

CAKE WALK

FOR A FEW GUMBALLS MORE

OR: THE GOOD, THE BAD, AND THE GUMBALL



CAKEWALK

Cakewalk is a colorful setting where the rules of reality are a bit loose. On the Island of Yumm, people of all shapes and sizes live alongside foodfolk, like the brash gummies and the humdrum crumbkin. The residents of Yumm live in preposterous harmony, hindered only by the rumblings of Mt. Monterey and the antics of mischievous foodfolk.

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TABLE OF CONTENTS

| | |
|----------------------------------|----|
| Cakewalk | A |
| Credits | A |
| Introduction | 1 |
| A Dusty Road..... | 2 |
| Sandy Aygo | 3 |
| On the Trail..... | 7 |
| Shootout in the Flan Canyon..... | 11 |
| Back to Aygo | 13 |
| Monsters and NPCs | 15 |
| NPCs..... | 15 |
| Monsters..... | 20 |
| Ghost Pepper | 22 |
| Magic Items | 25 |

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INTRODUCTION

For a Few Gumballs More is a mini-adventure for 3rd-level characters for the Cakewalk campaign setting in which the party confronts an outlaw gang of gumbunglers in a Western-inspired desert town. A mini-adventure is a bite-sized adventure which can be slotted into any larger campaign for a diversion and change of pace.

OVERVIEW

The adventure begins with the characters riding down a dusty road through the Starburst Desert, toward the town of Sandy Aygo. The characters can investigate a few obvious signs of trouble before heading into town and finding it entirely locked down, terrorized by an infamous gumbungler Bazooka Joe and his gang of bandits. Once the characters meet some of the townsfolk, they head out in pursuit of Bazooka Joe and the hefty bounty on his head.

Following Bazooka Joe's trail through the desert leads the characters to an abandoned hideout plagued by moneybees, a ghost town still haunted by ghost peppers, and finally to the Flan Canyon, where the outlaws are waiting for them with an ambush. A shootout and a breathtaking horseback chase either leads to Bazooka Joe's defeat or escape.

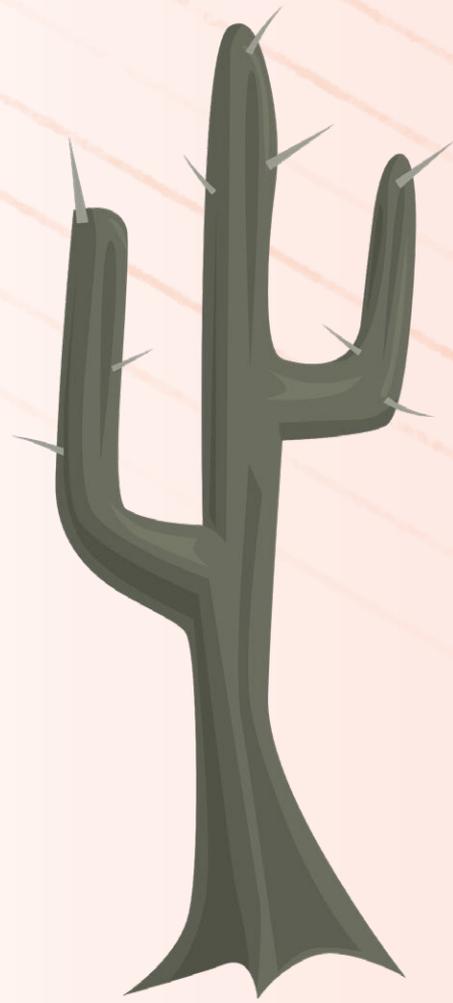
The characters uncover a plot between the mayor of Sandy Aygo and Bazooka Joe's bandits and ride back into town. If Bazooka Joe escaped, he is waiting there with his gumbungler bandits to defeat the party once and for all. If he was defeated, the characters find the mayor attempting to flee the town and his inevitable arrest.

SET UP

On horseback, the characters set down a featureless desert road toward a small town. Pick from the scenarios below or invent your own explanation as to how they came to this situation.

SEARCHING FOR THE GOLDEN GUMBALL

News of a priceless *golden gumball* has attracted dozens of adventuring companies into the Starburst Desert, your party included. Many have filled their boots with sand, gotten nasty sunburns, and



stumbled home empty-handed, but you're resolved to find the magical artifact come hell or high water.

JUST PASSIN' THROUGH

A long dusty road winds through the Starburst Desert, dotted with small towns, parched cactuses, and unremarkable plains. You're merely passing through, trying to avoid heat stroke and too much inconvenience until you can take the railroad to your ultimate destination.

WRONGED BY BAZOOKA JOE

When the outlaw Bazooka Joe was just getting his start, he robbed you, hurt your loved ones, and left you for dead. He might lead a gang of gumbungler outlaws now, but you're out for revenge and will search every rock and cactus in the Starburst Desert until you find him.

A DUSTY ROAD

The adventure begins with characters riding a set of horseradishes, radish animals with the size and temperament of horses, through the desert down a lone, dusty road.

The sun blares down and waves of heat rise off the cracked clay. A tumbleweed bounces across the dusty road. Somewhere, a forlorn harmonica plays.

The parched Starburst Desert stretches out in all directions, unveiling few landmarks, aside from the odd saguaro cactus.

Further up, you can see a wagon stopped alongside the road, and far off to the left of the road you spot a bare shack. At the horizon, flickering in the waves of heat, you can make out the outline of a few buildings, perhaps a town.

The desert road to Sandy Aygo has few attractions aside from aimlessly wandering the desert. The characters can investigate the gummed up wagon or the Not-So-Jolly Rancher's shack.

GUMMED UP WAGON

As the characters approach the wagon, they realize that it isn't parked, but abandoned. Read or paraphrase the following:

An eerie silence hangs over this wagon, which smells faintly of bubblegum. Indeed, thick globs and ropes of pink gunk, now turning brown in the sun's heat, coil around the wheels. Baseball-sized globs of multicolor gum dot the wagon's sides, and the sticky residue even coats the wagon's seats. The wagon's occupants, horseradishes, and provisions are conspicuously absent.

A **DC 10 WISDOM (PERCEPTION) CHECK** hears soft mewling coming from the wagon's mostly bare interior. Turning over a box adhered to the floor with hard gum reveals an **AVOGATO**, a feline avocado

AIMLESSLY WANDERING THE DESERT

The characters are free to wander off the dusty road and search for the bandits, even without first stopping by in Aygo. In this situation, proceed to *On the Trail*. The characters can later stop in at Aygo to refresh supplies and meet the locals.

creature usually kept as a pet, evidently stuck amidst the shootout. The avogato purrs and rubs against their rescuer, and proceeds to follow them regardless of their rescuer's wishes.

A **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** reveals the nature of the gum used on the wagon: gumballs were fired from multiple attackers and in several different sizes, and at some point, a small charge of gumpowder was detonated underneath the wagon. Furthermore, a **DC 15 WISDOM (SURVIVAL) CHECK** makes some sense of the remaining tracks, revealing that the attackers rode several horseradishes and rode off to the north, well to the right of the road. It would appear that the wagon's occupants either fled to Sandy Aygo or were taken by the attackers.

Nearly all of the wagon's valuables have been stripped, leaving behind just a sack of candycorn seeds, a few cowboy hats, and a whip.

NOT-SO-JOLLY RANCHER'S SHACK

Riding up to the lone shack, the characters hear the sound of harmonica music and spot a figure resting in the shack's shade. Read or paraphrase the following:

An old crumbkin, rendered a brown piece of toast in the desert sun, whistles a sad tune into his harmonica, stopping suddenly as you ride up. He stands, revealing the leather chaps and vest of a rancher. "What in tarnation?!" he shouts, "Haven't you varmints already taken everythin' from me?"

The Not-So-Jolly Rancher (using the statistics of a **FOODFOLK COMMONER**), who is nearly blind, believes the characters to be a posse of bandits, and draws a slingshot! **ROLL INITIATIVE**. The rancher rolls initiative and attacks with disadvantage. The characters can convince the rancher they aren't bandits with **DC 12 CHARISMA (PERSUASION) CHECK**.

Once calmed or below half his hit point maximum, the rancher realizes the characters are not bandits and explains:

"You aint with those bandits? Those desperados rode up just like that and stole everything! My horseradishes, ponyradishes, and even my muleradishes! Darn those gumslinger bandits!"

The rest of the rancher's exposition is laced with old timey swears and needlessly confusing cowboy lingo, offering very little information. However, a **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** reveals that the gumslingers left behind a stick of *gumpowder dynamite*. They were about to blow the old man and his shack into sticky smithereens!

Hat in hand, the old man asks for a ride back into Aygo, so he can demand the mayor do something about these bandits.

INTO AYGO

At any time, the characters can proceed down the dusty road to the city of Aygo, known by locals as Sandy Aygo.

