



Chaos Sauce Battles the Pink Row-BOTs

A bomBARDED Fall One-Off

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Disclaimer: This was written for the bards in the podcast BomBARDED and will require a little reworking to make work for your table. I have included a [few notes in blue](#) on some ideas for modifications and also just some notes about what i was thinking while writing (and also thoughts about how stuff panned out in the session) that might help inspire you to do something better than what i was thinking. BUT! Thank you so much for checking this out and I hope you and your players have a blast!

RECAP OF THE 2019 bombarDEAD Halloween Spooktacular

This one-off is pretty separated from the Halloween one-off, so feel free to skip this portion if you just want to have your players arrive at the fair. The reason for them being at the fair is totally up to you! I really wanted this and the halloween one off to be two stand alone adventures, which is why i had Johnny Fincher, the cleric, Elmyra and Ned Cromancy leave right away. Thankfully no one tried to follow them lol.

Last year's Halloween Episode started off with Chaos Sauce heading into Beln, but not before passing Deboza Hexa's haunted house just outside of town. From the road we saw Deboza, who was freaking out about her haunted house having to close, and Aura Gannheiser, the events coordinator for Beln, talking heatedly, passionately in front of this dilapidated mansion of mystery. After Deboza stormed off into the house, Aura joined us on our way into town, and filled us in on how some of the kids in town were going into the house and coming out way older

than when they went in, and how that's obviously not cool and oh by the way the Youngkin Festival is happening huzzah! The Youngkin Festival of course being when farmers of Beln try to grow the smallest, cutest pumpkin.

So we got into town where the festival was taking place and we witnessed Ned Cromancy bobbing for apples and cheating while he did it, we talked with him and found out that he's a noble and wants to buy the haunted house which is owned by Elmyra, AKA, Deboza Hexa lol. Then we heard the townsfolk, hollerin about their kids being all old and what are we gonna do, so we said we'd brave the horrors of the haunted house and get to the bottom of it.

So we ran off, met Ree-UKE on the way trying to sell apples from his cart and we ran past thinking that he wasn't important at all lol, and got to the haunted house. Raz turned into a great dane/mastiff with collar that says "SAD" for super awesome druid, and we went inside. And to summarize so that this doesn't take foreverrr, we had:

1. the fake chandelier drop in the foyer
2. Encountered the blue ghost thing that aged Raz'ul 40 years
3. Then in the kitchen we encountered the dancing, disembodied hands that launched towards our face
4. In the breakfast nook we encountered the breakfast food that made it look like our teeth were falling out (was an illusion)
5. Saw the blue ghost thing again and heard a scream, then met up with Johnny Fincher who is now 30 years older oh nooooo lol
6. Went into the bathroom and saw the Gross orb creature that freaked us out, aged Raz 20 more years And was all release me release me
7. Left the bathroom and saw that blue ghost that isn't as scary now that we had seen the other thing, Yashee downs this fake ghost by Chunking Her ladle at him, we unmask him to find REE Uke, the apple vendor we passed! He is the one in league with draculas and summoning ghosts and ghouls and whatnot.
8. He wanted to get the haunted house torn down for some gentrification reason or something (can't really remember) and donked up and didn't know how to get rid of it,
9. So we call Ned Cromnacy to see if he can help and we sang the spooky song to make us brave and it failed, but Ned cromancy managed to help us out and released the ghost (not sure to what ends), and we went back to Beln where a cleric healed all the children and brought them back to their right age EXCEPT for little Johnny Fincher who is still about 30 years older than he was originally. And Raz'ul lol
10. Any questions? Comments?

BEFORE STARTING (again you can prob skip these since this was specific to our table)

Remember these are one off rules so:

1. We are the levels that we are in the story currently - which i know is weird since we leveled up since the last one off even tho we technically kinda failed but maybe we got juuuuust enough XP from the haunted house to level up lol

2. Talked with Kyle: time, in this universe, like our timeline, has moved along..normally so far - it hasn't been interrupted?? Listen to the last couple of episodes for context but yea - maybe that one song worked in this reality lol. Not going to go into details, but yea
3. As far as our characters go, Randy can read
4. Yashee isn't afraid of tight places
5. Raz'ul can transform into whatever, ALTHOUGH at this point Raz'ul is still a dog and is 60 years older, but Kyle said the effects of the aging will not become apparent until he transforms out.
6. I'll be playing Raz as an NPC And Kyle WILL be playing as a PC, but we'll get to that in a sec and leave it as a surprise for now. Ready?

OPENING

I know i keep saying it but since this is tying up loose end from last year, there's a good chance you can skip this too

So we're picking up right where we left off - Chaos Sauce is standing in the middle of the Beln, with Ned Cromancy, Elmyra AKA Deboza Hexa, a 30 year old Johnny Fincher, and the cleric who healed the kids.

- The cleric turns to Johnny Fincher and says " Oooo Johnny I think we need to see if we can find your parents - I'm sure they're worried sick about you..." and they start walking away.
- And Elmyra looks over to Ned Cromancy and says (a little higher), "so you really did it? That ghastly ghoul has been evicted from my edifice?" And Ned says, "It sure has! Say, why don't I show ya real quick before the Fight Test starts!" And Elmyra's face lights up as she exclaims, "That'd be swell!" And she takes Ned's hand and after nodding to one another, they both say "Golly!" and they disappear seemingly into thin air.
- Then you hear from behind you (voice a little higher) "Chaos Sauce! Chaos Sauce!" and you turn to see Aura Ganheiser, the events coordinator for Beln, running up the path through the festival. She reaches your group and pants, " *pants* oh my goodness chaos sauce! I'm so glad you're...wait, where's that cute dwarf you had with you? The guitar player? "
- And raz'ul says, "oh i'm right here - had to do a little druidic morphin time to get to the bottom of that mystery and whatnot"
- And Aura forms her mouth into a knowing "O" shape and then smiles warmly down at Raz'ul and crouches down and pets Raz'ul's head and says, "well i bet you did solve the mystery with such a good boy on your team! Was that you? Who's a good boy? Who's a good boy? Yes that's you!" and starts scratching Raz'ul's ears
- And Raz'ul is loving it and eating it up and is just like, "Oh Me! I'm the good boy!" Tail wagging and all that
- And at this point, Yashee and Randy perception check (DC 15)

- you turn to see Tabitha! She's slowly walking through the different booths that are set up, her smiling face bathed in the soft glow of illuminated signs, blinking lights, and the 2 moons above. As she strolls along, she's just beaming at the delights of the festival set before her.

