



D. Dinosaur Plains

Dinosaur Plains is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on scaling the adventure for each level. The plains have long been home to dinosaurs and Jurassic lizardfolk, but more recently humans have settled and conflicts between the town of Timberholde have escalated to the destruction of a lizardfolk village. The Jurassic lizardfolk have responded with drastic measures by beginning a ritual to whip the local dinosaurs into a frenzy. If the party is not able to stop them, Timberholde will surely fall!

Background

Long before the humans settled the region, Jurassic lizardfolk lived in harmony with the dinosaurs native to the plains. With humans settling the region, the power balance has

been upset. The lizardfolk and the people of Timberholde have always had an uneasy relationship, but lately tensions have boiled over into bloodshed. The Timberholde militia recently attacked and destroyed the Jurassic lizardfolk's town, and now the lizardfolk are out for revenge. Their ancient temple details a ritual to force the local dinosaurs to do their bidding. If the party is too slow, Timberholde may be overrun: ruins for ruins.

Dinosaur Plains

The Jurassic lizardfolk hold the territory around Timberholde and live in tandem with the many dinosaurs who call the plains their home. The humans' ongoing expansion efforts have led to escalating conflicts between the two groups. Anyone attempting to traverse their territory is bound to run afoul of the many dinosaurs.

General Features

Unless stated otherwise, locations in the Dinosaur Plains have the following features.

Architecture. The lizardfolk build their structures out of wood and stone. Although they may appear crude to the humans of Timberholde, the workmanship is solid and built to last.

Ankylosaurus. The ankylosauri throughout this adventure use the **elephant** stat block, but their Gore attack is a Tail attack that deals bludgeoning damage instead.

Random Encounters. As the party moves through the region, they may encounter dinosaurs, lizardfolk, or other hazards. Every hex the players travel through on the regional map, roll a d20. On a 1, a random encounter occurs. Creature names in

parentheses indicate which stat block to use for new monsters. The **ankylosaurus** is marked with an asterisk; refer to the “Ankylosaurus” section above for details on its statistics.

Keyed Locations

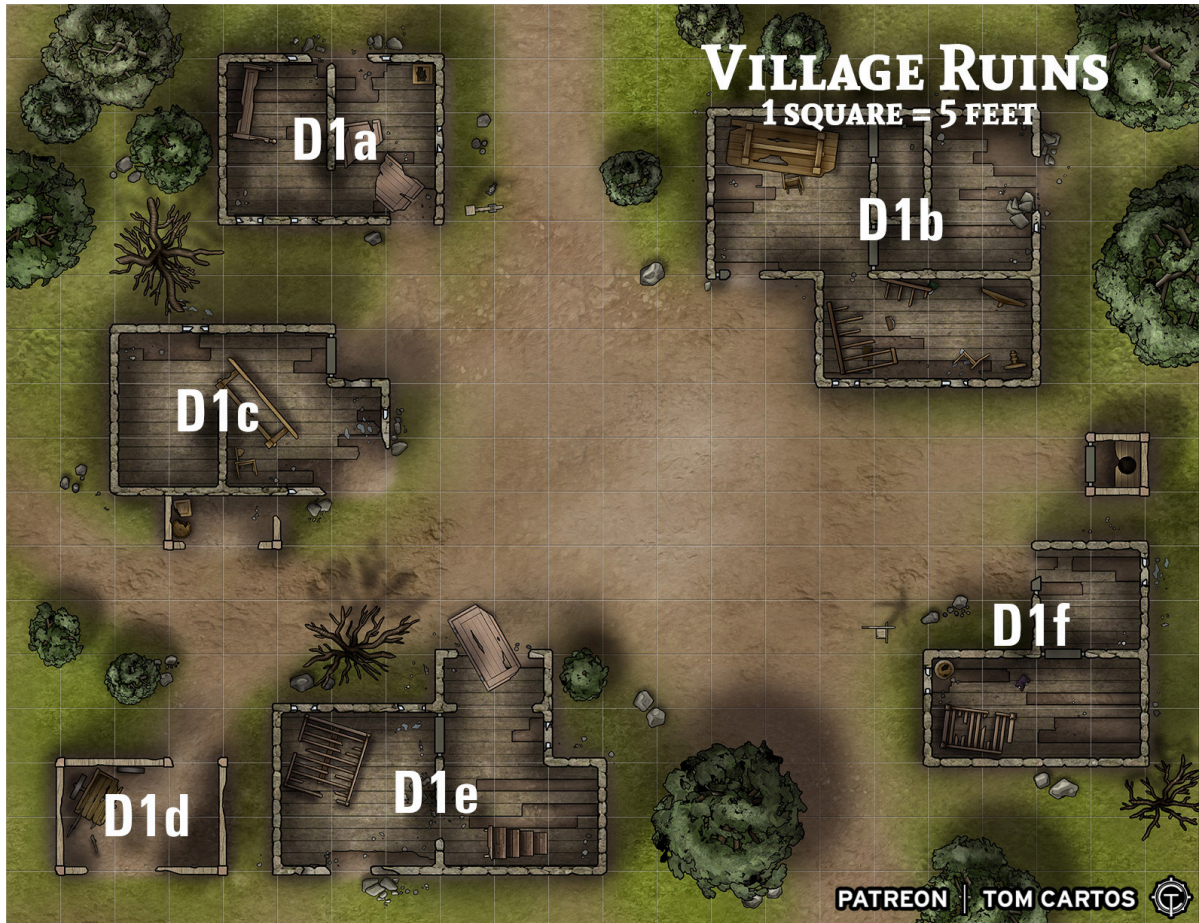
The following locations are keyed to the maps of the Dinosaur Plains on pages 3, 6, and 8.

