

## D&D Adventure Short - School District No.5

Version 1.0 by GoGo DM of [PerilousPursuits.com](http://PerilousPursuits.com) (2022-06-17)

### Synopsis for DM

The adventure is based around the song by Lou Bega called Mambo No.5. This adventure is inspired by the podcast Dungeons and Daddies season 2 episode 5: Dance Dance Revelations. The BBEG is Abe Goul (Abe Goul is an anagram for Lou Bega)

This adventure is made for 3 level 1 characters who play 3 female characters and should last about 1 to 2 hours. The adventure is made to be played theatre of the mind but feel free to make maps if you like.

This adventure picks up the main points of the adventure but feel free to role-play and explore the high-school and its inhabitants in more detail. Attached to the back are the monster stat blocks and three pre-made characters for Tina, Erica and Monica.

### Characters

- Tina Shwartzzenbugger - Half-Orc Barbarian (Loses her toe)
- Erica Tostallimus - Elf Mage (Loses her eye)
- Monica Thimblecap - Halfling Rogue (Loses her nose)
- Sandra Gollampsky - Dwarf Fighter (Girl NPC loses her finger)
- Rita Ruckley - Elf Cleric (Nurse loses her ear)
- Abe Goul - Elf Wizard (BBEG)
- Josh McAbtastic - Human Fighter (Basketball team captain)
- Rich Gryphonack - Halfling Bard (Rich asshole)
- Buddy Tondy - Dragonborn Barbarian (Greaser)
- Corey Rundlecarp Air Genasi Rogue (Math genius, tall player on basketball team)
- Toruk Gubble Half-orc Brawler (Wrestler)
- Mr. Helios - Fire Genasi Investigator (Principal)
- Urzmaktok Frojsh - Gnome Druid (Teacher of Fantastical Horticulture class)
- Baristo - Human Bard (Teacher of Theatre class)

## **Introduction for Players**

The three of you go to a high-school in the fantasy lands of Faerun. The school name is Obmam and is located in school district no.5 in the vast farmlands east of the city of Candlekeep. The Obmam Scarecrows recently one the regional basketball championship. There is a celebration dance tonight in the gym for all the seniors.

## **Lockers**

It's lunch hour and the group of you are at Sandra's locker just about to head to the cafeteria for lunch.

You see a nerdy kind of Elven Wizard coming up to all of you. He's licking his hand and slicking back his greasy hair. You notice some freshly popped pimples on his face. Monica, you know him. His name is Abe Goul and he's in your music class where he is in the horn section.

He comes up to all of you and you all turn around to face him. He stops in his tracks looking at all of you. Finally he looks at Sandra and says "Hi Sandra, uhhh (nervous)..., There's this dance tonight...(clears throat)...and I was wondering if you..."

Suddenly the hero of the week Josh McAbtastic, a human fighter jumps into the fray "Hey ladies! Are you all going to the dance tonight to celebrate our big win?" He looks over at Abe for a second and stands in front of him to talk to you girls and asks out Sandra to the dance who says yes.

While talking to Josh (who is very egotistical)...anyone can roll a DC 12 perception check to see Abe skulk away muttering "I must get a date."

## Cafeteria

Walking into the cafeteria, you see streamers of the schools colours all over the ceiling and connecting down to the walls. The championship trophy is sitting in the centre of the cafeteria with the school mascot (a scarecrow) propped up against it giving it a hug representing the farming community around the school.

Several guys talk to the girls in the cafeteria to get dates to the dance:

- Rich Gryphonack is the stuck up rich boy short halfling who thinks gold and his rich family will buy his way through life. He's surrounded by an entourage of friends who only like him for his gold
- Buddy Tondy is a bit of a loner greaser dragonborn with a mack jacket and steel toe boots. He likes shop and smokes in the smoke pit
- Corey Rundlecarp is a math genius air genasi. He's a little geeky but still likes sports. He's on the basketball team due to his height of 7'-3"
- Toruk Gubble is a large half-orc who is on the wrestling team. Not very smart but very strong.

Rich Gryphonack asks the girls to sneak a bottle of dwarven ale into the gym and hide it behind the stage curtain. He says the teachers will be checking all the guys but the girls should be able to sneak it in. He'll give them the bottle after lunch near the girls washroom.

Sneaking around with the bottle is a stealth check when a teacher comes by.

Josh gets up on the center table and gets the crowd going "Who's excited to celebrate our championship tonight!?" and the students go crazy. He then says "The Obmam Scarecrows are you regional basketball champions!" Josh then starts chanting "Scarecrows!....Scarecrows!!....Scarecrows!!!!" and eventually jumps into the basketball teams arms as they carry him around the hall on their shoulders and out the cafeteria and down the hall.

Sandra asks you girls to stay behind to talk to them as the cafeteria empties out. She seems very agitated.