SANDY AYGO

The characters receive a decidedly cold welcome when they ride into Sandy Aygo. Please read or paraphrase the following:

Windows slam and doors lock as you trot into town. Suspicious glares meet you from all angles, most from around corners and through closed blinds. It would seem that practically every building in this one-road town has shuddered up immediately as soon as you came within eyeline. With a lazy breeze, a tumbleweed rolls into the empty street.

The characters find that most of the shops in Aygo are closed up, and the people clear out of the street the moment they are in sight. Partially scraped off globs of gum adorn many walls and playfully dot the O's on the sign for the "Dusty Saloon." Plastered across town, wanted posters declare:

Bazooka Joe!
Ringleader of the Gumslinger Bandits
Wanted for Balderdash, Chicanery,
Catawampus, and Gerrymanderin'
Reward of 1,000 coins, Dead or Alive

Only three buildings remain open in Aygo:

- **DUSTY SALOON.** Saloons like this one are common in desert towns, offering cowpokes a spot to rest their feet and sarsaparilla to quench their thirst.

- **THE CROWBAR HOTEL.** The barred windows of this "hotel" suggest that it's nothing of the sort.
- **GENERAL STORE.** Oddly, the crates and barrels of this general store next to the railroad are secured with lock and key.

DUSTY SALOON

Unlike many doors in town, the swinging doors of the Dusty Saloon aren't locked tight. When the characters enter this location, read or paraphrase the following:

Chairs are stored upside down on the tables in this establishment, leaving only the bar open for the few rough-and-tumble customers who choose to drink here. The bartender, a cinnamon-colored puft, tips her hat to you. Behind her, a wide array of soda pop, mostly sarsaparilla, are arrayed for thirsty travelers. None of the others at the bar so much as glance at you.

The bartender, a puft named **JOSIE**, politely serves the characters soda pop (1 sp per glass) and can rent them rooms upstairs for the night (5 gp per night). However, if they choose to make trouble, Josie keeps a loaded slingshot stashed under the bar, using the statistics of a **FOODFOLK ADVENTURER**. She is surprisingly tight-lipped with rumors and information about Aygo, having learned to be cautious around strangers who ride into town unannounced.

The others at the bar include two pepper veggies with matching caps, a frostling sandwich wearing an oversized cowboy hat, and a rotund veggie in a long coat.

PEPPER BROS.

Nearest to the door, a pair of pepper veggies bicker incessantly. The **PEPPER BROS.** are wannabe heroes on the road who are currently stranded, having missed their train stop just before the line ceased running. When the characters arrive, the brothers attempt to embroil them in the argument. The shorter of the brothers, a red pepper, insists that heroism is mostly about bravery, which is why their next quest should be to battle a dangerous monster. However, the other, a taller green pepper, thinks that it's mostly about earning piles of gold, which is why their next quest should be one where they're guaranteed to find treasure.

The players can vote on which brother they agree with. If the red pepper wins the vote, he tells the characters that they can test their bravery and find a magic item in a ghost town in the desert. If the green brother wins the vote or there is a tie, he tells the characters that there's good money to be found at the railroad bridge outside of town.

Additionally, the brothers will sell some of their unusual adventuring gear or trade them with the party for goods of greater or equal value, as follows:

SPICY FLOWER (200 GP). When you eat this flower as a bonus action, your eyes water and your tongue catches fire for the next minute. For the duration, when you take the Attack action, you can replace one of your attacks with a burst of fire from your mouth. When you do so, make a ranged spell attack (attack bonus equals your Constitution modifier + your proficiency bonus) against a creature you can see within 60 feet. On a hit, the target takes 4d6 fire damage.

STAR BISCUIT (150 GP). When you use your action to eat this enchanted biscuit, shaped like a star with rainbow frosting, you glow with a multi-hued light for a few seconds. Until the start of your next turn, you have immunity to bludgeoning, piercing, and slashing damage, and resistance to all other damage.

UP MUSHROOM (100 GP). When you eat this green and white mushroom, you are protected from death for 8 hours. The first time you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point.

MISS WICKED

Sitting at the center of the bar is a frostling sandwich wearing chocolate makeup to accentuate her features. With the fawning affection of a starlet, she introduces herself as **MISS MADELINE WICKED**, “the famous sandwich of the West.” A **DC 13 INTELLIGENCE (HISTORY) CHECK** recalls no such famous frostling with that title. In fact, a **DC 15 WISDOM (INSIGHT) CHECK** identifies that her warm introduction was entirely disingenuous, intended to engender the characters to a sale of some sort.

Sure enough, Miss Wicked offers her services as an enchanter, as listed for the prices on the Wicked Enchantments table. Each of her enchantments also comes with an unforeseen drawback, rolled randomly on the Enchantment Complications table. Miss Wicked does not do refunds. Her

enchantments last for 3 days or the remainder of the adventure, whichever comes first.

Additionally, Miss Wicked is the only person in the saloon who can give the characters any information on the outlaw Bazooka Joe, whose wanted posters are hung up around town. However, she won't do so for free. For a fee of 100 gp, she casts a spell to find the gunslinger outlaws and pointedly directs the characters to the Flan Canyon, warning them to keep an eye on the cliffs as they approach.

WICKED ENCHANTMENTS

| Cost | Enchantment |
|------|-------------|
|------|-------------|

| | |
|-------|--|
| 50 gp | Fleet. Your movement speed is increased by 15 feet. |
|-------|--|

| | |
|-------|---|
| 75 gp | Stalwart. You gain a +2 bonus to your Armor Class. |
|-------|---|

| | |
|-------|--|
| 50 gp | Mighty. You have a +1 bonus to attack and damage rolls made with any weapon you hold. |
|-------|--|

ENCHANTMENT COMPLICATIONS

d6 Complication

| | |
|-----|---|
| 1–2 | Hideous. You have disadvantage on Charisma checks, and your presence imposes disadvantage on Charisma checks made by friendly creatures within 30 feet of you. |
|-----|---|

| | |
|-----|---|
| 3–4 | Narcolepsy. When you roll initiative, make a saving throw, or roll a 1 on an attack roll, roll a d20. On a 5 or lower, you fall asleep. You remain asleep for 1 minute, or until you take damage or someone uses an action to shake or slap you awake. |
|-----|---|

| | |
|-----|--|
| 5–6 | Vertigo. You have disadvantage on Dexterity checks and saving throws. |
|-----|--|

ONION KNIGHT

At the far end of the table is a rotund veggie wearing a duster. Only when the characters are close can they identify the figure as not only an onion veggie, but one wearing plate mail. The **ONION KNIGHT** is absorbed in examination of a large map of the region, and so introduces himself only if asked. Though the onion knight is under strict orders to keep his objectives in Aygo a secret, he is not terribly bright; a **DC 13 CHARISMA (DECEPTION) CHECK** tricks him into revealing that he is searching for the *golden gumball*, a magic item of considerable power, on behalf of the Candy King.

This information can also be acquired with a **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** to read the notes scribbled on his map, or a **DC 13 DEXTERITY (SLEIGHT OF HAND) CHECK** to steal a slip of paper from his duster pocket, on which the knight has written a reminder of his orders.

According to the Onion Knight's map, the *golden gumball* is probably in possession of Bazooka Joe. It might be somewhere near the railroad tracks, or might be much further out in the desert, depending on where the gumslinger bandits have ventured. Most markings on the map are accompanied by question marks or are crossed out entirely.

THE CROWBAR HOTEL

This one-story building stands adjacent to the closed post office, and doesn't appear like any hotel the characters have ever seen. Bars line the windows on one side, and the door is open. People appear to be arguing within. When the characters approach this scene, read or paraphrase the following:

A handful of foodfolk shout over one another as a frostling in overlarge boots cowers behind his desk. You notice a shiny, silver star-shaped badge adorning his vest. Through the cacophony, you hear snippets of the worrying topic: "ransom," "gumpowder," "no good sos-and-sos."

Despite the name, this is a marshal's office. The eponymous "crowbar hotel" is a row of jail cells lining the back wall. A pumpkid rests uneasily in the furthest cell.

If the characters gave the Not-So-Jolly Rancher a ride into town, he promptly joins the argument, adding to the noise but providing little information. Four veggies dressed as railroad conductors make the bulk of the noise, while a perturbed tuft in a black suit chimes in only occasionally. The frostling behind the desk quivers and glances at the characters for help.

When the characters approach any of the characters in the arguing group, the discussion swiftly abates.

THE QUIVERING MARSHAL

A waffle cone frostling adorned in very large cowboy boots and a tin badge quivers from the whole ordeal. His desk is a mess of regional maps, wanted posters for Bazooka Joe, and ominous notes.

If the characters approach, the **MARSHAL** musters his courage and introduces himself:

"H-howdy folks. I'm the m-m-marshall of this here city of Aygo. Now, it 'aint much to look at right now, but this is the finest city this side of the Big Apple."

