



The BombarDEAD Halloween Special

Written by: Kyle Claset

Disclaimer: This was written for the bards in the Podcast BomBARDED and may require a little reworking for use at your table. I have included a few notes on how to do that in certain places, but these are merely suggestions. I highly encourage you to make any changes you think will work well for your group. Do you want to change some names, motives, or even rooms? By all means, go right ahead! In fact, I encourage it. Seriously though, thank you for running this material at your table, and I hope you and your players have a blast!

-Dungeon Maestro Kyle

Setting

The town of Beln (or a location that works for your table and setting) is having a fall celebration known as the “Youngkin Festival”. Overall, this is a fall festival that could have any number of games or events that you would find in a rural town or at a community event center. Most importantly, there is a haunted house that all the kids, and most adults, enjoy.

Summary

During the Youngkin festival, the “haunted mansion” actually becomes haunted by a ghost that is turning kids into adults using its Horrifying Visage ability. This coincides with the arrival of a noble name Ned Crumancy, who is looking to purchase the mansion. The town is worried about other kids being aged and has put a halt on the haunted house until the issue is resolved. Kids arrive to reveal that one more child has decided to enter the mansion. Will your adventurers brave the haunted halls to try and save this kid and the haunted house?

Main Non-Player Characters

Nedrick “Ned” Crumancy

Ned is your red herring for this one-shot. You want your players to suspect him of the recent issues that have been going on. They meet him playing bobbing for apples. Make sure he eats the whole apple and mention how much he likes apples.

Ned has a very chipper personality and regularly has a positive outlook for most situations. Being the silver linings type, and having silver linings in his clothes, Ned will begin to think of ways to help someone anonymously bc he fears that people would see his help/charity as a way of getting what he wants. While he believes he is acting selflessly he typically has a motive but these motives never have malicious intent; they are hopeful optimism to his wants.

Play Ned as nice as possible. Maybe almost too nice. Don't forget to throw in phrases that seem concerning like “it would be the death of me” or “This is bringing me back to life”, or other phrases that reference the afterlife/ghosts and really lean into the “necromancy” pun that is his name. Ned is actually a necromancer for sure, and can definitely help if the players need/want it. He does not openly volunteer these services because of the understood social stigma of necromancers.

Almira Thropp / Deeboza Hexa

Owner of the “haunted” mansion. Is reluctant to sell to Ned. Almira plays that Deeboza is her Aunt. Deeboza only makes an appearance at the beginning, but that doesn't mean she can't appear more in your play through.. Almira is concerned about what is happening at her place. If your players approach her directly to offer aid, she will let them help, but she won't turn off the house [See *The House Explained*]

Ri Uke

Local Half-elf apple farmer, and the actual perpetrator of poltergeists. Loves apples but considers them filling. His 2 kids have been aged by the ghost at the mansion. (your players can encounter Ri when heading to the mansion after being tasked with solving the issue.)

He managed to summon the ghost that plagues the house in the hopes that the town will want to shut down the haunted house which would encourage Elmira to sell to Ned. He thinks Ned would make improvements to the town that would benefit everyone, and values that over the childhood tradition of the haunted house.

Johnny Fincher

Went to the mansion on his own because of children betting that he couldn't stay a night there. This can be announced when it seems convenient. Just have some kids rush up and start yelling about it.

DM Note: Hey! Kyle again. So this content has been formatted to be more accessible planning-wise than my notes would be, but I did leave the notes I had for myself while recording at the end. I'll mark the section, "Kyle's recording notes" for ya!

Introduction

Your party returns or arrives at their location and is met with the smell of caramelizing sugar, spiced apples, and pumpkin drifts into your nostrils before you can even set sight on the town. The amalgam of smells grasps you in the most welcoming of ways and you become lost in it. The anticipation of the delights you sense to be ahead of you flood your mind's eye with daydreams of devouring such delicacies. But how lost in this daydream are you? Let's start with a wisdom saving throw kick things off.

[DC 12. Fail and you have disadvantage on the upcoming perception check. After the wisdom save, whoever failed must make a perception check, DC 8. The rest can rely on their passive for making the save.]

Your attention is immediately drawn from the aroma as the sound of someone yelling comes from a ways off the road. "What do you mean I have to close?" is audibly heard, while the response can not be heard.

