

Mayhem at the TRUFFLE FESTIVAL

AN OBOJIMA ADVENTURE

Inspired by Studio Ghibli & Legend of Zelda

5E
COMPATIBLE



Best for 2-4 third level characters



1985 GAMES

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INTRODUCTION

The adventurers have joined the annual Truffle Hunt at Matango Village with little time to prepare. They must quickly gather their gear, avoid the conniving truffle hunter Ebrus Bellerose and start their search for the rarest of fungi this side of the mountain. To find these elusive mushrooms, they must work as a team to scour the forest floor. But that's not the only thing they'll need to worry about—a group of Yokario are heading to the village and if they arrive, they're sure to ruin the festival!

Background

Every year, people from around Obojima descend on Matango Village to participate in the annual Truffle Hunt—a celebrated competition where hundreds of villagers, adventurers, and truffle aficionados search the wilderness surrounding the village in hopes of finding as many of the 73 unique mushrooms that grow in the area. The winner of the contest is crowned the Truffle Prince, a title that comes with the distinction of communing with the Great Pig Spirit, Roghora, and enjoying delightful feasts prepared in the spirit's honor. The Truffle Prince reigns for the year, enjoying all the benefits and honors befitting the title, until the next hunt.

This year Reheni, the current Truffle Prince, is attempting to keep her crown and beat her previous record of 57 unique truffles found.



Reheni & Gooma

Reheni, the current Truffle Prince, is a good-natured girl who, with the help of her pet piglet, Gooma, won last year's Truffle Hunt and is now reaping the rewards. She proudly wears the regalia around the village and passes on any wisdom that she gleans from her contact with the pig spirit, Roghora. Even Though she's defending her title in this year's hunt, Reheni is more concerned with keeping the traditions of the village alive and teaching others about the magic of fungi.



Ebrus Bellerose

Ebrus Bellerose is a somewhat well known adventurer whose reputation stems from his participation in festivals or competitions all across the island. Ebrus, in the last several years, has traveled from village to village, trying his hand at any and every competition that offers an award. In recent years his desire to make a name for himself has driven him to take on what some might call dubious or deceitful tactics. Last year he failed to beat Reheni in the Truffle Hunt, despite the fact that he hid Reheni's gear causing her to start an hour late.



Matango Village & the Truffle Festival

Matango Village or the Great Mushroom Village as it is colloquially known, is located in a damp, forested pocket in the western foothills of Mount Arbora. Although many travel to participate in the Truffle Hunt, the village is known for its magical lichen and fungi. Many of the latter grow to extraordinary sizes and are used by the villagers as homes and businesses. The trade of farming and selling mushrooms is well respected in Obojima, so the roads to Matango village are well kept and well traveled.

The players will arrive at the village the day of the Truffle Hunt and well after the festivities have started. The central town square is full of villagers, spirits, and travelers alike, all of which are participating or enjoying the spectacle that is the Truffle Hunt.

When the adventurers arrive at the village, read or paraphrase the following:

The jaunty sounds of a well practiced band are nearly drowned out by the hundreds of competing voices that crowd the nearby forest as you approach Matango Village. Smells of spiced mushroom skewers and sweet pastries overpower the normally earthy and damp scent of the wilderness. The Truffle Festival is in full swing!

The town center is filled with villagers, travelers, and spirits alike, all preparing for the Truffle Hunt set to kick off later this evening. Distant squeals grow louder and louder as dozens of large pigs come parading through the streets with their handlers. The village erupts at the sight of them. Heaps of dirt covered hands are quickly thrown into the air, followed by unintelligible shouts as the mob of truffle hunters petition for the swinemaster's attention.

The crowd pulls in tight, leaving you on the outskirts of the village along with one other person. A bright green nakudama decorated from head to toe in truffle hunting gear looks onward towards the mass of festival goers before turning towards you. With a smile and an excited look in his eyes, he says "Hello! You must be here for the festival. Have you signed up for the hunt yet?"

The Deception & The Intervention

The nakudama is actually Ebrus Bellerose. After introducing himself, Ebrus proceeds to explain that in order to participate in the Truffle Hunt, the party must sign up with one of the festival leaders. He then exclaims that he happens to be a festival leader and is more than happy to sign the party up if they're interested in joining the hunt. Characters who succeed on a DC 12 Wisdom (Insight) check can tell Ebrus is lying.

