

PLANEGEA: SCHOOL OF ROCKS • SESSION ONE

A 5E adventure for 3-5 Level 1 PCs

Original episode concept by Erik Klein, with input from Nickolas Lucas

BAREBONES SIDEBAR

This sidebar is the barebones, minimal info you need to run this adventure. Setting, Checks, Encounters, with the least descriptions possible. On the right are the suggested descriptions or script for each of the elements below.

In this adventure, the party is tasked with babysitting children during a flutterhopper hunt, which the shaman needs to make the “smiledrink” that adults enjoy at feasts and celebrations.

PREP:

PRINT OUT CHARACTER DESCRIPTIONS

PRINT OUT DREAMWAKE'S STORY OF SESSION 0

CHECK FOR MORE INFO ON SMILEDRINK

Medicine or Nature Check, DC:10

Success: They know it's a liquor made with small amounts of the euphoric (charmed-condition causing) flutterhoppers

CHECK FOR HISTORY OF KILLBROTHER VALE

History Check, DC:10

1-9: You don't know, but a child shouts the common answer, like a teacher's pet getting you in trouble.

10-19: COMMON ANSWER: It's called Killbrother Vale because it's the battlefield of the annual Brother Wars, where Ape, Bear & Lion clans battle each other for yearly dominance. Parents tell their children that the butterflies are lost spirits, and to catch and crush them is to release them into their afterlife.

20+: DEEPER LORE: Our clan's god, the great Unkillable Urhosh, had a brother once. His name was Shardek, and he tried to usurp Urhosh. Urhosh defended himself, and Shardek lost the fight ... and his life. They battled long before anyone but the gods lived here, though. When we get there, you'll see a deep gash in the ground on the horizon. That's where Shardek was slain. That's really why this place is called Killbrother Vale, and the reason Mighty Urhosh is called Unkillable.

*If no one rolls over a 20, GOSSIP child interrupts and provides the deeper lore (20+) answer as an old legend, not many know about.

DESCRIPTION & DIALOG

MICHELLE: Hello everyone, and welcome to our first 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. They'll tell you about their characters in a bit, then we'll play our first Planegea game, which was designed by Erik Klein with input from Nickolas Lucas.

WENDY: So, what is Planegea? Well, it's the stone age 5E campaign setting from Atlas Games, where dinosaurs and wooly mammoths roam the land. Primal magic flows from the many gods of nature. And the people survive in small clans in a raw wilderness, where the planes of existence haven't separated. It's in this prehistoric world that our story begins.

MICHELLE: Our characters live in the Talon Camp of Bear Clan, but they're not full adult members yet. They're teenagers who are just approaching their coming-of-age trials.

Emma plays Dreamwake, a half-elf shaman. And she's going to tell us about her character. IMAGE + READ WRITE-UP

Sophie plays Askri, a dreas warlock. Go ahead Sophie. IMAGE + READ WRITE-UP

Jack plays Rocky, a hammertail saurian fighter. IMAGE + READ WRITE-UP

James plays Arde, a human guardian. IMAGE + READ WRITE-UP

Katherine plays Loon-a, a starling ranger. IMAGE + READ WRITE-UP

WENDY: And on to our story! It's the abundant days of Summer, and the Flutterhopper Festival is upon us. Today the teenagers of the camp have been given the task of tending to the young children, keeping them safe and on-task during the flutterhopper hunt that happens once every few years.

This morning, all the adults were strangely eager for you to go. They practically pushed you out of the camp, and toward Killbrother Vale.

[[Have one of the children ask if anyone knows the real reason this valley is called the Killbrother Vale.]]

KILLBROTHER VALE HISTORY CHECK, AT LEFT

After a long hike through the forest, you all emerge from the trees on a ridge overlooking Killbrother Vale. This serene meadow stands halfway between the Bear and Ape rivers, and is filled with sweetgrass and flowers and butterflies.

SHOW KILLBROTHER VALE IMAGE

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Show-Off:

- **Name:** Brun, tallest human boy
- **Character Flaw:** Exaggeration. Convinced they're the best at everything, from hunting to magic. Boasts about their abilities and belittles others. Loves to tell tall tales about their supposed adventures, often inventing details or outright lying to impress others.

Whiner:

- **Name:** Re-Ga-Lin, redhead dwarf girl
- **Character Flaw:** Complaining. Pebble is always finding something to complain about, whether it's the weather, the food, or the lack of attention.

