

# PLANEGEA™

## SCHOOL OF ROCKS • SESSION 7 • DREAM QUEST FINALE

### A 5E adventure for 3-5 Level 5 PCs

By Michelle Nephew

#### PREP

- LEVEL UP CHARACTER SHEETS TO LEVEL 5
- TOTEM DESIGN: LIST OF YOUR TOTEM'S COMPONENTS, DESCRIPTION OF THE DESIGN, OPTIONALLY A DRAWING OF IT.
- PRINT OUT PUZZLE DRAWINGS

The finale has the PCs face a dream quest as their final Trial of Adulthood, where they commune with their ancestors and the Great Bear himself. Then they celebrate their Adulthood Ceremony at Talon Camp.

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#### [[SHOW IMAGE OF CHARACTERS]]

MICHELLE: Hello everyone, and welcome to our seventh and FINAL 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, plus James and Katherine. We're all together in one place for Session Seven, which is our finale.

MICHELLE: Until recently, our characters lived in Talon Camp of Bear Clan, in the Stone Age world of Planegea. But they were banished from their home camp while they performed their coming-of-age trials in the wilderness. They're coming to the end of their trials, and are looking forward to returning home!

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#### MAKING THE TOTEMS

#### [[SHOW IMAGES OF FISHGATHER]]

WENDY: You wake to the gentle rocking of your hammock, on a houseboat in Fishgather, the fishing village on the shore of the great lake called Bitewater. You're sore from your battle with a mosasaur yesterday and from all the hard work to prepare those dishes, but looking forward to going home today!

But your warm thoughts of friends and family are interrupted, when your hammock suddenly twists out from underneath you! You land on the floor with a thunk. Borin Stonehand, the Master Crafter of Fishgather, rouses you with a bellow, his calloused hands holding the twisted hammock lines.

#### [[SHOW IMAGE OF BORIN STONEHAND]]

Borin is a dwarf of formidable girth and even more formidable scowl. He has a rugged appearance, with a perpetual layer of dust and soot on his clothes from his crafting.

MICHELLE: "Rise and Shine whelps! You have one last crafting task to do before your journey home. Come with me ..."

WENDY: Borin leads you to his workshop, which is permeated with the scents of leather and sweat. Tools of every conceivable shape and

size hang from the walls. Borin stands with his thick arms crossed over his chest.

MICHELLE: "Right then," Borin begins, his voice a gravelly rumble that echoes through the workshop. "This is important, so pay attention. It's time for a bit of... 'spiritual nonsense,' as some might call it. You're to make yourselves totems. Personal totems. Things of power, things of meaning. They have to symbolize what you've learned in your coming-of-age trials, and your connection to each other and to your clan."

WENDY: Borin gestures towards a collection of objects laid out on a sturdy wooden table. You recognize flutterhopper wings, a vial of glittering elemental water, sacred honey, feathers from a pteranodon, slivers of mammoth ivory, a bone decayer antenna, some yellow magical mud, whispering willow twigs, a piece of a mosasaur hide, a section of ammonite shell, and the coveted spoons of culinary supremacy, among other trophies of your trials of adulthood.

MICHELLE: "You'll use these trophies from your trials," Borin continues, his eyes scanning each of you in turn. "You'll choose the things that speak to you, that represent your journey thus far, and the links between yourselves and your clan. You'll carve, shape, bind, and imbue them with your spirit, to make your personal totem. It should be a reflection of who you are, where you came from, and what you've learned."

#### [[SHOW IMAGE OF ALL 5 CHARACTERS]]

He pauses, his gaze settling on **Arde**. "You, boy, being the chief's son, you'll want something strong, something that represents your responsibility."

Then he looks at **Dreamwake**. "You, girl, with your shaman's blood, you'll need something that connects you to the spirits, to the earth."

His gaze shifts to **Askr**. "You, strange one, with your pacts and shadows, you'll need something that reflects your... unconventional path."

He turns to **Loon-a**. "You, star child, with your connection to the sky, you'll want something light, something that soars."

Finally, he looks at **Rocky**. "And you, scaled one, with your... 'enthusiasm' and direct approach... you'll need something sturdy, something that can take a beating."

#### [[SHOW IMAGE OF BORIN]]

"All of you, these totems are to be made with respect, with intent. They are a part of you now, and you a part of them. Understood?"

Then his solemn tone breaks, and his voice booms out across the workshop as he turns toward the door. "Right then! Get to it! And don't come crying to me if you slice open a finger or two. Dwarven knives



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are sharp, and dwarven patience is thin."