This is, of course, not true and is a scam Ebrus has decided to pull in order to get as many contestants disqualified from the competition. While pulling this ruse Ebrus offers to get them any supplies they might need and continues to offer inaccurate or misleading information whenever he feels he can.

REHENI'S INTRODUCTION

Reheni and her pet piglet Gooma are introduced towards the end of Ebrus's conversation with the party. She'll arrive to put an end to Ebrus's trickery, snatching his bag and upending it to reveal dozens and dozens of fake sign up sheets. It's clear that he has already tricked many other contestants. After introducing herself as an actual festival leader, Reheni signs the adventurers up for the Truffle Hunt.

There are a few key moments you'll need to add into this interaction. When done properly, they will not only make the delivery of future story beats more impactful, but also set up the "hunt" portion of the Truffle Hunt.

Here are those key moments:

- ◇ Play up Gooma's interaction with the party. By making the players fall in love with Reheni's pet piglet, they'll only be more invested when they discover Gooma in a sticky situation later in the adventure.
- ◇ Have Reheni give the party her old journal full of truffle notes as a gift to players for having to deal with Ebrus. This is her way of trying to bring some of the integrity back to the festival, and as a story tool, will allow you to hand-wave some of the less entertaining parts of the Truffle Hunt.



The Lead Up (optional)

If you'd like, you can extend this adventure by 30 minutes to an hour by describing the lively festival in greater detail. It's here where you can introduce and roleplay some of the other truffle hunters, the interesting forest spirits who've joined the town in celebration, and even a handful of the local vendors who are peddling their mushroom themed wares.

Additionally, you can introduce a very short B-plot about a lovable spirit companion and his scarf.

THE SPIRITS SPECIAL DELIVERY

In the midst of the festivities an anxious voice can be heard from the crowd. It loudly narrates its struggles in a surface level attempt to muster up sympathy from the festival goers, but with little to no effect. As the ocean of people shifts it's revealed that the whining voice was that of a companion spirit no larger than a dog. It hovers near the ground as it attempts to pick up a muddled scarf from a puddle. This spectral spirit is known as Dofe, and he's been sent here by a wizard to deliver this scarf to its new owner. The only issues are that Dofe not only has a hard time holding onto the scarf, he also can't seem to remember who the scarf belongs to.

It's here the party can do one of three things.

- ♦ **Choose to help Dofe find the owner of the scarf.** If the party decides to help it only takes a handful of questions to jog Dofe's memory, at which point he tells the party the person he's looking for is in Okiri Village, and the party can point him in the right direction.
- ♦ **Take the scarf.** Dofe is easily confused, and with some deception from the party they could easily take the scarf from the wound up spirit. If they decide to, they'll get the **Scarf of Muffling** magic item, which is detailed below.
- ♦ **Do Nothing.** If the party decides to do nothing, then they later see the scarf around the neck of Ebrus Bellerose.

Scarf of Muffling

Wondrous Item, Uncommon

This soft and well loved scarf wraps snugly around the wearer's neck, making anyone who adorns it feel extra cozy. As an action you can throw the scarf at a target creature within 60 feet of you. The scarf magically wraps around the mouth of the target stopping them from speaking. A creature can use an action to make a DC 14 Strength check to pull the scarf from their face.



The Truffle Hunt Begins!

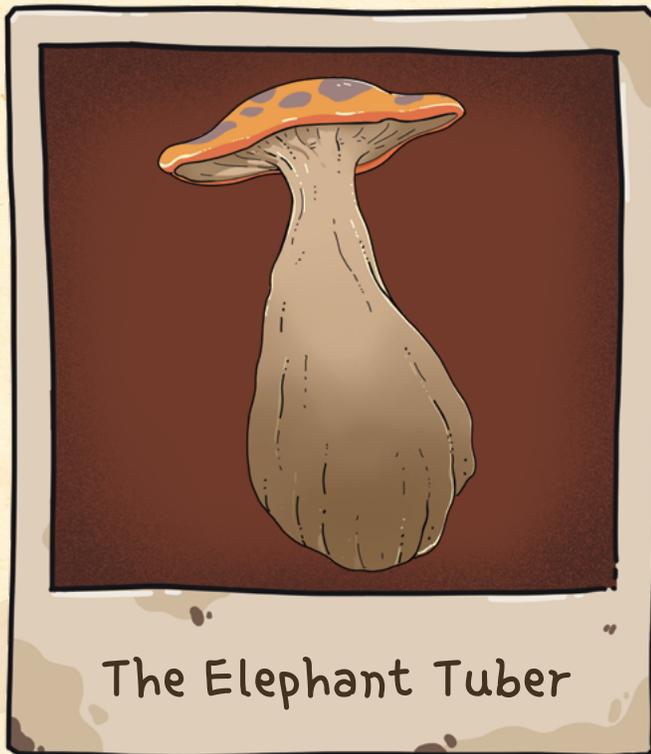
The Truffle Hunt starts just a few hours after the party arrives. The town hushes itself as a handful of the village elders say a few short words about the tradition and explain the time limit of 5 hours, before sounding the bell to start the hunt. At this moment there is a mass exodus from the village, as hundreds of contestants including the party, rush to the surrounding wilderness.

