

WHAT THE HECK IS GOIN' ON?

You are now on **The Egg Road**. Your job:

- Carry the egg
- Don't drop the egg
- Decide who gets the egg
- Try not to die because of the egg

TRUST WITHOUT PROOF

Order's Route – Study the Egg, Save the World (Probably)

Join the well-dressed sun cult with paperwork and emotional repression. Hand over the egg, let them lock it in a very secure box, poke it with magic, and figure out if it's a threat before it turns into one.

Rootsprite Route – Trust the Vibes, Regret Later

Follow the tiny forest guys who giggle, rearrange rocks, and communicate exclusively through interpretive rituals. They love the egg. They want to "protect" it. No further explanation provided.

Feels right? Yeah. But unfortunately, they are corrupted, and want to raise the being for greater evil.

WHY YOU'RE IN THIS MESS

Pick your hook:

- **The Wrong Landing** – A guy falls out of the sky, his flying lizard pretends it wasn't involved, and he tells you this is "normal training" while pointing at even more incoming problems.
- **The Betting Problem** – Two gamblers nearly start a war over bird-racing odds, and somehow you end up invited to the event like this is a perfectly reasonable life choice.
- **The Very Confident Poster** – A badly drawn chicken-with-wings poster promises the greatest spectacle ever, and despite looking fake, everyone is packing their bags like "yeah, this checks out."



STARRING:

- **Klarnar Spike Enowyr** – Half-dragonborn, half-elf, full "trust me bro." Hands you a glowing egg mid-crisis and immediately disappears from responsibility.
- **Kryk** – Gnoll that sings nonsense, knows everything, explains nothing. Vibes: unsettling nursery rhyme that might be a prophecy.
- **Phalaris Bonet** – A human warrior-priest from the Order of the Divine Sun. Ready to confiscate your egg "for safety." Believes in order, science, and zero emotional attachment.
- **Vlir the Strong** – Orc that solves problems by hitting them until they stop existing. Thinks the egg is weak, you are suspicious, and this conversation is already too long.



MONEY TREE MADNESS

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

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INTRODUCTION

You were supposed to attend a cool grimwing race. Instead: the sky makes a weird noise, creatures panic, nests explode, and suddenly someone hands you a glowing egg like it's your problem now.

One rider: "Please take this egg to the forest, it's special." The Order: "Give us the egg, it's dangerous." A gnoll bard: *singing nonsense that is somehow VERY IMPORTANT.*

Now you're escorting a magical, possibly world-ending egg through a war zone. What is inside? A grimwing hatchling. Probably. Why is the shell glowing? Well, you may find out if you drop it (please don't).