Ok HERE is where you can probably come in with however you'd like to start your campaign or whatever tie-in you'd like for your group!

Also, this includes the edits i had to make when we paused the recording in the actual episodes and also the edits i had to make since we wound up making a part 2. I'll try to smooth those out for a better homebrew experience if you would like to run this for your group, but just FYI!

- Then Aura stands back up and says, "Well, as always, thank you so much for helping our town. I...don't really have anything to give you as a reward, but i hope you'll stick around for the festival! We've got lots of games, rides, food, I mean - I know I said this was our smallest festival - what I meant was that youngkin growing is the smallest part of this festival - there's only like, 4 people who do the youngkin growing but anyways this is actually one of our "Four Rest" festivals we have to usher in the beginning of each season, and this one in particular, the autumn rest festival, is actually one of the biggest festivals we have all year hahaha. OH! And we have the Fight Test coming up here in a bit! That'll be fun!
- (if they ask) So the Fight Test is this..wrestling match basically, where anyone who would like to can sign up to challenge our mayor to a battle of braun and show of strength, as it were, and the winner gets a bunch of fabulous prizes, not the least of which is this awesome, gorgeous medallion, that when worn, is said to give the wearer magical properties and abilities! We've got a squared circle set up in the middle of town and --- she looks down at her clipboard --- well, no one has signed up yet, but I tell you what, since you helped us out with Deboza Hexa's haunted house (or whatever you want the reason to be), if one or all of you want to sign up, i can close submissions now and make your match the main event! What do ya say?
- **** If Yashee is on the fence - tell her she can also win a token that gets her as much free food as she wants throughout the festival****
- IF SIGN UP: "Ok great! The match starts in 30 min, so come find me at the ring in the center of town and we'll get you ready to rumble...er READY TO RUMMBLLLLLLE" as she runs off into the crowd
- IF NOT SIGN UP: "That's ok! No worries! I'm sure I can find at least one person who wants to compete. Well anyways, you should come and watch the match! It starts in 30 minutes so GET READY TO RUMMBLLLLLLE" as she runs off into the crowd

SETUP FOR EVENTS

- So, As Aura said, there are a bunch of events that you can do at the Autumn Rest Festival, and they are all listed on one of those classic signposts with the arrows pointing different directions, and the options on the arrows are:
 - Youngkin Patch, of course
 - Four Rests Forest
 - The “Do You Wheel-ize??” Ferris Wheel
 - “All We Hay-ve is Now” Hay Rides
 - Fried Food (*in italicized font* And the “3-dough dipping at the gates of Beln” Competition With A Grand Prize!!)
 - ~~— There is an arrow pointing off to Deboza Hexa’s Haunted House, but it’s got a piece of wood nailed over it that says “closed for repairs”~~
 - “In the Midway of the Magicians,” Midway where there are lots of games and cheap prizes and such
 - The “Approaching Pavonis FUN by Balloon or the FUN-topia Planitia” Fun House

- And if you’re planning on going to the fight test, we really only have time for 1 event, Both above table and on the table before the fight test starts. So either everyone goes to the same 1 event or everyone can go off and do their own thing. Unless you want to ditch fight test lol.

- So whatcha doing?

- Raz’ul says he’s going to go to one of the places everyone else is NOT going to, and that he’ll meet up with everyone at the Fight Test.

**IF FOR SOME REASON THEY GET RAZ TO COME ALONG, he HAS disappear at some point along the way (perception check to notice) and if no one notices, then cool. Also, start doing perception checks to see if they notice that he’s been replaced by Wayne as a dog (pepper it in somehow)

If you’re running this at home, if there is an NPC who is traveling with the group, maybe have them get replaced somehow? Or have Wayne just show up as a different animal and just follow your group and see if they notice? I’ll get into how Raz gets KO’d and replaced by Wayne later, but yea - do whatever so that Wayne is “missing” at the fair and you have kind of a narrative thread going on, esp at the end to get them back to town after the forest stuff.

- STOP TO ADJUST NOTES DEPENDING ON WHO CHOOSES WHAT
THAAAAAAAAAANKS EDITING

SO, for the events since i knew we'd only have time for one maaaaaybe 2 things, i really only planned out:

- the ferris wheel and hayride (since they're both rides i could do more or less the same thing at both and just mod the descriptions)
- the fried food contest
- (not so much but kiiiiinda the funhouse and midway)

I figured SOMEONE would want to do the fried food competition (really i had hoped that all of them would go bc there was food for Yashee, prize money for Randy, AND Tabitha's bandmates were there), and after they were done there I was going to have them walk by the ferris wheel and describe all of the space-y/cosmic goodness to lure Tabitha (and everyone else) over to it so they could do that, too. Basically, I kinda ran out of time to flesh out all of the events, so I just focused on a few. I took a HUUUGE gamble on that and thankfully it worked out. If they were itching to go somewhere else I was going to stop and flesh stuff out a bit before we kept recording and/or guide them to somewhere i had really fleshed out.

I KNOW THAT'S NOT GREAT DM'ING AND I FULLY ADMIT IT 100% PLEASE FORGIVE ME

I didn't plan out the youngkin patch or the forest at all, and if they decided to go to one of those locations instead of ALL THE AWESOME FAIR STUFF lol, I was definitely just going to lure them away from those destinations with descriptions of other things or just straight up having NPC's telling them those are closed or something.

Also, feel free to let everyone do as many events as they want before the fight test. We only had time for what we did bc of the podcast and all that, but since a home game can go for however long you want, you be the judge for sure!