WENDY: With that, Borin leaves and you're on your own. What are your plans for your totem?

[[SHOW IMAGE OF ALL 5 CHARACTERS]]

**TOTEM DESCRIPTION:** Let each player read their description of their totem.

**CRAFTING BONUS:** Then give them each a bonus to their crafting roll based on their description.

**GOOD IDEA BONUS:** Give an extra bonus to anyone who comes up with a good idea, like using tools they're proficient with, or praying to their ancestors for help.

**CRAFTING ROLL DC15:** Now each player rolls an appropriate crafting skill, like a Strength check or Dexterity (Sleight of Hand) check. On a fail the totem breaks. To retry, they need to make a significant change to their totem design, and describe it.

WENDY: The morning is a whirlwind of hammering, carving, and experimentation. When you're done, Borin returns and examines your totems carefully, testing the joints.

[[SHOW IMAGE OF BORIN]]

MICHELLE: Then Borin offers a few terse comments. "Solid," he grunts. "Functional," he concedes. He gives XXXX a skeptical look, then shrugs. "...interesting. Why not?"

MICHELLE: "Alright, whelps," Borin declares, "These are good enough. Time to face your harshest critics ... your families. Good luck on your last journey as children, you'll need it."

[[SHOW IMAGES OF OTHER MASTERS]]

WENDY: Outside the workshop are gathered the other Masters of Fishgather: Master Gatherer Nala Seefar, Master Fisher Lina Quickfin, and Master Cook Gloop. Their faces struggle to stay solemn, but their eyes are twinkling with a mischievous glint.

[[SHOW IMAGE OF RAIDING PLAINS]]

And so, with the four Masters as your escorts, you embark on another journey across the Raiding Plains, back to Talon Camp. The trip is a silent one, as you're each lost in your own thoughts, totem clutched tightly in your hand.

#### THE CAVE ENTRANCE

[[SHOW IMAGE OF TALON CAMP]]

WENDY: Plains turn to forest, and the landscape becomes uneven then hilly. You start to recognize the familiar ridges and streams where you played as a toddler. As you get closer and closer to Talon Camp, a wave of emotion washes over you. You round a curve in the path, and there in the far distance is your home, nestled among the trees. And there are the familiar forms of your family, too. Your parents, siblings, and grandparents are all gathered around the clanfire, waiting for you, their faces etched with worry, their eyes searching the wooded hills for you.

But before you can go to them, Talon Camp's shaman Keenan emerges from the trees. His eyes, deep and knowing, scan your faces.

[[SHOW IMAGE OF SHAMAN KEENAN]]

MICHELLE: "Your trials are not over, my children," he begins, his low voice somehow cutting through the quiet of the forest. "You have proven your strength, your courage, your ingenuity. But true power comes not from muscle or skill alone, but from the spirit within, and from your connection to each other and to your clan." He gestures towards a nearby cave entrance nestled in a hillside, its mouth shrouded in shadows. "Within this sacred cave, you will find the true power of your totems."

[[SHOW IMAGE OF CAVE ENTRANCE WITH NO PORTAL]]

The shaman continues, "To awaken the spirit within your totems, and activate their magic, you must commune with the spirits of your ancestors. They are here, waiting to guide you. When you understand their message, leave a painting of your own on the wall of the cave to guide future generations of Bear Clan."

WENDY: The shaman hands you each a waterskin, the glowing yellow stains on them making it obvious that they're filled with magical mud. Then he holds up an intricately woven dreamcatcher, shimmering in the light. It's unlike any dreamcatcher you've ever seen, woven with rare feathers and infused with mystical herbs.

He moves towards the cave entrance and hangs the dreamcatcher above it. Beneath it he places a small bowl of sacred honey, as an offering to the spirits. A low chant vibrates in his chest, the sounds weaving a strange magic into the air. You hear the names of your ancestors, and a call to the Great Bear, Unkillable Urhosh himself. Then the ground beneath you begins to tremble, and the shadows



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within the cave entrance seem to writhe and shift. Slowly, a shimmering, opalescent portal begins to form, swirling with light.

[[SHOW IMAGE OF CAVE ENTRANCE PORTAL]]

MICHELLE: "Enter," the shaman commands, his voice filled with authority. "And discover the true power that waits within you."