After everyone clears out, Sandra in her most pious voice stands up and points her finger at the three of you "Look girls, this night is super important to all of us ...especially me...and I'm going to make sure all of you are on board to help me be prom queen. I think Josh is going to ask me to go steady and I don't want any of you ruining it for me." She raises her finger up to the ceiling and says "If Josh and I don't make prom king and queen, I will be so pissed that don't know..." and as she's talking you here a trumpet sound and the finger that she was holding up in the air simply disappears. She looks shocked as she turns toward it. Blood suddenly starts spraying up and all over her as she screams.

Mr. Helios is an fire genasi and is the vice principle. His red hair is literally just flame and his fiery eyes pierce into all the students to see if they are causing any trouble. He comes running from the hall into the cafeteria after hearing the scream "What's going on!?" he stammers and then sees Sandra swaying side to side and then faints on the floor in a puddle of her blood. Mr. Helios looks at all of you and says "Get the nurse! Quick!" and leans down to try and stop the bleeding.

## **Nurse Station**

Tina, Erica and Monica, you go down the empty halls of the school and finally make it to the nurse station. Walking into the office, you see Nurse Rita Ruckley in her chair with her back to you hunched over her desk. You all know that lots of the boys fake injuries just to come see the beautiful cleric. Roll a perception check. You notice she isn't moving...just sitting in her chair motionless hunched over her desk. Approaching her will have her spin around and scream. She's got black veins coming out of her eyes, mouth and nose and she leaps at all of you. She is a zombie. Roll initiative.

One of the slicing hits done by one of the players cuts her ear off. When reduced to 0 HP, a black mist comes out of her mouth and quickly disappears through a vent in the ceiling. The pale face and black veins fade away as colour returns to her. She opens here eyes looking up at all of you "What....what happened?" and soon after "Owwwww...." as she feels her ear wound. Looking down at her ear on the ground in shock, you all hear a trumpet sound...and the ear vanishes. "Where did my ear go!?" she yells. "It was right there!" She wraps up her head wound and gathers up her medical kit and heads off to the cafeteria to fix up Sandra who had her finger go missing. As she's leaving she says "You kids get to your next class. Strange things are happening around here and we don't want anyone wandering the hallways."

On a shelf above her desk, you see two glass flasks of red liquid. These are healing potions the players can sneak in and get for 2d4+2 of healing for each potion.

## **Fantastical Horticulture Class**

Urzmaktok Frojsh is a Gnome Druid. Sticks and vines stick out of here and huge thick spectacles cover her eyes over a bulbous nose. She is the teacher of the Fantastical Horticulture Club. She sees the girls a little beat up and says "My my lovelies. You look a little beaten up. I might have something to fix you up." After digging in a closet full of vials of liquid with leaves, vines and other things, she gives all of you a potion with an inky black liquid in it. You swirl it around a bit and notice something else floating inside it. She grins at all of you "Bottoms up!" The potions are healing potions to heal to full health.

Ms Forjsh tells the entire class to take off their shoes. "Today we will be walking in the pit of vines." You see in the corner a boarded garden area of dirt with wriggling vines in it. "They are mostly friendly...not to worry. Lets go" As the students walk through, you notice the vines wrapping around their feet and then releasing "The vines feed off the dead skin of your feet. It's a great way to exfoliate"

Erica, you go across the vines and you feel a tingling sensation as they exfoliate your feet.

Monica, you are next. As you go across the vines, they clean your feet as well.

Tina, you go across the vines slide across your feet cleaning up your dead skin. Suddenly the vines wrap tightly around your feet. You can't move. The vines quickly go up your body and start dragging you down. They continue wrapping around your body. Your feet where most of the vines are wrapped are starting to turn purple. The other students start screaming and Ms Frojsh is running around holding her hands to her face. Roll a DC15 athletics to break free. The vines have AC10 and 25HP if the other players want to attack. At 5HP, Tina you feel like you are about to black out from lack of oxygen. Erica and Monica, you notice Tina's normally half-orc green skin is turning blue and her eyes are fluttering. Tina, blackness is just about to overtake you when you hear a trumpet sound.

Instantly all the vines are shredded to pieces and scattered all over Tina's body. You notice Tina is still breathing but unconscious. Once

the party wakes her, she sputters to catch her breath. Her green colour returning to her face. "Oh man that hurt so much!" she says and reaches down to her foot...she screams and you follow her gaze to see a perfect slice where her big toe used to be. Blood starts pouring out onto the dirt. Ms Forjsh tells one student to get the nurse and for the rest she says "Stay calm! Stay calm! And most of all, do not speak of this to anyone....especially your parents. Just go along to your next class and we will take care of this...." and the teacher looks down and gives face like she's about to throw up "...off to your....next...class students...". Erica and Monica, you go off to your next class while they take care of Tina.

