

PLANEGEA™

SCHOOL OF ROCKS • SESSION 6 • FISH TRAP CHALLENGE

A 5E adventure for 3-5 Level 4 PCs

By Michelle Nephew, with input from MythMaker, Erik Klein, and Nickolas Lucas

PREP

- PRINT OUT COOKING CONTEST RULES FOR PLAYERS
- LEVEL UP CHARACTER SHEETS AFTERWARD - they should go up to level 5 at the end of this session

SUMMARY

The PCs must catch and prepare the food for their own trials-of-adulthood feast, but the food is bigger than they are! Their skills and teamwork will be tested, with a monstrous twist.

[[SHOW CHARACTER MONTAGE IMAGE]]

MICHELLE: Hello everyone, and welcome to our sixth episode of Planegea: School of Rocks, hosted by Gen Con TV. I'm Michelle Nephew, co-owner of Atlas Games, and I'll be our moderator. Our Dino Master is Wendy Wyman. And our players are Sophie, Emma, and Jack here with me. And James and Katherine are with Wendy. This is Session Five, which was designed with input by MythMaker, Erik Klein, and Nickolas Lucas from the Planegea Discord.

MICHELLE: Until recently, our characters lived in Talon Camp of Bear Clan, in the Stone Age world of Planegea. But now they're banished from their home camp while they perform their coming-of-age trials in the wilderness. This is their story.

[[SHOW IMAGE OF THE RAIDING PLAINS]]

WENDY: The morning sun beats down on the vast plains of Planegea. A motley group of teenagers, each bearing the coming-of-age scars of Bear Clan, rests in the meager shade of a towering tree. Dust devils dance in the distance, swirling across the plains like restless spirits. Their reluctant mentor, Riff, a man whose fur tunic looks like it hasn't seen water since the last ice age, leans against the huge tree trunk, picking at his teeth with a sliver of bone. He exudes an aura of profound boredom.

[[SHOW IMAGE OF RIFF]]

MICHELLE: "Alright, flutterhoppers," Riff drawls, breaking the silence. He flicks the bone sliver away, into the grass. "Listen up, 'cause I'm not repeating myself. Your next Trials of Adulthood is at Fishgather settlement." He gestures vaguely to the southwest with a languid wave of his hand. "They're supposed to be the best at ... well, fish stuff. Traps, cooking, the whole shebang. Because it turns out, that if you don't cook seafood right, you wind up poisoning the whole clan. So you lot are going to learn how NOT to do that again."

MICHELLE: "How do you get there?" Riff shrugs, a gesture that seems to require an immense amount of effort. "Look around, kid. Everything's a trail. Just head that way," he points southwesterward

again, "and you'll probably stumble across it eventually. It's on the shore of the only lake for miles. Hard to miss."

MICHELLE: Riff blinks, feigning surprise. "Me? Guide you? Nah, I'm good right here. Got a nice patch of sun, a comfy rock ... and absolutely no desire to walk a single step further than I have to. After all, why walk when I can sit, and why work when I can nap? You kids go on ahead."

MICHELLE: "You'll be fine. Just keep your eyes peeled and try not to get eaten on your way there." He chuckles dryly, amused by his own lack of helpfulness. "It'd be bad for my reputation, you know?"

WENDY: Riff settles back against the tree, closing his eyes. You exchange glances, a mixture of frustration and resignation on your faces. It's clear that Riff is going to be absolutely no help whatsoever, as always. You're on your own, again. What do you do now?

ROLL TO FIND FISHGATHER, SURVIVAL DC 15: You see something, a faint trail barely visible, leading to the southwest. On the horizon in that direction is a light gathering of clouds.

ROLL FOR INFO ON FISHGATHER ...

KNOWLEDGE DC 12: Fishgather is a settlement on the great lake called Bitewater. It's so named for the numberless monsters that lurk in its depths, having swum up the Unfalls from the Venom Abyss. Still, it teems not only with predators, but also with fat fish, good crabs and shrimp, and all manner of shorebirds, lakeweed, and the edible plenty of the water. As such, a permanent community of fishers lives on the lake in a network of houseboats, lashed together in the shallows and carefully guarded against the great and hungry things that might swim from below. In the summer they harvest the lake's wealth, and in the winter they ply the ice with great lines and spears while the things below sleep and dream dark, fishy dreams of the sun.

KNOWLEDGE DC 18: The fishers of Bitewater have many tales to explain the green-gray lights that glow dimly in the depths of their troubled lake. But no one has ever found their source for certain.

WENDY: As you travel toward where you think Bitewater must be, the sun beats down casting long shadows across the golden grass. You trudge through the tall grass, your eyes scanning the horizon for any sign of danger.

ROCKY ROLL PERCEPTION DC12 TO NOTICE SWIFTCLAW ON A FAIL OTHERS ROLL PERCEPTION DC15

Suddenly, Rocky, who was at the back of the group, stops and points towards a patch of grass. "Look!" he exclaims, his voice filled with excitement. "One of the hatchlings is following us!"

[[SHOW SWIFTCLAW IMAGE]]

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WENDY: Sure enough, the small swiftclaw you saved is trailing behind you, her eyes fixed on Rocky. The creature is small and weak, but she is clearly determined to keep up with the hammtail. When she's discovered, she runs up to Rocky and rubs her head against his leg, purring happily.

ARDE KNOWS: You need to get the Chief's permission to keep her. Chief Tala plans to raise the swiftclaws as hounds for hunting. But since you saved her life, you can claim her life as a reward.

[[DM NOTE: The swiftclaw is a mischievous creature, always looking for trouble. She chases butterflies, pounces on unsuspecting lizards, and tries to steal food from the teenagers at their campfire. But despite her playful nature, the swiftclaw is fiercely loyal to her new friends.]]