It doesn't take an insight check to determine that the marshal isn't particularly courageous, and has been rattled by recent events. They're also probably ill-suited to the desert heat. A **DC 13 CHARISMA (PERSUASION) CHECK** or any attempt at a **CHARISMA (INTIMIDATION) CHECK** prompts the marshal to reveal the following information:

- Sandy Aygo has been under siege by a band of outlaw gumslingers, led by the infamous Bazooka Joe.
- Worse yet, the gumslingers have been sending threats to the mayor!
- They claim they have enough gumpowder to blow the railroad to bits, and take half the town with it!
- The last threat came with a ransom: 10,000 gp!
- Without the railroad, the town is practically cut off from the outside world.

The marshal breaks down into tears shortly thereafter, blubbering incoherently about how he isn't cut out for this line of work, and that he should have remained a fry cook in the Big Apple. Because of this outburst, the marshal doesn't directly ask the characters to help. However, if they ask to help catch Bazooka Joe, he cheers up instantly and says that he can deputize them! As deputies, the characters each receive a little tin badge, a free slingshot, and twenty gumballs.

MAYOR MALLOW

MAYOR MALLOW of Aygo dresses for the part, with a striped suit, a monocle, and a pipe that produces the occasional bubble instead of smoke. If the party brought the Not-So-Jolly Rancher with them, the mayor is instantly assaulted by a barrage of accusatory questions from the old rancher, without any time for response. A **DC 15 CHARISMA (PERSUASION) CHECK** defuses the rancher early; otherwise, he complains at the mayor for five solid minutes before burning himself out.

Though Mayor Mallow doesn't recognize the party, he can tell they might be useful and directly explains the town's situation, providing information

similar to that which the marshal can provide. He adds that the marshal couldn't hit the broadside of a barn, much less survive a shootout with Bazooka Joe, and that there have always been a few gumslingers in the area, but never so many, and never with barrels of gunpowder dynamite!

The town simply can't afford the ransom, so the mayor wants to convince the railroad company to come up with the money, since their railroad is being targeted. In terms of reward for helping to stop the gumslingers, the mayor can't offer any more than the wanted poster's 1,000 gp. The mayor can only help further by pointing the party to the General Store owned by his brother, offering the tip, "If you tell him I set you, he'll give you a discount!"

THE RAILROAD VEGGIES

The four veggies from the railroad company are clearly unhappy with the situation. Local problems like this threaten the company's bottom line and, in turn, their jobs. They scoff at the mayor's suggestion to pay the ransom, though one veggie among the group reckons it might be cheaper in the long run.

A **DC 12 CHARISMA (PERSUASION) CHECK** gets one of the railroad veggies to divulge that the location they're most worried about is a large trestle bridge about ten miles outside of town. If that bridge were destroyed, it would be years before Aygo could be reconnected with the rest of Yumm. As out-of-towners, they can provide little more information.

PUMPKID IN LOCKUP

If the characters choose to approach the pumpkinid imprisoned in the Crowbar Hotel, read or paraphrase the following:

CURRENCY ON YUMM ISLAND

Like many fantasy settings, Cakewalk uses the standard convention of gold pieces, silver pieces, and copper pieces for its currency. However, on Yumm-Island, these are all chocolate coins!

In a pinch, a character can eat 10 gold pieces instead of a daily ration of food. However, doing so too often might lead to a nasty stomach ache, or worse. A character that eats nothing but chocolate coins must make a Constitution saving throw. The DC is 10 + 1 for each consecutive day they have eaten nothing but chocolate. On a failed saving throw, a character suffers one level of exhaustion.

The pumpkinid presses her orange head to the iron bars and whispers, "Psst! You 'aint coppers, right? If'n you can get me outta here, I gotta whole stash of coins for ya."

The **PUMPKID**, named **SCARI-ANNE**, mostly speaks in hypotheticals, as she was brought in for a minor theft, rather than the much larger crime of collaborating with the gumslinger bandits. So, "if she were" working with the bandits, she "would know" exactly where they stash their loot. If the characters have been deputized, they can convince the marshal to temporarily release Scari-Anne with a **DC 15 CHARISMA (PERSUASION) OR DC 10 CHARISMA (INTIMIDATION) CHECK**. Alternatively, the characters can unlock the cell and stage a breakout with a **DC 15 DEXTERITY (THIEVES' TOOLS) CHECK**. The characters have disadvantage on checks made to persuade or intimidate Scari-Anne into revealing the information without releasing her first, and require a **DC 17 CHARISMA (INTIMIDATION OR PERSUASION) CHECK** to be successful.

If released, Scari-Anne will lead the characters to the gumslinger's old hideout, in a cave in a cliffside near the railroad tracks outside of town. She does not know, however, that the old hideout has been abandoned.

GENERAL STORE

Standing near the railroad station, the general store is open for business in defiance of the gumslinger bandits harassing the town. When the characters enter this building, read or paraphrase the following:

While your eyes are still adjusting to the dim indoors, you hear the unmistakable sound of a large slingshot being retracted. An eyepatch-wearing puft lines up a shot with a heavy slingshot mounted to the counter. He calls out, "We don't take kindly to strangers 'round Aygo. You with the bandits?"

Accustomed to facing down bandits and ruffians, the shopkeep, **MATHIAS MALLOW**, can't be intimidated. A **DC 14 CHARISMA (PERSUASION) OR WISDOM CHECK** can convince Mathias that the party is not affiliated with the gumslinger bandits. Furthermore, Mathias won't fire on the characters unless they attack first. If the characters linger in the doorway or argue for one minute, Mathias tires out and relaxes the slingshot, reluctantly inviting the

WEAPONS

Gumball slingshots and pointy forks are quintessential ranged weapons of the west.

| Name | Cost | Damage | Weight | Properties |
|-------------------------------|-------|-----------------|--------|---|
| <i>Simple Melee Weapons</i> | | | | |
| Fork | 2 gp | 1d4 piercing | — | Light |
| <i>Simple Ranged Weapons</i> | | | | |
| Slingshot | 20 gp | 1d6 bludgeoning | 1 lb. | Ammunition (range 80/320), two-handed |
| <i>Martial Ranged Weapons</i> | | | | |
| Heavy Slingshot | 50 gp | 1d8 bludgeoning | 2 lb. | Ammunition (range 100/400), heavy, two-handed |

characters inside with a wry, “well, I can’t aim at you all day.”

Once Mathias is pacified, he offers all standard adventuring weapons and gear from his shop, and also offers horseradishes for 75 gp, covered wagons for 100 gp, and maps of the desert for 15 gp. If the characters already met Mayor Mallow, they might also get a ten percent discount on their purchases, much to Mathias’s chagrin.

Mathias will also bluntly offer the following information about town if asked:

- A band of gunslingers, headed by the infamous Bazooka Joe, have been terrorizing the town.
- But the bandits have been quiet for a week.
- There’s a 1,000 gp bounty on Bazooka Joe, and the party might be able to get deputized if they stop by the Crowbar Hotel.

ON THE TRAIL

Proceed to this chapter when the characters decide to confront Bazooka Joe and the gunslinger outlaws, whether they are deputized, decide to chase the bounty on their own, or merely stumble onto his trail while investigating the gummed up wagon. The characters might have a sense of direction as they head out into the desert, but must navigate solely by their wits if they don’t first acquire a map.

The Starburst Desert is divided into a few key locations separated by vast expanses of harsh terrain which require **WISDOM (SURVIVAL) CHECKS** to navigate. Travelling from the Rail Bridge to the Ghost Town is a **DC 13**, and traveling from the Ghost Town to the Flan Canyon is a **DC 15**. Only one character makes this check, and has disadvantage if they don’t have a map of the desert. Failure leads the characters into the Dunes.

RAIL BRIDGE

The characters can reach the rail bridge, a large trestle bridge over a dried-up riverbed about ten miles outside of town, simply by following the railroad tracks. When the characters arrive at this location, read or paraphrase the following:

The grandest structure for perhaps a hundred miles, this towering trestle bridge is a monument of criss-crossing timber, allowing the tracks above to penetrate even deeper into the Starburst Desert and beyond. A few horseradish tracks stand out clearly on the dry riverbed, and a faint humming echoes from the bridge’s base.

Any character with a **PASSIVE PERCEPTION SCORE OF 13 OR HIGHER** spots a discarded gold coin here in the sand! It's face-up; that must mean it's lucky. If the characters brought Scari-Anne with them from the Crowbar Hotel, the pumpkid points them to a cave on the hillside past the bridge, but refuses to go further herself due to a falling out with the bandits.

A **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** hears no activity from the area around the bridge aside from the droning of insects, perhaps bees. If the gumslingers are holed up in the cave, they are being quite stealthy.

While the characters are walking underneath the bridge, a **SWARM OF MONEYBEES** sweeps between the wooden trestles and dives toward the character that is carrying the highest number of gold pieces, who must make a **DC 15 DEXTERITY SAVING THROW**. On a failure, the swarm grabs whatever container in which the character is carrying their coins and flies off with it toward their moneybee hive.