WENDY: You exchange nervous glances with your companions. You had expected a feast, perhaps a ceremony, but not this. **What do you do?**

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#### PERSONAL DREAM QUESTS

WENDY: You step into the swirling portal, disappearing into the unknown. The swirling portal envelops you, and the world dissolves into a kaleidoscope of colors and sensations. You find yourselves standing in a vast, ethereal landscape, a dreamscape woven from your deepest hopes and fears. You are alone, your companions and the rest of the world gone.

[[SHOW IMAGE OF HALL OF SHADOWS]]

**Arde**, you find yourself in a towering hall of shadows, the echoes of your mother's stern voice ringing in your ears. A monstrous shadow looms before you, its eyes burning with an icy cold fire. "You are not strong enough," the shadow hisses, its voice a chilling echo of his own self-doubt. "You will never be worthy of your mother's legacy."

[[SHOW IMAGE OF SEA OF SWIRLING MIST]]

**Dreamwake**, you find yourself adrift in a sea of swirling mist, the voices of your ancestors whispering on the wind. "You are not strong enough," they chant, their voices a chorus of doubt and despair. "You cannot bear the weight of your heritage."

[[SHOW IMAGE OF DESOLATE WASTELAND]]

**Ask**, you find yourself in a desolate wasteland, the ground cracked and barren beneath your feet. A skeletal hand made of wood instead of bone reaches out from the shadows, its touch icy cold. "You are not strong enough," it hisses, its voice a venomous whisper. "You are but a puppet, bound to the whims of unseen forces." What do you do?

[[SHOW IMAGE OF INSIDE OF GOLDEN CAGE]]

**Loon-a**, you find yourself trapped in a circular cage, which arches up over your head into a dome. Shimmering feathers litter the ground. The air grows thick and suffocating, the world fading into a dull, monotonous gray. "You are not strong enough," a voice whispers, a cruel mockery of her own joyous spirit. "You are just a bird in a cage, destined to remain grounded."

[[SHOW IMAGE OF MONSTROUS ANKYLOSAURIAN]]

**Rocky**, you find yourself face-to-face with a towering, monstrous version of yourself, his eyes burning with rage and self-loathing. "You are not strong enough," the monstrous reflection booms, its voice a thunderous roar. "You are a brute, nothing more than a mindless beast."

WENDY: Each of you faces your own unique challenge, a reflection of your deepest fears and insecurities. The dreamscape, a twisted mirror of your own minds, tests your resolve, your courage, and your very souls. **What do you do?**

[[NOTE: This will likely run better if it's NOT handled as 5 separate encounters ... let whoever has a good idea of what they want to go do first, and let them bounce back and forth between PCs as they come up with new ideas, rather than making them go in initiative order or each complete their whole quest before the next person can go. They're all basically seeing the same thing, just with a different skin.]]

HOW TO OVERCOME THE DREAM QUEST: The end criteria for this challenge is that **they face their fears and overcome them in some way**. They might choose to combat a dream creature (use the PC's own stats as the creature, and stop as soon as the PC deals some good damage). They might just debate philosophy with the dream creature. Whatever approach they pick is fine. As soon as they seem to have dramatically overcome it, tell the player their dream quest fades.

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#### CAVERN OF THE CAVE PAINTINGS

[[SHOW IMAGE OF INTERIOR CAVE PORTAL]]

The world swirls around you in a dizzying vortex, and then your dream vision fades. You find yourselves back together, deep inside the cave in a vast, dark, echoing cavern.

[[NOTE: Check on who has darkvision/lowlight.]]



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#### ROLL PERCEPTION TO SEARCH THE CAVE

**FAIL:** It is very dark.

**DC10:** As your eyes adjust to the darkness, you notice patches of glowing lichen cling to the stone walls.

**DC12:** Among the glowing lichen, you see the walls are adorned with ancient cave paintings. The images depict scenes of your ancestors: hunters bringing down mighty beasts, shamans communing with spirits, and warriors battling fearsome foes. This must be where you're supposed to leave your own cave painting, using the yellow magical mud in your waterskin! **[[SHOW IMAGE OF PETROGLYPHS]]**

**DC15:** In the center of the cavern, you notice a huge cave painting on the floor. It shows five rings that overlap each other. **[[SHOW IMAGE OF FLOOR PUZZLE]]**

**DC18:** You examine the paintings closely, searching for patterns, symbols, and hidden meanings. You feel a strange pull towards a series of cryptic symbols. They show five rings that overlap. They seem to glow when you look at them indirectly, then fade on close inspection. Their meaning is shrouded in mystery. **[[SHOW IMAGE OF WALL PUZZLE]]**

**DC20:** You sense a faint hum emanating from the center of the cavern. A symphony of ancient voices whisper secrets in your ear. "This is your final test. Here, you will find the wisdom of your ancestors, the secrets of this land, and the power that lies within yourselves. PROVE YOUR CONNECTION TO EACH OTHER, to join your clan as adults." On the floor you see the five rings that overlap each other. The hum seems to come from the center of the rings.

