

PLANEGEA™

SCHOOL OF ROCKS • SESSION 5 • MAMMOTH GRAVEYARD

A 5E adventure for 3-5 Level 4 PCs

By Michelle Nephew, with Bone Decayers created by Jack Nephew

PREP

- LEVEL UP CHARACTER SHEETS

SUMMARY

The PCs wrangle dinosaurs, then travel to the Mammoth Graveyard where they confront Bone Decayers.

[[SHOW IMAGE OF CHARACTERS]]

MICHELLE: Hello everyone, and welcome to our fifth 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 has design contributions from Jack Nephew, and support 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.

STARKILLER TROLL WRAPUP

[[SHOW IMAGE OF STARKILLER TROLL]]

WENDY: We ended our last episode on a cliffhanger. After completing their most recent trial, the PCs came face-to-face with a troll! And not just any troll. This is the "starkiller" troll who knocked Loon-a from the sky, and then tracked her down to get back his god-ivory spear. The characters were already wounded, and realized they were out-classed, besides, so decided to make a "strategic retreat." All except Rocky, who brandished his axes in challenge before he noticed his friends were leaving.

WENDY: Across the lake of burning mud, the starkiller troll roars in rage! Rocky, what do you do?

JACK: I taunt him! I say "Your momma was a llama! And you have awful aim. You barely managed to knock a star over, let alone kill her!"

WENDY: The starkiller troll roarch again! Then it lowers its head to charge across the shoreline to where Rocky stands. But as it recklessly lunges toward him, the crust at the edge of the mud suddenly gives way underneath its weight! The troll's foot slides into the muck, and its efforts to pull itself free are fruitless. It roars in frustration and anger ... and then you see the tell-tale ripples of a fireshrimp moving toward it.

WENDY: It's definitely stuck. Rocky, what do you do?

JACK: I say "Hey, guys! Now he's down, let's get him! ... Guys? ... Guys? Oh! We're running now! Okay!" Then I take off after my friends.

WENDY: Rocky hightails it away from the mudpots, leaving the enraged troll stuck with its foot in the mud, its howls echoing down the mountainside.

BACK AT CAMP FOR A NEW TRIAL

[[SHOW IMAGE OF RIFF]]

MICHELLE: When you get back to camp, your mentor Riff takes one look at you and laughs hysterically. "Har har har! Yep, you definitely got the mud! Y'all look like a bunch of sunflowers!" You look down at yourselves, covered from head to toe in bright yellow mud. He has a point, actually.

MICHELLE: Riff eventually catches his breath and goes on. "Well, I suppose that won't matter for your next trial. Come on, we need to get there before it gets dark. Grab an overnight pack, and you can yammer all you want on the way." And with that he heads off to the northwest at a surprisingly brisk pace for him, not his usual lazy stroll at all. He looks more smug than usual, too. Hmmm.

THE RAIDING PLAINS

WENDY: By the time Riff slows down, the mud has dried and flaked off you, mostly. As you top a hill, you see the Raiding Plains stretching out before you as the evening daystar moves closer to the horizon.

[[SHOW DINO IMAGES: Bronotsaurs.jpg, Diplodocus.jpg, Triceratops.jpg]]

WENDY: Rolling hills of golden grass stretch out as far as your eye can see, scattered with groves of trees that cast long shadows in the evening sun. Herds of herbivorous dinosaurs graze peacefully, – lumbering stompwalkers (Brontosaurus), peacefully munching hornbeasts (triceratops), and armored bouldertails (ankylosaurs).

[[SHOW DINOSGALORE.JPG]]

WENDY: The air is alive with the sounds of nature: the distant bugling of a herd of trumpetcrest (parasaurolophus), the gentle rustling of leaves, and the occasional snap of a twig under the weight of a passing mammoth. But the Raiding Plains are wild and unpredictable. With this many grazers, you know there are also predators lurking unseen.