Although the party might find many different mushrooms throughout the hunt, we'll be focusing on six of their most interesting finds. We'll be using the journal given to them by Reheni as the catalyst for uncovering these rare mushrooms, and as a tool to explain what the party must accomplish to obtain them. For each of the 6 noteworthy rare mushrooms listed on the following pages, roll 1d6. The result is the number of other mushrooms the characters find leading up to one of the six.

Truffle Hunt Rules

1. Find as many mushrooms as you can in the forest.
2. You can only claim mushrooms harvested during the Truffle Hunt.
3. You can't claim mushrooms harvested by other contestants.

THE FIRST 3 MUSHROOMS



This hearty mushroom peaks just a few inches off the ground, but don't be fooled by its look. From what I can tell, the stock travels several feet below the surface of the soil and a single mushroom can weigh up to 100 pounds.



Skill Check

To remove this mushroom from the ground a creature must succeed a DC 13 Strength (Athletics) check.



Whistle Caps

For years these elusive lichens have been nearly impossible to find, but yours truly just unlocked the key. All you have to do is whistle a little song and they'll whistle right back. Then you can just follow their whistle until you find the little things.



Skill Check

To locate this mushroom a creature must succeed a DC 13 Charisma (Performance) check.



Flatrat

I just discovered the craziest thing. As I was walking through the forest on my way back to the village, I accidentally stepped on a mouse and squealed louder than Gooma. But here's the thing—it wasn't really a mouse. When I looked under my boot all I saw was a crushed fungus.



Skill Check

To locate this mushroom a creature must succeed a DC 13 Intelligence (Investigation) check.

Missing Piglet

In the midst of the party's Truffle Hunt, Reheni stumbles upon the group. Happy to see them and impressed with their success, she congratulates them before changing the topic to her companion Gooma. The little piglet seems to have gone missing and she's searching the forest before she gets back to the competition. If the characters share that they haven't seen Gooma, she cuts the conversation short and makes her way further into the forest.

If the party wishes, they can help Reheni find Gooma, in which case you can skip to the "Drum of the Yokario" section with Reheni at the party's side instead of Ebrus.

After Reheni leaves, you can continue on with the party's Truffle Hunt, introducing the last three mushrooms.

THE NEXT 3 MUSHROOMS



I spent 6 hours, broke 2 nets, and cried once when trying to catch this enchanted pest. Whenever I got close enough, it leaped up from the forest floor and started running!



Skill Check

To catch this mushroom a creature must succeed a DC 13 Dexterity (Acrobatics) or Dexterity (Sleight of Hand) check.

When Gooma first found this little guy, I thought he was going crazy. I swear I stared at the thing for 10 minutes before I saw through its transparent illusion.



Skill Check

To discover this mushroom a creature must succeed a DC 13 Wisdom (Perception) check to see through its illusion.



You've got to be careful around the Pillow cap. Even when I hold my breath, its spores are still strong enough to put me to sleep. If I didn't have Gooma, who knows how long I would have been out cold.



Skill Check

To collect this mushroom a creature must succeed a DC 13 Constitution saving throw to resist its spores.

Caught in the Act

After encountering the sixth and final mushroom from Reheni's journal, the party accidentally stumbles into Ebrus, who is rifling through the unattended truffle bag of another contestant. He is shocked to see the party and quickly tries to hide the stolen goods. He then leans into a shallow attempt at an apology.

An inspection of his bag reveals a handful of stolen goods and a collection of 11 assorted mushrooms.

Near the conclusion to this confrontation, the party and Ebrus hear the not so distant squeal of a piglet. If the characters' interest isn't immediately piqued, Ebrus will point out that the squealing could possibly be Gooma in an attempt to move the attention off him.