The hive is a roughly a 10-foot diameter sphere made of digested gold pieces suspended 10 feet off the ground in the bridge's wooden supports. It has **AC 14** and **20 HP**, and immunity to poison and psychic damage. Destroying the hive releases another **SWARM OF MONEYBEES** with 22 HP. If the previous swarm is still alive, the pieces of this swarm join its ranks instead, causing it to regain up to 22 HP.

The destroyed hive also spills out all the gold taken by the swarm, as well as 1d6 × 10 gold pieces. The rest of the gold pieces in the hive have been converted into a honeycomb structure that is not legal tender.

When the moneybees have been dispatched, the characters can investigate the nearby cave. Sure enough, the tracks, discarded junk, and extinguished fires indicate that this was once a bandit hideout, but the bandits have since moved on. A **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** discovers two *bubblegum bombs* and also uncovers the following clues:

- A few swatted moneybees can be found in the cave. A **DC 11 INTELLIGENCE (NATURE) OR WISDOM (SURVIVAL) CHECK** theorizes that the swarm might have been eating the bandit's ill-gotten gains.

- A discarded applecore, swarming with ants but not fully consumed, rests near the fire. A **DC 13 WISDOM (SURVIVAL) OR INTELLIGENCE CHECK** estimates that the bandits were here as recently as a day or two ago.
- A corked and empty sarsaparilla bottle was buried in the cave. It contains a handwritten note: "Catch me if you can. —Bazooka Joe"

Following the trail further takes the characters into open desert, and will lead them to either the *Dunes* or the *Ghost Town*.

DUNES

The characters only arrive at the dunes if they fail a Wisdom (Survival) check to follow the trail of the gumslinger bandits. There are many areas of rolling dunes in the Starburst Desert, and all functionally serve as the same region for this travel encounter. When the characters arrive in the dunes for the first time, read or paraphrase the following:

The sun hangs high overhead and your horseradishes trudge through rolling dunes. Frustration and dehydration set in around the same time. You're lost out here, and you'll have to retrace your steps to navigate anywhere successfully.

The characters can encounter each of the following events once.

SAND WORM OF LEGEND

As the characters ride across the dunes, they feel a low rumble in the sands as desert fauna scatter in all directions. A **DC 13 INTELLIGENCE (HISTORY) CHECK** recalls a legend about a "purple gummy worm" that prowls the deepest desert. It is an enormous filter feeder that can swallow men whole.

If the characters decide to flee the area, a **DC 16 GROUP WISDOM (ANIMAL HANDLING) CHECK** allows them to escape the area before the titanic gummy worm surfaces. On a failure, the character with the lowest personal result is thrown from their horseradish as the worm surfaces. They narrowly avoid being consumed, but their horseradish is swallowed instantly.

If the characters don't flee the worm's path, each character must make a **DC 15 DEXTERITY SAVING THROW** as the worm surfaces and throws them into the air. On a failure, a character takes 2d6 bludgeoning damage. The character that failed

with the lowest personal result is thrown from their horseradish as the worm surfaces. They narrowly avoid being consumed, but their horseradish is swallowed instantly.

SANDSTORM

A high wind blows across the dunes, bringing with it tons of choking sand. As the sandstorm grows in intensity, the characters can attempt to set up camp and wait out the storm or attempt to ride through it. Either course of action requires a successful **DC 16 GROUP WISDOM (SURVIVAL) CHECK**. On a failure, the character with the lowest personal result suffers a level of exhaustion.

SEARCHING FOR BURIED TREASURE

If the characters follow Bazooka Joe's map to the dunes, they can attempt a **DC 14 WISDOM (SURVIVAL) CHECK** to find the exact spot marked with an "X" on the map. On a failure, each character must make a **DC 12 CONSTITUTION SAVING THROW** or gain a level of exhaustion from laborious digging in the heat. A success discovers a low pile of stones on the edge of the scrublands, underneath which is buried a barrel of gumpowder. A **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** finds the *golden gumball* hidden within.

THE GOLDEN GUMBALL

The *golden gumball* is part of a set of magic items that will be fleshed out in later adventures!

GHOST TOWN

A long-forgotten trail through the Starburst Desert brings the characters to a ghost town, a collection of buildings abandoned entirely when the profitable molasses well ran dry. As the characters enter the ghost town, read or paraphrase the following:

A few wooden walls, long since stripped of paint and purpose by the desert sands, stand defiantly against the horizon. As you draw near, you can hear a low wind whistling through their empty windows and doors. No one has been here for perhaps decades, and the unchecked march of time has made itself home in this abandoned town.

Five buildings stand in the ghost town, two of which have collapsed roofs, rendering them little more than rubble. The remaining three are perhaps worth exploring. Horseradish tracks clearly lead through the ghost town, indicating that the gumslinger bandits have been through here.

GHOST SALOON

The building that once housed this town's saloon can't be recognized as such from the outside. When the first character enters the saloon, call for a **WISDOM (PERCEPTION) CHECK**. Regardless of the result, tell the character that they heard a jaunty and indistinct piano tune for a moment when they enter the building. Only this character detects the fleeting sound. Inside, the building is a wreck. Read or paraphrase the following:

Sand has infiltrated every corner of this building, destroying the furniture and contents of what might have been a saloon. With the wind and dust, a slurry of discarded objects has collected in the corners, leaving an open space in the center of the floor. A few chairs and one defiant table still stand, but it seems doubtful that they could hold any weight.

The abandoned saloon might be in severe disrepair, but it still provides some much-needed protection from the elements. The party can take a **SHORT OR LONG REST** here.

A **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** fails to find anything of value in the saloon, apart from two unopened bottles of sarsaparilla (which poisons for one hour any creature that is foolish enough to drink from them) and 2d6 discarded gp.

The saloon is also haunted by three **GHOST PEPPERS**, but the ghosts intend to wait concealed in the floorboards until the characters are taking a rest before they strike. If the players guess that the ghost town might contain actual ghosts and choose to mock them or seek them out, the ghost peppers appear out of the floor and attack! The characters can safely complete a rest in the saloon once the ghost peppers are dispatched.

ABANDONED HOME

The door to this small building is still on its hinges, though rust and decay has locked it rigidly in place. A **DC 15 STRENGTH (ATHLETICS) CHECK** kicks in the door, revealing an untouched domicile. Read or paraphrase the following:

Aside from a thick coat of dust and myriad cobwebs, this simple home seems completely untouched by the passage of time. Whoever once resided here left it in perfect order one day and simply never returned. It doesn't contain much: a bed, stove, cabinet, and bookshelf, but it might once have been comfortable, even quaint.

There isn't enough space for the party to rest here, but there are plenty of valuables to loot. If the characters begin to search through the house, warn the character with the **HIGHEST WISDOM SCORE** that a chill runs down their spine. If the characters make **WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECKS** to search the house, read or paraphrase the following:

With a shrill creak, the door slams shut behind you! A few items begin floating around the room and the stove flares to life with an orange roar. "WHO DISTURBS MY HOME!?" cries a booming voice.

The voice belongs to a **GHOST PEPPER** who was once named **MR. FRANKLIN**. Unbeknownst to the party, Mr. Franklin has manifested as the orange flames within the stove, and can project his voice around the room to disguise his true location. Mr. Franklin died here at the ripe old age of 75 and didn't like unannounced visitors even when he was alive. However, even in death, he is still enamored with stories of adventure and retains his appetite for especially spicy foods. A **DC 13 CHARISMA (PERSUASION) OR WISDOM (INSIGHT) CHECK** interrogates this fact from the ghostly Mr. Franklin.

Until Mr. Franklin releases the characters, the doors and windows of the house are magically locked, requiring a **DC 21 STRENGTH (ATHLETICS) CHECK** to break open. He will release them if a character "feeds" him an item of spicy food by depositing it in the stove to burn away, or if someone tells him a particularly engaging story with a **DC 16 CHARISMA (PERFORMANCE) CHECK**. His power over the house also fails if the characters discover his location inside the stove and kill him.

If the characters slay Mr. Franklin and search the house with a successful **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK**, they find a jar containing **200 CP** and an old silver locket worth **5 GP**. Beating a **DC 17** on this check also discovers a cleverly hidden compartment in the bookshelf which contains a diamond ring worth **200 GP**.

COBBLER AND HATTER

A pair of windows on the front of this shop have completely given way to the elements and allowed the sand and wind to enter. It is easy enough to hop through the windows or force open the stuck front door. When the characters do so, read or paraphrase the following:

This deserted building once housed a cobbler and hatter, which is obvious even through the ruin of time. Hat stands, mannequin heads, and measuring tapes can be found piled behind the counter on one side of the building, whereas the other side contains shoe stands, awls, hammers, and spare leather. A charming painted sign mounted to the wall depicts a cowboy boot wearing a bowler hat.