Two people can be seen in front of this dilapidated mansion that should probably not be lived in. You see a green-skinned woman with an arching nose wearing a black dress and a tall pointed hat throwing her arms in the air as she speaks, then she storms off inside closing the door behind her.

The person at the door deflates as their shoulders sink low with an exasperated and audible sigh. They then turn to see you and collect themselves and power walks up to you.

DM Note: At this point, you can choose if this is a person your players would know, or don't know. It really depends. If you're using this as just a one-shot, I would lean toward them knowing this as the event coordinator for the town you are using, if not Beln.

"What has brought [your party] to our corner of the world!? Perhaps you heard of the Youngkin Festival and want to enjoy the festivities?"

DM Note: You can mention Ned if you'd like. I went the bard route of them looking for a patron, but that may not work for your group.)

[At this point, Aura Gannheiser (event coordinator) will walk and talk the party to town.]

Comments/Talking points for Aura:

1. She knows what is going on and will reveal the kids have claimed it's too scary and they have been too scared to sleep, and 5 from the recent group have come out of the house 20 years older!
2. She mentions that Almira will be speaking with the concerned parents later.
3. She thinks It's pretty odd that Mr. Crumancy came into town for one of our smaller festivals, but he came early and helped set up some extra things and seems to really want to invest in Beln.
4. Some of the parents don't like the look of the house. Says it sets a bad first impression of the town to travelers.
5. Will totes introduce them to Mr, Crumancy if they want
6. Will go on about the Youngkin festival (baby pumpkin growing competition).

Getting Ready For Beln

This section will give you a very brief insight into the Youngkin Festival, and the demeanor of the town considering the recent events.

The Youngkin Festival

The Youngkin Festival is the smallest little festival they hold because it is a festival to try and grow the smallest baby pumpkin you can. The main competition judges on how cute the baby pumpkin is on a scale that considers many different characteristics.

The thing the kids are excited about the most is Deeboza Hexa's Haunted House. A haunted house that was so scary you can't go until you are 8 whole years old. (Woah!) This is like a childhood rite of passage to them.

The Condition of Beln's people

- Most of the parents are upset because the house does look bad, especially with a noble like Crumancy in town.
- Those upset parents are blaming Almira and want her to close down.
- Other parents are definitely on board with her closing down, but not doing away with a time-honored rite of passage as a kid
- The kids that haven't gone are upset that they can't go, or won't be able to next year..
- The youngkin festival is still being celebrated otherwise.

Meeting Ned Crumancy

Your players will encounter Ned in the midst of enthusiastically bobbing for apples. He is using mage hand to cheat, and your players can notice him cast with a passive perception of 12, and they will recognize the spell if they currently have it, or succeed with a DC10 arcana check.

He almost immediately comes back up with an apple in his mouth. He is obviously a noble based on his gaudy clothing, which dries out moments after having been soaked. He pulls the apple out of his mouth, having taken a bite, and cheers with a mouth full of apple; the cuffs of his sleeves flapping loosely in the air*.

DM Note: be sure to mention his cuffs because this foreshadows your players finding his cufflinks in the mansion.

Things to know about Ned:

- He recently had dinner with Almira.
- He will finish his apple and throw it on the ground.
- If a scene with Almira and Ned happens, Ned will ask if Almira's aunt has considered his offer. To which, Almira will say that her aunt is more concerned with the issue plaguing the house.
- If accused of being the culprit, he will offendedly deny the accusation.

Almira Meets with the Parents

Almira is trying to assuage the group of parents. She promises to figure out what is going on.

Responses from Parents

- i. Your "aunt" (they know the deal) needs to figure out what is causing this
- ii. Mrs. Uke: Mr. Uke and I have two nearly 30 year old children all of sudden! While it would be easier bringing in the apple harvest for us, we want our little kids back.
 - Mrs. Uke is a half-elf woman wearing typical farmers' clothes but is wearing some nicer looking pieces of jewelry.
- iii. Other parents chime in about the other three children and then there is a rabble rabble rabble

The meeting is interrupted by some kids who bring the news that Johnny is missing, and the last time they saw him they were bragging about being able to stay in the haunted house a whole knight.

Here is where your party can volunteer, or you can offer a reward for helping.