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#### MAKING YOUR CAVE PAINTING

The shaman told you to leave your own cave painting behind using the waterskin of yellow magical mud that he gave you, to guide future generations of Bear Clan. The paintings seem to go on into the cave forever, and there's a limitless amount of clean space on the wall that seems to be waiting for someone.

**DESCRIBE YOUR CAVE PAINTING:** Have the players describe the painting(s) they're leaving for future Talon Clan candidates, or draw a picture of it. **You can give a bonus for creativity based on these.**

**CREATE YOUR CAVE PAINTING WITH DEXTERITY (SLIGHT OF HAND) ROLL:** Roll separately for individual paintings, or choose one character to roll for a group painting with others assisting (**+1 bonus per helper**).

**FAIL:** Your ancestors cry in disappointment at your inadequate efforts, and future candidates will laugh at your sorry display.

**DC12:** Your painting is adequate. It's hard to mess up handprints on a

wall, though.

**DC15:** Your painting is as good as any of the others on the wall. It shows a respectable scene of your life with Talon Clan, adding to the montage your ancestors left you.

**DC 20:** Your painting is exceptional. It stands out on the wall as a beacon of creativity and inspiration for future generations. You hear a whispered murmur of approval ... your ancestors are well pleased with you!

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#### SOLVING THE PUZZLE

**[[NOTE:** Put out the print-out of the floor circle and wall circle on the table now, so the players can see them more closely.]]

**[[NOTE:** If they ask what they're carrying, tell them they each have a small backpack from Fishgather with mundane things in it. They also have their totems (which they can take pieces from to use for the puzzle if they think of it). After their trial is over, any temporarily removed pieces appear magically back on their totem, which is in their hand when they exit the cave.]]

**HOW TO SOLVE THE PUZZLE:** To solve the puzzle, the characters must each stand inside one of the circles. Each pair of circles has an overlapping section, where they place an object or draw an image in the dirt that symbolizes the connection between those two companions. In the center circle, they must place an object or draw an image that symbolizes their group connection with each other or with their clan.

**[[NOTE:** This is purposefully a freeform solution to the puzzle, so they can use their creativity to solve it in their own way.]]

#### WHEN THEY STAND IN A CIRCLE CORRECTLY:

WENDY: As you take your place inside a space, the circle outlining that space glows brightly and then fades.

#### WHEN THEY PLACE AN OBJECT/DRAWING CORRECTLY:

WENDY: As you place your offering into its space, the lines outlining that space glow brightly and then fade.

#### WHEN THEY SOLVE IT:

WENDY: You place the final offering in its place, all the lines of the design glow brilliantly and hum in harmony. Your totems suddenly flash



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bright with a flare of power. Then the glow of the lines expands into a swirling vortex of colors and images.

[[SHOW BEAR VISION QUEST IMAGE]]

WENDY - VERY SLOWLY!:

You see visions of the future, of challenges and triumphs, of dangers and opportunities.

You see the fate of your clan, the fate of your land, and the role you are destined to play in its future.

You see the looming shape of Unkillable Urhosh, the Great Bear himself, guiding your clan's future.

[[SHOW EXIT OF CAVE IMAGE]]

When you emerge from the vision, you feel the details of it fading from your memory, but you have a newfound sense of purpose, and a deeper understanding of your place in the world. Your totem feels strangely warm in your hand [[AND ANY MISSING PIECES ARE MAGICALLY BACK ON IT NOW]]. Ahead you see the opening of the cave, and the shaman waiting for you expectantly in the evening gloom.

[[SHOW SHAMAN KEENAN IMAGE]]

MICHELLE: "Hail members of Bear Clan! You've faced your fears, unlocked the wisdom of your ancestors, and received a glimpse of the future. You are no longer just teenagers; you are warriors, shamans, and leaders of Bear Clan. You are ready to face the challenges that lay ahead for your clan. Now we can join them in celebration!"

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WELCOME AT TALON CAMP

[[SHOW CLANFIRE IMAGE]]

WENDY: The shaman leads you toward Talon Camp, through the fading light of the twilight forest. When you emerge from the trees, a collective gasp erupts from the crowd around the clanfire. A rush of familiar figures surges forward, embracing you with joyous cries. Tears flow freely, laughter mingles with sobs, and the air is filled with the sounds of celebration. You're weary but exhilarated, as you bask in the warmth of your family's love and your clan's welcome.

