

The Eggs of the Gibbering Woods

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 5+ characters.

The Gibbering Woods lies at the edge of the city of Palis. For years the creatures and people of these lands have been at war for the forest and its bounty. However a recent movement has seen that the people want to see this endless hunt cease.

The movement for peace and a recognition of the creatures who live in the Gibbering woods being part of what makes the woods what they are. However, this does not sit well for many people who used to profit from the endless cycle of death and conflict.

The party has been approached due to their ability to deliver. To put it frankly, there are no others who come close to their renown and skill. However this may be a tactic to get the party to do something highly dangerous with the wrong crowd of people. Their Patron, a business woman who is trying to outlaw poaching in a nearby forest has gotten word that a local poaching and smuggling ring has a new batch of merchandise for sale. She doesn't know what it is exactly but knows that there are eggs, large eggs that appear to have been stolen from the Gibbering woods.

The Job

Sasha Flerr's Request

As with all things that are dangerous the eggs are rumoured to be heavily guarded, extremely valuable. Their patron believes that its eggs for a wild beast who calls the woods home and based on the rumoured size of them. Very likely, dangerous. The job is to retrieve the eggs and take them to the woods. She has organised some druids of the forest from the **Gibbering Enclave** to take carriage of them to ensure that they are taken home before the parent, or parents decide to seek revenge.

NPC's:

- Sasha Flerr
- Brenton Sycle

The Target

The scouts have reported that the eggs are kept in the large central tent. Several men carried bound boars, deers and even wolves into the compound and the scout could see that they were being put into cages. But due to the nature of the compound's walls and the restricted way in, they weren't able to see much more.

There should be between two and three eggs, about the size of a buckler.

The Gibbering woods used to be a dark place filled with roaming bandits and outcasts. The sounds from the forest at night used to send people mad and those who lived within or near it reported a manic gibbering sound from the trees. However it was later found out to be some sort of owl that made most of these sounds - or so the reports stated.

After the woods were protected by the crown and the businesses in the local city it became a more pleasant place to be around. However, there is still extreme danger within its dark trunks and green canopy. Caution is advised as with the Egg Extraction for a potentially dangerous parent anything can happen. The Party should be prepared for anything.

The Crimson Collar

The Crimson Collar are a famous group who have caused trouble for decades. They are also one of the groups that are responsible for the local king and council in outlawing poachers in the Gibbering Woods. They are a mixture of hunters, adventurers and outlaws who have called this group home. In the eyes of the patron, they should be brought to justice in the eyes of the law. But if some happen to fall while investigating their activities and retrieving the eggs so be it.

Being hired for the job by a wealthy benefactor, the leader of the Crimson Collar, **Tarbin Amarog**, is the perfect person to stalk these woods. Having spent most of his life amongst the trees there isn't much that he falls for, not a single beast he hasn't encountered in there and his band is extremely experienced in locating and capturing creatures of the woods.

Brenton Sycle - A friend of Sasha is wanting to squeeze the final bit of lucrative money from the woods before his involvement is revealed. As such he

has taken a risk and has personally invested, directly, with **Tarbin** and the Crimson Collar

The Setup

NPC's:

- Any/All.
- Sasha Ferr

The party has up to 30 minutes outside of game time to decide what they do for the pre-planning stage of the heist. They will need to plan their day and night. Where they go, what they do, where they investigate.

The compound is a hand drawn map, a rough sketch of where things were roughly when the scout looked at the compound.

The camp is about a day's travel from the city, so the party will need to be ready for anything as they won't be able to buy more gear until they are already at the camp.

Rumours

1. The initial analysis undertaken by the scholars revealed that the owl that made the plant was wrong. Many people in the town swear that they have never seen the owl that makes that noise. They say the forest makes those noises.
2. Petrified creatures have been spotted in the woods outskirts and the remains of broken, chewed on intricately carved statues have been found amongst the trees and bushes. There is more than just wolves in those woods.
3. A large green dragon has been seen flying above the woods.

Maps

Camp Map - See below
Scouts Map - See below
Forest Map - See below

People, inhabitants.