FIRST VIEW OF FISHGATHER

WENDY: The faint trail winds its way across the plains, eventually leading you to the shores of a vast, shimmering expanse – Bitewater Lake. The air here hums with a different energy than the Raiding Plains, a blend of fishy tang, the cries of shorebirds, and the low hum of human activity. As you crest a small rise, Fishgather comes into view.

[[SHOW FISHGATHER IMAGES x2]]

WENDY: Instead of a village built on solid ground, Fishgather sprawls across the shallows of Bitewater. It's a floating community, a network of houseboats lashed together, forming a kind of interconnected village on the water. Some of the boats are small and simple, likely dwellings, while others are larger and more elaborate, serving as communal spaces or workshops. Ropes and walkways connect the boats, creating a maze of pathways above the water.

WENDY The lake itself teems with life. A fat fish leaps from the water, flashing silver in the sunlight. Crabs scuttle along the muddy shallows, and flocks of birds wheel overhead, their calls echoing across the water. Patches of vibrant green lakeweed sway gently in the current, hinting at the edible bounty the lake provides.

WENDY: You also see signs of the dangers that lurk beneath the surface. You notice several platforms built higher than the rest, with what look like lookout posts and armaments. And as you watch, a ripple disturbs the surface of the water near one of the houseboats, followed by a glimpse of something large and dark moving beneath the surface. The Fishgather people live in a constant balance between harvesting the lake's riches and protecting themselves from its dangers, like everyone else in Planegea.

TASK ONE: GATHERERS (Collect reeds, sticks, & bait)

WENDY: As you enter the boardwalk, the floating village of Fishgather bustles with activity. People move between the houseboats, tending to nets, preparing food, and crafting various tools. The air is thick with the smells of fish and damp wood. As you stare wide-eyed, a human woman on a larger houseboat catches sight of you and approaches. She has long, braided hair adorned with feathers and beads. She's tall and lean, her skin tanned by the sun, and her eyes, sharp and observant, scan your group.

[[SHOW IMAGE OF NALA]]

WENDY "Welcome, travelers," the woman says, her voice soft but firm. "I am Nala, the Master Forager of Fishgather. You seek knowledge of our ways?"

MASTER FORAGER: Nala Seefar

Human Female Ranger Lvl 7

Appearance: Nala is a tall, lean human woman with sun-kissed skin and long, braided hair adorned with feathers and beads. Her eyes are sharp and observant, always scanning the surroundings for useful plants and herbs.

Personality: Nala is resourceful and patient, with a deep connection to nature. She speaks softly but with authority, often sharing wisdom about the land and its secrets. She has a nurturing side, always willing to teach others about the flora and fauna.

Acting Notes: Use a calm, measured tone with a hint of reverence for nature. Emphasize her knowledge and experience, and occasionally pause to "observe" the environment around her.

WENDY: Nala nods slowly. "Yes, we can teach you to craft fish traps and prepare seafood safely. The lake provides, but it also demands respect. Come, children of Bear Clan, I will guide you." Nala leads you down a walkway skirting the edge of the lake.

WENDY: "First," Nala says, gesturing towards the marshy edge of the lake, "we need reeds. They form the foundation of our traps. They are abundant, but one must know how to harvest them carefully without disturbing their roots, so they'll grow again next year." She sends you off to collect them at the edge of the lake a ways from the town.

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[[SHOW IMAGE OF MARSH]]

WENDY: The air hangs thick and humid, buzzing with the drone of unseen insects. The lake stretches out before you, a vast expanse reflecting the sky. Its edges aren't sandy beach, but a shifting marshy landscape of reeds and cattails that grow thick and tall, their feathery tops swaying gently in the sluggish breeze. The smell of damp earth and decaying plant life permeates the air, as dragonflies zip between the reeds, and the occasional hidden frog's croak punctuates the quiet.

THREEx ACROBATICS/ATHLETICS CHECKS DC15 to jump between tussocks to a suitable patch of reeds. 25 ft each roll = 75 ft total. On a fail (or the lowest roll is nobody fails) ...

WENDY: You find a patch of reeds and begin your task, carefully stepping onto what looks like solid ground, the reeds brushing against your legs. But one of you, a little too confident in your footing, ventures slightly ahead, eager to gather a particularly thick clump of reeds. You reach out, and as you lean forward to cut them, the seemingly solid patch beneath your feet gives way with a soft *slurp*.

[[DM NOTE: Remember to track how far they've sunk each round, on paper!]]

IMMEDIATELY THIGH HIGH: Upon falling into quicksand, you immediately sink 1d4+1 feet.

DESCRIPTION: Your legs sink thigh-deep into the mud. You try to pull your legs free, but the mud holds fast, clinging like a hungry beast as you're pulled farther under. You realize this isn't ordinary mud. It's sucking you down!

2ND ROUND WAIST HIGH: On your turn, you sink another 1d4 feet each round.

DESCRIPTION: You lurch forward, trying to redistribute your weight, but the movement only worsens the situation. The mud, viscous and thick, begins to creep higher, now reaching your chest.

3RD ROUND SUBMERGED: You sink another 1d4 feet, your head going under the muck.

DESCRIPTION: You cry out, your voice a desperate plea against the backdrop of the whispering reeds, as the marshy ground rises up your neck. You take a big gulp of air as the muck oozes over your head. It's swallowing you whole!

HOLDING BREATH ROUNDS: You can hold your breath for a number of minutes equal to 1 + Constitution modifier (minimum of 30 seconds). You continue to sink 1d4 feet per round during this time.

DROWNING ROUNDS: When you run out of breath you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). You continue to sink 1d4 feet per round during this time.

ESCAPE WITH STRENGTH CHECK DC10+number of feet you've sunk (as long as you're not yet completely submerged)

RESCUE SOMEONE WITH STRENGTH CHECK of DC5 + number of feet the target creature has sunk. They must be within your reach, and you use your action for this.

[[DM NOTE: If they get out of this too easily the first time, call for another Survival Check DC 15 and plunge one or more characters back into the mud.]]