On the way to the house

Ri will not have much to say to your adventurers. He's wearing sweat-stained farmers' clothing with a wide-brimmed straw hat and has a silver necklace. He carries a satchel that looks full. If the players stop and talk with him, he will offer them an apple. He will pull one out of the bag if they say yes.

It's mostly apples in the bag, but with a DC 18 perception check, a player can notice partially used candles and a nice white linen blanket. If the candles are mentioned, Ri will lie (insight DC 15) about setting up a romantic moment for his wife.

The one talking point you need to hit is that Ri loves apples, but he can barely eat a whole one.

The House Explained

So between you and me, this is only briefly mentioned in my personal notes at the end. But for the sake of fun, let's flesh it out a bit more. Everything about the house is a high-powered illusion. The house is actually in perfect condition and well kept. The house merely looks run down for the aesthetic. This is accomplished through a series of runes and arcanic inscriptions that are attached to the basement of the house. I am thinking of this as I am writing and let's have fun! If they discover the runes and attempt to tamper with it then roll a d100 and let there be a 50% chance that the illusions become real!!! (OoOoOOoOOoo spooky!) Now on to the house!

Deeboza's Haunted House

So this part is designed to be like a "choose your own adventure" kind of deal. Let your players go wherever and insert the clues and events listed below. You can do this as I have provided them, or mix and match, add new ones, etc... You're gonna do amazing regardless, even if you aren't running this for Halloween!

All illusions can be seen through, save for the outside of the house. This is a DC 18 perception check because of how intricate the runes and inscriptions are.

Clues

1st. Clue - something that connects Crumancy (monogrammed cufflinks with a C on them) (found in the first location)

2nd. Clue - apple cores (half-eaten) on the ground in the third location they go along with encountering the fake ghost who gives chase

3rd. Clue - where they find Johnny Fincher holding a piece of torn white cloth (monogrammed handkerchief "R")

Events at the house

1. Encounter legit ghost
 - This will happen at the entrance after the chandelier falls
2. Encounter fake ghost
 - a. This will be Ri Uke posing as a ghost to try and scare your party off. Throw this one at them after the third or fourth room, or dealers' choice. Still use the frightening presence as if it were a ghost. Hopefully, they don't try to pursue it at this point.
3. Find Johnny
 - a. After enough rooms have been explored, your party will hear a scream that starts as a child's scream and turns into an adult scream. If they follow it they will find a 30 something-year-old scared Johnny Fincher who has just seen the ghost in the (pick a room they haven't been in)
4. Find fake ghost and legit ghost

- a. This is where you may have to do some leg work depending on what rooms your players have explored. Adjust the room you choose to have the real ghost show up again, but this time it is asking to be released and will not be hostile. Ri will show up in his ghost costume, which in comparison is obviously not a real ghost.
At this point, your players will resolve things how they resolve things. Roll with the punches and drive it on home. You got this!

Rooms of Mrs. Hexes Haunted House

Content Warning for blood in rooms 4 and 11.

1. Grand Foyer (everyone) - crashing chandelier
 - a. The sound of the chandelier shifting, then they see (Int check DC 16) then Dexterity Save DC 12 to avoid the chandelier. Those that fail aren't actually injured bc this is an illusion that passes through them.
2. Study (low) - walk in and are blocked from leaving. Books begin flying from the shelf nearby. Each book has a riddle on it will recite once caught. DC 10 Dex check to catch one. They can not exit the room until each player answers a riddle. Bc what's scarier than schoolwork? *DM note: these are riddles meant for children because the house is meant for children. As I always, feel free to add or take away whatever!*
 - a. It belongs to you, but your friends use it more What is it?
 - i. Answer: Your name.
 - b. There is only one word in the dictionary that is spelled wrong. What is it?
 - i. Answer: The word "wrong"
 - c. A railroad crossing without any cars. Can you spell that without any Rs?
 - i. This is a tricky one. They just need to spell "that" to answer correctly.
 - d. Imagine you are in an empty room. There are no doors or windows. How do you get out?
 - i. Answer: Stop imagining.
3. Dining Room (low) - You are invited to take a seat at the long dining table that is decorated with covered platters and cobwebbed candelabras. Once the players sit down, the candles go out and the room is filled dark with magical darkness. The voice of Deeboza fills the room inviting you to eat. This is just like when you were a kid and there was a "bowl of eyeballs" that were just grapes, or "brains" that was spaghetti.
 - a. Alternate Idea: Use the dinner scene from Beetlejuice!
 - b. Regardless of which direction you take it, interactions with the food or from your "Beetlejuice-ing" have the players make a Wisdom Save DC 12
4. Conservatory (medium) - little shop of horrors
 - a. This is an animated toy that Wonderman Inc. made for the house. Looks like a giant Deku baba plant Extremely terrifying as it is set to eat a "sacrifice" that will spray fake blood everywhere covering the attendees with what is actually strawberry jam. It bites into the goat.
 - i. Investigation DC 18 on the sacrifice reveals that both are fake