MICHELLE: Riff, however, seems more interested in the view than the potential dangers. He scans the horizon, with a hand shading his eyes from the setting sun. Then he suddenly perks up, and looking positively gleeful he announces, "Alrighty flutterhoppers, next up: dinositting duty! My brother-in-law, Gorak, needs a hand with his

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dinosaur eggs. He's got an abandoned clutch the Chief put him in charge of protecting, and he's gotta be sick and tired of sitting out here doing nothing by himself for days. So YOU'RE going to guard them tonight."

MICHELLE: "What kind of dino eggs are they? No idea. Never asked."

MICHELLE: "Why did the Chief assign Gorak to dino egg duty? My sister said he volunteered, actually. Told her some story about 'enjoying the peace and quiet' off by himself. Who knows."

MICHELLE: Riff scoffs. "Oh, relax. It's just a few eggs. Can't be that hard, right?" He winks at you. "Besides, Gorak said he was gonna bring along some of that brew he makes. You know, the stuff that makes you see double? And there he is! Let's go!"

[[DM NOTE: If the characters try to tell Riff about the storkiller troll, he groans in disbelief. He's sure they're making it up to get an extra trial scar, because a TROLL with a GOD IVORY spear? That's just too unbelievable.]]

BABY SWIFTCLAW HATCHING

WENDY: As the sun dips below the horizon, casting long shadows across the plains, you find yourselves on dino egg guard duty, bored out of your minds. You've moved into Gorak's makeshift camp next to the nest. But Gorak and Riff, true to his word, have disappeared, presumably off enjoying their brews.

ROLL PERCEPTION DC 15: What was that noise? You could swear you heard something by the nest. You go to check on the nest, and see one of them shudder slightly. The other two eggs follow suit, trembling, their shells cracking open like brittle pottery.

WENDY: Three tiny swiftclaws (velociraptors), their feathers still wet, emerge from the eggs, their eyes blinking in the fading light. They're small and weak, their movements clumsy and uncoordinated. The newborns struggle to their feet, their tiny claws catching on the grass. PEEP PEEP PEEP they cry!

[[SHOW DINONEST.JPG]]

Skill Checks:

- **Wisdom (Animal Handling) or Intelligence (Nature) check (DC 10)** to assess the raptors' immediate needs. The raptors are hungry, their cries of newborn anguish echoing across the

plains. If you don't act quickly, the baby dinos could starve. They need food NOW!

- **Intelligence (Nature) or Wisdom (Survival) check (DC 12)** to recall knowledge about finding suitable prey for the hungry raptors. They're carnivores, so small rodents and insects would do the job.
- **Strength (Athletics) check (DC 12)** to play fetch with a raptor, to distract it while the others search for food.
- **Charisma (Persuasion) check (DC 15)** to teach a swiftclaw a trick, like how to beg or roll over, which occupies their attention while others find food for it.

BABY SWIFTCLAW CHASE

[[SHOW DINOBABIES.JPG]]

WENDY: The baby swiftclaws see a grasshopper, and tumble out of their nest and scatter in the tall grass chasing after it, getting stronger with each step. You watch in dismay as the tiny swiftclaws disappear into the dense foliage.

WENDY: You carefully search the tall grass, eyes scanning for any sign of movement. You know that the baby raptors are small and vulnerable, and you have to find them!

Skill Checks:

- **Wisdom (Animal Handling) check (DC 15)** to track the baby swiftclaws' movements through the tall grass.
- **Intelligence (Nature) check (DC 12)** to recall any knowledge about the behavior of baby dinosaurs and predict their likely hiding places.
- **Charisma (Persuasion) check (DC 15)** to attempt to lure the baby swiftclaws out of hiding with soft, soothing mama swiftclaw sounds.

GREATWING ATTACK!

WENDY: As the daystar falls below the horizon and night sets in, you finally get the babies fed and back in their nest, where they snuggle up to sleep together.

WENDY: The moon rises, casting an eerie glow over the plains, and you settle down for the rest of the night. You keep a watchful eye on

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the sleeping raptors, and share stories until Riff and Gorak stumble back to your camp, then pass out on their bedrolls.

