lutello was delighted to discover that a good portion of the Lord's wealth was left to him. Not so delighted were friends and family of the Lord as well as other members of the court. They never did care much for Lutello and his brand of humor, and now they had even more of a reason to dislike him. Fearing for his continued wellbeing he fled the lands of his former Lord, hiding out for a considerable length of time with a traveling carnival.

During Lutello's years of travel he spent a good deal of his inheritance accumulating strange artifacts, odd little magical items that seemed to share his sense of humor. A favorite target for his magical pranks were adventures. He always thought they took themselves way too seriously. It was just after narrowly avoiding a severe beating at the hands of a significantly provoked group of adventurers that the idea came to him; he would create a repository for his "treasures" that would continue pranking the serious saps long after his passing.

To this end he had his crypt created, as a home for his collection of joke artifacts, and a suitable resting place for a master jester. He seeded the realm with maps and rumors designed to lead the curious into his "trap" and commissioned a group of puppet golems to be built as caretakers for the place.

And if there was a God in the heavens who favored fools he'd be allowed to haunt his crypt in his afterlife, as a means of eternal entertainment.

Set Up

There are many ways for a group of adventurers to find out about Lutello's crypt. The most common way is a "treasure" map leading to the crypt, discovered amongst the loot from a recent adventure. Knowledge of the crypt's location is also passed on by rumors, spread by the innocent and not so innocent. There are some entertainers (bards, actors, acrobats, comedians, and professional fools) who are in on the joke. They'll gladly disclose the location of Lutello's crypt, leaving out the fact that it's a jester's treasure hoard. They may even charge a coin or two for the information.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

It's possible that a rival jester, jealous of Lutello's stockpile of enchanted gags, contacts the party in disguise and hires them to accompany him on his exploration of the crypt.
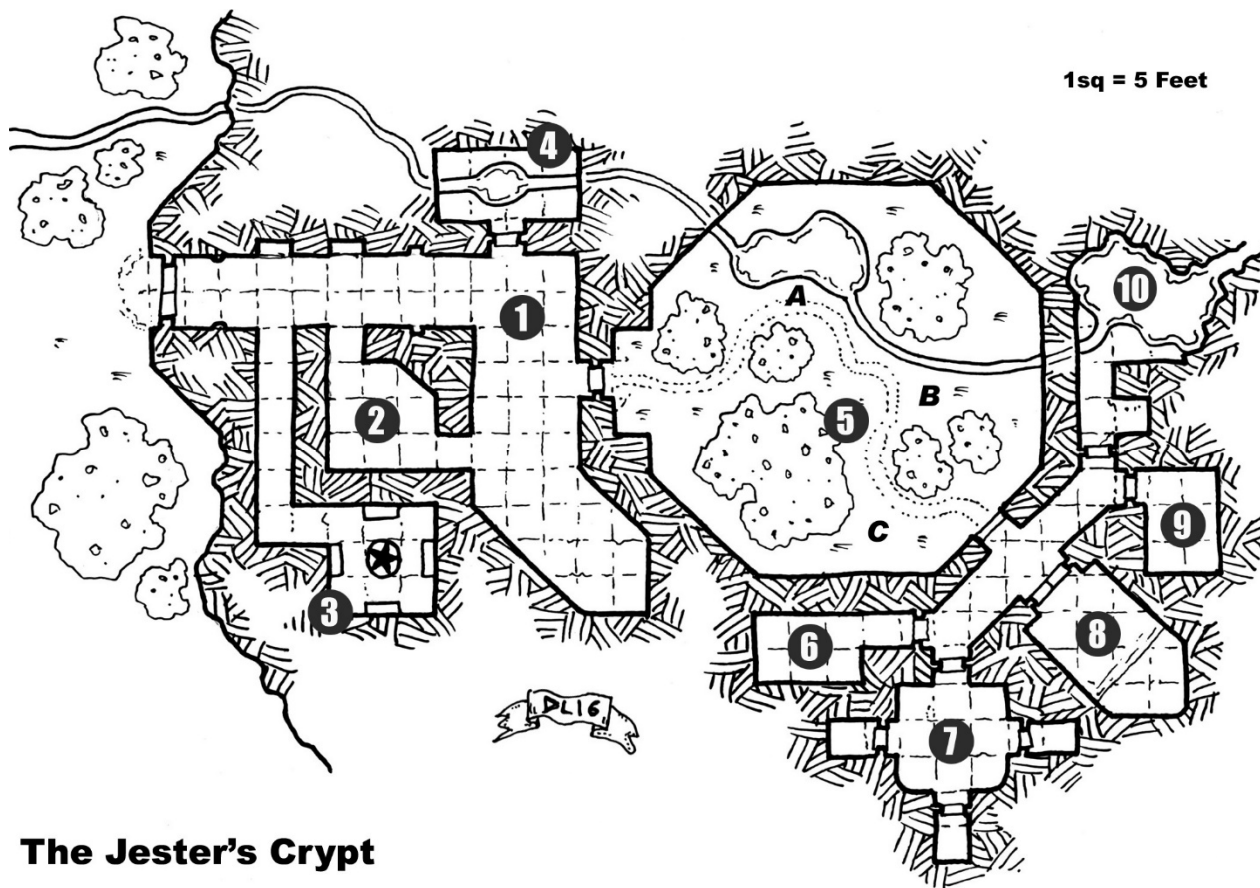
The Jester's Crypt