OK so for the events that WERE USED:

FRIED FOOD COMPETITION

- you head away from the group in the direction of the arrow pointing towards the Fried Food, and before you know it your nose is absolutely inundated with the thick aroma of fried batter. Hints of both sweet and savory seasonings are flooding your ole factory, and your mouth is beginning to water as you arrive at the rows of tents which are clearly the source of these sensational smells, judging by the dense plumes of steam and sharp sounds of crackling friers and vendors calling out orders.
- Your gaze follows the line of food stations, illuminated by strings of lights made hazy by the vapors of sizzling food, and at the end of these rows of tents, you see a medium-sized stage set up, and stretched above it is a massive banner that reads in great, bold lettering, "**3-dough dipping at the gates of Beln**"

- Perception check:
 - Passive: People are setting up tables and chairs on the stage, and as you observe them, I'll say with your passive perception you notice that there is a person holding a clipboard not unlike Aura Ganheisser's who is directing these workers and is writing down notes in between their guidances. you also notice a sign on the side of the stage which reads "5 minutes until show time,"
 - DC 17: One of the stalls looks familiar...and as you approach you realize that it's bc in large blue and white letters the words "Jabroni Coneys" are plastered on the front of this stall, and underneath them is a sign that says "back soon"

- **Flora Ganheisser**

Voice is slightly nasal and pitched up a bit like Aura - demeanor is kind, but focused - she's clearly very invested in her work

- DESCRIPTION: human woman with russet-brown eyes framed by thick glasses and she has bright blue braids tied back with a red bandana. She's wearing work smocks similar to the ones the workers onstage are wearing, but hers aren't as dirty and are stained more with pencil marks and ink blots than with dust and sweat. She's clearly a little stressed and is calling out, seemingly to no one in particular, "Has anyone seen Wayne? Wayne?" Do you approach her?

FYI - I forgot to make a character sheet for Flora and just looked up a random one on the fly 🙄

- If they approach her: Talk about the competition and see if they want to sign up.
- If they do:
 - "Excellent! If you don't mind, just head right around here to behind the stage, and the other 3 contestants are waiting. Ah gosh we're outta time! I gotta find Wayne. Where the heck is he?? We need an MC!" and she goes back to scribbling something on her clipboard and turns back to the stage."
- If they don't:
 - Honestly i didn't plan for this bc again, i figured at least ONE of them would want to do it lol. BUT i knew they would get involved with the scene one way or another once they saw who was participating, so I was just going to roll with that.
- Wayne is named after Wayne Coyne, leader singer of The Flaming Lips, and his description is that of the actual Wayne. But in the show I forgot to write one down so I just went with something like:
 - wavy/wild grey hair
 - Close-cropped beard
 - Psychedelic clothes

---(((If someone (prob Randy) decides to MC** - (roll persuasion) Flora gives them the dark blue sport coat, a straw boater hat, a mic that's clearly just a prop, a timer, and an airhorn. Ask if they know thaumaturgy or anything else to make their voice louder. She instructs them on the rules and what to do (see sidebar). Please, if you don't mind, could you just go backstage and let the contestants know you'll be the MC? I think that'll help put them at ease a bit. BUT - after you intro them, throw the mic back over to me and I'll read off the challenge rules. But after that it's all you, babyyy! You'll be calling the show and doing the judging! That sound good?)))---

- As you round the corner of the platform to get backstage, you see before you Gareth, Ilda, and Gerrard. Ilda is leaning against the back wall of the stage with a toothpick in her mouth and is focusing on a point on the ground in front of her feet, Gareth is sitting kinda hunched over on a crate with his elbows on his knees and hands hanging down, and Gerrard is reclining on some smaller crates with his hands behind his head.
- They all look up at you at once like some kind of anime punk band and Ilda giggles, Gareth frowns, and Gerard grins mischievously.

These NPC's can obviously be anyone you want, but for us i wanted it to be this 3 to provoke some action lol.

- Your.....is interrupted by (air horn noise over and over) and Flora comes back stage and says alright it's showtime! You file out onto the stage in front of a crowd of about 50 or so people all cheering and clapping and laughing at these fools before them who think this is just another eating competition.
- You all take your seats and Randy, is there a specific seat you'd like
- As you sit, Flora bounces out wearing a dark blue sport coat that's clearly too big for her, a straw boater hat, and she's holding a mic that's clearly just a prop and she says, "Good people of Beln!" And they start chuckling and giggling and Flora smiles and says, "I know I know - it should be Wayne out here MC'ing but I have no idea where he is, so you get meee!" And she hops onto to one foot and does jazz hands while everybody laughs and cheers her on. Then she gestures to you all and says, "here are the contestants for this year's **3-dough dipping at the gates of Beln sub sub sub non varsity n00b class division competition!** We've got (list contestants)
- And for a refresher, here are the rules of the competition:

Fried Food Challenge Rules

- There will be 3 rounds of food presented, each round brought out by our crew after seeing that you've completed the one before it. And the rounds are:
 - Round 1 - a small, bite-sized sampling of 12 fried food offerings from the chefs at the festival. All have been battered and deep fried 3 times so as to try even the

steeliest of stomach linings! Each one must be dipped in one of the 5 dipping sauces set before you. If you make it past that

- Round 2 - One Sun blister pepper, stuffed with pepperjack cheese, thrice fried and dipped in some of world-famous chef Clark Ruffalo's hottest wing sauce - not THAT sauce but it's still pretty darn hot. If you are able to hold that down for one whole minute without drinking any of the water provided, then we move to
- Round 3 - this is where your mettle will truly be tested
- **Flora** motions to her crew who were setting up the stage earlier and 3 of them bring out an ENORMOUS deep-fried pizza. And I'm not talking about like, a lovely cheese pizza just for me, I'm talking like, a mammoth 50 inch full-on pizza pie that has somehow been deep fried.
- The crew members set it down on a smaller pedestal in front of the table you're sitting at, and it smells exactly how you would expect the most delicious cheese pizza you can imagine coated in a generous layer of fried batter and deep fried to golden brown perfection
- The pizza, a beautiful, amber circle, is divided into (however many participate) equal sections by a thin piece of string crossing through the middle, and each of your names is assigned to an individual slice
- Flora says, "Finally, each contestant must summon their remaining strength to eat through as much of their slice of fried pizza as possible, and they must do so with their hands behind their back. If they finish their slice, they may begin to eat the other contestants' slices to effectively eliminate them from the competition. But you may ONLY eat from another contestant's slice if yours is completely finished. Otherwise you're DQ'd. If no contestant can finish their slice, then whoever has eaten the most pizza by the end of time expiring will be the victor. And again, using your hands in any way during this round is an automatic DQ. And, of course, any regurgitating of any kind during any part of this competition is an automatic DQ. Soooooound good!?"
- The crowd is cheering as the anticipation mounts and Aura raises the airhorn and says, "Contestants, On your mark, get set,"
- And you're waiting...waiting...waiting on the moment, but that moment never came. All the billion other moments...were just slipping all away...and then it blows with a loud *airhorn sound* and the plates are brought out to each of you.

