



**MONKEYDM**

# JURASSIC VENGEANCE

PREVENT SCIENCE GONE MAD FROM RESURRECTING PRIMAL MONSTERS



## BACKSTORY

Several years before the events of the adventure, the Almendrud Academy's archaeologists unearthed a remarkable find in a remote valley: the perfectly preserved bones of unknown dinosaur species, hidden for millennia. The discovery caused a stir in the academic world, attracting the attention of scholars and mages alike. Among them was Professor Vellinore, a renowned but somewhat controversial figure in magical genealogy, who saw in these ancient remains an unprecedented opportunity. With the Almendrud Academy's backing, he spearheaded a groundbreaking project to resurrect these long-extinct creatures through a blend of arcane magic and cutting-edge gene-splicing techniques.

As news of the project spread, it ignited a fierce debate within the magical community. Ethical concerns were raised about the implications of resurrecting extinct species, especially using such untested methods. Despite public scrutiny, the Academy allowed Professor Vellinore to proceed, albeit under strict confidentiality. Deep within the genealogy department's labs, Vellinore and his team worked tirelessly, their experiments growing more ambitious and secretive over time. Rumors began to circulate about the nature of their work, with whispers of hybrid creatures that were part dinosaur, part something else—creations never meant to walk the realms again. Over time, tensions within the department escalated. A hidden faction of researchers, led by the morally conflicted Professor Mireth, began to question the ethical boundaries being crossed. These tensions reached a boiling point when, during a routine check, a lab assistant discovered the hybrids' containment breached and the creatures missing. The incident quickly spiraled into a crisis, with accusations and paranoia spreading among the staff and students. It is under these circumstances that the Academy's head, seeking to resolve the situation discreetly and efficiently, calls upon the party to investigate, unknowingly setting them on a path that would unravel the dark truths behind the Academy's most controversial experiment.

## NOTE

Within the MCU (*Monkey Campaign Universe*), this adventure takes place a few years after the Almendrud family has given over ownership of their family business. The new headmaster, Alaric Valtor, is intent on setting a good example of transparency and firm rulership.

## PLOT HOOK

Summoned by an urgent message sealed with the emblem of a renowned magical academy, your party is tasked with investigating the disappearance of experimental dinosaur hybrids from a secretive genealogy lab, thrusting you into a web of mystery and arcane intrigue.

## ADVENTURE SUMMARY

The adventure begins at a prestigious magical university, where the party is summoned to investigate the mysterious disappearance of experimental dinosaur hybrids from the genealogy department. They are met by Professor Vellinore and his aid, Professor Mireth, the leaders of the project. Together with them, they investigate the laboratory, looking for any possible clues. Continuing the search, the party speaks with three suspicious students, before discovering the hybrids are still on the university grounds, inside an enchanted garden with magically altered flora. There, the party battles the flora and one of the weaker hybrids, highlighting the ethical dilemma of the experiments. The final confrontation takes place in the Ancient Library, where the party discovers the last hybrid alongside Professor Mireth, who confesses to releasing the hybrids to expose the department's unethical practices. They face a final battle against hired thugs aiding Mireth. Finally, the party must decide if they wish to unmask Mireth's machinations.



# CHAPTER 1: THE GENEALOGY DEPARTMENT

In which the party finds out what they've been called in for.

## INVESTIGATION

Read this:

"Under a sky streaked with the vibrant hues of dusk, you find yourselves standing before the grand gates of the renowned Almendrud Academy, a center of magical learning and research. A sense of unease hangs in the air as you are led through the hallowed halls, filled with whispers and furtive glances from robed figures. You've been summoned here by the headmaster himself, under mysterious circumstances concerning the university's genealogy department. As you enter the headmaster's ornate office, his gaze meets yours, heavy with a mix of urgency and concern. 'Thank you for coming,' he begins, his voice resonant yet tinged with worry, 'We are faced with a situation that requires discretion and skill, which I believe you possess. At least, my sources do. I don't think we've met yet. Please, enlighten me...'"

If you are playing this adventure as a one-shot, this is a perfect time for the party to introduce their characters and describe themselves. Ask them about how long they've been working together, the type of jobs they usually take, perhaps even parts of their backstory, and other details you might deem important. Once they've all introduced themselves, you can proceed.

The party now meets Headmaster Alaric Valtor (see Alaric Valtor sidebar).

## ALARIC VALTOR (LG DWARF MAGE)

**Information:** Headmaster Alaric Valtor, a figure of authority and wisdom, oversees Almendrud Academy. He's a distinguished mage with a commanding presence, known for his dedication to the pursuit of knowledge and the welfare of his students. While he exudes confidence, the recent events have left him visibly troubled, revealing vulnerability beneath his usually composed exterior. Headmaster Alaric Valtor is a stately dwarf, distinguished by a neatly groomed beard that hints at flecks of silver. He wears a pair of round, gold-rimmed glasses that sit prominently on his broad nose, often catching the light as he pores over ancient tomes.


**Roleplaying as Alaric:** When roleplaying Alaric, maintain a balance between authority and concern. He speaks with a clear, assertive voice but often pauses, showing his deep contemplation over the situation. His demeanor should convey the gravity of the issue at hand, yet also a subtle hint of reliance on the party's abilities. He may occasionally adjust his glasses or glance at his notes, indicating his meticulous nature and the weight of his responsibilities.