Key to the Jester's Crypt

Whether the players follow a map, directions passed on by a rumor, or are led by a 'helpful' guide they eventually wind up standing before the entrance to Lutello's crypt.

A pair of large stone doors open inward into the crypt. Each requires a combined strength of 25 to open. An open door will swing shut after 1 minute if it's not held open by some means. There are no handholds, knobs, or rings to assist in their opening from the inside. They're designed to seal tight, trapping "guests" inside. Unless the party has some other means of opening them they'll have to find another way out.

1. Main Hall

Dozens of large glittering bubbles drift aimlessly throughout this long corridor.

Upon entering the crypt the players will see a long hall stretching before them. The hall is populated by dozens of foot wide yellow-orange glittering bubbles. Each time a player has moved a total of 15' they must make a successful save vs. dragon's breath or else accidently pop a bubble. Monks and thieves gain a +3 bonus to their save. Popping a bubble results in a player being covered by yellow-orange glitter and launching into a 1 minute long sneezing fit. While sneezing a player may take no other action. Replacements for any popped bubbles are generated by devices hidden in the two alcoves along the northern wall of the

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passage. The bubbles keep their distance from each other so newly generated ones will eventually distribute themselves evenly throughout the main hall. Using an area effect spell may seem like a good way to clear out the bubbles, however a spell such as fireball will result in all bubbles in the area being popped which will cause the area to be flooded by replacement bubbles from the north. If this occurs everyone present will have to make a successful save vs. death to avoid death by sneezing.

The bubbles would prove little more than an annoying nuisance if not for the band of bugbears occupying the southern branch of the hall.

The bugbears caught wind of the treasure rumor and made their way here to raid the crypt. They've become trapped, unable to open the stone doors that block the exit or answer the riddle to gain access to **Room 5.** They're angry and dealing with the bubbles is making them even angrier. Two of them are near the door to **Room 5,** watching another one of their kin hammer flutily at the door with his mace. Some mill about further south debating their next course of action. All are covered in yellow-orange glitter. They are sufficiently enraged and will probably attack the players on sight, possibly accusing the party of trapping them here.

Players and bugbears must make a successful save vs. dragon's breath at the end of each of their combat rounds to avoid popping a bubble. (Monks and thieves gain a +3 bonus to their save.) Popping a bubble results in the creature taking no action their next round other than sneezing.

Bugbears (12): HD 3+1; HP 16,15, 15,14,13,12,12,11,11,10,9,8; AC 5[14]; Atk 1 weapon or bite (2d4); Move 9; Save 14; CL/XP 4/120; Special: Surprise opponents on a 1-3.

Each bugbear carries a pouch that contains 4d10 copper pieces, 3d10 silver pieces, and 2d10 gold pieces.

2. Cloak Room

A wooden sign mounted near the entrance to this room reads "Cloak Room."

This room bestows *invisibility* and *silence* upon anyone who enters. A target remains invisible and silenced for as long as they remain in the room. A single non-magical cloak baring a black and red diamond pattern hangs from a peg mounted on the northeast wall.

Stepping on a tile directly in front of the cloak triggers a *sleep* spell trap which targets the person doing the stepping. This trap resets itself every two hours.

3. The Gallery

A painted statue of a man stands at the center of this room. He rests his chin in his left hand, frozen in contemplation. A dragon hand puppet occupies his right. A wooden shadowbox hangs on each wall. Small red curtains hide their contents, making each resemble a tiny theater.

