

Adventure Outline

Bunny has been charged with guarding an Emerald Dragon Egg and just as it began to crack Leprechaun snapped into existence, grabbed the egg, and popped away. The Emerald Dragon Egg is ready to hatch and Emerald Dragon babies cannot control their powers. They are very dangerous and it may turn everything into emeralds! Not to mention, its mother, Beryl, will turn Bunny into rock candy!

Leprechaun has taken the egg to its grove where it's clear the baby dragon's powers have been used on the fauna and flora. Bushes are made of emeralds, emerald frogs, deer, and even butterflies. The party must find where Leprechaun is hiding and retrieve the egg before Beryl returns and begins her tirade.

Once the characters reach the grove they need to search for the egg. There are multiple treasure chests around the area. Most of which contain enemies. Some contain traps. Some contain restorative potions. Sample sequence:

Potential Timeline

3 hour-session

Intro + Story Hook	45 mins
Trap	15 mins
Fight	30 mins
Break	15 mins
Trap	15 mins
Boss	60 mins

Adventure Elements

Each treasure chest on the field contains either a trap or enemies and always some treasure.

Traps

1. Teleport to another location
2. Fake egg - DC 14 WIS save or the egg pops when touched and causes the character to be confused until the next encounter.
A confused character
3. Poisonous thorns - range 10 ft - DC 14 DEX save to avoid. On failure 2d4 piercing and DC 15 Con save to avoid poison damage of 2d4 and be poisoned (disadvantage on attack and ability rolls) until the end of the next encounter or after 3 failed saves. Reroll for saves after taking damage.
4. [Enemies abound spell](#) - range 10 ft - DC 14 INT save to avoid or immunity to being frightened. Sees all creatures as enemies. When affected takes damage it can re-roll the save. The affected character must choose a target at random (use 1d8 with 1 as North). The affected must take opportunity attacks when provoked. Lasts until the end of the next encounter or after 3 failed saves.

Enemies

Choose randomly targeting medium or easy encounters on the CR table

1. Emerald Dryad CR1 200XP
2. Leapling (Quickling) CR1 200XP
3. Crite (Meenlock) CR2 450XP
4. Green Hags CR3 700XP
5. Greencap (Redcap) CR3 700XP

Treasures

All chests contain various potions:

1. Potions of Bless
2. Potions of Greater Restoration
3. Potions of Greater Healing
4. Unknown potions roll 1d4 when drank:
 - a. Potion of Diminution (get one size smaller, disadvantage on strength check and saves, -1d4 to weapon damage) lasts until the end of the next encounter.
 - b. Potion of Growth (gets one size larger, advantage on strength checks and saves, +1d4 to weapon damage) lasts until the end of the next encounter.
 - c. Potion of Absorption - 1d6 + 4 temporary hit points.
 - d. Snake Juice - 1d6 + 4 poison damage.

Boss Fight Tactics

So you're after me magic dragon egg? You've gotta catch me first! Good luck with that!

Teleport with his bonus action whenever an enemy is near (up to 3x)

First round cast Unlucky Charms

Remaining rounds shoots an emerald egg blast 2x

When this misses spawn at least 1 Emerald Golem (CR1 200XP) and only 1 of the above enemies.

Uses Legendary action once per round

Intro

Oh no! No no no! I'm a dead bun! Beryl will turn me into a trinket for sure!

He stole it! The Emerald Dragon Egg! It was hatching and snap, crackly, pop he stole it!

That evil leaper! He hopped in and disappeared while I was having a bit of marshmallow fluff.

Oh what will I do?

You look like fair folk!

Please, you gotta help me!

Boons

Bunny gives out boons to help

1. Flute of Dragon Calling (looks suspiciously like a dog whistle) will summon Beryl, the mother of the emerald dragon egg.
2. Each character gets a boon with a mild curse from this list:
 - 2.1. These Boots Were Made for Hoppin' [3 charges]
As a reaction, hop away and disengage from your enemies avoiding opportunity attacks.
Make a DC 12 DEX saving throw to land safely or stumble and lose half of your movement speed for

the rest of this turn and on your next turn.

2.2. Necklace of Nimbleness [3 charges]

When attacked by an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. Be careful to not dodge too fast! Make a DC 12 DEX saving throw or accidentally run away from your enemies 5ft, provoking opportunity attacks.

2.3. Shamrock of Shenanigans [3 charges]

Pluck a leaf off of this charm and reroll one attack, ability check, or saving throw roll. Watch out for that karmic retribution though! Make a DC 12 WIS save or your luck turns bad - subtract 1d4 from your next attack, ability check, or saving throw.

2.4. Forget Me Soss [3 charges]

Make a frenemy by giving them this beautiful flower. Hand this to any enemy within touching range to make them forget what they were doing and walk away from the fight until the end of their next turn. The target must make a DC 15 WIS save to avoid. Beware the beauty of the fey! Make a DC 12 WIS save or become confused yourself - you are unable to react until the end of your next turn.

2.5. Basket of Boomies [3 charges]

Throw one of these stinkers at your enemies to create a smelly cloud with a 10ft radius. Any creature inside must make a DC15 CON save or else take 2d4 poison damage and have disadvantage on attack rolls until the end of your next turn. Beware to not drop one! Make a DC12 DEX check and if you fail you suffer 2d4 poison damage too (but not the disadvantage because maybe you like smelly rotten eggs, who am I to judge?).

2.6. Horseshoe of Healing [3 charges]

Throw this at a friend but have true aim or else it might be hard to catch when it boomerangs back. Your target regains 4d4 + 4 hit points. Make a DEX ability check vs DC 12 to see if you catch it when it returns. If you miss, take 1d4 bludgeoning damage.

2.7. Wail of the Banshee [3 charges]

Open this to unleash cries of mourning - all creatures in a 15ft cone must make a DC 15 WIS save or else be deafened and take 1d10 psychic damage. The creature brandishing this must make a DC 12 WIS save or else suffer half the psychic damage dealt.

2.8. Carrot Cake [3 charges]

This is the most delicious cake you've ever had. They say it comes from the land, Pooblicks. Gain 1d4 temporary hit points and be Blessed for 1 minute. Be careful to not eat it too fast! Make a DC 12 CON save or else you accidentally eat the entire thing and gain no additional benefits.