Adapted from DMG p110

[[SHOW IMAGE OF NALA]]

WENDY: When you return to Nala, she looks unphased at how wet and muddy you all are. "Oh, hello again. Now, where were we? Ah yes, collecting reeds. That must have been exciting! Another reason it's worth doing carefully is so you don't die. Didn't I mention that?"

WENDY: Nala examines the reeds. "Excellent. You have a keen eye. This is enough. But next we require strong, flexible sticks of a certain type of tree. There is a grove of whispering trees to the west. They offer the best wood, but are protected." She points you toward a faint path through the woods that borders part of the lake, refusing to say more. "It wouldn't be much of a test if I told you everything, would it?"

Wisdom (Survival) check DC 12 to find the grove: You walk a short way through the woods to the grove, a quiet place where the trees seem to whisper and hum with a faint energy. As you begin to gather sticks, you feel a pulse of power emanating from them, and a shadowy, amorphous form coalesces in the underbrush. What do you do?

[[SHOW PICTURE OF SHADOW FOREST GOD]]

Charisma (Persuasion) check DC 14

On a success: The god is friendly and happy to oblige, as you approached it with respect. A gentle voice whispers in your minds, with a feeling of ancient wisdom and acceptance. "*You are welcome to take what you need. Use the gifts of my grove with respect.*"

If they fail: Let them think up alternate ways to win the god's favor, to get a new roll. For example, they could give it an offering, or Askr could exchange news of Wyldwyn the dryad from their Honey Heist adventure.

WENDY: You gather the whispering sticks, feeling a strange pulsing connection to the grove. When you return to Nala, she nods and says "Lastly, we need bait. The fish of Bitewater are discerning, though, and

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it's called Bitewater for a reason. We need ... *enticing* insects. Big ones, with mandibles. NOT just worms. Be creative."

[[SHOW RAIDING PLAINS IMAGE]]

WENDY: Nala points you to the edge of a grassy plain, away from the lake and the village. "These creatures can be ... troublesome. Be cautious." So, you need to search for and collect insects, which will be used as bait for the fish trap.

Skill Check (Animal Handling, Nature, Survival, etc.) DC 12 to find suitable insects. These could be locusts, centipedes, millipedes, dragonflies, etc. Anything with mandibles.

Constitution check DC (12) to collect them while avoiding getting bitten or stung. **On a failure**, you yelp as a particularly big bug bites or stings you, doing 1hp damage. Despite injuries, you manage to collect a wriggling mass of insects, some of which glow faintly.

[[SHOW IMAGE OF NALA]]

WENDY: On your return to Nala, she inspects the bugs closely. "These will do nicely," Nala says. "Though perhaps a little less... enthusiasm next time?" she adds, glancing at your swollen hands and arms. "Now, we have all we need. I'll bring you to the crafters, who will show you our way of constructing traps."

SWARM OF INSECTS

Medium swarm of Tiny beasts, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

Roll Initiative! +1

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., Passive Perception 8

Languages –

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

<https://www.dndbeyond.com/monsters/17029-swarm-of-insects>

TASK TWO: CRAFTERS

(make rope, carve rods, construct the trap)

WENDY: Nala leads you to a larger houseboat, the air around it thick with the scent of wood shavings. A burly dwarf with strong, calloused hands and a perpetually dusty look emerges. His hair is short and graying, and he eyes you with a critical gaze.

[[SHOW IMAGE OF BORIN]]

MICHELLE: "Borin Stonehand," he grunts, his voice rough. "Master Crafter of Fishgather. You're the whelps Nala said were coming. Here to learn something, or just to gawk? Let's get to it. No lollygagging. Time's precious, and the lake doesn't wait for lollygaggers."

MASTER CRAFTER: Borin Stonehand

Male Human Artificer Lvl 8

Appearance: Borin is a burly dwarf with strong, calloused hands and a rugged appearance. His hair is short and graying, and he has a perpetual layer of dust and soot on his clothes from his crafting.

Personality: Borin is meticulous and dedicated, with a no-nonsense attitude. He takes great pride in his work and has little patience for laziness or incompetence. Despite his gruff exterior, he has a soft spot for those who show genuine interest in learning his craft.

Acting Notes: Speak with a gruff, authoritative voice. Show impatience with idle chatter but soften when discussing crafting techniques or tools.

MICHELLE: Borin gestures to the bundle of reeds you gathered. "First, the bindings. You twist these into rope. Strong rope."

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[[SHOW IMAGE OF ROPE TWISTING]]

Dexterity (Sleight of Hand) check, DC 12. The reeds are quickly transformed into a length of surprisingly strong rope.

[[SHOW IMAGE OF BORIN]]

MICHELLE: "Not bad," Borin concedes, examining the rope. "Now, the framework." Borin points to the bundle of sticks you gathered from the whispering grove. "These need to be whittled into rods. And not just any rods. They need ... *finesse*." He demonstrates, showing you how to carve specific whorls and loops into the wood. "The carvings are important. They channel the ... *spirit* of the wood."

WENDY: As you work, you notice the sticks seem to pulse faintly, the energy you felt in the grove now focused in the intricate carvings.

Arcana check, DC 12. You whittle the sticks into rods, then carve particular whorls and loops into them. This task requires patience and attention to detail. As you work, you notice the sticks' energy seems to be channeled into the carvings.

On a success, you manage to whittle your rod perfectly, the whorls and loops carved with precision.

On a fail, still distracted by your insect stings, you fumble and nearly break the stick. Borin sighs heavily. "Focus, whelp! This is not child's play! These rods are gifts of a god!" He takes your stick and with a few deft strokes, corrects the carving.

MICHELLE: With the rope and the whittled rods ready, Borin lays out the materials. "Now, the trap itself. It needs to be sturdy, clever ... and," he adds, with a glint in his eye, "a little bit special."