So let's go over the above table rules:

Above-Table Food Competition Rules

- And I hope you are intimately familiar with your constitution mods lol. So pretty much, it's exactly what you're thinking where you're going to be rolling constitution checks to see how you do. But since this is also speed based, we're going to roll DEX/STR checks (whichever you like) as well to see who is out in front. The CON checks will have a DC you will have to clear, and DEX/STR

checks will be compared between each players' roll to see who's going the fastest, but these rolls will be building on a cumulative score, so that somebody may surpass you during the competition

- For the CON checks, If you roll exactly the DC or only clear it by 1 or 2 points, you still pass, but you also will have 6 points deducted from your DEX/STR cumulative score (to kinda simulate you needing a small break between bites)
 - If at any point you don't clear a CON DC, you barf and are DQ'd (YOU LOSE)
 - But you also get 1 re-roll and 1 auto-twenty on any of your rolls, CON or DEX/STR
 - There will be 1 round of rolling (CON & DEX/STR) in the first round, 2 in the 2nd round, and 3 in the 3rd round. And i'll give you the DC before we roll.
 - The winner is decided by who gets to the end the fastest without barfing, which will be determined by the DEX/STR roll totals you've been accumulating.
 - You may ALSO win by deciding to stop after you've gone thru as much of the challenge as you think you are able, and no one else surpasses you, or everyone else barfs and is out. BUT, if anyone else surpasses you and then stops, they are the winner
 - Once you decide to stop, you are finished competing and must wait to see the results
 - Any questions?
-
- On your plate are in fact 12 deep-fried, bite-size morsels complete with dipping sauces. Do you start eating?
 - Give me that first con and dex check (and also a perception/investigation check to notice the flavor of one of them DC - 15)

[Definitely feel free to change these DC's up for your table depending on their levels and how they've built their characters!](#)

Round ONE DC - **9**

Round TWO DC's - **11, 13**

Round THREE DC's - **15, 18, 19**

- Gerrard has a bag of holding up his sleeve which is connected to a pulley system where he can pull it down to his waist if suspected of tomfoolery (basically going to be rolling deception checks all competition until the pizza so that he's nice and ready for it lol)
 - Ilda has a group of bards giving her constant bardic inspiration (Ilda! Ilda! She's our gnome! She's gonna win and you're going home!), so she gets an extra d8 on every roll
 - Garreth is doing the competition straight like a chump lol
-
- Freestyle the rest of the competition

DO YOU WHEELIZE FERRIS WHEEL

- You round the corner leading out from the stretch of games in the Midway of the Magicians, and a towering, round structure creeps into view from behind the tent flaps and glowing bulbs of the gaming stalls. Before you, a colossal wheel with tiny carriages affixed to its circumference is slowly rotating while brilliant lights dance up and down its metal frames and around the webbing of support beams, creating the illusion of twinkling constellations, diving comets, swirling galaxies, and other celestial phenomena. This immense cosmic sensation also seems to be impossibly floating in midair, and the incandescent words, “Do You Wheel-ize??” also hang unsupported in front of the ride.
- You arrive at the line underneath the veritable planetary body, the absolute unit that is the ferris wheel and, just like in my perfect fantasy for amusement park rides, there is no line and you actually make it right up to the front for the next rotation!
- You walk up to the person loading the cars, who is stocky human woman with jet-black hair also done in braids and dyed a deep red at the ends and she looks at the two of you and says (grouchy - like Moz from Monsters Inc)
- “Welcome to Do You Wheelize - Where The Sun doesn’t go down...on fun. It’s just an illusion caused by the world spinning round...of fun. How many are ridin?”
- She ushers you into the cart, which is basically like the bottom half of an egg and says “Alright, please keep all of your bodily devices inside the cart at all times and enjoyyyyyy” and she pushes you off, setting you on your parabolic ascent towards the top.
- After [a few minutes of being on the ride], you hear a little melody play out of a speaker on the side of the car, and a voice like the perfect antithesis of the voice of the ferris wheel operator says (smile while talking),
- “Welcome aboard ‘Do You Wheelize!’ My name is Lora Ganheisser, and I’ll be your guide! Do you wheel-ize that you have the most beautiful face? Do you wheel-ize we’re floating in space? Do you wheel-ize that happiness makes you cry?” And she lists a few more things and then says
- “In addition to providing you information on things you may encounter while on your journey, I also have fun games you can play with your crew! Just say, ‘wasssaaaaaap Lora’ and ask away! But for now, would you like me to:
 - enter audio tour mode (if they pick this - freestyle it and you’re probably screwed lol sorry and good luck, future me)
 - enter game mode, or
 - enter stand by mode?”
- As you reach the zenith of the ride, you see almost perfectly in the crisp autumn night, the entire Fall Festival below you, bathed in the glowing, multicolored lights of the fair. It seems a galaxy in itself, as the rest of the world around it is only illuminated by the deeply cool luminescence of the two moons above you. And as you scan this scene, give me a perception check

- Passive - you see a little ways from the outskirts of Beln, a neat grouping of trees. And I mean neat in the sense that these trees are in perfect rows and columns that form a Tidy little rectangle of trees that are separate from the rest of the forest. And as the moonlight hits this group of trees in particular, you notice that their leaves seem to be glowing a dynamic shade of pink, which drastically sets them apart from the rest of the trees around them.
- DC 15 - you notice that this particular grouping of trees is swaying in the night air considerably more than the trees that are part of the larger forest.
- DC 19 - And you see what looks like a fog coming out from beneath these trees and... you think you see a person running out from that grouping of trees at full tilt towards the festival

- If someone asks Lora about the trees:
 - “Those are the Treants of the Four Rests Forest. During each of the ‘Four Rests’ Festivals that denote the changing of the seasons in Beln, it is customary for residents and visitors of Beln to commune with the Treants and spend whole days amongst these gentle giants, enjoying picnics, games, and even playing amongst their branches. The Treants are friendly and enjoy the company each of these festivals bring, and also enjoy that it only lasts a few days (robotic laugh). The leader of the Treants is a Large Oak Tree named OverTT. OverTT. Sorry - that information seems to be unavailable. Is there anything else I can help you with?”