The statue is of Lutello and his dragon puppet Fitzroy.

The shadow boxes measure 5' wide by 3' high. Each have a 4" thick frame running around them that hides compartments holding 'props' and other clockwork components. The red curtains can be parted to reveal a scene populated by wooden two-dimensional stick puppet actors and scenery.

The statue is designed so that it can be turned upon its base in a clockwise direction. If the statue is turned so that Lutello's facing a window box, the box's curtains will part and a clockwork mechanism will activate causing a scene in Lutello's life to play out. The statue cannot be moved again until the scene has finished. Facing Lutello towards the boxes will activate each of the following scenes in turn:

East Shadowbox: This scene features Lutello as a young man. He moves through a small wooden village playing pranks on various villagers that pop up into the scene one by one; administering sneezing powder to one, handing a 'dribble mug' to another, etc. The scene ends with the villagers chasing Lutello out of town, under a hail of stones, eggs, and tomatoes.

Once the scene has finished a partition at the back of the box will drop and a mechanism hidden within will fire three tomatoes. The tomatoes will strike anyone in front of the shadowbox. The partition and curtains will then close.

South Shadowbox: This scene features Lutello performing before an audience in a theater. He plays a flute, juggles, and prances about the stage. One by one each audience member retracts into the frame only to be immediately replace by a sleeping version of themselves. After the last audience member has 'fallen asleep' an angry theater manager appears, pointing off stage, demanding Lutello leave. The scene ends with Lutello replaced with a pouting version of himself moving slowly off the stage. The curtain then closes.

Once the last audience member has fallen asleep it will trigger a *sleep* spell that targets all creatures in the room. Use the chart provided in the core rulebook to determine who's affected.

West Shadowbox: Lutello now performs before a bored looking king sitting on his throne. The act is similar to the one performed in the last box. When the act ends the king stands and points off to the side, ordering the jester away. The Lutello stick puppet is replaced by a version that looks as though it's running for its life as

it's chased off by a group of angry guard dogs. The curtains will then close.

When the guard dogs appear in the scene an audio illusion will trigger filling the room with the sound of angry barking. This 'trap' is designed to do nothing more than to give visitors a start, and maybe make them a little paranoid.

North Shadowbox: Lutello now performs before a lord. Same act only different results. When the act ends the seated lord is replaced by a standing version, wearing a wide grin. He points off to the side where a small pile of treasure appears, popping up from the bottom of the frame.

10 gold pieces will spray up from behind the 'treasure pile' when it appears and fall out onto the floor in front of the shadowbox. The curtains will then close.

After the last scene has played out the statue will turn automatically to face the northeast corner.

If inspected it will be discovered that the puppet on the statue's hand can be removed. The puppet is *Fitzroy the Dragon* (see New Magic.)

Each shadowbox contains a hidden compartment built into its frame, accessed from below. The east shadowbox compartment contains 6 tomatoes. The south shadowbox compartment contains a *wand of sleep* (4 charges left.) The west shadowbox compartment contains a *dog whistle* (see New Magic.) The north shadowbox compartment

contains 1d10 x 20gp that spill out when the compartment's opened.

4. Babbling Brook

A small creek flows west to east along a channel in the center of the floor. It fills a stone basin set in the middle of the room. There's a mural of a man painted on the room's north wall. He wears the robes of a priest, a halo painted above his head. He holds a plaque with something written on it.

The water from a creek outside runs through the mountain, emerging here through an opening covered by an iron grate in the west wall, it collects in a stone basin at the room's center. The overflow continues along a channel into the eastern wall, through another grate covered opening. The water that fills the basin is clean and clear.

The man in the mural is Lutello. The plaque he holds bares the sentence "Drink and be healed" seemingly listed in five different languages; human, elf, dwarf, halfling, and the last entry in a language that cannot be read or deciphered, even through magical means. This is due to the fact that its complete gibberish.

Anyone drinking water from the basin will be healed for 1d4 hit points. They'll also be cursed to speak indecipherable gibberish for one hour. An afflicted party member's speech can be restored sooner by casting *remove curse*. Any water taken from the basin will lose its healing and curse bestowing properties after 1 hour.

The bars on either iron grate can be bent with a successful bend bars check. Doing so allows access to a passage

through the mountain. The passage is 3'
wide by 4' high, but the first 2' is filled
with creek water. The creek may be
waded through to exit the crypt from here
to the west or as an alternate means of
gaining entry to **Room 5**.

