

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 Bearsey, 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 blue, 2 red, 1 silver

Sewer Strike **Stink Sludge** **Corny Coil**

1 0 1
0 1 0

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 blue, 2 red, 1 silver

Wrap Burn **Whip Tail** **Silky Smooth**

2 0 3
0 3 0

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



3 blue, 2 red, 1 silver

Tooth Trounce **Rock Throwing** **Dim & Doughy**

3 0 1
0 3 0

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



2 blue, 2 red

Bear Knuckles **Snowballs of Fury** **Fleece of Fury**

1 0 1
0 1 0

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



2 blue, 2 red

Ugle Press-on Nails **Projectile Pus** **Halter Top**

2 0 1
0 2 0

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 blue, 2 red, 1 silver

Boo Butt **Baad Breath** **Ecto Hide**

2 0 1
0 2 0

Ghost Goats roam the realms searching for magical items to gnaw on.
Ghast Form! When in goat 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

ADVENTURE MAXIMUS!

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DANCING QUEEN OF THE DEAD!

This chamber has a floor made of pulsing colored tiles, and a long bar on one side populated by bald headed Dancing Ghouls. Suddenly, the music rises and the creatures dance onto the tiled floor and begin a deadly dance of the dead.

The bald headed Dancing Ghouls will attack the Heroes while this song plays.

If a Hero sings "More Than a Woman" to these bald headed women they will vanish dropping their loot.

GREATEST OF ALL TIME!

This next chamber appears like a city street, smooth black pavement, tall buildings, and a brownstone building with large red double doors.

If the Heroes enter the chamber read the following.

As you step into the chamber you and your fellow adventurers are now wearing tan coveralls with a black and silver rod in your hands. The rods have a wire that connects to a large black metal backpack you are also now wearing. As you notice these changes, galloping onto the street is a herd of ghostly goats and they don't look friendly.

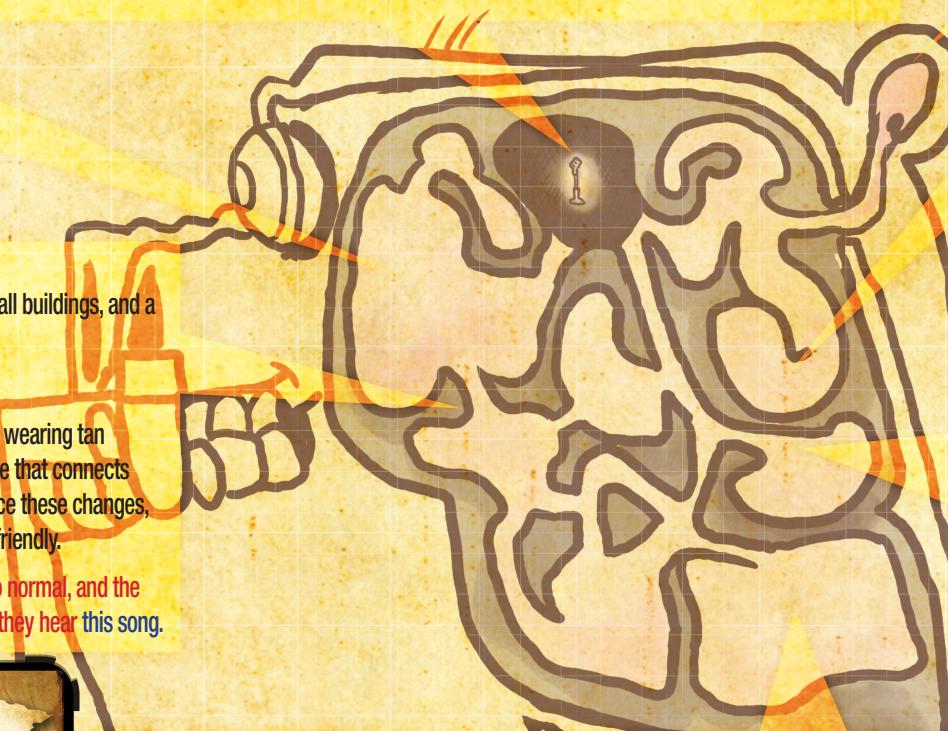
If any Heroes leave the chamber, their clothing and equipment return to normal, and the rods and backpacks vanish. As the Ghost Goats close in on the Heroes they hear this song.



DROP THE MIC! The next chamber is very dark. Your Heroes can see an exit on the other side, but the rest of the room is dark. This room is the home of Bongo's greatest fear. If the Heroes roll a successful Notice test they may hear quiet breathing from above, as if something is sleeping up there. If the Heroes wander into the chamber read the following.

As you walk into the room a single spotlight from somewhere above shines on a microphone in the center of the chamber. The light becomes more intense. Suddenly dropping from the darkness are several dark shapes! The Sucker-Backed Ambushers attack!

The Ambushers will continue to attack the Heroes until the Heroes leave the room, or if a Hero approaches the microphone and sings a lullaby the Ambushers will retreat to the ceiling and go back to sleep.



LAIR OF LORD EARWORM!

This chamber is filled with sheet music and musical instruments littering the floor. In the center of the room, coiled in a nest of torn paper and broken wood winds, brass, strings, and percussion pieces, is the huge form of Lord Earworm!

When Lord Earworm becomes aware of the Heroes read the following to them.

Lord Earworm rears up and in a haughty voice declares, "So you puny adventurers think you can stop Lord Earworm? I challenge

IN ONE EAR...

You find yourselves in a tunnel leading into Bongo's mind. The tunnel is 10 feet wide and covered with short stiff hairs. One end of the tunnel ends in open air, the other descends into the warm light of Bongo's Mind Palace.

CAN'T YOU SMELL THAT SMELL?

This chamber is filled with greenish gas clouds and the stench of used bathrooms. A sign hangs in the middle of the chamber obscured by the gas clouds.

If the Heroes approach the sign they can see it reads, "Poop and Fart Joke Archive"

Just as you enter the room the stink intensifies and slithering into view is the coiling form of the Spooky Dooky!

The Spooky Dooky will attack the Heroes until KO'ed or the Heroes can tell 3 clean jokes.

WAKE & SHAKE!

This room is very cold. The snow covered floor is crowded with 10 foot tall igloos.

If Heroes move into the chamber tell them that large black and white shapes come spinning into view.

Landing on the snowy ground are a group of Polar Bear Ninjas. As they face off with the Heroes they hear this music begin to play.

The Polar Bear Ninjas will battle the Heroes until KO'ed or a Hero sings "Shake it like a polaroid picture."

you to a singing competition. Create an original song, or admit defeat!"

If the Heroes accept the challenge Lord Earworm will sing first, every rhyme wounds a Hero, try to keep it to 3 rhymes or less per turn for Lord Earworm.

When the Heroes sing a lyric that rhymes, Lord Earworm takes a wound.

If the Heroes defeat Lord Earworm, they find themselves waking up on the dream couch. Loot found in the Mind Palace matterizes as the Heroes awaken.

The day is saved, Bongo awakens, rewards you, and invites you to be his special guests at the Big Boom Ball Game.

Start Here

The End!