Most of the useful stock was taken when the owners transported their business elsewhere, but many of the odds and ends still litter the building. A **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** uncovers three sets of cowboy boots (two for a Medium humanoid and one for a Small humanoid), four hats (two cowboy hats, a bowler hat, and a somewhat dusty ladies hat), an entire set of cobbler's tools, and an entire set of leatherworker's tools.

Experimentation or a *detect magic* spell reveals that one of these sets of boots is actually magical: a pair of *boots of the trail*.

MOVING ON

When the characters have explored the ghost town and potentially rested in the ghost saloon, they can follow the trail of Bazooka Joe's outlaws toward the Flan Canyon.

SHOOTOUT IN THE FLAN CANYON

Following the trail left by Bazooka Joe and his gumslinger bandits brings the characters to the Flan Canyon, an enormous natural canyon whose rocks were eroded away over eons by a shallow river. It's a grand sight. When the characters arrive, read or paraphrase the following:

The natural lay of the land led you down a shallow decline to a small stream, and eventually to the banks of a river winding through the colossal walls of a canyon. The smooth-hewn rock formations on the walls reveal a cross section of geological eras in multihued brilliance. In one spot, you see natural rock candy deposits, in another, you see the fossilized remains of a dinosaur chicken nugget.

Though the canyon is around 300 feet wide, its walls stand over 600 feet tall. If the players are exceptionally cautious, they can climb the walls of the canyon with a **DC 14 STRENGTH (ATHLETICS) CHECK**, repeating the check every 100 feet.

The river of the canyon is rampant with its namesake, small oozes called **FLIM-FLANS**. Tamed flim-flans can make excellent pets, but the ones of this canyon are wild and will attack the characters if they even approach the water. If a character battles a flim-flan and cooks it during a short rest, however, they can eat it to gain 4d6 temporary hit points.

Once the characters have traveled over a mile through the canyon, a **DC 22 WISDOM (PERCEPTION) CHECK** spots a sniper gum concealed around 60 feet up among the rocks, taking aim at the characters and waiting to signal the other gumslingers. If a character fails this check but beats a **DC 13**, they instead see three **HORSERADISHES** tied up in a shady overhang. These must belong to the gumslingers. Further up in the canyon, the remnants of a rock slide make it impossible for the characters to proceed on horseback, which is likely why the gumslingers tied up their horseradishes here.

The sniper gum waits until the characters are on foot and crossing the 30-foot area of difficult rocky terrain before firing, altering the rest of the gumslingers! Proceed to *Ambush*.

AMBUSH

With the sniper gum's signal shot, gumslingers rush out of the cave and take positions behind two large boulders! Read or paraphrase the following:

Suddenly, the crack of a slingshot rings out, echoing around the canyon in every direction. A moment later, more shots ring out and whistle around you as gumslinger bandits pour out of a hidden cave and rush for cover behind a trio of boulders. Before you even have time to dive for cover, you are faced with a wall of bandits.

A rockslide has littered the canyon with large boulders, providing ample cover from ranged attacks. Boulders are spaced 15 to 20 feet apart, providing long sightlines in some areas.

The first wave of gumslingers is a set of three **SNIPER GUMS**, each of which have 10 HP. Meanwhile, the concealed **SNIPER GUM** on the rocks (which has 20 HP) takes shots at the characters from behind. A **DC 13 WISDOM (PERCEPTION) CHECK** spots the concealed sniper gum after it makes an attack.

When the non-concealed sniper gums are dispatched, a second wave of bandits emerges from the cave: a **MINIGUM**, a **BOMBER GUM** and **BAZOOKA JOE** (using the statistics of a **HEAVY GUM**). This wave ends after four rounds of combat, when Bazooka Joe drops below 40 HP, or the other gumslingers are defeated. When any of these conditions occur, proceed to *Chase*.

CHASE

The remaining gumslinger bandits have decided that discretion is the better part of valor—they'll be fleeing to avoid defeat. Thankfully, they have planned for just this predicament. Read or paraphrase the following:

One more gumslinger emerges from the hideout cave and Bazooka Joe delivers a curious thumbs up. Before you can react, the gumslinger pulls out a small box and depresses the plunger on the top of it. Instantly, the canyon shakes with a deafening chorus of booms. Prepared gumpowder dynamite charges explode on the cliffside and trigger a rockslide!

Bazooka Joe and the remaining gumslinger bandits race through the confusion and dust to escape the battle, causing the shootout to evolve into a chase! In order to catch Bazooka Joe, the characters will have to make a series of group ability checks and play through the chase in four stages. If at least half the group succeeds a group check, the whole group succeeds. If the characters fail a group ability check, they suffer the consequences listed in the following stages. Be liberal with creative tactics, giving out advantage or Inspiration to any character which uses a clever approach to navigating obstacles.

STAGE ONE: ROCK SLIDE

Explosions rock the canyon and boulders of all sizes careen toward the party. Bazooka Joe and the gumslingers, meanwhile, race through the falling stones toward their horseradishes. Each character contributes to the group ability check by making a **DC 15 DEXTERITY (ACROBATICS) CHECK** to avoid the falling rocks or a **DC 13 CONSTITUTION CHECK** to endure the brunt of the smaller stones. A character that chooses to make a Constitution check takes 2d6 bludgeoning damage, regardless of whether they succeed.

If the group ability check is a failure, the character with the lowest personal result takes 2d6 bludgeoning damage as a falling rock careens into them.

STAGE TWO: MOUNT UP

The gumslingers reach their horseradishes, with the characters close behind. Each character contributes to the group ability check by making a **DC 13 STRENGTH (ATHLETICS) CHECK** to hop aboard their horseradish in a single bound or a **DC 13 WISDOM (ANIMAL HANDLING) CHECK** to prod the horseradish to running speed much faster.

If the group ability check is a failure, the character with the lowest personal result is removed from the next stage of the chase.

STAGE THREE: HORSEBACK SHOOTING

While riding at full speed, the characters and gumslingers trade wild slingshot shots. The route takes the characters uphill and through rocky terrain, but the speed never tapers. Each character contributes to the group ability check by making a **RANGED ATTACK** (counting as a success on a **ROLL OF 15 OR HIGHER**) or by making a **DC 13 WISDOM (ANIMAL HANDLING) CHECK** to evade incoming fire.

If the group ability check is a failure, the character with the lowest personal result takes 1d6 + 2 bludgeoning damage from a stray gumball shot. This character has disadvantage on ability checks during the next stage of the chase.

STAGE FOUR: THE CLIFF

The chase leads the characters on a path alongside the precipice of the canyon: moving even a few feet to the right will plunge them off the cliff. Each character contributes to the group ability check by making a **DC 13 WISDOM (ANIMAL HANDLING) CHECK** to ride swiftly and accurately, a **DC 13 WISDOM CHECK** to maintain a steely composure on the ride, or a **DC 13 INTELLIGENCE (NATURE) CHECK** to reason out the surest path along the cliffside.

If the group ability check is a failure, the character with the lowest personal result plunges into the Flan Canyon! This character and their horseradish drops to 0 hit points during the fall. The character can later be found stable at the bottom within 100 feet of the bandit hideout cave, as a particularly large flim-flan broke their fall.

ENDING THE CHASE

Once the characters have finished the fourth stage of the chase, let each character make a **RANGED WEAPON ATTACK** or cast a cantrip that requires a **RANGED SPELL ATTACK**. If at least half have a **ROLL OF 15 OR HIGHER**, Bazooka Joe is thrown from their horse and falls into the canyon! Any remaining gumslingers scatter in all directions out into the desert. Bazooka Joe drops his +1 heavy slingshot before tumbling over the side—sure evidence he has been dealt with.

If fewer than half the characters hit Bazooka Joe, he swings around on his horseradish and fires a bundle of *gumpowder dynamite* toward the party, throwing some characters from their horses and kicking up a cloud of dust. With this distraction, Bazooka Joe and the gumslingers escape into the desert.

Regardless of how the chase with Bazooka Joe resolves, the party is free to explore the now-abandoned bandit hideout and return to Sandy Aygo.

BANDIT HIDEOUT

Back down in the Flan Canyon, the characters can explore the newly vacated gumslinger bandit hideout, a well-concealed cave which miraculously avoided being buried in the rockslide. When the characters enter it, read or paraphrase the following:

Stalactites and stalagmites of rock candy glisten in this small cave where the gumslinger bandits have made a temporary home. In addition to the necessities of a campsite, the cave is packed to the brim with crates of gumballs and barrels of gumpowder. A single spark in here might blow everyone into sticky smithereens!

With the gumslingers dispatched, the characters can take a **LONG REST** in the hideout before proceeding back to Aygo. A **DC 13 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** uncovers a *shotgum*, four *potions of healing*, three *bubblegum bombs*, and two sticks of *gumpowder dynamite*. There is no sign, however, of the golden gumball.