Troublemaker:

- **Name:** Shalura, human girl twin
- **Character Flaw:** Mischief. Flint loves to stir up trouble and create chaos. Always coming up with new pranks and schemes. Loves to challenge authority and break the rules. They find it exhilarating to push boundaries and see how far they can go before getting caught.

Fearful:

- **Name:** Shaedus, human boy twin
- **Character Flaw:** Timidity. Shadow is easily scared and often refuses to try new things. They're always looking for excuses to avoid danger or discomfort. They often avoid any situation that might be even slightly dangerous. Their fear can be quite debilitating, and they often rely on others to protect them.

Copycat:

- **Name:** Echo, sharpfang
- **Character Flaw:** Imitation. Echo has a habit of copying everything they see or hear. They struggle to come up with their own ideas and often find themselves repeating the words or actions of others.

Gossip:

- **Name:** Blaze, godmarked (tiefling)
- **Character Flaw:** Gossiping. Leafdancer loves to spread rumors and secrets, often causing trouble for others.

But it's not butterflies you're after today. Instead, you've been told by your camp's shaman that it's your responsibility to help these children catch "many" of the strange flutterhoppers you've only seen once before, and bring them back to him ALIVE. He was really specific about that!

OPT CHECK FOR SMILEDRINK INFO, PREVIOUS PAGE

You all remember the last time the flutterhoppers emerged from their long sleep, years ago. You were the children then, sent to collect them in this very meadow.

"Wait, you've done this before?" asks one of the children. "Tell us, tell us!" the children all beg.

EMMA READS STORY OF SESSION 0
SHOW ECLIPSE IMAGE

Also there is, of course, a small herd of children with you this time, some more eager than others to hunt flutterhoppers.

SHOW KIDS IMAGE OF ALL 6, BUT DON'T TAKE TIME TO DESCRIBE THEM INDIVIDUALLY. DO THAT AS EACH ONE COMES UP IN THE STORY.

You all traipse along like the herd of mammoths you see in the distance. Killbrother Vale is a huge meadow in a serene yet savage valley, filled with a mix of grazing dinosaurs and dire animals, and the constant buzz of bees.

You feel the distant rumble of brontosaurus footsteps, and the cry of a diving eagle as it comes up with a baby Frilled Spitter dinosaur (diloposaurus). You watch as it begins to climb, burdened by the new weight. Then a giant Pterodactyl (Terra-dak-til) dives down, and catches both up in one swoop. Even the most pleasant day is a fight for survival in Planegea.

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CHILD STATS

Small humanoid (any race), any alignment

Armor Class 10

Hit Points 3 (1d6)

Speed 30 ft.

Abilities Str 7 (-2), Dex 11 (+0), Con 10 (+0), Int 9 (-1), Wis 10 (+0), Cha 10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (0 XP)

Actions

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.

<https://dmdave.com/stat-anything-children/>

GETTING KIDS TO HUNT HOPPERS (x6 rolls)

Survival, Charisma, Persuasion Check, DC: 11
or Intimidation Check, DC: 12

Nat20+: Kid is already ready, impatient to hunt.

12-19: Kid has wandered a short ways away from the group to look at something, and needs Persuasion/Intimidation Check, DC:10 to return

2-11: Kid is missing, see below

FOLLOWUP FOR MISSING KIDS

Investigation, Perception, Survival Check DC:11

Success: Find kid & they come back with complaints

Fail: Kid is stuck and needs help. OPTIONS: Stuck up a tree, fallen into a creek, fallen down a steep hillside. See below.

FOLLOWUP FOR STUCK KIDS

Athletics or Acrobatics Check, DC:5

Success: Kid gets unstuck and returns to others

Fail: Kid falls on you/trips you/etc, take 1D4+1 Bludgeoning damage, but the kid is fine, and they return to the others

As you cross the fields, you see your first flutterhoppers!

SHOW FLUTTERHOPPER IMAGE

They're a weird cross between a grasshopper and a mayfly, with nasty mandibles in front. But they're so PRETTY! As they flutter and hop across the meadow, it seems to light up with tiny dazzling rainbows, as the morning light passes through their colorful wings.

Are the kids ready for the hunt?

GETTING KIDS TO HUNT CHECK, AT LEFT.
EACH PLAYER PICKS "THEIR KID" TO ROLL FOR.

The children are now lined up and ready. What's your hunt strategy?