MICHELLE: He reveals that the carved rods, when activated, can create a lure, a subtle magical field that attracts fish. "These carvings," Borin explains, "are more than just decoration. They are a key, a way to speak to the god's wood and awaken its power."

Intelligence (Arcana) check, DC 14 to activate the rods. As you carefully manipulate the carvings, a faint glow emanates from the rods. You feel a surge of energy, a connection to the magic woven into the wood.

WENDY: You then all work together to assemble the trap, weaving the rope around the frame of rods.

[[SHOW IMAGE OF FISH TRAP]]

Dexterity (Sleight of Hand) check, DC 12 to construct the trap. With everyone helping, they gain advantage on the roll. On a success,

the trap takes shape, a sturdy and ingenious structure of woven rope and glowing rods.

MICHELLE: Borin nods in approval. "Well done," he grunts. "You've learned well. Now, go to the dock. The lake awaits."

TASK THREE: FISHERS

WENDY: As you cross the floating village to its dock, the sounds of splashing water and excited chatter grow louder. You arrive at a dock bustling with activity as small fishing boats are loaded and unloaded. A small, agile halfling with tanned skin and short, curly hair greets you with a wide grin. She wears practical clothing suited for fishing, her belt adorned with an assortment of hooks and lures.

[[SHOW IMAGE OF LINA]]

WENDY: "Welcome, welcome!" she chirps, her voice bubbling with energy. "I'm Lina Quickfin, Master Fisher of Fishgather, and if it swims in Bitewater, I've probably tried to catch it!"

MASTER FISHER: Lina Quickfin

Female Halfling Ranger Lvl 6

Appearance: Lina is a small, agile halfling with tanned skin and short, curly hair. She wears practical clothing suited for fishing, with a belt full of hooks and lures. Her eyes are bright and mischievous.

Personality: Lina is energetic and adventurous, always ready for the next big catch. She has a playful sense of humor and loves telling tall tales about her fishing exploits. She's quick-witted and resourceful, able to adapt to any situation on the water.

Acting Notes: Use a lively, enthusiastic tone. Be quick to laugh and make jokes, and use animated gestures to mimic casting lines or reeling in fish.

WENDY: Lina laughs, a bright, infectious sound. "You're here to catch the big ones, eh? You've come to the right place! Now, let's get to it! But first ..."

WENDY: Lina gestures towards a small platform on the edge of the dock. "A little offering to the lake god never hurts," she says, placing a handful of shimmering scales and brightly colored pebbles on the platform. She murmurs a short prayer, a plea for good fortune on the

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water, before knocking them into the water, where they sink into the depths.

WENDY: Then Lina examines the insects you collected. "Perfect! These will attract all sorts of curious creatures." She shows you how to carefully bait the trap, ensuring the insects are securely attached, then sends you off in a fishing boat to place your fish trap in the water away from Fishgather. Where do you go?

[[SHOW IMAGE OF BOAT ON LAKE]]

Wisdom (Survival) check, DC 12 to find a good spot to place the trap, while not capsizing the boat that they're piloting for the first time. Give advantage to anyone who has a particularly good idea of how to locate a prime fishing spot. Anyone who fails falls into the water.

Wisdom (Survival) check, DC12 to bait the trap. Failures take another 1hp bite from the insects.

[[SHOW IMAGE OF FISH TRAP]]

WENDY: Your small fishing boat bobs gently on the lake's surface. With the trap baited, you carefully lower it into the lake. As the trap touches the water, the glowing rods emit a faint pulse of light.

WENDY: Almost immediately, the water around the trap begins to roil with motion from beneath. The rope goes taught where it stretches down into the murky depths. As you begin to haul the fish trap upwards, the weight on the line is immense. Muscles strain, ropes groan, and anticipation grows.

Strength (Athletics) check, DC 14 to reel in the trap. It's a tough fight but you manage to reel it to the surface, working together. Finally, the trap breaks the surface, revealing not a tangle of fish, but a monstrous ammonite, its spiral shell gleaming wetly in the sun! The shell is jammed into the mouth of the trap, which is barely big enough for it. Its tentacles wave wildly, thrashing inside the cage. The trap, enhanced by the glowing rods, holds fast, as you work to lift it into the fishing boat.

[[SHOW IMAGE OF MONSTROUS AMMONITE]]

MONSTROUS AMMONITE

aka Giant Octopus
Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR DEX CON INT WIS CHA

17 (+3) 13 (+1) 13 (+1) 4 (-3) 10 (+0) 4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the creature can hold its breath for 1 hour.

Underwater Camouflage. The creature has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The creature can breathe only underwater.

ACTIONS

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and it can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the creature if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the creature can use the Dash action as a bonus action.

https://www.dandwiki.com/wiki/5e_SRD:Giant_Octopus

WENDY: As you work together to pull the fish trap onto the boat, suddenly the water nearby erupts like a geyser! Without warning, a monstrous shape, sleek and powerful, launches itself from the depths. A mosasaur, its jaws lined with rows of razor-sharp teeth, engulfs the trap, ammonite and all, in a single, terrifying gulp.

[[SHOW MOSASAUR IMAGE]]

WENDY: The rope, now anchored inside the belly of this prehistoric leviathan, snaps taut, jerking the boat violently. You scramble to hold on as the mosasaur, unconcerned by its new meal, begins to swim. Your small boat, now a mere toy, is being dragged across the lake's surface at an alarming speed!

ROLL DEXTERITY DC 15. Fail falls out of the boat into the water.

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MOSASAUR

aka Plesiosaurus

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

https://www.dandwiki.com/wiki/5e_SRD:Plesiosaurus

[[GM NOTE: Roll init and do a round of attacks here. The mosasaur goes last, and then swims toward the village.]]

WENDY: Desperate, you unleash a flurry of attacks. The wounds it takes seem to anger it. The creature picks up speed, pulling the boat faster and faster across the water. The waves begin to crash over the bow, threatening to swamp you entirely.

ROLL DEXTERITY DC 15 AGAIN. Fail falls out of the boat into the water.

