



The Summoning of Gobblox

A BomBARDED One-shot adventure

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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 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. Don't need the Wonderman twins? Don't include them! That simple. Seriously though, thank you for running this material at your table, and I hope you and your players have a blast!

-Dungeon Maestro Kyle

Something Fowl Afoot

(Alternate hook - The party has made their way to Beln after escaping from the ettercaps in Silk Grove. They fled leaving their rations behind and are quite hungry. The promise of a feast should entice them to assist Wolfgang in defeating Gobblox)

Chaos Sauce, The city of Beln has requested your performing skills for their upcoming Feast to celebrate the heroes that retrieved the Awakening Bell for the flight of the Harmonarchs. You were invited to come a couple days early to be able to hang out before the feast, and be well rested for the performance.

It's the day before the big event and before the hero group "Wreckweem" arrive. You

are making your way down the stairs of the "Turkey and Stuff-Inn" (under new management). As you wipe the sleep from your eyes, you notice two familiar faces that are waving you over. It's The Wonderman Twins, Winter and Holly.

- The wonderman's are excited to see them
- Came as soon as they heard they were in town.
- Winter will cut to business despite Holly's protests
 - Music box that saves the use of a single bardic spell.
 - Wants to mix it with prestidigitation for the light capabilities of the spell
 - Has a prototype with a wind wall spell stored in it.

[Let convo happen]

After a moment, you see Wolfgang Pact, the owner and cook, walk in from outside. Like normal, he is mumbling to himself.

-Mumbling "Yeah, he should fine" then pauses, and laughs to himself and says, "I highly doubt that... (full voice) Gut morning everyone. I am sorry I was not here, I was setting Mortimer to task on a personal conjuration spell of mine for the feast, but I am here now and I can conjure you up somezing delicious."

He slides off to the back as he is tying an apron on, and Winter busts right back into his music box sheel, really trying to sell it, or expand the idea.

As he is going on about his Idea when suddenly you hear the wind picking up outside. Holly notices and interrupts saying, "sounds like a gusty one today, huh?"

[give em a chance to comment or anything else.]

[Interrupt] Let me stop you there, because at this moment you feel the ground begin to shake, and the sky outside starts to darken. You hear yelling come in doppler effect style as a dwarf runs in yelling "Wolfgang, Wolfgang!!! I think I messed up!" He starts panting and looks around panickedly overlooking the 5 [or number of party plus Wonderman twins] of you sitting there. He looks like he's never ran faster.

Wolfgang walks out cursing under his breath. "I can't believe it happened. The odds, I can't... ugh." He rolls up his sleeves and looks at you all.

"Well don't just sit there, we've got a giant demonic turkey to cook ssanks to Mortimer's savant like understanding of conjuration magic. Mortimer, you stay here. Chaos Sauce, you've helped the town before, but will you help Beln once more, for ze sake of ze other heroes that can come through and save us when you are not here, like when Kyle is running One-offs at conventions n' Stuff...?" (feel free to omit that last part :D)

- The twins will act tired and try to scoot off to bed since they got in late and need some rest, but can be coaxed into going along.

Going to the Fields

Wolfgang will let tell them the following:

- We need to get this scroll to the field Mortimer was summoning in.
- This scroll will close ze portal, and zen no more Gobblox, yay!
- If Gobblox is as evil a basterd as I remember him, then many things will be a fowl around town.
- Ready to run?

The Streets of Beln

You step into the streets of Beln and are met with a gust of wind that almost takes you off your feet. In the sky there is a swirling mass that looks like the opening of a cornucopia. A large beak accompanied by a fat waddle comes crashing to the ground through the portal.

Wolfgang yells out: It looks like ze portal isn't quite big enough, but we shouldn't dawdle!

Getting through town is a mini version of a chase
(Alternate: For a more extended version of a chase, use the urban chase complications on page 254 of the DMG. Then change most complications into being flung at the group from down the road ex: you roll 6, then a pack of dogs fighting over food come tumbling down the road. Yes it sounds ridiculous, but whatever.)

- 3 rounds
 - 1. DC 12 dex save to avoid outside furniture that is being blown your direction.
 - 2. There's a child hanging onto a fence trying not to be carried away by the wind. He loses his grip and begins tumbling down the street, do you do anything?
 - 3. You begin to see turkeys tumbling past you in the streets like tumbleweeds. More and more begin to fill the street, so give me a dex save DC 12 to avoid being pelted by turkeys for 1d6 bludgeoning.