- ii. Save vs. frightened is a Wisdom Save DC 16
- 5. Kitchen (low) - Dancing hands bit
 - a. They step into the kitchen and have them do a perception check
 - i. DC 12 to notice one of the hands on the counter twitch
 - b. Moments later the hands jump to life and begin to swing dance to some spooooooky sounding swing music
 - c. When the song ends, the hands jump from where they stand toward your players' faces. Dex save DC 12 to dodge. On a fail, players make a DC 10 Wisdom save or become frightened.
- 6. Nooks
 - a. Playroom (high) - creepy playroom for children with a rocking chair, rocking horse, cubby holes for toys, and a chest overflowing with broken toys a la Sid from Toy Story. Nothing happens until they try to leave the room. When they leave the room as anyone would typically leave a room, they find themselves back in the playroom, but now there are blonde-haired blue-eyed twins sitting on the floor asking if the players will play with them. Each time they try and leave the room they end up in the playroom again, but the twins are becoming more demonic and creepy. The only way to leave is to walk out of the door backward, keeping their eyes on the children.
 - i. If they need a hint, the children could tell them "if you want to leave, go out the way you came in." the twins' voices should be quite creepy and unsettling at this point.
 - b. Breakfast Nook (high) - For this room, I highly encourage you to ask your players what their characters' favorite meal is and what they fear the most. Definitely do this prior to the session.

With that info in hand, the nook has a table with a number of covered dishes equal to the number of players. If players uncover a dish they will find their favorite food. If they eat the food, they are haunted by their worst fear and considered frightened without a save for 1d6 minutes.
- 7. Family Room (Medium) - The room is decorated with numerous paintings of varying sizes and colors. The sofas and chairs are in tatters, and there is a wide mirror that has an orange frame on one of the walls.

The doors to this room will close behind the players, and then each character will see the others dragged into a painting. They all will still be in the room with each other, but they won't be able to see each other unless looking in the mirror. To escape the room, they must pose together as if they were in a painting with an orange frame. (This could be a chance to have fun with your players and see if they wanna come up with a pose IRL, and that will totes get them out of the room!)
- 8. Grand Room (Medium) - This is a long room with a grand piano at one end. The door to this room closes, there is a click of a lock, the grandfather clock in the corner next to the piano begins to chime. As the pendulum swings, you notice it is oddly shaped (It's a key).

So they gotta get that key, but the trick is that the piano will come to life if it hears anything other than the grandfather clock. If your players fail a stealth check (or likely don't make one) the piano will rush them, pushing them back. And yes, this piano is a feisty one. Attempts to get past it are surprisingly difficult because parts of it will strip away to block forward movement. It's not impossible, because a DC 20 strength or dexterity skill check will get you past.

They get that key, the clock stops chiming, and they can get out. The key will disappear and reappear in the clock.

9. Sitting room (medium) - This sitting room is set up with a number of chairs (party size -1) in a circle, facing out, and The ceiling is a pitch-black void that light cannot permeate. When the party enters the room, music starts to play.

Ask your players what they do. If they all go for a chair, have them do Dex checks to see who gets a chair. Whoever isn't in a chair when the music stops (your discretion) is pulled up into the ceiling abyss by a chair that drops down and grabs them. (no need for a contested roll to fight this, it is for fun after all). The last one left is congratulated on "surviving", and can leave the room.

10. Master Suite (High) - This Master bedroom has a large canopy bed, a chaise lounge, a large armoire in the corner, and a whole wall is a checkerboard of small windows. There is a door to the master bath, opposite the checkerboard wall.