In addition to the material goods, it appears one of the crates of gumballs has been repurposed into a desk. The papers arrayed on the desk include a map of the area, lists of loot and payments for the bandits, and letters of correspondence with Mayor Mallow. In start terms, the letters detail a scheme hatched by the mayor to extort the railroad for money: the mayor provided the barrels of gumpowder while Bazooka Joe provided a credible threat for the ransom. For an excerpt from these letters, read or paraphrase the following:

I'll supply the gumpowder and you send the random notes. If all goes right, we'll be richer than a chocolate-covered frostling!

With a cursory glance, the characters also discover that Bazooka Joe's map also bears a dramatic "X" in the middle of the desert. Following the map to Bazooka Joe's buried treasure brings the characters back to the *Dunes*.

BACK TO AYGO

By the time the characters return to Sandy Aygo, their confrontation of Bazooka Joe and revelations about the mayor will likely divert the adventure's conclusion down one of the following paths:

MAYOR MALLOW'S MISDEEDS. The characters defeated Bazooka Joe.

SHOWDOWN AT HIGH NOON. Bazooka Joe escaped and the characters plan to confront the mayor about his scheme.

Regardless of which conclusion awaits the party, they find Aygo in much the same state as they left it: unfriendly people, closed businesses, and a few folks remaining in the Dusty Saloon, the Crowbar Hotel, and the General Store.

MAYOR MALLOW'S MISDEEDS

The characters find Mayor Mallow just outside of town hurriedly riding a small ponyradish down the dusty road. When the characters approach, read or paraphrase the following:

With Aygo in sight, you see a familiar figure riding down the dusty road. Perched atop a small ponyradish overloaded with dozens of suitcases, you spot the portly, suit-wearing figure of Mayor Mallow, whose eyes widen at your approach. He desperately jockeys his ponyradish to reverse course and lead you on a chase, but can barely accomplish a trot. You swiftly overtake him.

The mayor musters a nervous, "Howdy folks! I was just going on a... little vacation is all."

The mayor improvises a story about the railroad being in cahoots with the bandits all along, but a **DC 10 WISDOM (INSIGHT) CHECK** sees through his deceptions. The mayor is laden with all his worldly possessions and is fleeing town. He even stole the **1,000 GP** bounty which the characters are owed for the defeat of Bazooka Joe (which he reluctantly surrenders).

Whether or not the characters have been deputized by the marshal, they can easily capture the mayor and return him to the Crowbar Hotel to face justice. The players can decide on this course of action even if they never uncovered the mayor's scheme, based purely on his obviously suspicious

actions. Alternatively, the characters can simply claim the bounty and let the mayor go on his merry way.

The people of Aygo cheer and flood the streets when they learn that Bazooka Joe and his band of outlaws have been brought to justice! Before the day is out, the fearless shopkeep Mathias Mallow is appointed temporary mayor, on account of his brother's capture or absence. The cowardly marshall publicly resolves to never let the town down again, and also to learn how to fire a slingshot. The following day, every business in town opens its doors again, including the train station, which can bring the party to a new, exciting destination.

SHOWDOWN AT HIGH NOON

The characters can find Mayor Mallow outside the Crowbar Hotel. When they approach, read or paraphrase the following:

The mayor reclines in the shade of the Crowbar Hotel, smoking his bubble pipe. Over his shoulder, the marshal peers through the barred window of one of his jail cells.

"Well, you have been a right pain in my side," complains the mayor at your approach, "But you can't collect a bounty for someone who's still on the loose!"

The mayor gestures his pipe toward the door, which swings open in response. Bazooka Joe and two of his gumslingers emerge and brandish slingshots for one final shootout.

Bazooka Joe and the remaining gumslinger bandits have rallied to the mayor's side to protect their scheme. As such, the mayor has deputized the gumslingers, imprisoned the marshal, and intends to pin the plot on you (after riddling you with gumballs first, of course!) Even if the characters are completely unaware of this scheme, they'll make excellent patsies.

ROLL INITIATIVE. BAZOOKA JOE (using the statistics of a **HEAVY GUM**), a **BOMBER GUM**, and a **SNIPER GUM**, begin combat by rushing for cover outside the Crowbar Hotel. These foes have taken a long rest and regained their hit points since the party's previous confrontation with them. The mayor dives into the Crowbar Hotel to avoid the hail of fire.

Bazooka Joe drops his +1 heavy slingshot when he dies. When combat turns against the gumslinger bandits, Mayor Mallow grabs the **1,000 gp** bounty and runs desperately in a straight line into the desert. He is not a challenge to track, catch, or apprehend. Beset by heatstroke, he can't even stammer out a hasty lie. The party can easily grab the bounty, which is rightfully theirs.

The people of Aygo cheer and flood the streets when they learn that Bazooka Joe has been brought to justice and that the mayor's scheme has been thwarted. Before the day is out, the fearless shopkeep Mathias Mallow is appointed temporary mayor, on account of his brother's capture. The cowardly marshall publicly resolves to never let the town down again, and also to learn how to fire a slingshot. The following day, every business in town opens its doors again, including the train station, which can bring the party to a new, exciting destination.

MONSTERS AND NPCs

This chapter includes the statistics and descriptions for monsters and nonplayer characters (NPCs) featured in this adventure.

NPCs

The following statistics can be used to represent any humanoid or foodfolk NPC the characters encounter which does not have a bespoke stat block.

FOODFOLK ADVENTURER

For a region of its size, Yumm Island plays host to a staggering number of quests, adventures, and perilous dungeon dives. The wide array of dangerous food monsters might have something to do with it. As such, the island supports a bustling economy of adventuring companies who take on jobs ranging from monster-fighting to world-ending-disaster-stoppers. Any foodfolk or humanoid in Yumm can become a self-branded adventurer if they're willing to risk life and limb. Use foodfolk adventurer statistics whenever the story calls for a background character with some combat training.

FOODFOLK ADVENTURER

Medium humanoid (any foodfolk race), any alignment

ARMOR CLASS 14 (studded leather armor)
HIT POINTS 26 (4d8 + 8)
SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 14 (+2) | 14 (+2) | 14 (+2) | 14 (+2) |

SENSES passive Perception 12
LANGUAGES any one language (usually Common)

CHALLENGE 1/2 (100 XP)

ACTIONS

MULTIATTACK. The adventurer makes two attacks.

JAWBREAKER MORNINGSTAR. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

HEAVY SLINGSHOT. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

FOODFOLK COMMONER

Yumm Island is home to a preposterous variety of foodfolk, from the hale and hearty veggies to the adventurous frostlings. However, most foodfolk are too preoccupied with the goings-on of day-to-day life to go on perilous, breathtaking adventures. Use foodfolk commoners whenever the story calls for the statistics for a background character without adventuring experience.

FOODFOLK COMMONER

Medium humanoid (any foodfolk race), any alignment

ARMOR CLASS 10
HIT POINTS 4 (1d8)
SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

SENSES passive Perception 10
LANGUAGES any one language (usually Common)

CHALLENGE 1/8 (25 XP)

ACTIONS

FORK. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

SLINGSHOT. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

GUMSLINGER BANDITS

Ever since chocolate coins were adopted as currency on Yumm Island, the rich foodfolk have hoarded their coins like greedy dragons and everyone else has scrambled to get their fair share. Naturally, this has inspired an entire cottage industry of thieves and bandits who make money via less scrupulous means. None are so formidable as the gumslinger bandits, who don gumball helmets as disguises to rob anyone they meet.

NOBLE ORIGINS. The very first gumslinger bandit was the infamous Little Papajohn, who assembled a gang of foodfolk to raid the annual Yumm Gumm Ball. This masquerade collected the wealthy and royal residents of Yumm Island in a single place for a night of opulent reveling, easy pickings for Papajohn and the gumslinger bandits. In a single night, the bandits made off with family heirlooms, magical trinkets, and sacks of gold coins.

However, instead of keeping their loot, the bandits shared their wealth with the poorest folks on the island, who in turn helped them evade capture. No criminal gang can remain so noble, however. Today, the bandits are known for highway robbery, small-scale protection rackets, and the occasional heist.

EXPERT GUMSLINGERS. True to their name, the gumslinger bandits' preferred weapons are slingshots, cannons, and various types of surgarbombs. These weapons are excellent for ambushes, and most of them explode in a gummy mess, bogging down anyone who tries to follow the bandits. Moreover, the gum slingshots carry a fearsome reputation in the minds of foodfolk, which helps to dissuade fools from fighting the bandits or hiding treasure.

BOMBER GUM

When the gumslinger bandits need to make a big, intimidating mess, they turn to a bomber gum. A demolition expert loaded down with various surgarbombs, a **BOMBER GUM** can just as easily collapse a bridge, rig up a fireworks display, or blow open a safe. However, these bandits are infamously unconcerned with their own safety, and are known to come out of even simple jobs sticky with caramel burns.