- If Game Mode is chosen:
 - Game Mode - The only game this car currently has available is “Track Back - the collaborative song-making game! Would you like to play?”
 - (if yes) “Ok! Here’s how it works:
 - 3 riders or groups of riders before you have created a song, and now it’s your turn to contribute! But you’ll have to choose which part you’d like to overwrite. Here is the song!”
 - And there is a 1 2 3 4 countoff, and you hear some beatboxing start in, which is soon followed by a melodica playing a simple melody accompanied by rich chords full of 7ths and 9ths, and then all of sudden you hear fart sounds and toots and high-pitched laughter. The song ends on a luscious major 9 chord complete with a humongous raspberry, and Lora comes back in and says,
 - “What a beautiful song! Now, which track would you like to replace? From oldest to newest, they are”:
 - “Number 1” - And a selection of the beatboxing plays and Lora says, “made by” and two familiar voices comes on and say, “Wonderman Twins”
 - Then Lora says, “Number 2” - And a selection of the melodica plays and then “made by” and then you hear a voice say

- “So I just say my name? That’s..weird...” and a voice off mic says “ah cmon it’s fun! Just say it..oh and say mine too!”
- And the first voice says, “sigh - alright fine. Symbol and Mi--” and it cuts off
- Then Lora says, “Number 3” - And you hear the farting and laughing and then, “made by” and a child’s voice says “Haha tootie buttflops!” and you hear two children on the mic laughing and then another voice off mic say, “Johnny Fincher!” and it cuts off
- Lora comes back in and says. “So what’ll it be? Just say the number of the track you’d like to overwrite, or say hear track, hear options, or exit”
- Basically this is an in-game relay song lol

And now for the events I didn’t really plan out. Feel free to do whatever you’d like with them, as I only had high-level notes for them:

ALL WE HAY-VE IS NOW HAYRIDE

Pretty much if they want to do this, mod the ferris wheel descriptions to be the hayride descriptions to where:

- The ride operator for the ferris wheel (Dora Gannheiser) is the driver of the hayride.
- At some point we will crest a hill where we can do the perception checks for the trees and fair and all that
- Have the speaker/Lora/game mode in there
- Come up with description of of haycart and other things leading up to the ride and while we’re on the ride and stuff. Prob won’t be as spectacular as the ferris wheel, buuuuut it is what it is lol.

MIDWAY OF THE MAGICIANS

Pretty much have the food competition happen here, but at a booth instead of on the stage. It can be smaller and maybe modded to fit this vibe (like the prize you win would get better the more you eat) and maybe they could compete against others that want to do it like the water gun game at the TX state fair

Stop and look up midway games and make them magician-themed lol. Prob all of them will be dex based minus stuff like the classic hammer hit to make the thing hit the bell. Ooooo could be cool to have someone try to guess ages and whatnot. But yea

If no one goes to the Food competition, Flora comes thru here looking for Wayne and play that out.

FUN HOUSE

This is going to be closed. Like, door boarded-up and no way to get in. Try to distract them with one of the other things you've spent so much time on while they make their way there (ferris wheel visuals and food festival smells - really try to sell it lol).

If they get there and REALLY want to try and get in after it's closed (prob Randy), Flora comes by and distracts them from it. But yea.

In our story the fun house wound up being "open" bc no one wanted to go there after all, so what the heck Raz might as well go there so I can get him away from the rest of the group, which is what i wanted all along so i wouldn't have to worry about another NPC lol

SETUP FOR PT 1 SONG WHOOPS

Feel free to include this part in your game if you'd like - I just had to make it to give us an opportunity to play a song lol. But yea could be fun if you want/need it for something else!

- You dash off from the fried food area towards _____, weaving your way through tents and around booths to escape the pandemonium at the 3-dough dipping at the gates of Beln fried food eating contest. And as soon as you feel like you've put enough distance between you and all that mess, you duck between a couple of tents to catch your breath. As you slow to stop, laughing and gasping for air, you think you hear soft crying and whimpering coming from behind a stack of wooden crates. Do you want to check it out orr...?
- (if they don't or if they just pass it up, they'll be caught in a labyrinth of tents until they play the song for the kid lol)
- As you peak around the boxes, you see crouched on the ground, a small tiefling child clutching their knees to their forehead. Their sobbs are muffled by their jacket and they don't seem to notice that you've approached
- (their name is Alma) - i dropped my jabroni coney when i was running away from the food contest, and now i'm saaaaaaad. Chaos sauce, can you cheer me up?
- ROLL CHORD DICE
- (After song) As you get to the end of the tune, you all look at each other to strike the final note....and when you look back at the child...you see that...THEY'RE GONE. All that's left in their place is one solitary...wooden...nickel.... And that's where we'll end for today lol.

PART 2

RECAP 2

You can prob skip over this since it just goes over what happened in our game, but it may provide some sort of inspiration for your game so I went ahead and left it in just in case!