5. The Winding Path

An impassible stone door blocks
access to **Room 5**. The following
riddle is carved upon it: What has
roads but no travelers, lakes but
no water, and forests but no trees.
Speaking the answer (map) causes
the door to unlock and swing open.

> The door opens into what first appears
> to be an outdoor area, populated by
> grass and trees. High above however,
> sits a dome, painted to resemble the
> sky. A narrow path starts here, winding
> off between two stands of trees.

The center of the dome rises 80' in the
air. This area is designed to resemble a
typical section of road traveled by
adventurers, however it's populated by
less than typical denizens. Encounters
with them occur at the following locations.

A) Goldfish Lake: A puppet golem (see
New Monsters) stands on the bank of a
small pond fishing. He has a hook on the
string leading from one of his puppet arms
and has it cast out into the pond. If
approached he'll comment to the party
that it's a nice day for fishing, he then
starts to struggle as though he's got a
bite. After a few seconds he'll pull a small
solid gold fish out of the water. He'll
complain about it being just another
goldfish, hand it to the nearest party
member, then collapse in a heap on the
ground. If the pond is inspected the
players will be able to make out several

treasure chests floating in the water near
the pond's bottom. The pond is 25' deep.
The treasure floats 15' below the surface.
There are no additional goldfish.

The goldfish the puppet golem
handed to the party is worth
100gp.

Tethered to the bottom of the pond
by a series of easily breakable
chains are the following: A king's
bejeweled golden crown worth
200gp (fake jewels but real gold.),
A large treasure chest which when
opened, above or below water,
issues out a flurry of bubbles (the
chest is otherwise empty), and
three wooden coffers. Coffer #1
contains 500 gold pieces. Coffer #2
contains 50 gems worth 25gp
each. Coffer #3 contains 6
necklaces worth 100gp each.

The crown and contents of each
coffer are enchanted with a
powerful levitation spell. Taking
any of these above water will cause
them to float up and collect at the
top of the dome. The party can try
holding onto these treasures but

they'll start floating upwards the moment they're released. A *dispel magic* spell will negate the enchantment.

B) The Fortune Teller: A puppet golem dressed as a gypsy fortune teller tends to several tomato plants beside a brightly painted wagon. A small round table stands before the wagon, holding a crystal ball at its center. When the fortune teller sees the characters approach she offers to gaze into her crystal ball for them. For one gold piece, she'll gaze into a character's past, present, or future. Once she's paid and a 'gazing choice' has been made the crystal ball will display one of the following scenes: **PAST**= Some embarrassing occurrence in the character's past that may or may not have actually happened. **PRESENT**= A few seconds "live feed" of the character standing in front of the gypsy and her crystal ball. **FUTURE**= The character meeting some puppet related death in the immediate future while still in this room (devoured by a wooden dragon puppet, stomped by a wooden giant puppet, etc.) After everyone who's going to engage in gazing has done so, or the characters start protesting her service, the gypsy will announce "No refunds" then collapse inert onto the table.

The fortune teller has no treasure other than any coins taken from the players. The crystal ball is attached to the table and will not function outside of this room. If the players attempt to enter the gypsy's wagon it will be found to be completely empty.

C) The Wooden Bandits: The party will encounter a group of puppet golems here dressed as bandits. The puppets will hurl insults at the party until they're attacked. In fact they'll continue hurling insults while engaged in combat, and even after they've been "killed". The only way to get them to stop is by smashing their heads. After the bandits have been dealt with a puppet golem dressed as a jester will emerge from behind a tree knocking his hands together in a slow clap, applauding the party. Once he has their attention he'll state "Well done. Aren't you going to loot their corpses?" At this point the torso's of each bandit will explode emitting a shower of streamers, glitter, and 30 gold foiled chocolate coins (per torso), accompanied by the sound of bells and noisemakers. The jester puppet will then collapse onto the ground.

Puppet Golems (6): HD 2 (16); AC 6[13]; Atk 1 weapon 1d4 subdual damage (wooden sword); Move 9; Save 13; CL/XP 3/60; Special: Animated strings, regenerate 1 hit point per round provided they have at least 3 hit points remaining.

6. Puppet Repair

The door to this room appears to be locked from the inside. There is no key to be found within the crypt. The party may attempt to pick the lock, force it open, or use magical means to gain entrance.