- a. The checkerboard of windows is a series of small glass pens that are affixed in the wall. Each pen houses 2-3 illusionary children who appear to be shrunken down to be able to fit.
- b. Once that description is triggered, Deeboza Hexa steps out of the armoire cackling. "You aren't going to take one of my midnight snacks, are you!?" She will block the door, making the only way out the master bath door.
- c. The back of the armoire has a secret door that leads to the basement.

- i. Investigation DC 15 to find the mechanism to open the hidden door

11. Master Bath (ultra scary omg) - This decadent yet decrepit bathroom is a long cracked vanity mirror, chipped and cracked marble counters with two sinks, and a clawfoot bathtub. When they enter the room the mirror begins to weep with blood, pouring out and flowing over the countertops. Blood bursts from the faucets of the sink and bathtub, spraying the room. (wisdom save dc 20 vs frightened condition). Frightened players must run from the room the way they came in.

Words begin to appear in the mirror spelling out "Kids for breakfast! Kids for Lunch, what's for dinner!?"

A banshee erupts from the blood-filled bathtub screaming "I've got a hunch!" and looms over the party. Anyone who sees this must make a wisdom save dc 20 vs frightened.

- a. Pulling the plug from the drain in the bathtub drains the blood from the room gets rid of the banshee image and it swirls down the drain.

That's it (I think)

That should about cover you, but hit me up if you have questions!

Kyle's Notes for the Recording of the Episode

*Disclaimer: So this is a **BIG** disclaimer because in this section are the notes I used for recording the episode. Be forewarned you may see a swear, one for sure being the F-bomb. Furthermore, I promise that these are the notes I had because I have not opened this document since we finished recording the episode.*

You may notice there is a lot of information in the official one-shot above that does not appear in my notes below. That is because I did not have it written down, and simply ran out of time for prepping. Sometimes this happens to us. We don't have all the time in the world and that's ok. Take what you have prepared, whether it is this one-off, your homebrew campaign, or whatever game you are playing with your friends, and have fun! You have people at your table because they enjoy what you do, regardless of how much you were able to put into it. Your secret is safe with me!

General trope: Spend the night in the haunted mansion on the hill

Plot: A bigwig rich dude from Sundance is visiting Beln for the Youngkin festival and sees major potential in Beln. He has his eye set on buying the mansion that Deeboza Hexa (Almira Thropp) lives in, but Almira has no interest in selling bc that is her home and she has spent considerable time working it into looking so bad without there being any actual damage. There is an illusion glyph in the basement that if scratched or destroyed in any way will reveal the true condition of the house which is pristine.

Before the bards arrived there was something that Almira did not plan. Over the past couple of days a legitimate ghost had arrived and caused 5 children to age 20 years. The parents in Beln have become furious and are not allowing their kids to enter, but the kids are so upset bc those that turned 8 can't go now. The rumor mill is that this year was the scariest that Deeboza had planned.

The rich dude from Beln is a necromancer that is trying to ruin Almira so she will sell the place. He has been sneaking in and directing the kids toward the ghost he has wrangled to his service.

Characters

- Chaos Sauce (protags)
- Big wig rich necromancer dick (Red Herring)
- Almira Thropp / Deeboza Hexa (secondary character)
- Ri Uke (loves apples but they are so filling) A mad parent/apple farmer who never liked that place anyway and had 2 kids effected. (Found poking around the house when the bards arrive at the house the first time) [actual culprit]
- Johnny Fincher (has gone into the house despite being told not to) [neutral character]

Outline:

- Bards arrive in Beln (Youngkin Festiva).
 - Youngkin festival is a low key event the young pumpkin festival where people gather their best pumpkin by this day.

Introduction

You are out on the road to spread the name of Chaos Sauce and the music that you three weave even further North than ever before. Why North? Isn't it obvious? There is a small town you know of that would be more than glad to give you some comfortable lodgings and help you escape the brisk evening winds of Autumn that have been growing colder and colder over the last several weeks. A town where nothing ever, EVER goes wrong... you know it, I know it, and listeners I believe you are familiar as well, with the tiny town know as Beln.

The smell of caramelizing sugar, spiced apples, and pumpkin drifts into your nostrils before you can even set sight on the town. The amalgam of smells grasps you in the most welcoming of ways and you become lost in it. The anticipation of the delights you sense to be ahead of you flood your mind's eye with daydreams of devouring such delicacies. But how lost in this daydream are you? Let's start with a wisdom saving throw kick things off.
(DC 12. Fail and you have disadvantage on the upcoming perception check.)