The Crimson Collar - Not known for being vicious or murderers they are however renown poachers. They have spent years in the woods and wilds and their knowledge of beasts and the hunt far outweighs all but the rangers and druids that haunt the woods. However they are still experts at

catching creatures, whether its bears, boars or humans.

The Gibbering Enclave - Not the most pleasant of names but there are a few druids and rangers that call these woods home. They are known as the Gibbering Enclave - a namesake of the woods not the way they talk to people. These are the second half of the plan - to deliver the eggs (chicks) to the druids and rangers of the enclave to make sure that they get home safely.

Complications, Twists and Opportunities

It's just business. One of the supporters and business partners of Sasha is the one who hired the poachers. The party identifies him at the camp when they go to investigate and he makes the poachers aware that she was organising the eggs to be liberated.

There are more than just eggs in that tent.

Poachers poach things and it goes without saying that they may have either hunting companions or have captured dangerous creatures. If they were to get out inside the poachers' compound it would spell disaster for everyone.

Denizens of the woods. The woods are home to a variety of creatures. Basilisks, owlbears, dire wolves, giant snakes and other creatures call its dank undergrowth home. The egg could be from any one of these creatures (maybe not wolves cause.. you know.. biology) and these creatures may also be near the poachers' compound. It's risky business.

The Woods fight back. The trees themselves are what give the gibbering woods its name. These trees contain plants that are extremely fast growing and predatory. Many skeletons have been found tangled up in vines with the remnants of clothes, items and pox-marked weapons lying nearby. The woods themselves are dangerous.

It's hatching season. The eggs have hatched by time the party gets there revealing three baby owlbear chicks/cubs. The cargo is now noisy and boisterous but still in need of going back to their mother.

Lore & NPCs

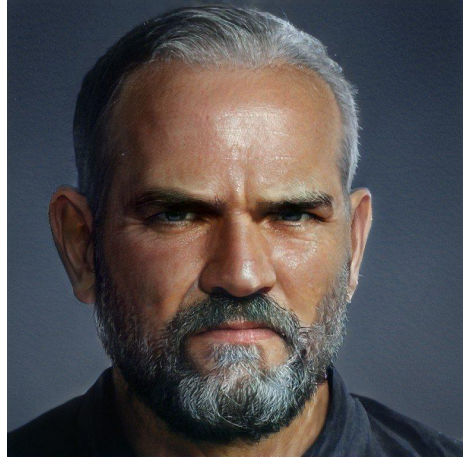
Sasha Ferr



Now the patron of the party this week is a cunning businesswoman who has worked her way up from nearly nothing. Sasha is a driven businesswoman who is passionate about protecting the people of her city as well as the environment. She has worked for many years to get to where she is today and she is expected to be made a noblewoman in the coming weeks. That is if she gets the support of the crown and council.

Despite her drive to cement her legacy she has also formed a bond with the druids and shepherds of the Gibbering woods. Once living nearby to them she understands the danger and wonder that the woods can produce. She grew up with several experiences working with the patrons and the poachers. All of whom had worked the woods for personal gain. Yet, despite some of her wealth being generated from it, she wants it protected.

Tarbin 'Longshot' Amarog



Now Tarbin has been a hunter for most of his life and most of that was in the Gibbering woods. Hunting and trapping animals isn't the only thing he has aimed his longbow at and he is known to also pick up bounty hunting as well. Although not an evil person he dislikes what the law is doing to his business and that of his men's livelihood. So when someone approached him offering him a job that would pay him twice as much as what he could earn in a year he couldn't refuse.