> A workbench sits against the west wall of this room. Two wooden puppets wearing aprons and tool belts sit motionless in chairs before it.

A long rack mounted along the south wall holds various parts used to repair or replace puppet golems during the crypt's reset process (See Wrapping Up.) The two

puppet golems here carry out the repairs, their belts holding various woodworking tools.

A crate in the southeast corner holds 36 pouches containing streamers, glitter, and chocolate coins (30) for 're-loading' the puppet bandits in **Room 5** as well as 3 more 'goldfish' for 'restocking' the pond (worth 100gp each).

7. The Three Vaults

> Sturdy looking iron doors are set in the west, south and east walls of this room. They are numbered 1 through three. A small wooden sign mounted to a wooden post stands at the center of the room.

The iron doors are locked with intricate locks. They'll resist any attempts made to open them by normal or magical means. The sign at the center of the room holds three numbered keys hanging from nails with the words 'choose one' painted above them. The players are free to take any number of keys they wish and open up as many doors as they wish. The vaults each appear to contain an identically populated and arranged "treasure trove" however each is revealed to be different as soon as the players interact with it.

West Door (#1): Touching any part of this treasure trove will reveal it to be one giant piece of wood, intricately carved and cleverly painted

South Door (#2): Touching any part of this treasure trove will cause it to pop like one giant bubble, accompanied with a giant bubble popping sound.

East Door (#3): This treasure trove contains real treasure however anything removed from it will teleport back to its original position as soon it's taken out of **Room 7**.

The treasure trove in each vault seems to contain the following arranged in an identical fashion: A long sword, a short sword, a shield, a mace, and a treasure chest resting on a pile of 50,000 copper pieces, the chest contains and additional 5,000 copper pieces, 3 gems worth 50gp each, and three pieces of jewelry worth 175gp each. Only the vault to the east contains the real treasure. A *dispel magic* spell cast upon its contents will negate the teleporting effect.

8. Crypt of Lutello

This room is empty save for a stone sarcophagus which sits upon a raised dais to the southeast.

If the lid to the sarcophagus is disturbed it will fling open and a giant jester puppet on a spring will pop out of it to the sound of laughter.

This is not the final resting place of Lutello. In fact he may not even be dead…

9. Lutello's Reliquary

An odd assortment of items sit on the shelves that line the walls of this room.

This room contains a collection of magical practical jokes that Lutello managed to accumulate. Among them are the following:

Seashell: If a character holds this shell to their ear they'll hear the ocean just before being sprayed by a jet of water from it.

Gold Bugs: A collection of 100 gold coins in a small wooden coffer. These coins are actually small dormant magical insects that mimic gold coins while asleep. They'll remain dormant until placed adjacent to other coins in a dark area (like say a coin pouch) at which point they'll awake and start feeding. They eat gold coins at a rate of 3 per day.

Silver Moths: A collection of 100 silver coins in a small wooden coffer. Like the gold bugs these magical moths are dormant and resemble silver coins while asleep. They'll gradually come awake when placed adjacent to cloth and begin eating through the material, damaging its integrity within minutes. They'll attempt to fly away after they've chewed a hole through a pouch, pack, or pocket they've been placed in.

Invisible Whoopee Cushion: That's exactly what it is, an invisible whoopee cushion.

Silver Hairbrush: A silver hair brush worth 50gp. Touching the brush to hair will cause the hair to turn a random color for 24 hours.

Silver Hand Mirror: A silver hand mirror worth 75gp. The mirror displays a 'goblin version' of whoever looks into it (unless it's being used by a goblin, in which case it functions as a normal mirror.)

Dribble Flagon: This pewter mug seems to be studded with a ring of gems near it's top. The gems are fake and conceal a series of holes which cause whatever beverage the mug holds to spill down the front of anyone attempting to drink from it. Big laughs.

A Tale of Bravery: A small book entitled *The Tale of Brave* 'X' where 'X' equals the name of whoever's holding it at the time. The story features a series of encounters between 'X' and a variety of creatures which always ends with 'X' running away in the most embarrassing and cowardly fashion possible.

Number Stone: An inch wide hard piece of red colored, multifaceted material. Its sides are numbered 1 through 20. It always rolls the number 1.

Rusting Scabbard: A leather scabbard studded with fake gems. The scabbard rapidly rusts any non-magical blade sheathed within it. The next time the

owner draws their sword from it the sword will crumble into dust. Rusty dust. Drust.