D1 – Ruined Village

You see wisps of smoke on the horizon long before you arrive at what was once the Jurassic lizardfolk’s village. The charred and broken bones of a handful of houses are all that remains of the once bustling settlement.

DINOSAUR PLAINS RANDOM ENCOUNTERS

d10	3rd- or 5th-Level Encounters	8th- or 11th-Level Encounters
1	2d4 lizardfolk	2d4 lizardfolk each riding an adult pterodactyl (giant vulture)
2	1 triceratops	1d2 triceratops
3	1 adult pterodactyl (giant vulture) leading 2d6 juvenile pterodactyls (blood hawks)	1d4 lizardfolk veterans led by 1 lizardfolk gladiator
4	1d4 adult pterodactyls (giant vultures)	1d8 + 5 adult pterodactyls (giant vultures)
5	1d4 velociraptors (Small lions)	1d8 + 5 velociraptors (Small lions)
6	1 iguanodon (Huge owlbear)	1d4 + 2 iguanodons (Huge owlbears)
7	1 ankylosaurus *	1d4 ankylosauri *
8	1 tyrannosaurus rex and 1 ankylosaurus * locked in battle, each at half its maximum hit points	1d2 tyrannosaurus rexes
9	1d2 plesiosaurs that ambush the characters from a lake	1d6 + 2 plesiosaurs that ambush the characters from a lake
10	1 allosaurus (giant crocodile)	1d3 allosauri (giant crocodiles)



D1a – Kennels

Angry hisses and shrieks can be heard from this building. As you approach, there is a loud clank sound, and suddenly a pair of raptors burst from the building!

Encounter: Clever Girls. Two velociraptors come out of the building. In the 5th-level version of the adventure and higher, additional dinosaurs attack from the rear, coming out of the forest. The nature of the encounter depends on the level of the adventure, as shown in the Area D1a Encounter table.

AREA D1A ENCOUNTER

Adventure Level	Encounter
3rd	2 velociraptors (Small lions)
5th	6 velociraptors (Small lions)
8th	5 velociraptors (Small lions) and 1 iguanodon (Huge owlbear)
11th	6 velociraptors (Small lions) and 2 triceratops

D1b – Shaman’s House

Partially burned plants and herbs are scattered among the ashes on the floor, lending the smoke a stomach-churning spicy aroma.