You reach the edge of town, getting ever closer to the portal. You look up and see a large red turkey eye look through the portal at you, and you hear a voice ring over the fields in front of you, "Gobble Gobble Motherfuckers" (Drop this F-bomb at your own discretion. You know when you should and shouldn't.)

Entering the Fields

Wolfgang looks at you and says, "It's just past ze pumpkin fields, let's hurry!"

2 rounds of avoiding chomp like pumpkins and vine whip pumpkins.

1. Dex save DC 12 to avoid getting ya ankles chomped for 4d4 piercing damage from the pumpkins.
2. Dex save DC 12 to avoid the pumpkins that are lashing their vines out at you. Fail means you take 4d4 slashing damage.

Arriving at the Summoning Circle

You've finally crossed the pumpkin field, and have arrived to an untilled field filled with turkeys that are just staring at the sky, mouths agape. There is a circle of turkeys gobbling and dancing in a ritualistic fashion near the middle of the field, and at the center of that stands one Turkey. It's the same size as the rest, but it's eyes are like the one you saw in the portal earlier.

The turkey at the center flaps its' wings and then opens its' mouth. You hear the same voice as before.

Gobblox: Wolfgang, old friend. It's great to see you again. Are you scared? You brought friends along..

Wolfgang: No, not scared, just need someone to help while I do zis!

Wolfgang unfurls the scroll and begins to read the incantation on it. As soon as he starts, you feel a gust of wind and a turkey hits Wolfgang in the face. He loses his grip on the scroll and it goes fluttering away in the wind.

Gobblox Fight

For this fight, keep it cinematic. Let's just hope they didn't try to do a song early in the episode, cause if not then... yeah.

Gobblox round 1

Will ready actions to fling turkeys at the bards from the portal if any of them move forward. Gobblox will also make a proposition:

“How about this... give me Wolfgang to take back with me, and I will cease my entry into your world. Eh?”

Bards round 1

Wolfgang round 1

Wolfgang shouts at you three: Get close togezzzer, I have an idea! He skitters his way over to (the closest) and hunkers down. “Damn zis wind!”

From here:

- Wolfgang will do some hasty magic work, but the bards will need to provide the verbal component

If/when they succeed, come up with a wrap up bit that mentions the heroes below, and how everyone is having a great feast thanks to the help from Chaos Sauce.

(Alternate: Well, I imagine it might end up differently for your table. So... at the bottom of this doc is a stat block for Gobblox in case your group can't figure out a way to help Wolfgang. You could have someone roll an arcane check to see if they could weave an incantation strong

enough for Wolfgang to work with. Someone could try their own performance check to sing a song similar to what the bards did. I always liked the idea that thieves cant had hand signals that look Naruto Ninjutsu hand signs, so working with that you could have a rogue try a slight of hand to see if they could hand sign the incantation. Tons of ways to go with it! But in case they want to fight their way out...

Description: *The portal suddenly rips open causing a canyon sized crimson colored split in the sky. Descending from the split is a huge turkey with blood red eyes. Their feathers look almost scale-like and drip with a greasy sheen that cover iridescent purples, greens, and black. Their large talons dig into the ground before you as it lands amidst a rafter of turkeys [yeah, that's what a group of turkeys is called]. Gobblox stares down at you, quickly twitching his neck to turn his head and see you with both eyes. He clears his throat,*

“To put it simply, I am here to claim the world's best chefs to try and satiate my undying hunger. Surrender Wolfgang or be the first course of my Eternal Feasting.”

Because of that greasy sheen, Gobblox is vulnerable to fire. Enter your obligatory “let's roast this turkey” joke here :).

If they give up Wolfgang, that's cool. Gobblox goes on to acquire more and more cooks over the years. He eats them once they no longer have a new dish for him, seeing them as having completed their purpose. Overtime the quantity and quality of food

declines to a point of causing a near extinction. And now you have a gritty world to start a new campaign.

I imagine they won't give up Wolfgang because they are heroes, right! Right!? Ha ha...