- So we started off right after the events of the 2019 Halloween one-off where Chaos Sauce had just helped solve the mystery of Deboza Hexa's haunted house. Aura Ganheiser and Tabitha(!) caught up with the bards and we found out that this was actually the Autumn Rest Festival and that the youngkin growing part is only the tip of the proverbial iceberg when it comes to festivities at this fall fair. She also told you about the Fight Test, which is basically a wrestling match with the mayor of Beln where you can win fabulous prizes, not the least of which is a seemingly magic medallion.
- Yashee and Tabitha decided to sign up as a team, and as Aura left, she informed you that the Fight Test would begin in 30 min, so you all decided to go do an event at the festival which is where everything fell apart lol
- Raz'ul said he was going to go check out the "FUN-topia Planitia" Fun House,
- Randy went off to the 3-dough dipping at the gates of beln fried food eating competition, met Flora Ganheisser, disguised himself as Wayne, the MC and judge of the competition and went backstage where you met the competitors of the competition: Ilda, Garreth, and Gerrard. You brought them onstage and that's when we flipped over to Tabitha and Yashee, who went off to ride the Do You Wheel-ize Ferris Wheel.
- You two got right on and were greeted by a friendly voice on a speaker, which Yashee promptly destroyed. So after carving your initials into the side of the car and making out for a bit, Yashee decided to step up on the side of the carriage, lost her balance, and fell to the carriage below. A safety shield popped up, but Tabitha managed to teleport to Yashee's car and then used gaseous cloud to escape the Ferris Wheel, and then you both ran off to the fried food area...
- Where Randy was getting the competition underway! And as it started, Randy, you saw that Ilda was doing fine, Garreth was not doing so hot, and Gerrard was waaaaay out in front
- So upon investigating and a little bit of help from Dylia, you saw that Gerrard was cheating by putting the food in a bag of holding that he had hidden up his sleeve.
- Randy used mage hand to grab the bag of holding, spilling its contents all over the ground, and that's when the whole fried food competition just collapsed into chaos.
- Just in time for Yashee and Tabitha to show up!
- Go over rest of events up until running off and seeing the teifling child and them dropping their coney and then playing the song
- As you finished your song, you turned back to look at the teifling and found that they had vanished! So we'll pick up with the three of you looking at the spot where the child was once sitting and all of a sudden you hear a booming voice come over a loudspeaker and say, "THE TEST BEGINS IN 5 MINUTES") Whatcha doing? (HOPEFULLY HEADING TO THE FREAKING FIGHT TEST GEEEEEEEEZ)

FIGHT TEST

- So you head on your way, following signs and the general flow of people, and you soon arrive at the center of town to see a sizable crowd gathering around what is essentially a wrestling ring that is being just doused in light by stadium floodlights that have been set

up, and in the middle of the ring, a half orc woman towers over the onlookers and admirers. She is waving her gigantic arms at the assembly, who are in turn cheering her on. A purple t-shirt with the words "Mayor of Hugs" written in white, outlines an incredibly muscular frame before tucking into acid-washed jeans. The words however are obscured by what looks like a bright gold medal hanging from around her neck.

- As you approach, you hear the people further out around the ring of spectators whispering:
- "I think her name is Yoshimi"
- "I heard she's a black belt in karate! Hya hya!"
- "Well she works for the city, so she has to discipline her body!"
- "Yea she knows it's demanding!"

IF SOMEONE IS DOING THE FIGHT:

- Just then, Aura Ganheisser hurries up to you and says:
- "Ah thank goodness you're here! Alright Yashee, Tabitha are you ready?"
- She leads you all up to the ring and the half-orc slides out under the bottom rope to stand in front of you and now that you are up close, you do confirm that, indeed, she is big, broad, and beautiful - an emerald Adonis amongst the masses before her. The large medallion, which you can now see is inscribed with a large ornate letter "E," seems to adorn itself naturally around the neck of its champion, who exudes confidence and charisma as she stands, already triumphant as her gaze meets yours. She pops what looks like a multivitamin into her mouth and extends a hand out to you and says,
- "Well hi I'm Mayor Yoshimi, but since we're gonna be scrappin you can call me by Ring Name, "Big Hex," See back when I was coming up I was fightin in mostly enchanted hexagonal rings and...ah you prob don't care I'm sorry, I'm sorry What's your name?"
- Keep popping multivitamins
- Aura says, "Well we're waiting on the MC, Wayne. (Wayne - describe like Wayne Coyne) to show up, but we don't know where he is. My cousin Flora called and said he was part of some sort of brouhaha over at the fried food competition, but that he ran off? Do y'all know anything about that?"
- IF SOMEONE ISN'T DOING THE FIGHT, RECONFIG THE ABOVE PORTION (Aura just needs to introduce us to Yoshimi)
- A blood curdling scream pierces the rumblings of the crowd. It sounds like, [Jabroni scream]...and it sounds oddly familiar, but then the source of the scream is made clear to you, and who should appear running down the road, but your old pal Toni Jabroni!
- He's yellin and hollerin saying, "Yoshimi! Yoshimi! The robots! The robots!!"

- He busts his way through the crowd and rushes up to Mayor Yoshimi and says, "The robots! The robots!"
- [Calm down - what are you talking about...robots?]
- "Well you know those big ol trees outside of town that are arranged all nice in their rows?"
- "Well I took to calling them big ol trees "BOT's" for short you know - Big Ol Trees, and since they're all nice in them rows, i figure i'd call em row-bots! Keep it simple, right?"
- Well, it was gettin pretty dark and I thought I was the last one out there with them robots admiring their leaves and the nature and whatnot, but then I started hearing whispering coming from somewhere. It was this nonsense I didn't understand and I couldn't see who was doin the whispering and well, the trees started shaking and it almost sounded like they were whispering back!
- Next thing i know there's this yellow-y green cloud forming all around me and I took to coughing something fierce and the trees started to shaking all violent-like, so i just ran! I barely made it out of there! I ran fast as i could and passed out in that field halfway to coming here, but when i came to, i still heard them trees talking and cursing and shaking and whatnot i swear! So I ran into town and told anyone who would listen that the big ol trees were turned into some evil natured robots probably programmed to destroy us, but no one would listen! Said it was just ol Toni Jabroni cooking up fantasy conies again.
- Oh Yoshimi, they don't believe me, but you won't let those robots eat me, will ya?"
- Yoshimi smiles sadly down at Toni, like she wants to believe him but..ehhh..oh Toni. She opens her mouth to speak, but is interrupted as a loud BOOOOM reverberates throughout the square. A hush falls over the crowd; and another BOOOM consumes the chilly night air.
- Yoshimi looks down at Toni, then up at you three and says, "well, you heard Toni Jabroni. And if his word is as good as his conies, then i'd say we've got some robots to check on. Whaddaya say?"