Hazard: Toxic Smoke. Any character who enters the building and breathes in the smoke must make a DC 15 Constitution saving throw. On a failed save, the character becomes poisoned for 10 minutes. While poisoned in this way, the character gasps for breath, can speak only falteringly, and is unable to perform the verbal components of spells.

Secret: Temple Directions. A large map inked on dinosaur hide is glued to the southern wall inside of the house. This map shows the directions to the Jurassic lizardfolk temple (see area 2).

D1c – Communal Hall

While this building is heavily damaged, it has largely been spared the flames. It was the communal dining and recreation hall of the village.

Encounter: Scavengers. The smell of food has attracted scavengers who attack to protect their bounty if the characters enter the building. The nature of the encounter depends on the level of the adventure, as shown in the Area D1c Encounter table.

AREA D1C ENCOUNTER

Adventure Level	Encounter
3rd	1 allosaurus (giant crocodile)
5th	1 allosaurus (giant crocodile)
8th	2 allosauri (giant crocodiles)
11th	2 allosauri (giant crocodiles)

D1d – Stable

The village’s small stable was only partially roofed even before the attack. The charred remains of an adult pterodactyl is hunched almost protectively over something in the corner of this building.

Treasure: Pterodactyl Eggs. A character that succeeds on a DC 15 Strength (Athletics) check can pull the corpse out of the corner of the building to reveal four pterodactyl eggs. These eggs are worth 50 gp each to the right buyer or, at the GM’s discretion, can be raised and tamed, potentially to serve as flying mounts.

D1e – Guard House

The second floor of this building is still standing, but barely. The whole building sways and creaks ominously. Interspersed with the rubble of the first floor are half-burned clubs, javelins, and shields.

A character with a passive Wisdom (Perception) score of 14 or higher notices the glint of gold near the middle of the first floor.

Hazard: Building Collapse. As soon as a creature reaches the center of the building, or if the building takes any damage, a major support beam finally gives way and the entire building collapses. Any creatures in the building must make a DC 16 Dexterity saving throw. On a failed save, a creature takes bludgeoning damage (as shown in the Building Collapse Damage table on the next page) and becomes restrained. On a successful save, the creature takes half as much damage and isn’t restrained. If the building is set aflame or collapses due to an effect that deals fire damage, a creature restrained in the rubble also takes 1d6 fire damage at the start

of each of its turns. A creature can use its action to free itself or another creature within its reach with a successful DC 15 Strength (Athletics) check.

BUILDING COLLAPSE DAMAGE

Adventure Level	Bludgeoning Damage
3rd	11 (2d10)
5th	16 (3d10)
8th	22 (4d10)
11th	27 (5d10)

Treasure: City Coffers. It takes an hour to scavenge the treasure from under the building’s rubble. The contents of this treasure pile depend on the level of the adventure, as shown in the Area D1e Treasure table.

AREA D1E TREASURE

Adventure Level	Treasure
3rd	20 gp
5th	500 gp
8th	700 gp and a +1 <i>spear</i>
11th	1,500 gp and a +2 <i>halberd</i>

D1f – Collapsed House

The roof of this small house has completely fallen in. As you approach, you hear a hacking cough coming from under the rubble.

Hazard: Smoldering Rubble. This building is still very hot. Removing the rubble without magical assistance requires a total of

10 minutes of work, which can be split between multiple characters. Each character that assists must make a DC 15 Constitution saving throw when they finish helping. On a failed save, a creature takes fire damage (as shown in the Smoldering Rubble Damage table) and suffers one level of exhaustion.

SMOLDERING RUBBLE DAMAGE

Adventure Level	Fire Damage
3rd	6 (1d12)
5th	13 (2d12)
8th	19 (3d12)
11th	26 (4d12)

Under the rubble is a **lizardfolk** with 2 hit points and four levels of exhaustion. She weakly tries to flee the party. If they try to talk to her, she mostly responds with angry hisses, but will reveal that “the temple holds the key. You are too late. You are already defeated!”