Drums of the Yokario

The initial piglet squeal is quickly followed by the beginning of a low melodic drum beat emanating just beyond the bush line. The sound originates from the cover of the nearby shrubs. Have the characters make a Dexterity (Stealth) check. Characters whose result is anything but a 1 are able to secretly approach the noisy music makers. They see a group of Yokario carrying a massive drum between them. They have tied up Gooma and attached him to the top of their drum. With every swing of the mallet Gooma squeals in fear which is quickly followed by the cackling laughter of the Yokario.

If Ebrus is with the party, his disposition changes from trying to get out of trouble to immense worry. He's very familiar with Yokario, as he's traveled all across the island and dealt with them on a few occasions. In this moment he'll warn the party that although Yokario aren't always dangerous, he certainly does not want to wait and find out if this group is.

He'll then suggest that the characters stay back to deal with them. If the characters allow it, Ebrus heads back to the village elders to get help.

Number of Yokario

Based on Party Size

# of Party Members	# of Yokario
2	3
3	4
4	6
5	7
6	8
7	10

CONFLICT RESOLUTION

On Obojima, conflicts can usually be solved with some smarts, a bit of tact, heaps of creativity, a dose of magic, and some good old fashion teamwork. Not every encounter needs to lead to battle. We highly recommend encouraging non-combat resolutions when they appear. That being said, there are conflicts and perils on the island to be sure. But even if one is drawn into combat, it doesn't always have to end in death. Creatures will always attempt to keep their lives when possible. That could mean fleeing, bargaining, or some other manner of ending a combat short.



Yokario

Yokairo are fantastical beings with feathered bodies that revel in the joy of chaotic mischief. Known for their lively nature and aggressive behavior these goblin-like creatures are often hated by villages. Their unwavering passion for music can lead them to disrupt festivals and other celebratory events, earning them a reputation not always well-received amongst islanders.



Yokario

Small Humanoid (Yokario), Neutral

Armor Class 14 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills Performance +3

Senses Darkvision 60 ft., Passive Perception 9

Languages Common

Challenge ¼ (50 XP) **Proficiency Bonus** +2

Drum Line. If the yokario makes an attack against a creature that has been hit by one of its allies' Drum Mallets since the end of the yokario's last turn, its Drum Mallet has an attack bonus of +6 instead of +4.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.)



AFTERMATH

There are many ways the conclusion can play out. No matter what the adventurers decide, Reheni is always an advocate for a peaceful outcome—even if it means giving up the crown of the Truffle Prince.

Here are a few possible outcomes:

DO NOTHING

If nothing is done, the Yokario disrupt the festival and send the villagers scurrying for cover. Their noise-making mayhem is accompanied by the squealing of poor little Gooma. Reheni will try and save her poor piglet pal and may or may not be successful. Do the Yokario go so far as to devour Gooma?... That is your story to tell.

HAND OVER THE LOOT

The party can try and parley with the Yokario. If they succeed at a DC 14 Charisma (Persuasion) check, the Yokario are willing to trade Gooma for all the mushrooms that the contestants have gathered. If everyone agrees, the Yokario take all the fungi, cackling all the while, and then toss Gooma in a puddle before taking off whooping and banging their drum.

If they fail to make the deal, the Yokario will ignore the party and continue their march towards the village.

THREAT OF A STERN THRASHING

The party can choose to confront the Yokario hooligans and tell them to drop Gooma and take off before they get a stern thrashing. To do this, a member of the party must succeed at a DC 15 Intimidation roll. Success sees the Yokario flee in the direction they came from, while failure sends the two parties into a brawl.

DRAW BLADES!

The party can forego any chitchat and simply draw steel and start slashing Yokario. Reheni will be horrified at this and will try to stop any violence, offering her crown and any regalia as Truffle Prince to the Yokario to diffuse the situation. The moment two or more Yokario are killed or knocked out the rest flee.

FINAL OUTCOMES

Here are some ways the adventure can end:

SUCCESS!

If the adventurers drive off the Yokario and are victorious, then the festival and celebration is a smashing success. Whether the adventurers completed the mushroom hunt, they are awarded medals as honorary Truffle Princes!

EVERYONE'S SAFE.

If the Yokario wreck the celebration but Gooma is saved, then the festival is completed but a wet blanket has been thrown on it. But hey, everyone is alive!