Monster Egg Hunt

5th Edition Compatible

Find lost monster eggs in this
festive adventure for 1st - 3rd level characters

Monster Egg Hunt

Story by:
Will Ridenour

Recommended Level:
1st - 3rd level

Estimated Play Time:
1-2 hours

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Welcome to Monster Egg Hunt, a short, Easter-inspired adventure perfect for a party of 1st through 3rd-level characters. In this adventure, the player characters must battle poachers and find lost monster eggs before time runs out.

Synopsis

This adventure is made up of three linked parts:

Encounter on the Road. The characters encounter the druids Hazel Rabbitfoot and Perben while traveling and learn about the monster eggs that were lost.

Egg Hunt. The characters travel to Cerbann Forest to search for the missing monster eggs.

Poacher Ambush. While leaving the forest with the eggs, the characters are accosted by a group of poachers.

Background

Ostara's Sanctuary is an enchanted grove where all beasts and monstrosities are protected. The druid Ostara believed that many such "monsters", while castigated by ignorant townsfolk as vicious killers, are really just ordinary creatures who are only dangerous when provoked. So, she created the Sanctuary to provide a safe, remote place where such creatures could live in peace. Many rangers and druids now work elsewhere in the world to save endangered monsters and bring them back to Ostara's Sanctuary safely.

Hazel Rabbitfoot is one such druid. About a week ago, she rescued several stolen monster eggs from the **Broodbreaker Gang**, a group of poachers who planned to sell the eggs on the black market.

However, during the trip back to Ostara's Sanctuary, her apprentice **Perben** accidentally left their cart unlocked. As a result, five of the monster eggs (a basilisk egg, a giant spider egg, a griffon egg, an owlbear egg, and a wyvern egg) fell out of the cart while they were traveling.

Hazel and Perben want to go back and save the misplaced eggs, but can't leave behind the eggs still in their care. Who will help these druids find the missing eggs before more poachers or the dangers of the wilderness come to claim them?

Play this *eggciting* adventure to find out!

Notes on This Adventure

Monster Egg Hunt is meant to be run naturally and with minimal preparation. To that end, certain aspects of this adventure have been streamlined for ease of use:

- Descriptions are short and natural.
- Keywords are **bolded**.
- SRD references and handouts are hyperlinked.
- Major characters are given a short description as a roleplay aid in the chapter they are introduced.

Starting This Adventure

This adventure can be started at any time while the party is traveling. When you are ready to begin, read or paraphrase the following:

> As you are traveling, you come across a crossroads. There, you see a cart sitting idle by the side of the road. Two things about the scene immediately strike you as odd: one, the cart is being pulled by a giant elk instead of a horse; and two, the wood of the vehicle is so perfectly shaped it almost seems like the cart was grown, not constructed.
>
> In front of the cart are two figures, each clad in wooden armor. One of the figures, an older wood elf with woad paint streaked across her face, appears to be reprimanding the other, a younger male half-elf.
>
> "How many times have I told you to double-check the latch, Perben?" she asks him angrily. "What are we supposed to do about the eggs now?"

The older wood elf is **Hazel Rabbitfoot** (NG wood elf **druid**), and the person she is reprimanding is her apprentice **Perben** (NG half-elf **scout**). The **giant elk** that is pulling their cart is a wild creature that Hazel has befriended, and the cart itself is a living tree shaped by druidic magic. The cart contains supplies for several days of travel and 4d4 eggs of random beasts and monstrosities.

If Hazel and Perben spot the characters, the berating will subside for a moment, and Perben will hurriedly take the opportunity to suggest to Hazel that they ask these passerby for help.

Hazel Rabbitfoot

"Watch your step, stranger."

Appearance. Face streaked with blue woad. Sunburnt skin. Unbowed by her years.

Personality. Cautious. Better with animals than people.

Secret. Dislikes most adventurers for their reputation as "monster slayers".

Perben

"You can help us – can't you?"

Appearance. Small and quick. Wide, hopeful eyes.

Personality. Eager to please. Chronically forgetful.

Secret. Desperately wants to impress Hazel and prove his worth.