D2 – Ruined Temple

To find the temple the characters must first find the old map in area D1b, magically compel the Jurassic lizardfolk in area D1f to tell them, or succeed on a DC 18 Intelligence (History) check. If the party is stuck, someone in Timberholde will also surely know something, but that will take valuable adventuring time!

This temple has clearly seen better days. Its roof has completely collapsed and many of the walls have fallen, but the detailed murals on the walls that remain allude to a much grander past.



Encounter: Temple Guardians.

Dinosaurs guard the temple and attack any non-lizardfolk who enter. The nature of the encounter depends on the level of the adventure, as shown in the Area D2 Encounter table. The **ankylosaurus** is marked with an asterisk; refer to the “Ankylosaurus” section in General Features for details on its statistics.

Once the dinosaur guardians are defeated, the party is free to investigate the temple. The vines obscuring the walls have recently been pulled down to make all of the murals visible. When the players investigate the murals further, read the following:

AREA D2 ENCOUNTER

Adventure Level	Encounter
3rd	2 adult pterodactyls (giant vultures)
5th	1 triceratops and 5 juvenile pterodactyls (blood hawks)
8th	2 ankylosauri* and 2 adult pterodactyls (giant vultures)
11th	4 ankylosauri* and 2 adult pterodactyls (giant vultures)

The art tells the history of the Jurassic lizardfolk. In the past they seem to have clashed with the dinosaurs. Many murals depict ferocious battles against protective rings of triceratops, flocks of pterodactyls, and even the mighty tyrannosaurus rex. Eventually, something changes: they perform a large ritual in the mountains. The final mural is destroyed, but everyone knows that the Jurassic lizardfolk and dinosaurs are allies these days!

Secret: The Ritual. The ritual panel includes detailed instructions written in Draconic for how to set up and perform the ritual on a specific peak in the southern mountain range, but it is clearly advanced magic. A character that succeeds on a DC 20 Intelligence (Arcana) check can tell that the ritual functions similarly to a *dominate beast* spell, but works on a massive scale.

The characters will likely want to destroy the murals to remove the instructions for the ritual, but unfortunately for them the temple has magical protections. A character that casts *detect magic* will find that the temple is suffused with strong abjuration magic and also seems to have something magical hidden under the floor at its center. While these protections have not been able to defend the temple from the ravages of time, it may prove more of an obstacle for the characters.

Trap: Reflective Ward. All damaging attacks and effects—both mundane and magical—are reflected back at the attacker or creature who created the effect, provided the creature is within 120 feet of the temple and has a clear line of sight; spells with an area of effect are centered on the caster. Notably, pulling, shoving, or similar non-damaging effects can be used to pull down the wall without getting reflected.

Treasure: Loose Tile. A character with a passive Wisdom (Perception) score of 15 or higher or who succeeds on a DC 15 Intelligence (Investigation) check notices that one of the floor tiles at the center of the temple is loose and has a small handhold on the side. The tile can be pulled up with a successful DC 12 Strength check. A hole in the ground beneath the loose tile holds a *stone of good luck*.

D3 – Mountaintop Ritual

The murals from the Jurassic lizardfolk temple (area D2) indicate the location of the ritual site. Climbing to the ritual location is difficult and dangerous. To represent the time and effort the characters spend to reach the peak, use the following skill challenge.

A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work.

This skill challenge consists of the following elements:

- **Goal and Context.** Reach the Jurassic lizardfolk ritual site.
- **Difficulty.** Primary skill checks related to this skill challenge are made against DC 15. Secondary and repeat checks are made against DC 20.
- **Complexity.** The characters must attempt to succeed on five ability checks related to this skill challenge. They may make a maximum of eight ability checks. Each check represents an hour of travel time.
- **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the



skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Survival).

- **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary

checks are a little more “obvious” in their function.

- **Other Conditions.** If the characters are all able to fly or have secured flying mounts, they can choose to automatically succeed on one Strength (Athletics) check and one Dexterity (Acrobatics) check.
- **Consequences.** If the characters fail to get five successes, they still reach the peak of the mountain. After the characters have finished the skill challenge, use the total number of failures to determine the outcome, as shown in the Skill Challenge Result table on the following page.