[[SHOW BOAT IN LAKE IMAGE]]

WENDY: Just as it seems your small vessel will be dragged beneath the waves, a deep alarm echoes across the lake. From the distant shoreline, a series of watchtowers spring to life. The alarm, a rhythmic beating drum, pulses across the water. Suddenly, the air is filled with the twang of massive, stone-age ballistas. Huge nets, woven from thick, fibrous vines, are launched across the lake, splashing into the water around the mosasaur. Simultaneously, harpoons, each tipped with sharpened stone, fly through the water. Several strike the mosasaur's flank with sickening thuds.

[[SHOW MOSASAUR IMAGE]]

WENDY: The monster, now entangled and mortally wounded, thrashes violently one last time. With a combined effort from the villagers on shore, the massive nets constrict around the defeated beast. Triumphant, the villagers begin to reel in the ropes, hauling the mosasaur's enormous body to shore. They begin the process of butchering the beast.

TASK FOUR: COOKING

[[SHOW IMAGE OF LINA]]

WENDY: When you get back to shore, Lina claps you on the back, a wide grin on her face. "Now, for the final test! Turning those fine catches into a feast fit for the gods!" She leads you back to Fishgather, and ties her fishing boat to another houseboat, this one emanating a strange but intriguing mix of aromas – sweet, savory, and just a hint of... something unidentifiable.

MICHELLE: A gelatinous being with a vaguely humanoid shape greets you. Their "skin" has a slimy sheen, and they sport a friendly, if slightly unsettling, smile. "Welcome, travelers! I am Gloop, Master Cook of Fishgather! Ready to transform your catches into culinary masterpieces?"

[[SHOW IMAGE OF GLOOP]]

MASTER COOK: Gloop

Non-Binary Half-Ooze Alchemist (Artificer subclass) Lvl 7

Appearance: Gloop is a gelatinous being with a vaguely humanoid shape. Their "skin" is slimy-looking. They have a friendly, if somewhat unsettling, smile.

Personality: Gloop is cheerful and hospitable, always eager to share his culinary creations. They have an experimental approach to cooking, often combining unusual ingredients to create surprisingly delicious dishes. They're very proud of their heritage and incorporates ooze-based techniques into their cooking.

Acting Notes: Speak with a bubbly, enthusiastic voice. Use fluid, flowing movements to emphasize their ooze nature. Be welcoming and eager to offer food to others.

MICHELLE: Gloop's smile widens when they're presented with the monstrous ammonite catch, their form wobbling slightly with

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A 5E adventure for 3-5 Level 4 PCs

By Michelle Nephew, with input from MythMaker, Erik Klein, and Nickolas Lucas

excitement. "Excellent! A fine specimen! Now, let's begin with cleaning it!"

MICHELLE: Gloop examines it closely. "Ah, a magnificent catch! Not poisonous at all. But," they add, pointing to certain parts, "we must be careful of the venomous bits as we clean it. Some parts are... *less* palatable to humanoids than others."

[[IMAGE OF MONSTROUS AMMONITE]]

Intelligence (Nature) check, DC 12. On a success:

WENDY: You correctly identify the venomous parts to Gloop. On a fail, take 1pt of damage from being pricked.

MICHELLE: "Excellent!" Gloop exclaims. "Now, to neutralize the... *unpleasantness*." The cook shows you how to cut out one of the poison sacs. Then Gloop produces a selection of colorful herbs and spices and hands them to you. "These magical ingredients will not only enhance the flavor, but also counteract any remaining toxins."

Wisdom (Medicine) DC 14 to extract the rest of the poison sacs.

WENDY: You expertly remove the poison sacs, then combine the herbs and spices, creating a paste that neutralizes the venom when you rub it into the poison sac cavities.

MICHELLE: "Now," Gloop announces, "the true test! A cooking competition! Who can create the most delectable dish?"

[[SHOW COOKING STATIONS IMAGE]]

WENDY: Gloop leads you off the houseboat to a makeshift arena erected in the center of the village, two cooking stations facing each other like opposing fortresses. Gloop stands before the assembled villagers, a mischievous glint in their eye. They gesture dramatically toward the cooking stations, each a chaotic jumble of earthen pots, roughly hewn wooden utensils, and baskets overflowing with unfamiliar ingredients. Stools for four judges have been set at the front of the audience.

[[SHOW IMAGE OF GLOOP]]

MICHELLE: "Welcome, people of Fishgather," Gloop announces, their voice carrying across the clearing. "Today, we'll see a test of culinary prowess in a contest of epic proportions! I have divided our guest cooks from Talon Camp into two teams." They point a gelatinous arm and declare "Arde and Loon-a are Team Fire!" The arm swings to point toward the others as they announce, "Dreamwake, Askr, and Rocky are Team Stone!"

WENDY: The crowd cheers wildly for each team, feet stamping the ground in approval. Then Gloop claps their hands together, the sound echoing through the air.

MICHELLE: "Your fires are lit and pots boil, so I invite you to familiarize yourselves with your stations. Explore the bounty before you, discover the secrets hidden within these baskets, and ... let the culinary games begin!"

[[DM NOTE: Give contest rules sheets to players now, so they can read them during the next big description.]]

[[SHOW IMAGE OF COOKING STATIONS]]

WENDY: Team Fire, you approach your station with a mixture of excitement and trepidation. A large clay oven, still warm from previous use, dominates your side. Baskets overflow with vibrant, unfamiliar fruits, some fuzzy, some spiky, others oozing juices you can't quite identify. Dried herbs hang in bunches from a nearby rack, their pungent scents mingling in the air. Rough-hewn cutting boards and flint knives lay scattered amongst the ingredients, including chunks of your cleaned ammonite and mosasaur, alongside pestles and mortars for grinding spices. A stack of strangely shaped gourds is filled with interesting liquids, while several clay cooking pots of varying sizes sit waiting to be filled.