[work with the rolls by letting them know by rolling the descriptions of their perception checks.]

(Ask for Perception check DC 8 to hear someone yelling not far off. Nat one fails outright)

[give results of rolls considering the wisdom saves from earlier]

You are startled out of this aromatic trance by shouting from a little way off.

Almira: What do you mean I have to close!?

You can't hear the response at this distance, but you see two people talking in front of a mansion that is dilapidated and should probably not be lived in. You see a green-skinned woman with an arching nose wearing a black dress and a tall pointed hat throwing her arms in the air as she speaks, then she storms off inside closing the door behind her.

. The person at the door deflates as their shoulders sink low with an exasperated sigh. They then turn and you recognize this is the event coordinator for Beln (Aura Ganheisser - in case they ask this time). She looks up to see you three and immediately regains her composure, waves, and runs over. With a slight huff, she asks,

"What has brought Chaos Sauce to our corner of Beetzart!?! Of course, we are happy for you to return any time you wish, but surely you didn't come all this way for the Youngkin Festival? Oh! I bet you heard Mr. Crumancy (Ned) was going to be in town and you wanted to try and perform for him; trying to make a patron out of one of the kindest nobles, huh?

Other comments Aura will make:

1. She knows what is going on and will reveal the kids have claimed it's too scary and they have been too scared to sleep, and 5 from the recent group have come out of the house 20 years older! The weirdest thing.
2. It's pretty odd that Mr. Crumancy came into town for one of our smaller festivals, but he came early and helped set up some extra things and seems to really want to invest in Beln.
3. Some of the parents don't like the look of the house. Says it sets a bad first impression of the town to travelers.
4. Will totes introduce them to Mr, Crumancy if they want
5. Will go on about the Youngkin festival (baby pumpkin growing competition).

The Youngkin Festival

The Youngkin Festival is the smallest little festival they hold because it is a festival to try and grow the smallest baby pumpkin you can. The main competition judges on how cute the baby pumpkin is on a scale that considers many different characteristics.

The thing the kids are excited for the most though is Deeboza Hexa's Haunted House. A haunted house that was so scary you can't go until you are 8 whole years old. (Woah!)

The Condition of Beln

- A portion of the parents are pretty peeved about the house because it looks bad, especially with a noble like Crumancy in town.
- Those pissed parents are blaming Almira and want her to close down.
- Other parents are definitely on board with her closing down, but not doing away with a time-honored rite of passage as a kid.
- They are still celebrating the Youngkin festival as normal.

Meeting Mr. Necrobenotsobadfuck

As you walk up to a couple of large barrels that have apples floating in them you hear someone shout "GO!" and you see water erupt from a barrel as somebody plunges their head in with their hands behind their back. And I am going to give Raz'ul and Randy and a chance to notice this since their initial class is some kind of caster, roll a perception check (DC 10 to notice him casting a spell behind his back. A player who chooses to roll an arcana check DC 10 will know it is mage hand. Randy automatically knows what is being cast because he has mage hand.)

He almost immediately comes back up with an apple in his mouth and a big grin around it. This is when you get a glimpse of a man who is obviously a noble based on his gaudy clothing which is dry moments after having been soaked. He pulls the apple out of his mouth having taken a bite and cheers with a mouth full of apple and the cuffs of his sleeves flapping loosely in the air.

Someone shouts "That has to be a world record!"

He has striking blue eyes and wavy golden locks of hair that have seemed to dry rather quickly. His face beams with excitement as the townsfolk join him in cheering.

Aura: That's Crumancy there. From helping with set up to the small games he has been nothing but charming. Knowing you three, you should have a pretty easy time chatting with him.

Scenes before House

1. Bard & Crumancy (**Remember that he is eating an apple**)

a. Playing Crumancy and his motives:

Ned has a very chipper personality and regularly has a positive outlook for most situations. Being the silver linings type, and having silver linings in his clothes, Ned will begin to think of ways to help someone anonymously bc he fears that people would see his help/charity as a way of getting what he wants. While he believes he is acting selflessly he typically has a motive but these motives never have malicious intent; they are hopeful optimism to his wants.

Ned wants to buy into the community and would rather just purchase Almira's mansion rather than bring in a construction crew that will cause noise and undue burden on the town.