Roadside Dilemma

After taking a moment to assess the party for danger, Hazel will begrudgingly ask the characters for their help in resolving her current predicament. She shares the following information:

- Hazel and Perben are druids who work for **Ostara's Sanctuary**, a shelter for creatures oft-maligned as "monsters".
- The pair rescued a number of stolen monster eggs from a group of poachers the week before and were in the process of bringing them back to the Sanctuary.
- However, earlier that day, Perben forgot to secure the latch on the back of the cart, and five of the eggs fell out of the cart as they were traveling.
- The lost eggs include a **basilisk egg**, a **giant spider egg**, a **griffon egg**, an **owlbear egg**, and a **wyvern egg**.

Hazel asks the characters to **find the missing eggs and bring them back to her.** (She would do so herself, but she is wary of leaving her cart and the other eggs to go search.) In exchange, she offers each player a *potion of animal friendship*.

A successful DC 13 Charisma (Persuasion) check to haggle with Hazel will convince her to offer an additional *potion of healing* for each player as well, but no money, as the druids do not carry gold on them.

Advancement

If the players agree to help, Hazel will point them to the area the eggs were lost: **Cerbann Forest**. The road they were just traveling on passes through the forest, and it is the only place they traveled through during the timeframe the back door was left open.

Retracing Hazel and Perben's route will lead the characters to Cerbann Forest, though Perben will also offer to guide them personally (he wants to make up for his past mistake).

As they leave, Hazel stresses that time is of the essence. **Take too long, and the eggs might be lost to the ravages of the wilderness**.

Cerbann Forest

Cerbann Forest is a sprawling, old-growth forest less than four miles to the southwest. It takes about an hour to reach it when traveling by foot. Characters who make a successful DC 10 Wisdom (Perception) check when entering Cerbann Forest will detect no immediate signs of danger.

If you wish, you can give the players the Area Map handout from Appendix B (as displayed on the next page) to help visualize the area's layout.

Egg Hunt

There are no eggs on the cobblestone path passing through Cerbann Forest. However, a successful DC 5 Wisdom (Perception) check reveals what look like roughly egg-shaped indentations at various points throughout the road, and trails leading off into the forest on either side. If Perben is present, he will suggest they search the nearby area.

While searching the forest, characters need to make a successful DC 15 Intelligence (Investigation) check or a successful DC 15 Wisdom (Survival) check to find one of the lost monster eggs. It is recommended to have only one character make this check at a time, with other characters able to take the Help action if they are proficient in either Investigation or Survival (Perben can take the Help action as well). If a character succeeds at this check, they **spot one of the eggs listed in the next section**; at your preference, you can either pick which one they find or choose randomly.

However, if a character fails at this search check, they not only fail to find an egg but they also **lose precious time**. After the first failed search, Perben will mention that the chances of finding the eggs still intact goes down with each wasted minute.

If the characters fail **three search checks** in total, then they run out of time and any eggs that haven't yet been found are **permanently lost**.

Retrieving the Eggs

Finding the eggs is only half the challenge. Each egg also has a unique problem awaiting the characters when they find it.

Basilisk Egg

The *basilisk egg* tumbled down a hill right into the middle of a **large patch of brambles**. Though it is unharmed, the egg is surrounded by wicked sharp thorns on all sides.

The bramble patch is 5-foot-tall, 15-foot-wide, and 15-foot-thick. It has an AC of 13, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage. If the bramble patch is attacked and the attack misses by more than 5, the attack targets the egg instead. A character can make a DC 15 Wisdom (Survival) check to move through the brambles safely. Failing this skill check results in the character taking 1d4 piercing damage for every 5 feet it moves in the bramble patch. A creature needs both hands to extricate the egg safely from the brambles.

Giant Spider Egg

The *giant spider egg* slipped out of the cart as it was passing over a bridge and plunged straight into a **fast-moving, 40-foot-wide river**. Luckily, it was swept safely to a small islet in the middle of the river, but the waves could take it back at any moment.

To reach this egg, characters can make a DC 10 Strength (Athletics) check to swim across the river or a DC 15 Dexterity (Acrobatics) check to dash across the river rocks. Failing one of these skill checks results in the character being swept downstream by the river and taking 1d6 bludgeoning damage as they are smashed against the shoals. Creatures with a flying or swimming speed can reach the egg without making a skill check.

