

# ADVENTURE MAXIMUS!

## Curse of the Earworm!

DIRECTIONS: In this adventure read the **BLACK** words out loud to the players. The **RED** words have information for you, the **MAXIMUS Master**.

### THE BALLAD OF BONGO'S BAD LUCK:

The greatest singer in Candy Bear Corners, Bongo Bearseely, has asked for your help. The streets of Candy Bear Corners are crowded with Boom Ball fans, in town for the big championship game. As you approach his mansion on the cobblestone streets of Candy Bear Corners, a panic breaks out. The citizens flee as a gigantic ribbon snakes its way through the street. All the while, this music is playing, seemingly from nowhere.

Heroes can fight the Ribbon into submission, or if they can keep the Ribbon busy until the end of the song it will vanish on its own. If a Hero can sing the lyric "The rhythm is gonna get you," the Ribbon will vanish. As soon as the Ribbon is defeated read the next section.

From the front doors of the mansion scuttles a sausage shaped food-kin in a morning coat and bow tie. He approaches you, stopping at a respectful distance, and introduces himself. "Greetings, my name is Bangers, I'm Mr. Bongo's personal valet. Forgive my assumption, but are you the Adventure Company that Mr. Bongo sent for?"

If the Heroes tell Bangers that they are that Adventure Company, read them the following.

Bangers leads you into the opulent mansion of Bongo. Bangers walks you past the floating fountains, guitar collections, and gold leaf statues to the master bedroom. Here, in a large bed, sleeps Bongo.

Bangers whispers, "Mr. Bongo is asleep and I cannot wake him. His must wake up to sing the national anthem for the Boom Ball Championship game, but he has been **CURSED** by the Vile Lord Earworm. All of the miss-heard lyrics in Bongo's mind are finding their way into the real world. As you just witnessed, they can be **VERY** destructive. Will you enter his Mind Palace, find Lord Earworm, and save the day? I'm sure Mr. Bongo will be **VERY** generous if you can solve this problem."

If the Heroes agree to take on this quest read them the following.

Bangers thanks you profusely and leads you to a tie dye mohair couch. "This is Mr. Bongo's Dream Couch. Please be seated and you will enter Mr. Bongo's Mind Palace."

If the Heroes say they don't want to help Bongo, Bangers will tell them that he is disappointed. Mr. Bongo had told him that you were the bravest Adventure Company, but if you won't do this he will have to call for another, braver Adventure Company. Explain to the Heroes that if the word gets out that they refused to help someone as well liked as Bongo, their reputations may never recover.

If the Heroes agree to help, as soon as they sit on the Dream Couch they fall asleep, and enter Bongo's Mind Palace.

Over →

### Spooky Dooky!

Lackey • 1 per player

3 hearts

2 2 1 0 1 0

Sewer Strike Stink Sludge Cony Coil

Spooky Dookies are poops that have been animated by sewer sorcerers.

● Pungent Perfume! The Spooky Dooky can spray a target at ● range with a stinky stream of stench. Target must test ● or lose 2 ● during their next turn.

COTW 0209



### The Ribbon!

Monster

3 hearts

3 3 3 0 3 0

Wrap Burn Whip Tail Silky Smooth

The Ribbon is a huge creature that slithers through parties of all kinds. It loves to hoard gifts stolen from these gatherings.

● Bow Down! ● If hit, no wounds, but The Ribbon can entangle and knockdown the target. This attack ignores Armor.

COTW 0213



### Suckerbacked Ambusher!

Monster • 1 per player

4 hearts

3 2 3 0 3 0

Tooth Trough Rock Throwing Dim & Doughy

Suckerbacked Ambushers lurk in the shadows of rocky cave ceilings, waiting to drop onto unsuspecting adventurers.

● Drive Dive! ● The Suckerbacked Ambusher can drop onto a target with great force, but missing causes the ambusher 3 wounds.

COTW 0211



### Polar Bear Ninja!

Lackey • 1 per player

3 hearts

3 2 2 0 1 0

Bear Knuckles Snowballs of Fury Fleece of Furry

Polar Bear Ninjas love to ambush foes in places where they can pelt them with snowballs. PBN's all hope to prove themselves worthy to serve The Master of Assassins. PBN's all have +2 Acrobatics and +1 Stealth.

COTW 0214



### Dancing Ghouls!

Lackey • 1 per player

3 hearts

2 2 1 0 2 0

Uglee Press-on Nails Projectile Pus Halter Top

Dancing Ghouls are undead shadow creatures that have danced until they died and then kept on dancing.

● Disco is Undead! The Dancing Ghouls can cause one wound to a target at range, if the target isn't dancing.

COTW 0212



### Ghost Goat!

Monster • 1 per player

3 hearts

3 1 1 0 2 0

Boo Butt Baad Breath Ecto Hide

Ghost Goats roam the realms searching for magical items to gnaw on.

● Ghoat Form! when in ghoat form Ghost Goats are unaffected by solid objects; solid form can affect the world. A Ghost Goat can change between these states once a turn.

COTW 0215





Start Here

The End!