Play Ned as nice as possible, almost too nice, while also throwing in phrases that seem concerning like "it would be the death of me". "This is bringing me back to life", or other phrases that reference the afterlife/ghosts.

b. Almira walks by and Crumancy breaks focus with the bards

i. Crumancy: Almira! Thank you again for having me at your Aunt's ermmm... manor the other night. Apologies for inquiring again, but has your Aunt an answer?

ii. Almira: Heh, I'm sorry Mr. Crumancy (**Interruption: Please, call me Ned**) She loves that house and is stubborn to boot. Also, she is fairly preoccupied with trying to make sure people are able to enter for the yearly haunted house. Excuse me. I have some parents to talk to. (she leaves)

c. Crumancy excuse himself as well at this point looks slightly dismayed which slowly shifts to look more serious and deep in thought. His eyes dart back and forth real quick He finishes the apple he had and tosses it on the ground and walks away.

2. Bards can check out Almira's talk with parents

a. Almira is trying to assuage a small group of parents.

i. Your "aunt" (they know the deal) needs to figure out what is causing this

ii. Mrs. Uke: Mr. Uke and I have two nearly 30-year-old children all of a sudden! While it would be easier bringing in the apple harvest for us, we want our little kids back.

- Mrs. Uke is a half-elf woman wearing typical farmers' clothes but is wearing some nicer-looking pieces of jewelry.
 - iii. Other parents chime in about the other three children and then there is a rabble rabble rabble
 - iv. This is interrupted by a couple of kids who bring the news that Johnny took off for Die Boza Hexes Haunted House.
- 3. Walking to the house
 - a. This is where they encounter Ri Uke who is carrying a sack.
 - i. Ri Uke is carrying:
 - Sack with apples, candles (partly melted)
 - Wearing sweat-stained farmers' clothing with a wide-brimmed straw hat, and has a silver necklace that stands out bc of the rest of the ensemble.
 - ii. Ri mentions loving apples but that they are filling.

Rooms of Mrs. Hexes Haunted House

1. Grand Foyer (everyone) - crashing chandelier
 - a. The sound of the chandelier shifting, then they see (Int check DC 16) then Dexterity Save DC 12 to avoid the chandelier. Those that fail aren't actually injured bc this is an illusion that passes through them.
2. Study (low) - walk in and are blocked from leaving until you answer the riddle. Bc what's scarier than schoolwork?
3. Dining Room (low) - goes dark with magical darkness and you are lead around the room to feel icky things in bowls. Eyeballs! Gross!!!
4. Conservatory (medium) - little shop of horrors
 - a. This is an animated toy that Wonderman Inc. made for the house. Looks like a giant Deku baba plant Extremely terrifying as it is set to eat a "sacrifice" that will spray fake blood everywhere covering the attendees with what is actually strawberry jam. It bites into the goat.
 - i. Investigation DC 14 on the sacrifice reveals that both are fake
5. Kitchen (low) - Dancing hands bit
 - a. They step into the kitchen and have them do a perception check
 - i. DC 12 to notice one of the hands on the counter twitch
 - b. Moments later the hands jump to life and begin to swing dance to some spooooooky sounding swing music
 - c. When the song ends, the hands fling from where stand and grab your face.
6. Nooks
 - a. Playroom (high) - creepy kids room
 - b. Breakfast Nook (high) -

7. Family Room (Medium) -
8. Grand Room (Medium) - has the haunted piano from mario64
9. Sitting room (medium) - chairs that grab you
10. Master Suite (High) - Illusion that you are sinking into the floor
 - a. Intelligence check DC 15 to recognize t
 - b. Has access to basement (god I hope you don't need this) Bookcase
 - i. Investigation DC 15 to find the mechanism to open the hidden door
11. Master Bath (ultra scary omg) -

Clues

1st. Clue - something that connects Crumancy (monogrammed cufflinks with a C on them) (found in the first location)

2nd. Clue - apple cores (half-eaten) on the ground in the third location they go along with encountering the fake ghost who gives chase

3rd. Clue - where they find Johnny Fincher holding a piece of torn white cloth (monogrammed handkerchief "R")

Events at the house

1. Encounter legit ghost
2. Encounter fake ghost
3. Find Johnny
4. Find fake ghost and legit ghost