Brenton Sycle

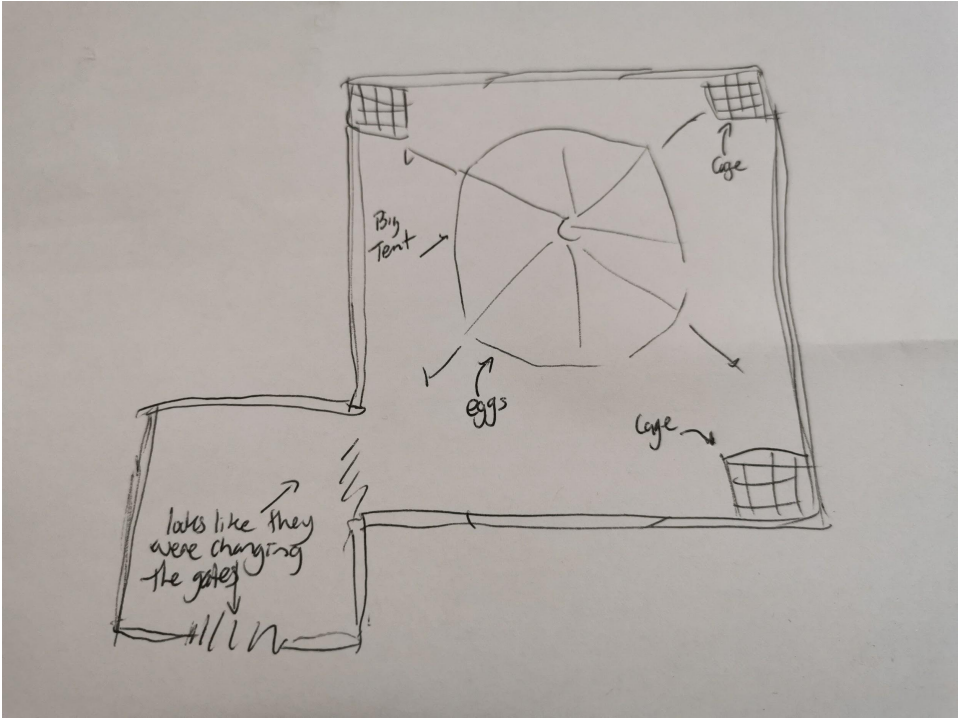


Brenton isn't a bad man, he just is greedy when it comes to gold. He has a client who wants to have owlbears as pets, guards and playthings for his wife

and children. However with the poaching ban his client has found it impossible to get them anywhere. So Brenton made a promise that meant he would need to get a team that could retrieve said eggs.