You show off your new totems as a testament to your courage, your resilience, and your journey into adulthood. That's when you notice that the totems now glow softly with magical power.

[[SHOW MASTERS OF FISHGATHER IMAGES]]

The four Masters of Fishgather are there as well. They unpack their bags, revealing your cooking contest dishes stored inside, which they add to the feast laid out near the clanfire for your coming-of-age celebration. And there's your uninspiring mentor Riff, first at the feasting table, loading up a plate with more than his share of goodies, as Chief Tala glares at him in annoyance.

[[SHOW CLANFIRE IMAGE]]

Laughter and the scent of roasted meat fill the air, as the night falls and the clanfire burns bright for your coming-of-age celebration. The feast is a riot of color and sound. Savory food warms over the fire, and bowls overflowing with berries and nuts are passed around.

[[SHOW GROUP IMAGE OF KIDS FROM SESSION 1]]

You enjoy the joyful shouts of the camp's children, as they dance to the rhythmic music that other clanmembers play in your honor. When there's a break in the music, the children crowd around you and offer their congratulations, with admiration in their eyes. The night grows longer, and the children are eventually rounded up and taken away to bed. But their parents return to the campfire before long, to hear you recount your adventures, sharing stories of your trials and triumphs.

[[SHOW CLANFIRE IMAGE]]

[[NOTE: THEY ALSO HAVE TO GET PERMISSION FROM CHIEF TALA TO KEEP THE BABY VELOCIRAPTOR. NOW WOULD BE A GOOD TIME.]]

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BATTLE OF STARKILLER TROLL

[[SHOW STARKILLER TROLL IMAGE]]

WENDY: Suddenly, a guttural roar echoes through the trees, and a monstrous figure emerges from the shadows. The Starkiller Troll, his eyes burning with rage, stands before you, flanked by a horde of grotesque, batface creatures.

[[SHOW IMAGE OF BATFACE]]



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WENDY: Panic erupts among the campfolk. The Troll's minions, snarling and drooling, charge into the crowd, scattering the clanfolk and disrupting your feast. The celebration turns into a chaotic battle! Your heart pounding, you ready your weapon, your hand trembling slightly as you join the fray to fend off the pack of batfaces. This is the ultimate test, a battle not just for glory, but for the very survival of Talon Camp!

NOTE: VARIOUS CLAN NPC STATS ARE IN PLANEGEA p373-374; Starkiller Troll and Batfaces stats are at the end of these session notes. Use "Knocked Out" instead of killing the troll.

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#### QUICK ROLL FOR BATFACE BITES

Dexterity Saving Throw DC:20

FAIL: Suffer 1d4 bites/points of piercing damage. In addition, victim has the Fear condition for as many minutes. You're compelled to spend all your movement running in the direction that's most away from the batface that bit you.

SUCCESS: Suffers no damage or Fear condition.

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#### DESCRIPTIONS FOR FLAVOR DURING THE BATTLE:

TROLL VS LOON-A: The troll, his eyes fixed on Loon-a, advances relentlessly. He ignores the others, his sole focus on capturing her and claiming her god ivory spear his own. Suddenly you recall that trolls feast on starling flesh as a delicacy!

HUNTERS' VOLLEY OF ARROWS: The hunters unleash a volley of arrows, each one finding its mark with deadly accuracy. The batfaces cry out in pain as the arrows embed themselves in their hides.

MAGICAL DEFENSE: The shaman mounts a magical defense of the village. He weaves magic, summoning a swarm of spectral bats that swoops down upon the batfaces, biting and scratching at their faces and eyes.

WARRIORS VS BATFACES: The camp's warriors smash through the enemy ranks, their clubs and swords a blur of motion. They roar with laughter as they send batfaces flying with each swing of their weapons.

#### END OF THE BATTLE

WENDY: The battle rages, a whirlwind of motion and sound. You fight with a ferocity born of fear and adrenaline, fending off the pack of batfaces.

Then, just as the Starkiller Troll is about to unleash a devastating blow, a volley of hunters' arrows rains down on him, pinning him to the ground. The batfaces, sensing their leader's weakness, begin to falter, their courage waning. With a final, concerted effort, you and the villagers push back the remaining creatures, driving them back into the shadows of the forest.