Trick Coins: A small pouch containing 3 coins: a copper piece, a silver piece, and a gold piece. Each coin bares the face of a jester and possesses a special property that will activate an hour after placing it among others of the same denomination. The jester on the copper coin is sobbing, it will emit a loud wailing, blubbering, crying sound. The jester on the silver coin is laughing, it will emit a cacophony of maniacal laughter. The jester on the gold coin is holding its nose, this coin will emit an unpleasant odor. The coins 'deactivate' once separated from the others.

War Horn: An ivory war horn worth 75gp. When sounded it alternately emits a farting noise, bubbles, streamers, or a white flag.

Trick Dagger: A dagger with a blade that retracts into its handle. It's designed to give the appearance of stabbing someone without that someone actually being stabbed. An illusionary bleeding wound appears on the 'victim' and remains for 1 minute.

Smoking Scroll Case: Pulling an endcap off this scroll case will cause it to produce a thick cloud of smoke. The smoke will fill an area in a 20' radius around the scroll case and remain for one minute before dispersing.
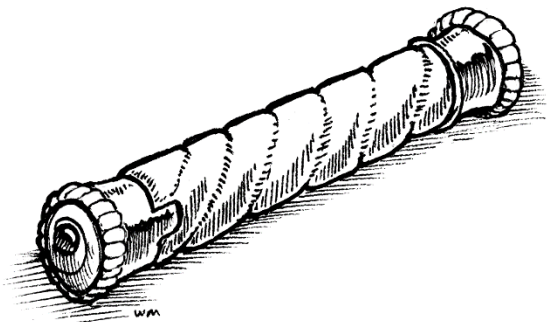
Screaming Torch: Shortly after lighting this torch an audible illusion will trigger. The torch will start screaming as though it were in pain and yelling "put me out!" until its extinguished.

Ever-Full Coin Pouch: A small sack that looks and acts as though it's full of coins. Opening its drawstrings reveals the pouch to be empty.

Disappearing Ink: A small vial of enchanted ink. Anything written with this ink disappears after 1 hour.

Magic Ring: This ring is enchanted in such a way that if a *detect magic* spell is used on it, it will be detected as being magical. It has no other ability.

Traveler's Cloak: Wearing this hooded cloak outdoors under an open sky will cause a small storm cloud to form over the cloaked individual. This cloud floats about a foot above the wearer's head and emits a shower of rain that targets the wearer as long as the cloak is worn.

Magic Lantern: This lantern is enchanted so that it can "burn" any type of liquid placed within it as though it were oil.

Trick Cloak: This cloak functions as a *cloak of protection +1*, however while it's being worn the back of the cloak displays various messages in common, such as "kick me!", "walking idiot", "follow me to the free beer" or "free hugs!".

Endless Hourglass: This hourglass appears to function as normal, however even though the sand within it can be seen falling, the top chamber never seems to empty and the bottom chamber never fills.

Wooden Walnuts: A handful of wooden spheres carved to resemble walnuts. They yell "put me down!" in a high pitch shriek whenever they're lifted.

10. Lake Yawahsulf

A wooden sign mounted on the wall just past the door reads "Lake Yawahsulf". In truth, it's a little small for a lake. More like a pond.

This room is designed to 'flush away' the crypt's current visitors. Players who venture near the point where the river has collected in this room to the north will discover a gold rod. The rod is roughly six inches in length and floats vertically 7' off the ground. The point where the river enters this room on the western wall is covered by a grate of iron bars. The point where the river exits however is not.

If a player pulls the rod the room will fill with the sound of a toilet flushing. A portal will open in the alcove near the room's entrance causing the contents of a nearby lake to start filling the room. The portal will only remain open for a few seconds, however it's enough to 'flush' the contents of the room out the passage to the northeast. Anyone in the room when the rod is pulled will find themselves deposited on the banks of a small creek on the other side of the mountain after a short, bumpy, and considerably wet ride (possibly taking 1d4 damage in the process.)

The gold rod cannot be moved more than a few inches in any direction. It's held in place by magical means. A *dispel magic* spell will negate the enchantment allowing the rod to be collected (it's worth 300gp.) This will effectively disarm the flushing trap requiring players to wade out through the northeast passage. The water through the pond and passage runs around 2' deep. The passage exits the otherside of the mountain after traveling for 100'.