Griffon Egg

The *griffon egg* fell out of the cart, was picked up by a curious bird, and finally abandoned at the top of a **50-foot-tall oak tree**. It now rests precariously on one of the upper branches, threatening to fall at any moment.

To reach this egg, characters can make a DC 15 Strength (Athletics) check to climb the tree trunk or a DC 10 Dexterity (Acrobatics) check to jump up the tree branches. Failing one of these skill checks results in the character falling from the tree 30 feet up. Creatures with a flying or climbing speed can reach the egg without making a skill check.

Owlbear Egg

The *owlbear egg* is sitting at the bottom of a ditch on the side of the road. It is perfectly fine and can be easily retrieved.

Wyvern Egg

The *wyvern egg* fell into an open clearing and was there found by a **giant poisonous snake**, which is now curled around it. The beast is getting ready to swallow the egg whole.

Characters can make a DC 15 Wisdom (Animal Handling) check or a DC 15 Charisma (Intimidation) check to get the snake to leave the egg alone. If the snake is attacked, it will flee when it falls below half health.

> Players might discover a different way to obtain an egg than the methods listed above. This is more than allowed – it is encouraged! Reward your players for finding unique solutions to the challenges being presented (perhaps by giving them advantage, or decreasing the difficulty of a given skill check).

Advancement

When the characters recover all five eggs (or as many of them as they can before time runs out), advance to the next section.

Poacher Ambush

Several members of the **Broodbreaker Gang**, the group of poachers who previously stole the monster eggs, have secretly followed Hazel and Perben with the goal of retrieving their lost prizes. They now ambush the characters as they are returning to Hazel.

When the characters leave Cerbann Forest (carrying at least one egg), read or paraphrase the following:

> As you make your way out of the forest, you hear a sudden rustling noise. Then, a large human man steps into your path, and several more emerge from the forest around you. They are all wielding loaded crossbows and wicked expressions.
>
> The man in front of you is imposing and scarred from many battles. He smiles as he sees you, exposing rotten, yellowed teeth.
>
> "Well, well, well," he says, "You must be the ones who nabbed our little beasties."

The speaker is the Broodbreaker Gang lieutenant known as **Torg the Trapper** (CE human **thug**, equipped with a *+1 net*). He is accompanied by five **bandits**.

Torg the Trapper

"Hand over the little beasties. Now."

Appearance. Hulking. Scarred. Long warrior's braid.

Personality. Brutish, but has a certain low cunning. Calls the monster eggs "beasties".

Secret. Intends to take the monster eggs and sell them himself.

Depending on their actions, the party may either **fight the poachers** or **convince them to leave**.

Fighting the Poachers

If the characters refuse to give the poachers the eggs and/or fail their checks to persuade or intimidate them, the Broodbreaker Gang attacks immediately. The characters might also choose to attack the poachers themselves, which Torg the Trapper and the others respond to with a savage glee.

In combat, Torg the Trapper will target the character carrying the most eggs and try to restrain them with his +1 net. If possible, he will cancel out the disadvantage of the net attack with *Pack Tactics*. All poachers will target a character who has been restrained.

If Perben is present, he'll aid the characters in combat against the poachers. Perben is a **scout** with the following changes:

- Perben does not have a Multiattack action.
- Perben can cast *entangle* once a day (spell save DC 11).

Convincing the Poachers to Leave

The poachers can be convinced to leave without a fight through several different ways. A show of force might intimidate them into fleeing, or a particularly silver-tongued character might persuade them that a couple of eggs aren't worth their lives. However, in general, the DC of skill checks to make the poachers leave peacefully should be **Hard (DC 20)** or **Very Hard (DC 25)** as the poachers are seasoned criminals not easily deterred from their goal.

If the characters give the poachers the eggs, this will not convince them to leave – they will break their word and attack the party when their backs are turned.

Encounter Scaling Guide

This encounter is scaled for four 2nd-level characters. For a group of 1st-level characters, reduce the number of bandits from five to three; for a group of 3rd-level characters, increase the number of bandits from five to six.

For groups of more or less than four characters, follow the above scaling guide, then add or subtract one additional bandit for every two party characters more or less than the baseline of four.