WENDY: Team Stone's station mirrors this chaos, but with a distinctly different flavor. A stone-lined fire pit, already stoked, sits at the center. Your ingredients lean towards the more... robust. Chunks of ammonite and mosasaur rest on large leaves, alongside root vegetables and strange, bulbous fungi. Your utensils are heavier, more geared towards chopping and pounding. There's a collection of sharpened stone knives, and a massive stone bowl would allow some serious grinding. There's also a selection of oils, stored in animal bladders, each with a distinctly flavorful odor.

WENDY: Both teams circle your stations, cautiously poking at the strange ingredients, sniffing the unfamiliar herbs, and testing the weight of the cook's utensils. The clock is ticking on your culinary challenge!

Ask for Identify Ingredient Checks now, as described in the Cooking Contest Rules below.

[[GM NOTE: BE SURE TO TRACK ON PAPER each team's:

1. Bonuses for preparation checks,
2. Number of preparation check successes (preparation score)
3. Number of judge approvals (judging score).]]

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Overview:

- The PCs are divided into teams.
- Each team is shown a cooking station.
- They get a roll to identify ingredients in the kitchen.
- They describe their dish concept.
- The DM tracks successes for a series of three preparation checks, which can add up to 3 points to each dish's preparation score.
- Bonuses to those preparation checks come from using special ingredients, tools, creativity, teamwork, and sabotage.
- Then the four masters judge the dishes, which can add up to 4 points to each dish's judging score.
- The two scores are combined to determine the winning team.

For simplicity, each team cooks one dish. Optionally, to extend the contest, it can be divided into a number of rounds decided by the DM, each focusing on a different course (e.g., appetizer, main course, dessert).

Assign Cooking Stations: The characters are assigned to teams. Then each team is shown their cooking station, and where the cook's utensils and ingredients are stored nearby.

Identify Ingredient Checks: Participants have a moment to try to identify ingredients found near their cooking station. This can involve skill checks like Survival, Nature, or Investigation. Any ingredients identified via a successful roll give bonuses to preparation checks later in the cooking contest (see below).

- Common and in-season ingredients are DC10,
- Uncommon and slightly off-season ingredients are DC15,
- Rare and off-season ingredients are DC20,
- Magical ingredients are DC25.

Dish Concept: Describe your dish, and roll Performance or Persuasion DC10. The judges wander by the cooking stations as the players settle in, and ask the teams to describe the dish they'll try to cook with their ingredients. They get a +1 or +2 bonus to later preparation checks for their creativity here.

[[THE MODERATOR SHOULD NOW START DRAFTING JUDGING COMMENTS while the DM runs the preparation checks below.]]

Preparation Checks: Teams make a SERIES OF THREE CHECKS to represent the cooking process, choosing whichever character on their team they want to roll the dice for each of the checks. To extend the contest, the DM can add more checks equally to all teams. These checks can be based on:

- Dexterity: For precision, like small knife work or delicate tasks.
- Strength: For heavier tasks like kneading dough or tenderizing meat.
- Constitution: For enduring long cooking times or handling hot surfaces.
- Intelligence: For recipe knowledge
- Wisdom: For flavor balance and taste
- Charisma: For presentation and plating.

Tasks that are relatively easy are DC10 (+1), average is DC15 (+2), hard is DC20 (+4), and very hard is DC25 (+4).

The bonuses below are applied to preparation rolls with the DM's approval. Every bonus will not apply to every preparation roll.

- Cook's Utensils: Participants all have Cook's Utensils for their preparation checks, which adds a +2 bonus for those with proficiency.
- Creativity: The DM awards +1 or +2 bonuses to preparation checks for creativity shown in their Dish Concept description (above).
- Special Ingredients: Using high-quality, off-season, or rare ingredients they found in the kitchen can provide bonuses to the dish's preparation checks.
 - Common and in-season ingredients (default ingredients) = +0 bonus
 - Uncommon and slightly off-season ingredients = +1 bonus
 - Rare and entirely off-season ingredients = +2 bonus
 - Magical ingredients = +3 bonus
- Teamwork: If other teammates help the character who's making a preparation check, they each make their own skill check DC10 to give a +1 bonus. They should describe what they're doing to assist (like prepping ingredients, assisting with cooking tasks) and the skill for the roll is chosen by the DM based on that task (DC10-15, for example). Each team is limited to +1 max bonus per preparation check from all helping characters combined.
- Sabotage gives -1 to -3.

Preparation Scores: Each dish is given a preparation score based on the number of successes on the preparation skill checks. Each success gives 1 point, for a maximum preparation score of 3.

Talking with Judges: At any time during the contest, each player can roll Charisma DC12 once for each judge, to learn one culinary preference of that judge (listed below).

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Each dish gets a judging score equal to 1 point per judge approval, for making a dish that's similar to a judge's culinary preferences. Judges are the four master crafters from the adventure, and they each have specific culinary preferences (below). The judging score is limited to a maximum of 4 points, each judge awarding 1 point at most.

Final Scores & Winning: Add the preparation score and judging score. The team with the highest total score at the end of all rounds wins the contest. Optionally, you can have special awards for categories like "Best Tasting," "Best Presentation," or "Most Creative Dish."

Master Gatherer Nala

Culinary Preferences:

- Wild Berries and Nuts: Nala enjoys a simple yet nutritious mix of wild berries and nuts, appreciating their natural flavors and health benefits.
- Herb-Infused Stews: She loves stews made with a variety of wild herbs and vegetables she forages herself, often adding a touch of wild garlic or rosemary.
- Mushroom Dishes: Dishes featuring wild mushrooms, such as a hearty mushroom soup or a savory mushroom and herb tart, are among her favorites.