Wrapping Up

Whether the party wound up flushed away to the far side of the mountain or waded their way along the creek to freedom (or waited for the next group of visitors to the crypt to open the doors) their adventure is over. All that remains is a possibly soggy hike back to civilization.

Once everyone's out of the crypt the remaining puppet golems will begin work 'resetting' the place. This will involve repairing or replacing any damaged golems, retrieving any floating treasure from **Room 5** (they have the means of negating the levitation spell long enough to gather and 'rearm' this trick.), and putting the spring-loaded jester back in the sarcophagus in **Room 8**

Any items taken from **Room 9** will eventually be replaced (and possibly Lutello himself will do the replacing.)

Continuing the Adventure

Here are some suggestions for further adventures:

⚔ One of the puppet golems encountered in the crypt decides it wants to start a life of adventure and invites itself to join the party.

⚔ The glitter produced by the bubbles in **Room 1** proves incredibly resistant to all efforts made to wash it off. Some other way to de-glitter must be sought out.

⚔ After wading out of the crypt a character discovers that his leather boots are still making a loud squishing sound, even long after they've dried out. Worse the sound seems to spread to any replacement boots they purchase…

⚔ The players encounter a jester that bears a striking resemblance to the statue in **Room 3** performing in the next town they visit, or noble's court they enter. If it truly is Lutello he will be using a false name and wearing a disguise. Possibly something involving glasses and a fake nose. He'll also be interested in getting Fitzroy back if a player has it.

NEW MAGIC

Dog Whistle

This small wooden whistle emits a sound similar to an angry pack of dogs when sounded. The sound is convincing enough to scare away creatures who would rather not be set upon by angry dogs, provoke real dogs, or create a guard distracting distraction.

Fitzroy the Dragon

This dragon hand puppet is intelligent and can speak to its wearer in its own voice. Once per day the puppet can be activated to emit a stream of fire. This fire deals 3d6 points damage to a single creature within 10' of it (a successful saving throw will halve the damage.) The puppet must be worn for 24 hours before this flame attack can be used. The dragon must also be engaged in conversation for a combined total of three hours while this power resets before the flame can be activated again.

It knows a surprisingly large number of knock-knock jokes…

NEW MONSTER

Golem, Puppet
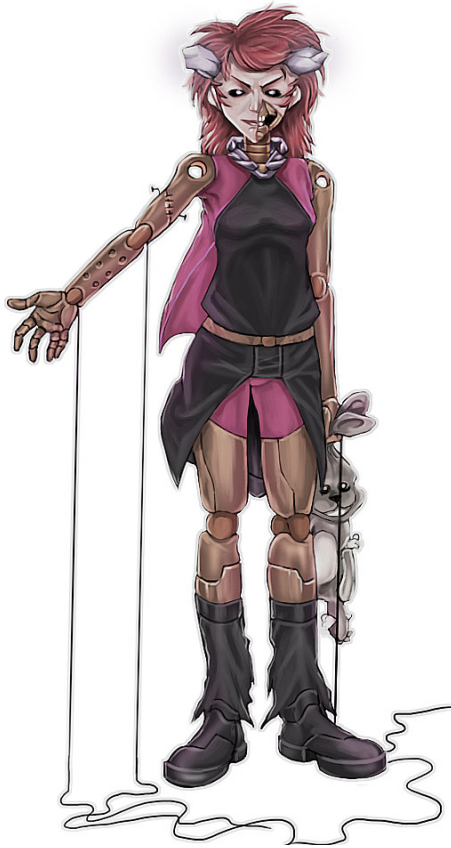
Puppet Golems are four and a half foot tall animated wooden marionettes, originally created to serve as actors in a magician's traveling puppet show. They've since been utilized in other ways, often found being used by magic users as servants or merchants as cheap labor.

A puppet golem can be programmed to perform a specific task, such as clean a room, guard an item, or deliver a message. Once their programmed task has been completed they'll usually collapse to the ground, unless otherwise instructed.

When interacted with they exhibit a surprisingly convincing human demeanor, however their true nature is easily given away by their wooden 'skin' and stiff movements.

They usually trail strings from their appendages which they can animate to preform simple tasks such as retrieving small light objects. Sometimes they'll manipulate the strings so that it appears they're being operated from above like a true marionette.

Puppet Golem: HD 2 (16); AC 6[13]; Atk 1 weapon or 2 claw (1d4); Move 9; Save 13; CL/XP 3/60; Special: Animated strings, regenerate 1 hit point per round provided they have at least 3 hit points remaining.