(ps - if anyone asks, Toni has a booth selling jabroni conies bc duh, it's a fair)

- (if someone asks about Raz'ul) - you don't see him, but then you do suddenly hear a dog frantically barking down the road in the direction of the Four Rests Forest,
- The dog jumps up and down and takes off in the direction of the trees. Yoshimi asks - "you know that dog?"

I didn't have anything planned for if they ignored the trees, but I probably would have had buildings start getting hit by the boulders and chaos happening if they didn't run out there with the mayor, which thankfully is what happened lol.

HEADING TO THE TREES

At this point if they haven't yet, see how long it takes them to realize that Raz'ul isn't with them lol. When they realize he's not, perception check for the dog (DC 13)

- So you run out of the square with Mayor Yoshimi leading the way. As you're running, Yoshimi calls back to you and says, "alright, you know these trees are actually Treants, right?"
 - (go into history if it wasn't covered on the Ferris Wheel)
 - Those are the Treants of the Four Rests Forest. During each of the 'Four Rests' Festivals that denote the changing of the seasons in Beln, it is customary for residents and visitors of Beln to commune with the Treants and spend whole days amongst these gentle giants, enjoying picnics, games, and even playing amongst their branches. The Treants are friendly and enjoy the company each of these festivals bring, and also enjoy that it only lasts a few days (robotic laugh). The leader of the Treants is a Large Oak Tree named OverTT. OverTT. I can't remember. never heard of them acting this way"
- As you all enter the field between you and the Big Ol Trees, you notice that there are these pretty good-sized boulders out here in the field - everyone give me a nature check (DC 15 and be sure to roll for Yoshi and Wayne)
- If anyone passes - they notice that the boulders look like they have not been in that spot long, there is loose dirt around the bottom of them, they don't look weathered really at all.
- Alrighty now everyone give me a dex saving throw at disadvantage (DC 12) - whoever passed the nature check they don't have to roll at disadvantage
- If anyone fails:
 - At first you don't hear anything, but then you hear the sound of wind rushing, and you look up just in time to see massive boulders sailing through the autumn night, like inky black holes amongst the star-studded sky.
 - If anyone fails: **28 or 4d10 +6 blud. dmg** (this is the [Treant](#)'s rock attack/action)

AT THE TREES

- So the field that you have to cross is only about 170 feet or so, which is about half the size of an American Football field, so not super far for you know, super awesome heroes in an RPG.
- But yea now that you've been made keenly aware of the boulders being flung, you notice that they're not being aimed at you crossing the field, but seem to be more aimed at the buildings along the outskirts of Beln and are just kinda falling short.
- But, as you approach the line of trees, you immediately see two things that stand out to you:

- First, you are absolutely awestruck by this vibrant array of pink leaves in this grove; The colors ranging from a deep fuschia to a hot hot pink and are positively radiant in the moonlight.
- And you also notice that green-ish yellow fog Mr. Jabroni was talking about kind of undulating around the trunks of the trees, but is staying within the confines of the big ol trees
- If you want to perceive more past that give me a perception check
 - DC 12 - you see that most of the trees look to be about normal-size oak trees about 15-20 ft tall, but there is one tree in the center-middle of the group, so like right up front, that stands out as about 10ft taller than the rest, and is standing motionless while the rest of the tree are flailing about wildly and flinging the rocks.
 - DC 17 - You see on that biggest tree, there are 7 yellow-ish gold circles forming a vertical line down the trunk.
- (if they take a while to figure out to talk to overton) - You hear a resounding crash behind you and turn to see that one of the rocks has smashed into one of the sides of the buildings on the border of the field. Yoshimi says, "oh don't worry - those were just luxury apartments being built by some wealthy investor with the last name North? Or something? I can't remember - but the next building might be something we care about!")
- If anyone tried to go into the fog, i basically was thinking of it as a combo between the [Cloudkill](#) and [Fog Cloud](#) spells. [Decide kinda how you want to handle it with your group - thankfully i didn't have to, but the idea is they would get damaged a bunch if they went in. Also there's nothing in there if they do go in](#)
- Someone will talk to/hear Overton who will say "Mayor I need the mayor" and will ask for proof
- The trees are throwing the rocks to get the attention of the mayor
- If they investigate the tree:
 - DC 14 to see the letters on gold circles
 - DC 17 to see place to put the Yoshimi's medallion
- Once they insert the medallion (which HOPEFULLY they can figure this out lol):
 - The medallion starts to glow as bark begins to grow over it's rim, holding it firmly in place. Then all of the letters on the trunk of this tree illuminate and the tree lets out a loud "BWAAAAAAA"
 - The trees around it stop thrashing about and instead just start to twist and creak gently, but now that the commotion has died down, you're pretty sure you hear a faint groaning coming from the forest that makes you deeply uneasy.

- The big tree says, “We still hurt. The gas...my name is the key...I am fundamental...My name is the key” and they just repeat that over and over.

So the answer to this puzzle is definitely a musical thing, so feel free to change it up for your group so it's not something so obscure if you'd like!

- Treants don't know who did this - only heard whispers
- Once they figure it out:
 - You play the overtone/harmonic series, and the green-ish yellow fog that blankets the forest floor swirls violently and then shoots in a single column up into the air, through the canopy of pink leaves and then dissipates into the brisk night air.
 - Overtone sighs deeply and says, “Thank you. You have saved us. Please, take your badge back” and the medallion you had placed in the tree is released and falls to the ground.
- Mayor Yoshi pops a multivitamin into her mouth, picks up the medallion, brushes it off and puts it back around her neck and says to the tree
 - “Glad we could help. We'll get to the bottom of who did this. Cause it's hard to say what's real, when you know the way you feel. Is it wrong to think it's love, When it tries the way it does?”
 - And the big tree responds with, “Ok”
- Perception check to see if they notice Wayne as a dog in the field (DC 13) - If they see him, he'll run off back towards town and hopefully they follow

BACK IN TOWN

- We go back to the town square where an extraordinarily relieved Aura Ganheisser is waiting to greet you all. As she's exhaustively thanking you over and over, she suddenly stops and say, “w-where's Raz'ul? Did he? *gasp* He didn't...”
- And as she's choking up you hear a “UUUHG” come from down one of the alleys behind the fun house. The crowd parts to reveal Raz'ul! Groggily making his way up to you
- “Well it turns out they WILL let a talking dog into the fun house, bc what's more fun than that right? But while I was in there, I saw this strange, twisting pattern of colors that seemed to appear out of thin air! And that really stood out since you know, dogs can't see a lot of colors. Then I think I blacked out. But the next thing I know, I got Toni Jabroni over here shakin me awake and yellin about robots or something and then I heard someone say chaos sauce was back, and here I am! But I have no clue who did this!