BOMBER GUM

Medium humanoid (any foodfolk), any chaotic alignment

ARMOR CLASS 11

HIT POINTS 33 (6d8 + 6)

SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 15 (+2) | 13 (+1) | 15 (+2) | 10 (+0) | 8 (-1) | 10 (+0) |

DAMAGE RESISTANCES fire

SENSES passive Perception 9

LANGUAGES Common

CHALLENGE 1 (200 XP)

DEMOLITIONS EXPERT. The bomber's surgarbombs ignore the damage threshold of objects.

ACTIONS

MULTIATTACK. The bomber makes two attacks with its surgarbombs.

SUGARBOMB. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (2d6) fire damage. Each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

FLASHBANG. Each creature within 5 feet of the bomber can't take reactions until the start of its next turn.

GUMBOMB (3/DAY). The bomber throws a gumbomb at a point it can see within 30 feet. The gumbomb explodes on impact, creating a 15-foot square of difficult terrain centered on that point.

HEAVY GUM

No band of gunslinger bandits is complete without a **HEAVY GUM** shouldering a S.O.B., a Slingshot of Bigness. Thanks to their towering stature, a heavy gum can load up their slingshot improbably heavy projectiles, from jawbreaker cannonballs to large rocks, to rain down on their enemies. It's not uncommon to see them launch small foodfolk, in lieu of more conventional ammunition.

HEAVY GUM

Large giant, any chaotic alignment

ARMOR CLASS 12 (natural armor)

HIT POINTS 85 (10d10 + 30)

SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 16 (+3) | 10 (+0) | 12 (+1) | 10 (+0) |

SAVING THROWS Str +6, Con +5

SKILLS Athletics +6, Perception +3

SENSES passive Perception 13

LANGUAGES Common

CHALLENGE 1/2 (100 XP)

ACTIONS

MULTIATTACK. The heavy gum makes two attacks.

SLAM. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

JAWBREAKER SLINGSHOT. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 11 (1d12 + 4) bludgeoning damage.

MINIGUM

Clever tinkers aligned with the gunslinger bandits invented a construct to serve all of their explosive, shooty needs: **minigums**. So named because for how much firepower they pack into their small package, a minigum can unleash a fully automatic barrage of gumshots at any target it can see, albeit with less than ideal accuracy. Gunslingers usually employ these constructs only when they need to make a show of force or shoot themselves out of a tight spot.

MINIGUM

Small construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 28 (8d6)

SPEED 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 11 (+0) | 3 (-4) | 14 (+2) | 6 (-2) |

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

SENSES blindsight 60 ft., (blind beyond this radius), passive Perception 12

LANGUAGES —

CHALLENGE 1/2 (100 XP)

ACTIONS

MULTIATTACK. The minigum makes three gumshot attacks with disadvantage. These attacks always have disadvantage, regardless of circumstance.

GUMSHOT. *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



SNIPER GUM

Known colloquially as a “**SNIPER GUM**”, this bandit possesses deadly aim. Able to extinguish a birthday candle from 120 feet, pop a cherry on a cake from behind a brick wall, or send a chestnut through a chink in full plate armor, this sniper is feared and celebrated across Yumm Island. Stealthy as raisins in cookies and twice as deadly, a sniper gum can have you in their sights without you ever knowing.

SNIPER GUM

Medium humanoid (any foodfolk), any chaotic alignment

ARMOR CLASS 14

HIT POINTS 55 (10d8 + 10)

SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 17 (+3) | 12 (+1) | 11 (+0) | 13 (+1) | 10 (+0) |

SKILLS Perception +3, Stealth +5

SENSES passive Perception 13

LANGUAGES Common

CHALLENGE 1 (200 XP)

AMBUSHER. In the first round of a combat, the sniper has advantage on attack rolls against any creature it surprised.

MARKSMAN’S EYE (3/DAY). The sniper can add 1d10 to its next ranged attack or damage roll with a ranged weapon.

ACTIONS

FORK. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

SLINGSHOT. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

PUMPKID

The ever mischievous, pumpkin-headed pumpkinds are a nuisance to the honest foodfolk across Yumm Island. Though their antics might seem whimsical, their jests rarely amount to harmless antics and good cheer.

PRANKS AND JIBES. Nothing makes a pumpkin giggle and snicker quite like an ably done trick. They appreciate hijinks of all kinds, from wordplay designed to trip someone up to practical jokes that induce physical harm, and everything in between. No form of entertainment equals it, or can come close to provoking the riotous laughter caused by someone falling down a flight of stairs and rolling into the street.

LITTLE GANGS. Pumpkinds almost always parade about in little gangs, constantly trying to one-up each other's antics. Rarely do they cooperate to pull off a more elaborate joke, as their little alliances always degrade when someone has to take orders from someone else. Naturally, pumpkinds usually harbor a distrust of authority, as well as anyone else who disapproves of their misbehavior.



PUMPKID

Small humanoid (foodfolk), chaotic neutral

ARMOR CLASS 12

HIT POINTS 20 (8d6 – 8)

SPEED 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|---------|
| 9 (–1) | 15 (+2) | 9 (–1) | 10 (+0) | 10 (+0) | 12 (+1) |

SKILLS Acrobatics +4, Sleight of Hand +4, Stealth +4

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES Common

CHALLENGE 1/4 (50 XP)

PACK TACTICS. The pumpkid has advantage on an attack roll against a creature if at least one of the pumpkid's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

SCYTHE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

ROCK. *Ranged Weapon Attack:* +1 to hit, range 30/90 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

TAUNT. The pumpkid mocks a creature within 15 feet of it. If the target can hear the pumpkid and understands at least one language, it has disadvantage on the next attack roll it makes before the end of its next turn.

MONSTERS

The following monsters feature prominently in this adventure.

AVOGATO

A paradoxically popular foodfolk pet, the avogato is lazy and adorable in equal measure.

CATNAPS AND CHARISMA. Lets to its own devices, an avogato will lounge around the house for eighteen hours a day and mercilessly pester its master for food and affection the remaining six hours. There's no understating how fond owners are of their green feline friends, for when an avogato wishes to turn on the charm, it's hard to resist, even if it does have a propensity for sharpening its claws on its owner.

FORTUNATE FELINES. An old foodfolk saying goes "crumbkin always fall on their buttered faces, but avogatos will always land their feet." Perhaps a confused metaphor, but it speaks to a very real truth that avogatos are improbably lucky in their day-to-day lives. Avogatos seem to supernaturally avoid danger, steal food, and avoid consequences, even as they cause havoc around their owner's home. Conceivably, there is a magical explanation to the avogato's fortune, as there is for so many things on Yumm Island, but most people just accept this uncanny luck as a fact of life.

AVOGATO

Tiny beast, unaligned

ARMOR CLASS 12

HIT POINTS 5 (2d4)

SPEED 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 3 (-4) | 15 (+2) | 10 (+0) | 3 (-4) | 12 (+1) | 14 (+2) |

SKILLS Perception +3, Stealth +4

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 0 (10 XP)

KEEN SMELL. The avogato has advantage on Wisdom (Perception) checks that rely on smell.

UNCANNY LUCK. When the avogato rolls a 1 or 2 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

ACTIONS

CLAWS. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



FLIM-FLANS

Wiggily, frustum-shaped oozes native to many parts of Yumm Island, flim-flans are innocuous and shy creatures that flee when approached. Foodfolk love flim-flans both as pets and the occasional delicacy, as their caramel bodies are practically rejuvenating when cooked properly.

FLIM-FLAN FLOCKS FRANTICALLY FLEE. Tamed flim-flans make excellent pets, especially for people who are allergic to avogatos and growlics, but capturing one can be quite the ordeal. Flim-flans bounce and wiggle away at surprising speed, and nets are completely worthless against them. Because they tend to congregate in groups, catching even a single flim-flan out of a flim-flan flock is like catching a fly with chopsticks.

The only time that flim-flans don't flee is when they have no other natural recourse. For example, in the Flan Canyon (so named for its huge population of flim-flans), local flans can't stray far from the central river before scorching in the desert heat, and so have become extremely territorial. Many adventurers have noted similar behavior in dungeons and other subterranean locales.

FLIM-FLAN

Small ooze, unaligned

ARMOR CLASS 12

HIT POINTS 9 (2d6 + 2)

SPEED 15 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|--------|--------|
| 8 (-1) | 14 (+2) | 13 (+1) | 2 (-4) | 6 (-2) | 1 (-5) |

CONDITION IMMUNITIES blinded, charmed, deafened, exhaustion, frightened, prone

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 8

LANGUAGES —

CHALLENGE 1/8 (25 XP)

AMORPHOUS. The flim-flan can move through a space as narrow as 1 inch wide without squeezing.

BOUNCE DASH. If the flim-flan takes the Dash action, its movement speed is 90 feet and it doesn't provoke opportunity attacks until the start of its next turn.

ACTIONS

PSEUDOPOD. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage.