[[SHOW PTERANODON.JPG]]

ROLL PERCEPTION DC 12 for anyone on watch, DC 18 for those asleep: As the daystar begins to turn the sky pink and peach at dawn, a massive shadow falls over the nest. A huge greatwing (Quetzalcoatlus), its leathery wings outstretched, swoops down from the sky, its hooked beak snatching up one of the baby swiftclaws! The baby lets out a piercing shriek as it's carried away, its tiny claws scabbling against the greatwing's talons.

WENDY: For a moment, you're stunned into silence, your eyes wide with shock. You watch in horror as the greatwing rises into the sky, carrying its prey away. You have to rescue it!

WENDY: You set off in pursuit of the greatwing, your heart pounding with a mix of fear and determination. You follow the creature's flight path, eyes scanning the horizon for any sign of it.

ROLL KNOWLEDGE (NATURE) DC 15: greatwings hunt in an established territory. They don't go far from their nest, so it must be near here!

ROLL PERCEPTION OR TRACKING DC 15 Finally, after what seems like an eternity, you spot the greatwing's nest up ahead. But what are those weird white shapes scattered all around it?

[[SHOW SLIDESHOW OF MAMMOTH GRAVEYARD]]

WENDY: You come upon a desolate, eerie landscape in the heart of the Raiding Plains. The ground is littered with the bleached bones of long-dead mammoths, their massive skeletons scattered across the plains like fallen giants. The quiet here is unsettling, as even the creatures of Planegea seem to hold their breath in this sacred place.

WENDY: In the center of the mammoth graveyard, perched precariously atop one of the towering skeletons, is the greatwing nest. It's a large, haphazard structure made of twigs, branches, and feathers. You can hear young ones squabbling over fish, their screeches echoing through the graveyard. Their parent drops your baby swiftclaw into the nest, then flies off to hunt for more prey for its voracious young's breakfast.

WENDY: The sight of the greatwing nest among the bones of these ancient giants is a reminder of the circle of life, and the fact that even the most powerful creatures eventually succumb to death.

ROLL NATURE DC 18 (ROCKY DC 10): Bone Decayers lurk here! Rocky knows a lot about them, because his tribe of hammtails had a run-in with them during their travels ... multiple times. That's one reason he got tired of travelling and settled down with a new tribe. Bone decayers look a lot like rust monsters but are a pale white. They're found among large caches of bones, like on the sites of battles and in animal graveyards. They're scavengers who dissolve and suck out the calcium from bones. Their eggs are incredibly hard.

[[DO NOT SHOW BONE DECAYER IMAGE YET! Make it a surprise for their first view of one.]]

WENDY: You make your way through the mammoth graveyard toward the nest, senses on high alert. The air is thick with the smell of decay and dust, and the only sound is the occasional rustle of wind through the tall grass.

RESCUE THE BABY SWIFTCLAW

WENDY: The young greatwings seem unaware of you watching from below their nest. Wait, was that a tiny swiftclaw peep you just heard?! How are you going to get up there?

ROLL TO CLIMB UP TO THE NEST, ATHLETICS DC 15: Fail is 1d6 damage from the fall.

WENDY: The greatwing nest is a chaotic scene, filled with screeching greatwing young and the pungent smell of fish. There's your baby raptor, hiding among the tangled branches and refuse at the back of the nest. What do you do?

[[DM NOTE: Young greatwings are CR ½. Add enough of them to be annoying and get in the way, but steer away from combat.]]

BONE DECAYERS NEST

ROLL ACROBATICS DC 20: Success and you roll away to safety, but you can only watch as the ground underneath your friends collapses, and they slide down into what was an underground cavern! They each take 1 point of damage. In the smoke and rubble, you notice that all

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around you are medium-sized side tunnels, and in each one is a pair of RED EYES!

[[SHOW IMAGE OF BONE DECAYSER]]

WENDY: Then, a creature unlike anything most of you have ever seen before slowly emerges from a side tunnel. It's a grotesque monstrosity the size of a man, its body a sickly white and its gaping maw filled with sharp teeth. The creature glares at you with its beady red eyes, lets out a high, piercing screech, and then scuttles toward you, its movements deliberate. It's a bone decayer, and it's attacking! Then you hear more scuttling sounds as even more of them move in from all sides.