WENDY: A hush falls over the crowd. The Starkiller Troll, groaning in pain, lies defeated, his minions scattered and fleeing. Chief Tala, her face grim but resolute, steps forward.

[[SHOW IMAGE OF CHIEF]]

"Well fought, Talon Camp" she says, her voice strong and steady. "You have all shown courage beyond measure. Hunters, secure the troll. We'll take him to the caverns for imprisonment, **where he will harm no one ever again.**"

Then her eye catches sight of her son, Arde. She turns to Riff, your unwilling mentor. "Mark their totems, Riff," she commands.

[[SHOW IMAGE OF RIFF]]

Riff saunters forward. He carefully examines each of your totems, then, with a practiced hand, carves his own mark onto each one. His eyes widen as the marks glow faintly, then fade.

[[SHOW IMAGE OF SHAMAN KEENAN]]

The Chief then gestures to the shaman. He steps forward and carefully examines the scars you earned during your trials – marks that started with simple trials like building a hut and gathering sacred honey, that ended with epic tasks like befriendng gods, retrieving magical mud from the domain of a volcano, defeating bone decayers, and even taking down a giant mosasaur. With a ceremonial god ivory knife, he traces a line connecting your scars, forming a unique pattern on your body. Then, he gently rubs the glowing yellow magical mud into the wounds. The mud seeps into your skin, strengthening and healing you.

[[SHOW IMAGE OF CHIEF]]

Finally, Chief Tala raises her hand, silencing the crowd. "You've proven yourselves worthy," she begins, her voice filled with pride. "You've



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faced your fears, overcome your trials, and defended your home. You are no longer just children. You are warriors, shamans, and leaders of your people. You are the future of Talon Camp!"

[[SHOW CHARACTER PORTRAITS]]

A cheer erupts from the crowd, louder and more joyous than before.

The celebration resumes, but with a newfound sense of purpose and unity. You, the Bear Clan members who had once been just children, now stand tall, your totems glowing faintly. You're ready to face whatever challenges the future may bring, as your adulthood celebration continues through Planegea's long night.

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SIGN OFF

MICHELLE: And that's the end of Session Seven, and the end our Planegea: School of Rocks series! Thanks for joining us for the finale. And thanks to Gen Con TV for hosting us. Also, special thanks to the Planegea Discord for their support.

We hope you've enjoyed the series, and that you'll try Planegea for yourself! You can find out more about Planegea at [atlas-games.com/planegea](https://atlas-games.com/planegea). Goodbye all!

SESSION END

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**NOTE: VARIOUS CLAN NPC STATS ARE IN PLANEGEA p373-374**

#### STARKILLER TROLL

*Large giant, Chaotic Evil*

*Armor Class 15 (Natural Armor)*

*Hit Points 84 (8d10+40)*

*Speed 30 ft.*

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)
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*Skills Perception +2*

*Senses Darkvision 60 Ft., passive Perception 12*

*Languages Giant*

*Challenge 5 (1,800 XP)*

*Keen Smell.* The troll has advantage on Wisdom (Perception) checks that rely on smell

*Regeneration.* The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### Actions

*Multiattack.* The troll makes three attacks: one with its bite and two with its claws.

*Bite. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (1d6 + 4) piercing damage.

*Claw. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) slashing damage.

<https://roll20.net/compendium/dnd5e/Troll#content>

#### BATFACES

*Small monstrosity, neutral evil*

*Armor Class 13*

*Hit Points 4 (1d6+1)*

*Speed 20 ft.*

Str	Dex	Con	int	Wis	Cha
5(-3)	16(+3)	9(-1)	8(-1)	12(+1)	9(-1)

*Skills Stealth +5*

*Senses darkvision 60 ft., passive Perception 11*

*Languages —*

*Challenge 1/4 (25 XP)*

*Pack Tactics.* The batface has advantage on attack rolls against a creature if at least one of the batface's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

*Bind.* As an action, the batface can make a Dex (Stealth) check versus the passive Perception of a Large or smaller sleeping creature to secure it with ropes and nets. On a success, the creature is restrained.

The bindings have AC 10 and 10 hit points. A creature can use its action to make a DC 10 Strength check to free itself or another creature within reach. Each time a batface uses the bind action on the same creature, the DC to free that creature increases by 1.

*Bite. Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4+3 piercing damage, and the target must make a DC 12 Constitution saving throw against batface toxin. On a failure, the target has the Fear condition for up to 1 hour. (This is different than the Planegea rulebook, which uses Charm instead.)

(Planegea p319)

#### 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)



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By Michelle Nephew

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