Master Crafter Borin Stonehand

Culinary Preferences:

- Hearty Meat Stews: Borin prefers robust, filling meals like beef or lamb stews, packed with root vegetables and seasoned with simple spices.
- Grilled Meats: He enjoys grilled meats, especially those cooked over an open flame, appreciating the smoky flavor and the skill involved in perfecting the grill.
- Bread and Cheese: A simple meal of freshly baked bread and aged cheese is a staple for Borin, often enjoyed with a mug of ale.

Master Fisher Lina Quickfin

Culinary Preferences:

- Freshly Caught Fish: Lina loves dishes made from freshly caught fish, whether it's grilled, smoked, or made into a fish stew.
- Seafood Platters: She enjoys a variety of seafood, including shellfish, crabs, and shrimp, often served with tangy sauces.

- Fish Tacos: Lina has a fondness for fish tacos, appreciating the combination of fresh fish, crunchy vegetables, and zesty sauces.

Master Cook Gloop

Culinary Preferences:

- Experimental Dishes: Gloop enjoys creating and tasting experimental dishes that combine unusual ingredients, such as a jellyfish salad or ooze-infused desserts.
- Gelatinous Treats: He has a particular fondness for gelatinous treats, like fruit jellies and puddings, which reflect his own ooze nature.
- Fusion Cuisine: Gloop loves fusion cuisine that blends different culinary traditions, often incorporating unique textures and flavors.

Example Preparation Scoring:

Loon-a and Arde's team decides to make a grilled ammonite steak with a wild berry and nut sauce, hoping to impress Nala. Arde identifies some rare glimmering berries (success on a DC 15 Survival check) and works diligently with Loon-a at their station.

The DM calls for a series of checks: Arde rolls Dexterity (for precise slicing), Loon-a rolls Wisdom (for flavor balance) and Charisma (for presentation). Loon-a adds bonuses to the Wisdom check for Arde's rare ingredients (+2) and creativity (+2), and a bonus to the Charisma check for creativity (+2). They succeed at all three checks, so their dish's preparation score is now 3.

After several rounds of intense cooking, the dishes are ready. Each judge tastes the creations, offering comments.

Example Judging Scoring:

Nala tastes Loon-a and Arde's grilled ammonite. "The ammonite is cooked perfectly," she says. "And the berry sauce... a delightful complement. The glimmering berries add a unique sweetness." They get 1 point for the judging score of their team's dish.

Borin tastes the dish. "A bit... *dainty* for my taste," he grumbles. "But the flavor is... acceptable." The judging score of the dish doesn't increase.

Lina samples the dish. "A little bland. It could use a kick of spice. And the texture is... interesting," she says, chewing unenthusiastically. The judging score of the dish doesn't increase.

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Gloop tastes the dish. "Magnificent!" they exclaim, their form quivering with delight. "A fusion of flavors and textures! Truly inspired!" They get another 1 point for the judging score for their team's dish.

Their judging score is 2, plus their preparation score of 3, which gives Loon-a and Arde a final score of 5.

COOKING CONTEST FINALE

WENDY: The air is thick with the mingled aromas of roasted meats, exotic fruits, and pungent herbs. Your faces are streaked with soot and sweat, as you anxiously watch the judges deliberate. Finally, Gloop stops pacing and claps their hands, the sound echoing through the hushed crowd.

[[SHOW IMAGE OF GLOOP]]

MICHELLE: Gloop gestures dramatically towards the two dishes, their voice ringing with theatrical flair. "Young cooks," they begin, "you have presented us with two... *interesting*... interpretations of Fishgather cuisine. Team XXXX," they turn to you, "your dish is both visually appealing, and possesses an intriguing depth of flavor for the discerning palate." They wrinkle their nose slightly, eliciting a collective groan from the audience.

MICHELLE: They turn to the other team. "Team ZZZZ," they announce, their voice building in volume, "your dish's robust aroma speaks to the heart of our ancestors, and the complex undertones... magnificent!" Gloop throws their arms wide, beaming at the second team. "But there can be only one winning team. So, by the power vested in me as master cook of Fishgather... I declare Team ???? the winners of this epic cooking contest!"

MICHELLE: A cheer erupts from the crowd. Even the baby swiftclaw seems to share in the excitement, nipping playfully at Rocky's heels. Gloop, basking in the applause, gestures towards a pile of intricately carved wooden spoons. "Your prizes," they announce, "are coveted whispering wood spoons! May they serve you well in all your future gastronomic endeavors!"

[[SHOW CHARACTER MONTAGE IMAGE]]

WENDY: That night, you're rocked to sleep on a houseboat, tired but proud of your new trial scars. And best yet, you're looking forward to going HOME tomorrow! After the cooking contest, Fishgather's masters patted you on the back, saying you'd all proven yourselves worthy of the Fishgather crafts. That was the last of your coming-of-age trials, and the end of your exile from Talon Camp. You'll appear before your council of elders tomorrow. Congratulations!

SIGN OFF

MICHELLE: And that's the end of Session Six of Planegea: School of Rocks! Thanks for joining us. And thanks to Gen Con TV for hosting us. Also, special thanks to MythMaker, Erik Klein, and Nickolas Lucas for their input on this episode, and the Planegea Discord for their support.

Find out more about Planegea at atlas-games.com/planegea, then join us Sunday, March 30th at 3pm Central for our very last episode, the Session Seven FINALE of Planegea: School of Rocks. We'll see you then!

SESSION END

GRAPPLING RULES

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature: When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

<https://www.5esrd.com/gamemastering/combat/>

BONUS OUTTAKE MATERIAL: FISHING CONTEST

(Substitute for mosasaur encounter)

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WENDY: As you dump the monstrous ammonite into your boat, Lina arrives in her own boat. She beams. "A fine catch! Now, toss the trap in again. And while we wait for more, how about a little competition?"

WENDY: Lina produces several fishing rods and some bait from the bottom of her boat. "A friendly contest," she declares. "First one to catch the most ... well, the most *anything* wins bragging rights!"