ROLL INITIATIVE. START WITH 4 BONE DECAYSERS, AND ADD 1-3 MORE EACH ROUND. Note that Bone Decayers are CR ½. Add enough of them to be a challenge, since this is likely the only combat this episode.

THEN DURING THE COMBAT, ROLL PERCEPTION DC 12: You notice that the first bone decayer has a red sphere where one of its eyes should have been.

WHEN THE FIRST BONE DECAYSER DIES OR THE ORB IS REMOVED FROM ITS EYE (10hp direct magical damage): The orb emits a high-pitched SCREECH that throbs through your skull. ROLL WILL DC 15, fail and take 5hp psychic damage. Success = ½ damage (2hp). The orb rolls away from its bone decayer host, and comes to rest in the middle of the cavern, pulsing red like an evil beating heart. All of the bone decayers suddenly stop fighting, as their eyes turn from red to clear blue. They scuttle in confusion, then retreat to their tunnels.

CURSED ORB OF MADNESS

This is a cursed magical item created by the god called Gheim Shadow-Whisper, who loves to cause fear in his own cult and outsiders. (Planegea p298). It possesses its bearer when it contacts its flesh. It embeds itself in the host and causes mindless madness. The host gains Berserk template (Planegea p284 and below), and immunity to radiant damage. In the case of the bone decayers, they're all affected because of their hive mind. 10HP of direct magical damage dislodges it, and 20hp of magical damage destroys it, but it's resistant to radiant damage.

BACK AT THE SWIFTCLAW NEST

[[SHOW CHARACTER MONTAGE IMAGE]]

WENDY: You get out of the mammoth graveyard safely, with only a few scratches on the baby swiftclaw after its adventure.

MICHELLE: Gorak looks impressed when you walk into camp unharmed, but Riff rolls his eyes. "Pshaw. Took you long enough!" Still, Riff gets out his knife for another round of trial scars at the breakfast fire, for both the mud pots yesterday and your dinositting.

WENDY: Despite everything, you can't deny that this has been an unforgettable night. You may not have been the best dinositters, but you faced danger, overcame challenges, and learned a lesson about responsibility, the unpredictability of the wild, and the unexpected joys and perils of "parenthood." You definitely earned your trial scars!

[[DM NOTE: Be prepared for PCs to want to tame a swiftclaw as a pet. The Chief would let them have the rescued one as a reward, probably. She plans to keep them like hounds for hunting.]]

SIGN OFF

MICHELLE: And that's the end of Session Five of Planegea: School of Rocks! Thanks for joining us. And thanks to Gen Con TV for hosting us. Also, special thanks to Jack Nephew for his 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, February 23rd at 3pm Central for Session Six of Planegea: School of Rocks. We'll see you then!

SESSION END

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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.

Planegea p326

GREATWING (Quetzalcoatlus)

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 35 ft., fly 60 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Dex +8
Skills Athletics +6, Intimidation +5, Perception +7, Stealth +7
Senses darkvision 90 ft., passive Perception 17
Languages —
Challenge 7 (2,900 XP)

Keen Hearing and Sight. The greatwing has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Swooping Strike. If the greatwing is flying and dives at least 20 feet straight toward a target and then hits it with a beak attack, the target takes an additional 10 (3d6) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the greatwing can make a beak attack against it as a bonus action.

Actions

Multiattack. The greatwing makes three beak attacks. It can replace a beak attack with a use of Wing Buffet.

Beak. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage. Instead of dealing damage, the greatwing can grapple a Medium or smaller creature (escape DC 15) with its beak. Until this grapple ends, the greatwing cannot make beak attacks.

Wing Buffet. The greatwing beats its wings while on the ground. Each Medium or smaller creature within 20 feet of the greatwing must succeed on a DC 15 Dexterity saving throw or fall prone. The greatwing can then fly up to half its speed.