The Wrap Up

You are performing your song as Wolfgang is frantically drawing the circle of runes around you as you sing the incantation for the spell. You hear Gobblox say "No! Not again! Wolfgang, you owe me your tasty existence! You would be nothing without me!"

The portal begins to shrink, but a large beak with a large fleshly dangling snood forces its way through the closing portal. The portal is pressing in on the beak and you hear a loud crack, and you can see a large crack spread on the beak. The beak backs out and the portal snaps closed on the remaining bit of snood. It falls to the ground and creates a large quake as it lands and begins slowly rolling in your direction. What do?

- Wolfgang will be satisfied with dodging that bullet, and will be thankful for the help.
- Fade to black and the next day

It's the next day, and you bards are set up to perform for the arrival of the heroes of Wreckweeum. You hear the event coordinator call out their names:

Heroes of Wreckweeum

- Doremi (Alli B)
- William (Taylor)
- Thanagar (Melanie)
- Rikkin (Alex)

We offer them a feast in thanks for saving the flight of the Harmonarchs, but lest we forget, this feast would not have happened with our two-time heroes of Chaos Sauce!

The crowd and heroes of Wreckweeum turn and offer a resounding applause in your direction. Something that stands out to you is you see the boy that Yashee saved the day before sitting atop an awning of a nearby building. He's smiling and waving at you, but then you hear the event coordinator yell "Johnny Fincher!!! Get down from there!!!"

Fade to black.

Please alter this stat block as you need for your table. Beef it up, tone it down, or leave it the way it is. You know what will be best for your table. You can print the sheet below, or find it over on DnDBeyond.com using the link: <https://www.dndbeyond.com/monsters/559958-gobblox> And if you have a moment to leave a comment, I would love to hear your thoughts!

Thank you again for loving what we do at BomBARDed, and for wanting to run these one-shots at your table. I hope you have a wonderful holiday season and new year, cheers!

GOBBLOX

Huge fiend (demon), chaotic evil

Armor Class 16 (+7 Natural Armor)

Hit Points 132 (12d12 + 60)

Speed 40 ft., fly 40 ft. But no higher than 30 ft. off the ground

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	8 (-1)	14 (+2)	12 (+1)

Saving Throws STR +9, CON +8, WIS +5

Damage Vulnerabilities Fire

Damage Resistances Cold

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages Abyssal, Common, Telepathy 120 ft.

Challenge 8 (3,900 XP)

Command Rafter: Gobblox can command a rafter of turkeys to flock in a 20 ft. circle centered on a point within 60 ft. Each creature in that area must make a DC 14 Dexterity saving throw taking (8)2d6 piercing and (8)2d6 slashing damage on a failed save, or half as much damage on a successful one.

Bursted Lesion. If Gobblox is hit with a piercing or slashing melee weapon attack then there is a 40% chance that lesion will burst, covering the attacker with the contents. Attackers must make a DC 16 Constitution saving throw. On a failed save, the attacker will begin to wretch and be considered incapacitated for the next round.

Innate Spellcasting. Gobblox's spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). Gobblox can innately cast the following spells, requiring no material components:

At will: Grease, Hex

2/day each: Hellish Rebuke, Stinking Cloud

1/day each: Confusion, Slow, Enthrall

Actions

Multiattack. Gobblox makes two attacks: either with Gust, Demonic Peck, Shredder, or Waddle Slam.

Gust. Gobblox buffets a 40 ft. cone of strong wind from him, pelting targets with debris and potentially pushing them back. Creatures in the cone must make a DC 18 Constitution saving throw. On a failed save, a creature takes (13)3d8 force damage and is pushed back 15 ft. On a successful save, the creature takes half as much damage

Demonic Peck. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18(3d8+6) piercing damage. If hit, the target must make a DC 14 Constitution save or take 2d4 poison damage and be poisoned on a failed save

Shredder. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15(3d6+6) slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Gobblox can't Shredder another target.

Waddle Slam. *Melee Weapon Attack.* +9 to hit, reach 10 ft., creatures within a 10 ft. square. *Hit:* 22(3d10+6). If hit, a creature is knocked prone.

Reactions

Stomp. If Gobblox loses over half his health, he will stomp the ground sending out a tremor in a 50 ft. radius circle. Creatures in the circle must make a DC 14 Dexterity saving throw or be knocked prone. God forbid a creature is grappled by his Shredder attack if this happens.