(((So basically what happened was Wayne snuck up on Raz in the funhouse (or wherever) and used the [Hypnotic Pattern](#) spell on him (works out nicely bc it blends in with all the other stuff in the funhouse) and then the [Sleep](#) spell to knock him out if it comes up)))

- Then the dog, who has been following you around all night, begins to morph. And in like, a reverse teen wolf sort of situation, all of a sudden, there is a man standing before you with long, wavy grey hair, a close-cropped beard, and wearing a psychedelic suit. He smiles widely and says (Deep announcer voice):
 - "It was meeeee. I used my spells to entrance you and put you to sleep so that I could copy you and go on fantastical adventures with chaos sauce. Being the MC is swell, but I crave adventure!"
 - And Raz'ul says, "Wha? What is this? Are you some kind of hypnotist? Waving your powers around? Like the sun eclipsed behind the cloud?"
 - And Wayne says, "yea pretty much"
- Mayor Yoshimi says, "well that's all swell. But who conjured up that nasty gas in the forest?"

Maybe perception check? It'll be prob a DC 18 or so to notice anything

- Yoshimi says, "well I tell you what - Chaos Sauce, why don't you...spin a yarn, do your bardic thing to tell the tale of what happened here today, and maybe that will mooove the person behind this to come forward and "clear the air" as it were. Whaddaya say?"

CHORD DICE

- Instead of doing a normal song, i was thinking it could be fun to roll up new chords and drums for "Yoshimi Battles the Pink Robots" and make it kind of like a bombARDED cover song lol

GETTING INTO SONG

- Yoshimi - "Whaddaya say, Beln? Want to hear the story of how Chaos Sauce (minus Raz'ul plus Tabitha), Toni Jabroni, and I saved our tiny town??" And the crowd cheers and she says, "alright Chaos Sauce (ft. Tabitha) - hit it!"

END of EP

- So you finish playing your song and the crowd cheers and Yoshimi says, "Alrightyyy.... Soooo...who poisoned the treeeeees?"
- Perception check DC 20 to notice if they see Johnny Fincher

IF THEY DO - He will be gone and out of sight be the time they get to him, but they'll bump into the cleric from earlier as they give chase. He will say he was looking for Johnny too bc he just vanished into thin air while the cleric was tending to him. OH NO WHAT A MYSTERY

Unfortunately this is all i had planned for an "ending" for who did that to the trees. Kyle's instructions for Johnny Funcher were to keep him mysterious bc he's prob going to come up later in the one off universe, so i wanted him to be the "main" antagonist here, but leave the door open for Kyle to use Johnny more later in the future. For your group, maybe it's someone else and they catch them? Sorry this isn't more helpful!

- DO THE FIGHT - pretty much freestyle the rest of the ep and don't forget the whole "the test begins...NOW" and put the right FX on it and all that in post

INFO

Yashee
Half-Orc Barbarian 5 / Bard 4
Level 9

CAMPAIGN: BomBARDed

STATS: STRENGTH +4 (18), DEXTERITY +1 (12), CONSTITUTION +2 (14), INTELLIGENCE -1 (8), WISDOM +0 (11), CHARISMA +2 (14)

PROFICIENCY BONUS: +4

WALKING SPEED: 40 ft.

INSPIRATION: [Empty]

HIT POINTS: 76 / 81

INITIATIVE: +3

ARMOR CLASS: 14

DEFENSES: Resistances, Immunities, or Vulnerabilities

CONDITIONS: Add Active Conditions

SAVING THROWS:

- STR +8, INT -1
- DEX +5, WIS +0
- CON +6, CHA +6

SENSES:

- 12 PASSIVE WIS (PERCEPTION)
- 11 PASSIVE INT (INVESTIGATION)
- 12 PASSIVE WIS (INSIGHT)

Darkvision 60 ft.

ARMOR: Light Armor, Medium Armor, Shields

WEAPONS: Martial Weapons, Simple Weapons

TOOLS: Carpenter's Tools, Drum

LANGUAGES: Common, Dwarvish, Orc

PROFICIENCIES & LANGUAGES

SKILLS:

PROF	MOD	SKILL	BONUS
☑	DEX	Acrobatics	+3
☑	WIS	Animal Handling	+2
☑	INT	Arcana	+1
☑	STR	Athletics	+12
☑	CHA	Deception	+4
☑	INT	History	+1
☑	WIS	Insight	+2
☑	CHA	Intimidation	+10
☑	INT	Investigation	+1
☑	WIS	Medicine	+2
☑	INT	Nature	+1
☑	WIS	Perception	+2
☑	CHA	Performance	+10
☑	CHA	Persuasion	+4
☑	INT	Religion	+1
☑	DEX	Sleight of Hand	+5
☑	DEX	Stealth	+3
☑	WIS	Survival	+4

Additional Skills

ACTIONS: Attacks per Action: 2

ATTACK: Unarmed Strike (Melee Attack)
RANGE: 5 ft. Reach | HIT / DC: +8 | DAMAGE: 5

Actions in Combat: Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

Unarmed Strike: You can punch, kick, head-butt, or use a similar forceful blow and deal bludgeoning damage equal to 1 + STR modifier

BONUS ACTIONS: Two-Weapon Fighting

Bardic Inspiration: As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

/ Long Rest

Eagle: While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

Rage: As a bonus action enter a rage for up to 1 minute (10 rounds)

^ Yashee / Yoshimi character sheet ^

Thank you so much for checking this out and feel free to hit me (Goodrich) up about any questions you have about the stuff in here at bombardedcast@gmail.com. I hope you have as much fun as I did and as always thank you so much for being a part of our adventure in bomBARDeD!! You rock!

- Goody