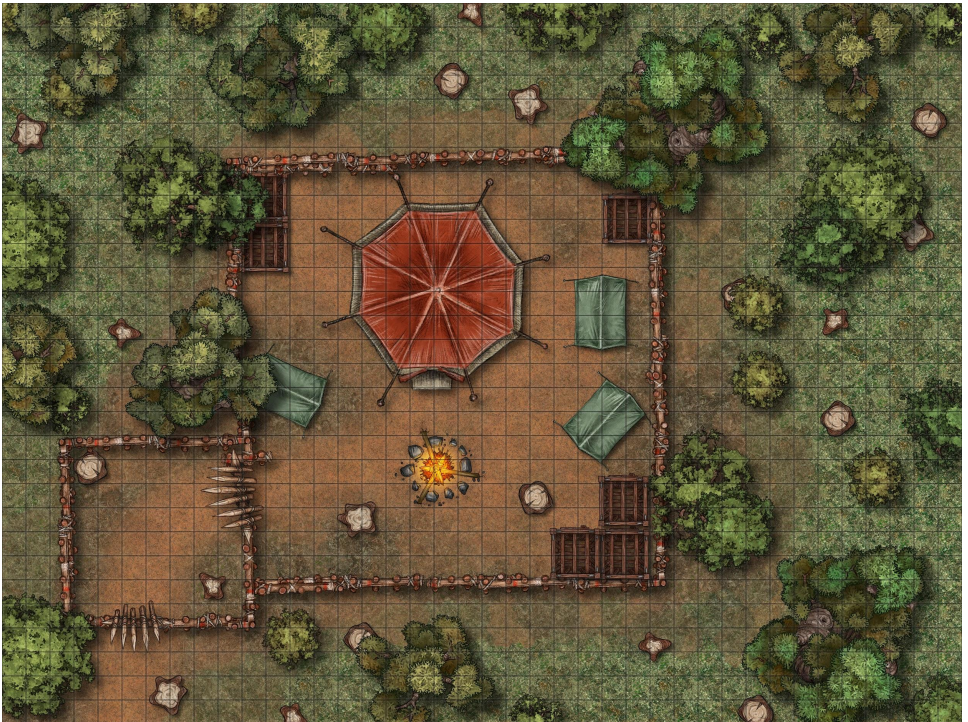
Maps

Scout - Drawn Map

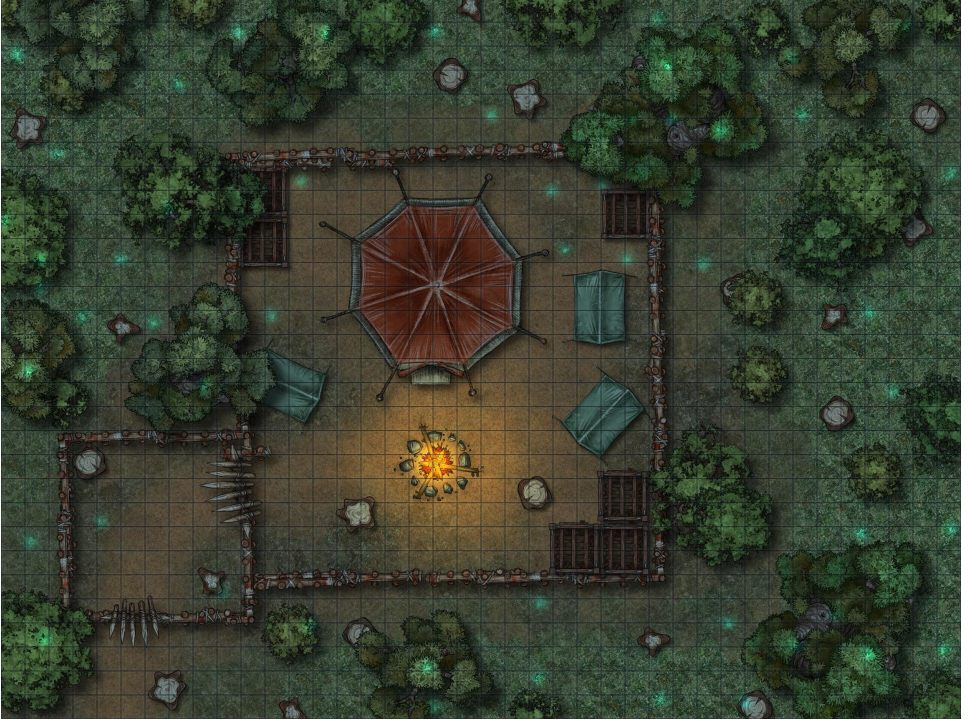




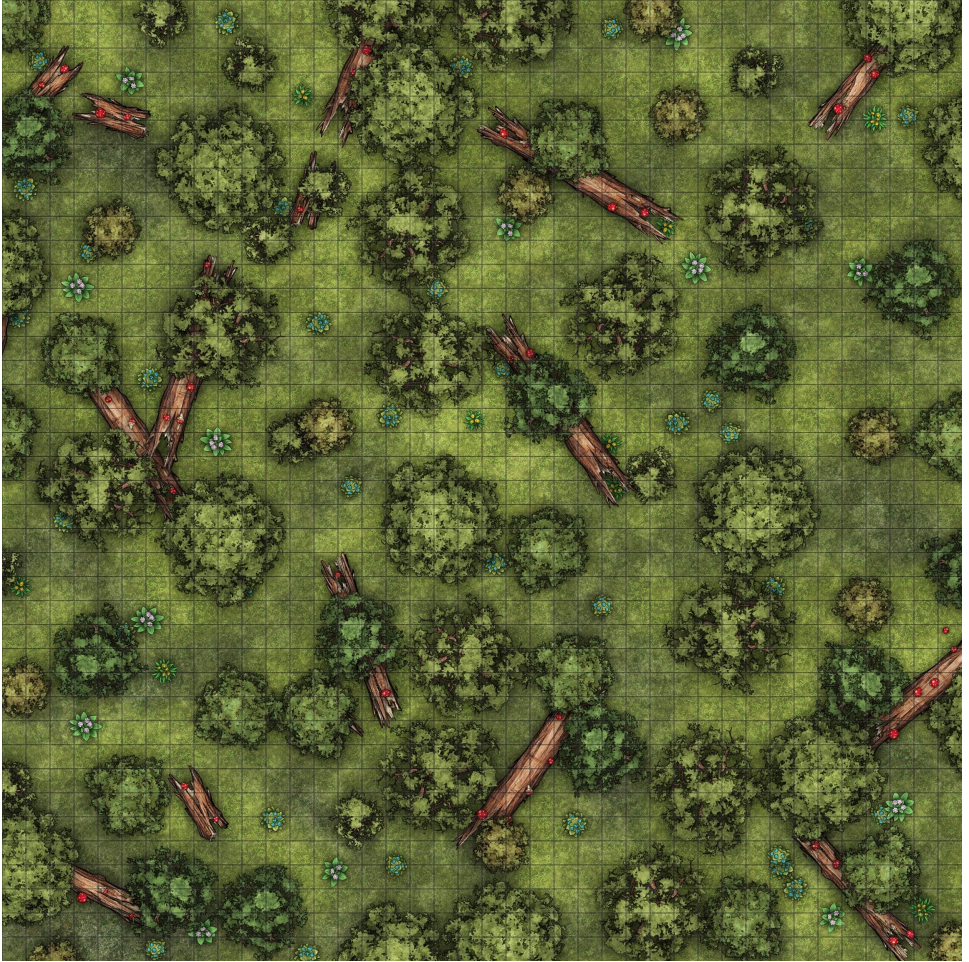
Gibbering Woods Poachers camp - Day



Gibbering Woods Poachers camp - Night



Gibbering Woods map



Creatures

Owlbear

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Dire Wolf

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Basilisk

BASILISK

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw. If the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Wolf

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Gibbering Tree

GIBBERING TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree. When it attacks the tree makes a gibbering, muttering noise from the trunk of the tree.

Tendrils of the Forrest. The gibbering tree can make slam attacks to any creature it can see or sense within 60ft. As the vine like roots stretch outwards from the base of the tree.

ACTIONS

Multitattack. The tree makes two slam attacks or one focused slam attack

Slam. *Melee Weapon Attack:* +6 to hit, reach *ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature and its hit by two slam attacks, it must succeed on a DC 14 Strength saving throw or become restrained. A creature restrained in this manner is dragged 10ft a round towards the tree.

Focused Slam. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Crimson Collar Poachers

POACHER

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Well practiced. The poacher has spend many years honing their skill with the net. As a bonus action they can gain advantage on their next attack using the net.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 5/15 ft., one target. *Hit:* A Large or smaller creature hit by a net is restrained until it is freed. A net has no Effect on Creatures that are formless, or Creatures that are Huge or larger. A creature can use its Action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it. Ending the Effect and destroying the net. When you use an Action, bonus Action, or Reaction to Attack with a net, you can make only one Attack regardless of the number of ATTACKS you can normally make.

Mastiff

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Tarbin 'Longshot' Amarog

TARBIN 'LONGSHOT' AMAROG

Medium humanoid (Human), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5, Perception +4, Stealth +5, Survival +7

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Brave. Tarbin has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Tarbin hits with it (included in the attack).

ACTIONS

Multiattack. Tarbin makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Evade. Tarbin adds 3 to its AC against one melee attack that would hit it and can move up to 5ft as if he had disengaged. To do so, the gladiator must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Tarbin can take 1 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tarbin regains spent legendary actions at the start of its turn.

Command beast. Tarbin can make a charisma contest vs one beast or monstrosity with intelligence 3 or lower. If he is successful that creature becomes frightened from Tarbin and considers other creatures hostile.

Blink Dog

BLINK DOG

Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.