Reactions

Kick Up. In response to being attacked by a creature within 15 feet, the greatwing beats its wings, kicking up dirt and debris. The creature must succeed on a DC 15 Constitution saving throw or subtract a d6 from any attacks it makes until the end of its turn, including the triggering attack (potentially causing it to miss). Creatures that are immune to the blinded condition or perceive their surroundings through senses other than sight automatically succeed on their save. The greatwing must be on the ground to take this reaction.

Planegea p325

YOUNG GREATWING (Quetzalcoatlus)

AKA TENTWING (PTERANODON)

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 25 ft., fly 50 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	12 (+1)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Dex +6
Skills Athletics +3, Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Evasion. If the tentwing is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the tentwing instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Flyby. The tentwing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The tentwing has advantage on Wisdom (Perception) checks that rely on sight.

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Swooping Strike. If the tentwing is flying and dives at least 20 feet straight toward a target and then hits it with a beak attack, the target takes an additional 4 (1d8) piercing damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone, the tentwing can make a beak attack against it as a bonus action.

Actions

Multiattack. The tentwing makes two beak attacks.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Bonus Actions

Quickflight. The tentwing moves up to half its fly speed.

Planegea p331

BONE DECAYER, CURSED

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Hive Mind. All bone decayers in a hive are psychically connected, except the young ones.

Immune to Radiant Damage: Granted by the Cursed Orb of Madness.

Bone Scent. The bone decayer can pinpoint, by scent, the location of bones (dead or undead, including divine ivory) within 30 feet of it.

Decay Bone. Any nonmagical bone or bone weapon that touches the bone decayer corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of bone that hits the bone decayer is destroyed after dealing damage. Divine ivory and divine ivory weapons take a full day of contact to

corrode. The bone decayer can activate/deactivate this trait at will.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Antennae. The bone decayer corrodes a nonmagical bone object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the bone decayer's touch.

If the object touched is either bone armor or a bone shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held bone weapon, it decays as described in the Decay Bone trait.

Divine ivory is susceptible, but takes a full day of contact to be destroyed. The bone decayer must choose to take this action, it is not automatic.

BERSERK TEMPLATE

These bone decayers gain the Berserk template from the Cursed Orb of Madness.

Some creatures are driven by a primordial bloodlust and madness, often brought on by an encounter with a parasite or poison, but inherent to a bloodline of the creature long since forgotten. Such creatures are often harvested for their teeth, which can make excellent daggers or cutting implements, or for their blood, which can be used to create certain toxins inducing madness. When a creature is berserk, it retains its statistics except as described below.

New Actions

Bite. If the berserk creature did not already have a bite action, it gains the following: As an action, a berserk creature can make a melee attack against a single target within 5 feet. On a hit, it deals piercing damage based on the creature's size: Tiny, 1; Small or Medium, 1d6; Large, 2d6; Huge: 3d6; or Gargantuan: 6d6. If the creature has multiattack, this bite attack is added to their multiattack Action.

Reckless. At the start of its turn, the berserk creature can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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Rampage. When the berserk creature reduces a creature to 0 hit points with a melee attack on its turn, the berserk creature can take a bonus action

creature can have no more than one humanoid and up to three beasts charmed at a time.

Planegea p284

BONE DECAYER, YOUNG
Small monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 20 (5d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	12 (+1)	10 (+0)	3 (-4)	13 (+1)	6 (-2)
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Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Bone Scent. The bone decayer can pinpoint, by scent, the location of bones (dead or undead, including divine ivory) within 30 feet of it.

Decay Bone. Any nonmagical bone or bone weapon that touches the bone decayer corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of bone that hits the bone decayer is destroyed after dealing damage. Divine ivory and divine ivory weapons take a full day of contact to corrode. The bone decayer can activate/deactivate this trait at will.

Actions

Head Bash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 0) bludgeoning damage.

Charm: The creature targets one humanoid or beast that she can see within 30 feet of her. If the target can see the creature, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the creature as a trusted friend to be heeded and protected. Although the target isn't under the creature's control, it takes the creature's requests or actions in the most favorable way it can. Each time the creature or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the creature dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the creature's Charm for the next 24 hours. The

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