NOT USED IN THIS ADVENTURE

For completeness, we've included the flim-flan-flambé, even though it doesn't appear in this adventure.

FLIM-FLAN-FLAMBÉ

Large ooze, unaligned

ARMOR CLASS 9

HIT POINTS 156 (21d10 + 21)

SPEED 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 8 (-1) | 13 (+1) | 3 (-4) | 12 (+1) | 1 (-5) |

DAMAGE IMMUNITIES fire

CONDITION IMMUNITIES blinded, charmed, deafened, exhaustion, frightened, prone

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 11

LANGUAGES —

CHALLENGE 4 (1,100 XP)

AMORPHOUS. The flim-flan-flambé can move through a space as narrow as 1 inch wide without squeezing.

BOUNCE DASH. If the flim-flan-flambé takes the Dash action, its movement speed is 90 feet and it doesn't provoke opportunity attacks until the start of its next turn.

ACTIONS

MULTIATTACK. The flim-flan-flambé makes two melee attacks.

PSEUDOPOD. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) fire damage.

BURNING BOUNCE (RECHARGE 5-6). The flim-flan-flambé jumps to an unoccupied space it can see within 60 feet. Each creature within 5 feet of where the flim-flan-flambé lands must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

FLIM-FLAN-FLAMBÉ. On occasion, a flock of flim-flans will be so frightened that they huddle together in fear and accidentally form a flim-flan-flambé, a much larger ooze that naturally burns with a blue flame. Flim-flan-flambés are grumpy and combative, in direct contrast to their smaller cousins, and should be given a wide berth, unless one desires a nasty caramel burn.

GHOST PEPPER

Deep in the spice mines of Mt. Monterrey, the energy of elemental spice mingles with the spirits of the dead, giving rise to the malicious, spicy ghost peppers. These evil spirits haunt the lowest levels of the mines, burning anyone they touch with eye-watering pepper fire.

SPICY ANGER. Spirits of the vengeful dead can cross over to the mortal realm wherever there are great amounts of spice to fuel their anger. Hence, ghost peppers might haunt hot sauce warehouses, prodigious spire racks, and chili cook offs. Theirs is a rage born of a particularly spicy afterlife, so they indiscriminately torment whoever they find in their domain. Though, if a ghost pepper encounters someone they remember from their life, they will be mercilessly cruel to them until they are banished.

When no obvious victims are nearby, ghost peppers make themselves scarce and hide in spice barrels or within containers of hot sauce. A sulfurous, peppery odor usually lingers in the air when they are nearby, before they appear in an eye-watering spectacle of fire.

FOOLISH COMPETITION. If all other recourse fails, ghost peppers can be distracted through empty oneupmanship, particularly when it comes to eating ludicrously spicy peppers. This is a fool's gambit for most people, as ghost peppers are entirely immune to the sweltering bite of spice, but with a clever illusion or magical protection it might be to beat a ghost pepper at their own game and potentially secure an ally.

GHOST PEPPER

Medium undead, neutral evil

ARMOR CLASS 12

HIT POINTS 13 (2d8 + 4)

SPEED 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 15 (+2) | 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) |

DAMAGE RESISTANCES acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

DAMAGE IMMUNITIES fire, poison

CONDITION IMMUNITIES exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

SENSES darkvision 120 ft., passive Perception 10

LANGUAGES the languages it knew in life

CHALLENGE 1/2 (100 XP)

HEATED BODY. A creature that touches the ghost pepper or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

INCORPOREAL MOVEMENT. The ghost pepper can move through other creatures and objects as if they were difficult terrain. The first time a ghost pepper moves through a creature's space on its turn, the creature must make a DC 12 Constitution saving throw or take 3 (1d6) fire damage. The ghost pepper takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

SPICY TOUCH. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) fire damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until the beginning of its next turn, as its eyes water and its throat burns.

HORSERADISHES

The horseradish of Yumm Island is a close analogue to riding horses elsewhere, with the notable difference that a horseradish is a large radish-like creature. Their vegetable-ness aside, horseradishes are fine work animals, suitable for long journeys across the island and agricultural work. And unlike horse-shaped animal crackers, horseradishes are wide enough to ride! Today, horseradishes are the predominant mode of quick transport across Yumm Island in places unreachable by train (with ponyradishes serving as mounts for smaller foodfolk).

HORSERADISH

Large beast, unaligned

ARMOR CLASS 10

HIT POINTS 13 (2d10 + 2)

SPEED 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 10 (+0) | 12 (+1) | 2 (-4) | 10 (+0) | 9 (-1) |

SENSES passive Perception 10

LANGUAGES —

CHALLENGE 1/4 (50 XP)

ACTIONS

HOOVES. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

PONYRADISH

Medium beast, unaligned

ARMOR CLASS 10

HIT POINTS 11 (2d8 + 2)

SPEED 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 10 (+0) | 13 (+1) | 2 (-4) | 10 (+0) | 9 (-1) |

SENSES passive Perception 10

LANGUAGES —

CHALLENGE 1/8 (25 XP)

ACTIONS

HOOVES. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

MONEYBEES

Stinging, avaricious insects, moneybees are so-named because they build their hives from mountains of gold chocolate coins pilfered from the residents of Yumm Island. These insects are a menace everywhere, but tend to congregate wherever money is collected—especially in banks, near dragonfruit hoards, and within treasure chests.

ALL THAT GLITTERS ISN'T GOLD. When a swarm of moneybees plunders a new stash of gold coins, their loot isn't long for the world. Though the coins are temporarily stored within the hive (forming an extraordinarily vengeful piñata), the worker moneybees soon digest the coins into a soft, pliable state which goes to form the honeycombs and walls of their hive. From the outside, a moneybee hive looks like a beehive of solid gold, glittering with hundreds of golden coins across its face, but in reality, the entire hive is worthless.

SWARMS OF GREED. Moneybee swarms flock to stockpiles of coinage, so bankers and coin-minters must be constantly vigilant. If left unchecked, a moneybee swarm can assimilate an entire treasury of coins in a matter of weeks, growing their hive to prodigious size. Legend tells of one such incident in which a dragonfruit's whole hoard was eaten while it was on vacation, leaving behind a hive dozens of feet wide with millions of moneybees inside. Adventurers in search of treasure must practice similar watchfulness, for one can never tell if a chamber rumored to be brimming with gold and silver will instead contain a deadly swarm of moneybees nesting underground.

SWARM OF MONEYBEES

Medium swarm of Tiny beasts, unaligned

ARMOR CLASS 13

HIT POINTS 45 (10d8)

SPEED 5 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 17 (+3) | 10 (+0) | 1 (-5) | 15 (+2) | 1 (-5) |

SKILLS Perception +4

DAMAGE RESISTANCES bludgeoning, piercing, slashing

CONDITION IMMUNITIES charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

SENSES blindsight 10 ft., passive Perception 14

LANGUAGES —

CHALLENGE 2 (450 XP)

AVARICIOUS TACTICS. The swarm has advantage on attack rolls against any creature carrying more than 100 gp. Currency held in extradimensional storage, such as a *bag of holding* doesn't count toward this total.

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny moneybee. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

STING. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. Additionally, if the target is carrying gold coins on their person, the swarm steals a number of coins equal to the piercing damage dealt. The swarm can't steal currency from an extradimensional container, such as a *bag of holding*.

MAGIC ITEMS

The following magic items feature prominently in this adventure.

BOOTS OF THE TRAIL

Wondrous item, uncommon

Until they are worn, the boots of the trail appear to be in grave disrepair. When you attune to them, the illusion fades: they are immaculate hiking boots, with gold clasps and silk laces. While wearing these boots, you leave behind no tracks or other traces of your passage and you can't be tracked except by magical means. You can march for twice as long before suffering levels of exhaustion.

Additionally, you can remove the boots and speak a command word as an action to cause the boots to walk alone, leaving a false trail in any direction for up to one mile. Then, the boots teleport back to your feet.

BUBBLEGUM BOMB

Wondrous item, uncommon

As an action you can throw the bomb at a point on a surface you choose within 60 feet, where it explodes on impact. Everything within a 10-foot-radius sphere of that point becomes coated in sticky bubblegum. When the bomb explodes, each creature in the affected area must succeed on a DC 13 Strength saving throw or be restrained until the end of its next turn. The affected area is difficult terrain until thoroughly cleaned.

GUMPOWDER DYNAMITE

Wondrous item, uncommon

You can use your action to light and throw the stick of dynamite at a point you can see within 60 feet. Each creature within a 5-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 5d6 fire damage and its movement speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and its movement speed isn't halved.

SHOTGUM

Weapon (heavy slingshot), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. This slingshot has a range of 30/90 and uses twice the normal amount of ammunition. If you attack a creature within 15 feet using it, the weapon's damage die increases to 1d12.



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ALONZO C WASHINGTON
ANTHONY
CURRIER-REAGOR
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