[[Have the players in their own words begin the hunt and send kids charging into the field. Then describe the children hunting flutterhoppers.]]

After your troops are gathered and primed, you scan the valley one last time before releasing the little warriors in your command.

The "charge of the littles" is ferociously...adorable. A pack of tiny hunters, some charging, some stalking and pouncing, most roaring in some fashion or another. Everyone, even the most annoyed by this duty, are laughing and getting into the spirit of the hunt.

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HUNT RESULTS CHECK

Roll Survival, Charisma, or Persuasion DC 11 or Intimidation DC12

Nat20+: Children are in precision battle formations, spring loaded for your command to charge. You're proud of how well they've followed your example. Each kid gets 1 flutterhopper

12-19: They're in reasonable order and trying their best, which isn't horrible. The group gets 1 flutterhopper

2-11: The kids are scattered, getting closer and closer to various dangerous things, and not catching any bugs.

FOLLOWUP TO SCATTERED KIDS

Persuasion or Intimidation check DC:10

Success: You coral them back into a group

Fail: All but one listen and now that one's missing. See FOLLOWUP FOR MISSING KIDS, previous.

DAMAGE FROM IMPACT

Acrobatics, Athletics, Survival check, DC:14

1-5: Take 1d6 damage + prone condition + deafened condition 5min + blinded condition 5min

6-10: Take 1d6 damage + prone condition + deafened condition 5min

11-14: Take 1d6 damage + prone condition

Success: No damage + prone condition

All Kids: prone condition + frightened condition (won't go near crater, see conditions PHB p290)

WHAT IS THIS SKY THING?!

Nature, Insight, Arcana Check DC13 (DC10 Starling)

Fail: No idea what this is, but it's bad, a horrible omen, and could even be the first chunk of the Day Star falling from the sky! Take the frightened condition.

Success: A small item that belonged to a star accidentally fell to the earth, obviously! There's no more danger.

Starling Success: This is a Sending Spell being used across a plane, and the planes are still forming in Planegea, so that requires the use of a tangible rock sent as a meteor. It starts out huge but by the time it crashes into our plane/the ground, it's rather small. You saw them sent many times before you fell to the ground yourself. (See SENDING SPELL next page.)

[[After describing kids hunting flutterhoppers ...]]

HUNT RESULTS CHECK, AT LEFT

The clear blue sky is suddenly torn in two by a streak of blinding light! Some THING falls toward the ground, descending with terrifying speed. Its smoky trail paints the sky with a slash of white.

SHOW IMAGE OF METEOR

You hear the terrified cries of confused wildlife. Then, with a deafening roar that echoes through the valley, the celestial object strikes the ground.

A blinding flash of light engulfs you all. Then a deafening explosion echoes through the wilderness, and the ground erupts around you. A shockwave ripples outward, flattening the grass and sending debris flying. The ground trembles beneath your feet, as if the world itself were convulsing. The air is filled with the acrid scent of burning rock and scorched earth. Smoke and dust rise into the sky, forming a towering mushroom cloud that blurs even the Day Star.

ROLL DAMAGE FROM IMPACT

When the dust clears, you see the impact site. A hole has been ripped into the earth, with a path torn out behind it, edges scorched and blackened. The center of the crater glows with a strange yellow light, which slowly fades. The once lovely landscape is now a scene of devastation, showing the raw power of the realm of stars.

A child asks, voice shaking, "did the Day Star fall from the sky?"

ROLL WHAT IS THIS SKY THING?!

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SEARCH FOR METEOR

Perception, Insight DC:14 (DC 10 for Starling)

Fail: You find nothing, and get black scorch all over yourself.

Success: You kneel at the center of the crater, digging down into the earth with your hands. The ground is still warm from the impact, and the air is thick with the smell of smoke and burning earth. With a determined grunt, you scrape away the loose soil until you feel something solid beneath your fingers. It's strangely cool to the touch. With a final burst of effort, you pull a rock free. It's about the size of a large orange, but it's a deep, inky black color. But as you hold it up, you notice a glowing yellow line runs around its center, almost like a celestial belt. The line pulses faintly, casting an ethereal glow on the rock's surface, then dims.

STARLING STARRY VIGIL

Remember that because of their Starry Vigil, they have advantage on Nature or Arcana checks for anything related to stars, constellations and weather.