ROLL CHARISMA, SURVIVAL, ETC WITH ESCALATING DCS to get these hints:

- DC10 Little fish like the shallower water, but not right up close to the shoreline.
- DC12 Little fish like to school around objects in the water.
- DC14 Average-sized fish like objects in the water, too.
- DC16 Big fish like the deep water.

[[SHOW BLANK FISHING CONTEST MAP]]

Setup: Each participant needs a fishing rod and bait. The contest area is shown on a map divided into a grid, with fish secretly placed by the DM, designating their sizes as Tiny, Small, and Medium (like Battleship). Choose the number of rounds your contest will have.

Casting: Each participant picks a spot on the grid and rolls a DC 10 Survival check to cast their line. Modifiers can be applied based on the type of bait used, their skill, and their gear (see below). On a success check to see if that spot had a fish, and if yes then make a Strength check to reel in the fish.

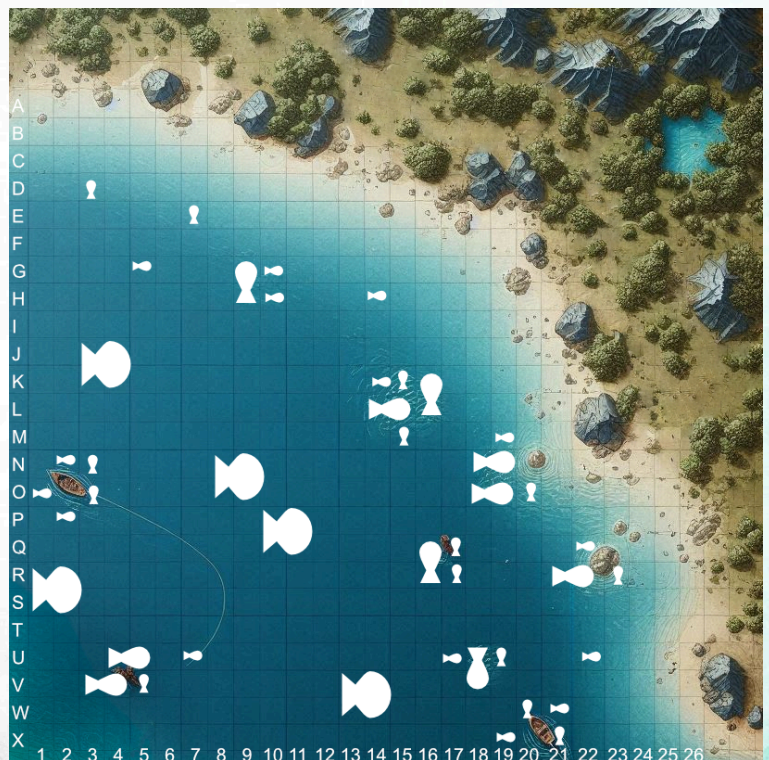
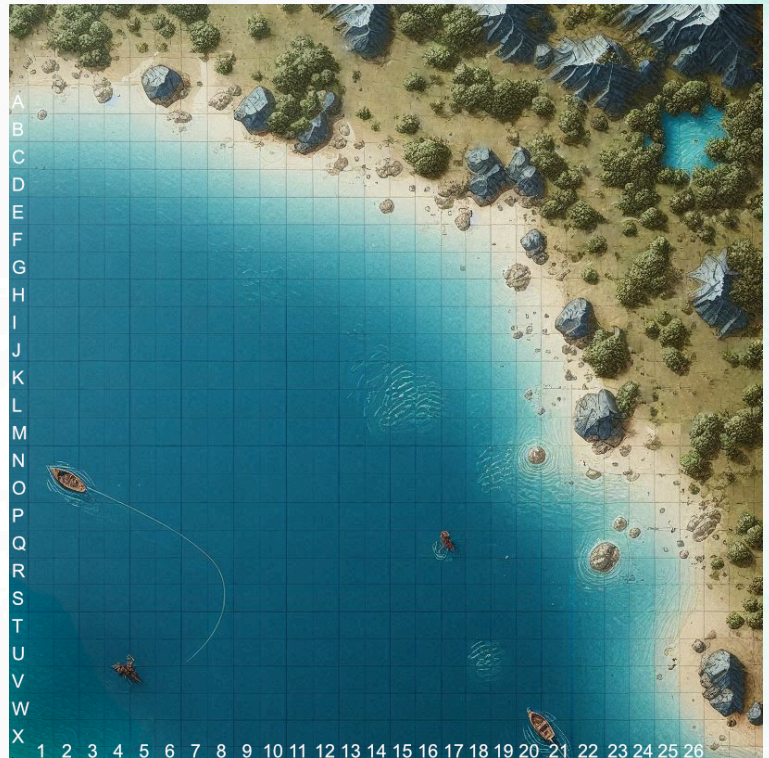
Reeling In: On a successful Survival check to cast into a square with a hidden fish, the player makes a Strength check vs the size of the fish (DC 5 for Tiny, DC 10 for Small, DC 15 for Medium), again with modifiers applied. Success means they catch the fish; failure means they lose the bait.

Modifiers:

- **Skill Level:** Players can gain bonuses based on their fishing skill level (e.g., Beginner +0, Angler +1, Waterman +2, Fisherman +3, Master Fisherman +4)
- **Gear:** Better fishing gear can provide additional bonuses (e.g., Basic Rod +0, Custom Rod +2)
- **Bait:** Different types of bait can also affect the chances of catching a fish (e.g. Bare Hook -2, Worms +1, Bread +2, Live Bait +3, Crafted Bone Lure +4)

Winning: The winner is determined by the total volume of fish (4 Little= 2 Average=1 Big) caught within a set time limit or number of rounds.

Optionally, you can award prizes for the largest fish and the most fish.



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BABY SWIFTCLAW (VELOCIRAPTOR)

AKA LITTLESNAP (EUPARKARIA)

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4 - 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	6 (-2)	10 (+0)	2 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (0 or 10 XP)

Blood Frenzy. The littlesnap has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

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