Advancement

When the party has dealt with the poachers, advance to the resolution.

Resolution

The characters are now able to return to Hazel and the cart safely. There are no more threats along the way.

If the party returns to Hazel with **at least one of the lost monster eggs**, Hazel will give the party all of the rewards she promised. If the party returns to Hazel with **all five of the lost monster eggs**, Hazel will also give each player an additional *potion of healing* (if she didn't already promise to give them one earlier).

If Perben survived the encounter with the poachers, he will also profusely thank the characters for their help in fixing his earlier mistake.

Optional: Keeping An Egg

If you are comfortable with the idea of your group owning a pet, you can also allow a successful party to **keep one of the eggs they found**.

Hazel will need to be convinced of the party's ability to take care of the baby monster, but, if convinced, she will allow the party to retain an egg and will give them tips on how to take care of it (see egg descriptions in Appendix A). She will ask the party to come to Ostara's Sanctuary after the creature is born for a check-up and training.

If you are not comfortable with this idea, you can have Hazel say that the characters are not trained to take care of such a creature, but they can come visit the baby monsters at Ostara's Sanctuary anytime.

Further Adventures

Certain narrative threads, such as the specifics of Ostara's Sanctuary and the fate of the Broodbreaker Gang, are purposefully left open by this adventure to allow for future exploration. If Monster Egg Hunt is played as part of an ongoing campaign, then these details can be fleshed out in future adventures.

For example: do Hazel and Perben actually make it back to Ostara's Sanctuary, or do they encounter more trouble along the way? What exactly do characters find if they travel to Ostara's Sanctuary? And is this the last run-in the Broodbreaker Gang has with the party, or is there more trouble brewing in the future?

You decide!

Appendix A: Eggs

Basilisk Egg

This spotted, dark-brown egg seems to weigh more than it should. The exterior of the egg is incredibly thick – almost petrified.

Basilisk eggs do best when incubated in a cool, dry environment, but are remarkably hardy and can flourish almost anywhere. If properly tended to, this egg hatches after 6d6 days, and a healthy baby **basilisk** emerges.

The basilisk egg has an AC of 5, 10 hitpoints, and immunity to psychic damage.

Giant Spider Egg

This veined, dark purple egg pulses occasionally. The surface of the egg is soft and sticky to the touch.

Giant spider eggs incubate best when completely covered in a sticky or viscous substance. If properly tended to, this egg hatches after 6d6 days, and a healthy baby **giant spider** emerges.

The giant spider egg has an AC of 5, 10 hitpoints, and immunity to psychic damage.

Griffon Egg

This beautiful, swirled, light blue egg is remarkably light. Wispy, cloudlike markings appear to move across the surface of the egg.

Griffon eggs must be carried while incubating. They also seem to hatch faster when brought into higher altitudes. If properly tended to, this egg hatches after 6d6 days, and a healthy baby **griffon** emerges.

The griffon egg has an AC of 5, 10 hitpoints, and immunity to psychic damage.

Owlbear Egg

This large, reddish-brown egg is covered with a soft down. Faint hoots and growls can be heard periodically emerging from the egg.

Owlbear eggs require a warm, dry environment for incubation; keeping the egg in the dark is also recommended. If properly tended to, this egg hatches after 6d6 days, and a healthy baby **owlbear** emerges.

The owlbear egg has an AC of 5, 10 hitpoints, and immunity to psychic damage.

Wyvern Egg

This vibrant green egg is scaly and warm. Touching it with bare hands gives one a strange tingling sensation.

Wyvern eggs must be incubated in a hot environment; the higher the temperature, the better. If properly tended to, this egg hatches after 6d6 days, and a healthy baby **wyvern** emerges.

The wyvern egg has an AC of 5, 10 hitpoints, and immunity to psychic damage.

Appendix B: Handouts

Area Map

Acknowledgments

Thanks to John of 5thsrd.com for creating a database version of the System Reference Document.

Credits

This adventure was formatted using GM Binder, and the handout and battlemap were made using Inkarnate Pro. Art credits below:

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Thanks for Playing!

If you enjoyed this adventure or have any constructive feedback on it, please leave a review on its DM's Guild page. I'd love to hear what other DMs and players think of it!

Keep on adventuring!

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