SENDING SPELL

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

METEOR MESSAGE

"The star killer hunts for his spear"

FLUTTERHOPPER MAJOR BITES TO KIDS

Their bites cause 1min of the fear condition of the creature that bit them, causing them to run the opposite direction, (1d6 + 2) piercing damage plus (3d6)poison. At 0HP victim is paralyzed.

Group Luck Check DC=Possible Total PCs x10 (Ex: 3 PCs DC=30, 4 PCs DC=40)

Success: Bitten child is running toward a PC

Fail: Bitten child is running other direction resulting in FOLLOWUP RUNNING CHILD below.

FOLLOWUP RUNNING CHILD

Athletics, Acrobatics, Survival, Grapple DC:10

Success: Brings the child back to the group

Fail: Child is not caught, gets bitten again, and runs the opposite direction.

ROLL SEARCH FOR METEOR, AT LEFT

Then a child screams in pain! "It BIT me!!!" they yell, clutching their ankle and pointing at a really BIG flutterhopper aggressively marching toward them. This bug is as big as a cat! And much nastier, looking. Those mandibles are VICIOUS on an insect this size!

The child backs away from it, then an unhinged fear takes hold as they turn and RUN in the opposite direction across the field!

SEE FLUTTERHOPPER MAJOR BITES TO KIDS, AT LEFT

"Ooooh something bit me! ooh gods I'm bit! I need to get out of here, I need to run, I can't be here!" another child starts screaming. And they start to run, too. You look down and from every nook and cranny, under seemingly every stone and from every bush, scurry more of the enormous aggressive flutterhoppers. Many manies of them are surrounding you on all sides. All the kids begin to scatter!

[[More kids get bitten as the DM needs them to for drama, during the rest of the scene]]

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INFO ABOUT FLUTTERHOPPER MAJORS

Nature, Arcana, or Survival DC12

Fail: They're BITING CHILDREN! Kill them!

Success: These are flutterhopper majors. If minors are the workers, these are pretty much flutterhopper soldiers, who only come out to protect the nest. Flutterhopper minors carry a toxin that causes euphoria and the charm condition, and is the main ingredient in Smile Drink. However, flutterhopper major bites cause panic and the fear condition. Victims use their movement to move away from creature that bit them. But majors only attack if they've been provoked, or their nest has been disturbed.

FLUTTERHOPPER MAJOR

Medium beast, Unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 1 (-5),

WIS 10 (+0), CHA 3 (-4)

Senses: passive Perception 10

Challenge: 1/2 (100 XP)

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d4 + 2) piercing damage. The target must make a DC 11 Wisdom saving throw.

- **Successful save** causes full damage but no frightened condition.
- **Failed save** causes full damage plus causes panic and the frightened condition 1 min, which compels you to spend all your movement running the direction that's farthest away from the bug that bit you.
- If the damage reduces the target to **0 hit points**, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

[[Frightened Condition, PHB p290: A frightened creature has [disadvantage](#) on [ability checks](#) and [attack rolls](#) while the source of its fear is within line of sight. The creature can't willingly [move](#) closer to the source of its fear.]]

ROLL INFO ABOUT FLUTTERHOPPER MAJORS, AT LEFT

[[The PCs will have a reaction to all this by now. Ask the party what their characters are thinking. They may be trying to convince each other to take the kids back to camp, they may try to defend them and move out of the field, or even charge in as Bear Clan is known to do, etc]]

You see the valley is invested with an uncountable number of these giant flutterhoppers now!

SEE MAJOR STATS, AT LEFT

[[Need more excitement? A Triceratops is confused by swarms around their head and starts charging randomly around the field, causing there to be Dex saves all around. They can kill it or try to calm it down.]]

SESSION END WRAPUP ...

When you arrive back at the Talon Camp, you're tired and worn out, but you have bags of many MANY flutterhoppers, and all the kids you started with. So mission accomplished?

SHOW IMAGE OF SHAMAN

The expression on the shaman's face when he sees you isn't so comforting. He takes the bags of flutterhoppers and sends the kids off, then says to you "Come with me. The Council of Elders wants you to explain yourselves."

MICHELLE: And that's the end of Session One of Planegea: School of Rocks! Thanks for joining us. And thanks to Gen Con TV for hosting us. Also, special thanks to Erik Klein whose original concept this episode was, and Nickolas Lucas for his extra input on it.

Join us Sunday, Oct 27 at 3pm Central for Session Two of Planegea: School of Rocks. We'll see you then!

SESSION END