SKILL CHALLENGE RESULT

Number of Failed Checks	Outcome
0	The party easily summits the mountain and reaches the ritual location.
1–2	The party has some difficulty climbing the mountain. Each character must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.
3	The trip up the mountain is a long, grueling slog. Each character suffers one level of exhaustion.

As you crest the mountain, you see the Jurassic lizardfolk gathered around a complicated runic circle inscribed into the stone. They are chanting in a sibilant language dotted with guttural roars and piercing shrieks. Before you can move closer, a blindingly bright beam of green light bursts from the ground in a tall beam, followed by an ear-splitting primal roar.

The party is slightly too late. The ritual is completed, so all they can do is learn what the consequences will be.

Encounter: Ritualists. A handful of Jurassic lizardfolk guarded by their dinosaur allies have just finished their ritual. They don't take kindly to intruders. The nature of the encounter depends on the level of the adventure, as shown in the Area D3 Encounter table.

AREA D3 ENCOUNTER

Adventure Level	Encounter
3rd	1 lizardfolk druid and 4 lizardfolk
5th	1 lizardfolk druid , 2 lizardfolk veterans , and 3 lizardfolk
8th	1 lizardfolk mage , 2 lizardfolk veterans , and 3 lizardfolk
11th	1 lizardfolk mage , 5 lizardfolk veterans , and 2 lizardfolk

The easiest way to learn the purpose of the ritual is to keep one of the Jurassic lizardfolk alive. They are eager to explain the following, confident that the party has no chance of stopping their plans:

- The humans and lizardfolk used to tolerate each other, but the humans kept expanding into lizardfolk territory, causing tensions to rise.
- When humans came and destroyed the Jurassic lizardfolk settlement, it was the last straw. They began to plot their revenge.
- Murals in their old temple bore a ritual perfect for their revenge that allows the Jurassic lizardfolk to force the local dinosaurs to do their bidding.
- In 24 hours, all the dinosaurs in the area will attack Timberholde: an eye for an eye.

If no lizardfolk are left alive or interrogated, a character can examine the ritual circle and make a DC 20 Intelligence (Arcana) check; a character capable of ritual casting makes this check with advantage. On a success, the character learns about the upcoming dinosaur rampage.

Even if the characters completely fail to learn what has happened or have failed on their initial objective, they should realize that their patron and the people of Timberholde will want to know what they have found.

Timberholde Assault

After uncovering the purpose of the Jurassic lizardfolk ritual, the party must race back to town. There is exactly one day before hoards of stampeding dinosaurs will arrive, so they will have to work fast.

Timberholde is protected by a small force of volunteer **guards** and **scouts** led by Rala Dayne (LN human female **veteran**). The town is surrounded by a palisade wall with two small towers for archers.

The players may have some time to create defenses or traps using common materials such as rope, scrap metal, or rocks. More than likely, however, they will barely have enough time to get a good night's rest before the dinosaur attack!

Attack of the Dinosaurs

A rock begins to jitter on the ground. Soon the rumbling intensifies as a dust cloud approaches over the horizon. Dinosaurs begin to appear from all sides: triceratops, raptors, pterodactyls, and many more. The attack has begun.

The party will have to rely on the town guards to take care of some of the dinosaurs while they focus on the biggest threats. There are four encounters in this fight, each with its own win condition. Each encounter details the number and type of enemies for each level of the adventure. At the end of the battle, the total number of successes determines the overall outcome.

Encounter: Wave 1. A stampede of **triceratops** lead the charge. They have their heads down and seem to be going for the walls! They begin 150 feet from the palisade and always use their full movement and Dash

to continue the charge, if possible. Each 10-foot section of the palisade has AC 15, 25 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. The characters fail the encounter if the wall is breached.

WAVE 1 ENCOUNTER

Adventure Level	Encounter
3rd	1 triceratops
5th	1 triceratops and 1 iguanodon (Huge owlbear)
8th	2 triceratops
11th	3 triceratops

Encounter: Wave 2. Pterodactyls fly over the walls, grab some of the town's archers, then begin to fly away. Each adult pterodactyl in the encounter grabs one **scout** and begins to fly away at half speed. The characters fail the encounter if any of the pterodactyls escape with their cargo.