## **Theatre Class**

The Bard Baristo is the teacher of theatre class. He is prepping the class for a big play towards the end of the year called "The Bard and his fans". With an outrageous voice "Come now class...come in and sit down" and he walks across the front of the theatre room stage with bright colourful flowing clothes. With a bow he states "Tonight my minions, we will be practicing the art of engaging with your fellow actor. I want all of you to pair off." Monica and Erica, you pair off. "Now, I want you to bring your chairs close to each other and face each other." Make the players do this. "Now stare into the depths of the other person's soul. There will be no speaking....just staaaaaaaarrrrrrrriiiiiinnnnnggg....and begin" He walks amongst the students as they all stare into each others eyes. "Now look at the pupils of your partner...It is a portal into their soul....focus on this and find meaning in your relationship to your fellow actor...without talking. Master this and you will have the audience believe anything you do."

Monica, as you stare into Erica's left eye. You see the pupil dilating. It's getting larger. Maybe this teacher is onto something. Maybe the eyes are portals into the soul. Maybe....and as you look ever deeper into their pupil....you hear a trumpet sound.

Blood sprays all over your face Monica causing you to gag and reel back. Erica, you are confused at what's going on but your vision is obscured. You reach for your face and feel blood on your hand. You

realize feeling your face that your left eye has suddenly disappeared from its socket.

Mr. Baristo faints on the stage and all the other students start screaming and running. Eventually, Nurse Rita with her head bandaged up comes into the class with Tina behind her wearing a large bandage around her foot. Nurse Rita starts bandaging your head Erica as she looks over at the still fainted Mr. Baristo.

After everyone is bandaged up, an announcement by Mr. Helios comes over the speakers telling all students to head home after today's....incidents.

The three of you head to your lockers together as the school empties out. While at your locker, you think about all these strange attacks today. First it was Sandra losing her finger in the cafeteria, then nurse Rita lost her ear in her office, then Tina loses her toe in the Fantastical Horticulture class. Now Erica loses her left eye in theatre class. And in each situation, you heard a trumpet just before someone instantly became injured.

Give some time for the players to figure this out.



## Music Room Portable

The music room portable is off from the school in it's own little building. It has a door and a couple of windows on one side. Peeking through the window, it's dim but you see Abe Goul...the pimple faced boy who tried to ask Sandra out this morning, pacing in a circle in the middle of the room. He's holding a trumpet in his hand. And listening close, you can hear him saying something as he paces "one, two, three, four....five" and there is a pause between four and five and as he says five, it's in a disappointment almost angry voice. He keeps repeating the numbers as he walks in a circle and each time says the number five in disappointment and anger.

Going into the room, it's about 20'x20' and all the chairs are pushed against the wall. In the middle of the room is a pentagram circle and propped up in the middle is the school mascot. A scarecrow stuffed with hay. Abe looks up surprised when you open the door and sees who you are "Oh good!....good....you've come...it's not too late"

On the floor around each point of the pentagram are four objects...it looks like a finger...an ear...a toe...and an eyeball. On the fifth point of the pentagram where Lou is saying "five" disappointedly, there is nothing. Abe looks at the empty pentagram point and then looks up at you Monica. There is an evil hunger in his eyes and he says "...and now to complete my date." and he yells out "The trumpet!" and holds his lips to it and blows and you see Abe disappear.

Monica, you reel back in pain as blood is flowing down your face and into your mouth. You reach up to see your nose has been cut off. Across the room instantly after he disappears, Abe walks the circle again "One, two, three, four, and five!" in triumph and a black mist creeps up out of the circle and engulfs the scarecrow. The finger, the ear, the toe, the eyeball and a still bleeding nose on the 5th point of the pentagram, is drawn by the mist into the scarecrow and attach themselves weirdly to it. The scarecrow jolts like an electric current suddenly runs through it. It starts to move...it starts to rise....Abe cries in exultation "My date! I have a date to the dance! All I needed was a little bit Monica in my life, a little bit of Erica by my side, a little bit of

Rita is all I need, A little bit of Tina is what I see, a little bit of Sandra in the sun" The scarecrow looks over at Abe and smashes him right in the face knocking him backwards into the wall and Abe slumps down unconscious onto the floor with blood pouring out of his nose. The scarecrow turns to look at the three of you menacingly. Roll initiative.

After defeating the scarecrow and Abe Goul's nefarious plans to create his own date for the dance, the three of you get a visit by Nurse Rita who uses her magical cleric powers to repair all of your injuries. You all go to the dance with your dates and are celebrated for your heroism to save the day. Sandra is pouty in the corner not liking the three of you getting all the attention.

### **End of Adventure**

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# ZOMBIE

Medium Undead, Neutral Evil

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** WIS +0

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

# SCARECROW

Medium Construct, Chaotic Evil

**Armor Class** 11

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Appearance.** While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

## Actions

**Multiattack.** The scarecrow makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

**Terrifying Glare.** The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.