WAVE 2 ENCOUNTER

Adventure Level	Encounter
3rd	1 adult pterodactyl (giant vulture) and 4 juvenile pterodactyls (blood hawks)
5th	5 adult pterodactyls (giant vultures)
8th	6 adult pterodactyls (giant vultures)
11th	6 adult pterodactyls (giant vultures) and 1 allosaurus (giant crocodile)

There is a lull in the fighting. The characters can take a short rest while the town guards hold the line.

Encounter: Wave 3. A Jurassic lizardfolk spellcaster of some kind is hanging back and providing support for the dinosaurs. The party needs to take the fight to them! If the spellcaster is reduced to half its hit points or fewer, it whistles and summons a pterodactyl mount and attempts to flee. The characters fail the encounter if they allow the spellcaster to flee. The **ankylosaurus** is marked with an asterisk; refer to the “Ankylosaurus” section in General Features for details on its statistics.

WAVE 3 ENCOUNTER

Adventure Level	Encounter
3rd	1 lizardfolk druid and 1 velociraptor (Small lion)
5th	1 lizardfolk druid , 2 velociraptors (Small lions), and 1 ankylosaurus *
8th	1 lizardfolk mage , 2 velociraptors (Small lions), and 1 ankylosaurus *
11th	1 lizardfolk mage , 4 velociraptors (Small lions), and 2 ankylosaurus *

Encounter: Wave 4. The biggest, slowest dinosaurs arrive and immediately head toward the militia leader, Rala Dayne (a veteran). The party fails the encounter if Rala dies. The **ankylosaurus** is marked with an asterisk; refer to the “Ankylosaurus” section in General Features for details on its statistics.

WAVE 4 ENCOUNTER

Adventure Level	Encounter
3rd	1 ankylosaurus *
5th	1 tyrannosaurus rex
8th	1 tyrannosaurus rex and 2 velociraptors (Small lions)
11th	2 tyrannosaurus rexes

Battle End

Tally the total number of successes the party achieved for the above encounters and refer to the Timberholde Assault Result table to determine the outcome and rewards for the party.

TIMBERHOLDE ASSAULT RESULT

Total Number of Successes	Outcome
0–1	Total Failure. The town is destroyed. The survivors flee and the town is given up as lost. The characters are not given any compensation, but can scavenge 100 gp per level of the adventure if they comb through the ruins.
2–3	Partial Success. The town is saved, but it will take time to rebuild and recover from the loss of many of its defenders. The party is given the currency from the Adventure Treasure table, but none of the magic items or gemstones listed.
4	Total Success. The town is saved with little damage and few casualties. The next day, a massive party is held with the characters as the guests of honor. The party is given the full rewards listed in the Adventure Treasure table.

ADVENTURE TREASURE

Adventure Level	Treasure
3rd	300 gp, 50 sp, 6 gemstones worth 10 gp each, and a <i>potion of healing</i>
5th	90 pp, 900 gp, 600 sp, a gemstone worth 100 gp, and a <i>potion of greater healing</i>
8th	140 pp; 2,000 gp; 1,000 sp; 3 gemstones worth 100 gp each; and a <i>potion of greater healing</i>
11th	190 pp; 7,000 gp; 5,000 sp; a <i>potion of superior healing</i> ; and a <i>figurine of wondrous power (obsidian steed)</i>

Aftermath

If the characters are able to stop the dinosaurs and save Timberholde, they are lauded as local heroes. They may be asked to help with the rebuilding or hired to protect the town from other threats trying to take advantage of Timberholde's weakness. If the town is destroyed, they may be hired to escort the survivors to a new town and protect them from the remaining dinosaurs.

Whether they succeed or fail, the Jurassic lizardfolk will continue to be a threat. Perhaps the party will be able to forge a treaty with them. Or maybe this is just the beginning of a longer conflict. Ω