Alaric will talk to the party about the genealogy department, explaining that it specializes in the study of magical creatures and their genetic lineages, with a particular focus on their arcane characteristics. The department has recently embarked on an ambitious and contentious project: resurrecting and studying ancient dinosaur species using magical methods. This department is well-equipped with state-of-the-art magical tools and boasts a team of highly skilled and knowledgeable experts in the field.

Then, taking on a grave tone, Alaric will disclose the recent disappearance of several experimental subjects from this project. It has raised significant concerns regarding both the safety protocols of the department and the ethical ramifications of their research endeavors. He can't disclose further information unless the party agrees to help them and sign the necessary documents.

During the discussion, the party can make a **DC 17 Wisdom (Insight) check** to try and understand the headmaster's intentions. On a successful check, they'll understand he has a deep love for the university, only matched by the fear that he feels now that there are missing experiments. He wants the fix to be done quickly and without scaring the students.





Headmaster Valtor will offer the party a 3,000 gp for their involvement and successful resolution of the issue. He emphasizes the importance of handling the matter with minimal disturbance to the academy's reputation and the safety of its students and staff. He's willing to pay an additional 2,000 gp if no student hears of the escape and an additional 1,000 gp if the subject is brought back alive. Additionally, he offers access to the academy's resources for the duration of the investigation.

*GM NOTE: During the adventure, take note of whenever the party discloses information about the escape to any students or NPCs other than the professors, as well as whenever the party creates massive destruction or casts spells that might attract attention. It will have an effect in the final chapter of the adventure.*

If the party wishes to negotiate for more money or resources, they can attempt a **DC 16 Charisma (Intimidation) or Charisma (Persuasion) check**. A successful check may lead to an increased reward, access to rare magical items, or additional support from the academy staff, such as **guards**, based on what the party asks for (GM's discretion). However, a failed check causes Alaric to become slightly wary of the party's intentions, though he will still agree to the original terms. This will have an effect later in the adventure.

Once the party agrees to the terms, the headmaster will ask his attendant to lead the party to the genealogy department laboratory.

Read this:

"As you follow the headmaster's aide through the winding corridors of Almendrud Academy, the air grows tense with anticipation. The once pristine hallways give way to a scene of disarray as you approach the laboratory of the genealogy department. The door hangs ajar, revealing a room in chaos: papers strewn about, shattered glassware, and the lingering scent of arcane energy. Inside, you are greeted by Professor Vellinore, the mastermind behind the genealogy program, his expression a mix of frustration and worry. Beside him stands his assistant, Professor Mireth, a figure of quiet intensity, whose eyes briefly meet yours with an unreadable gaze. The scene before you is a stark contrast to the scholarly order of the rest of the university, hinting at the gravity of the situation you have been drawn into."

Show the party map 1. They arrive at area 1, seeing both professors (areas 2 and 3, respectively). They can explore the map as they wish. Once they've explored all areas or they've decided they'd like to move on to interviewing suspects, you can proceed to the next subchapter.

*GM NOTE: In case the party wishes to speak with the professors underneath a zone of truth spell, there are two ways you could go about it. Either you allow the party to discuss with the NPCs while the spell is active, calmly avoiding the hard questions, or you have both professors resist the spell and become offended.*

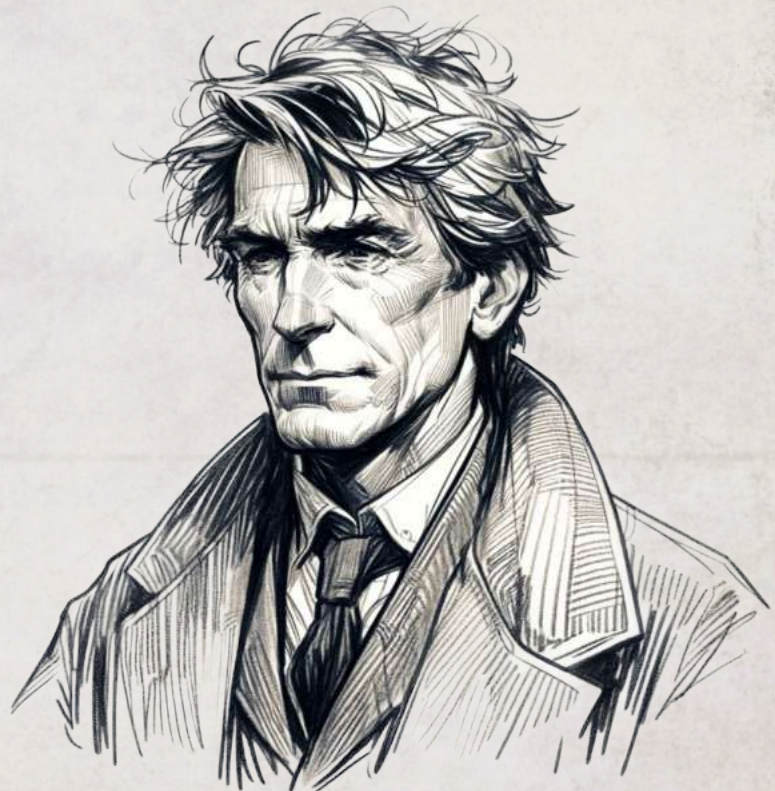
*GM NOTE 2: Before allowing the party to investigate the areas, consider whether you'd like to add further red herrings or false tracks for the party to follow.*

## AREA 1 - POINT OF ARRIVAL

The party arrives here.

## AREA 2 - PROFESSOR VELLINORE

The party meets and can speak with Professor Vellinore (see Vellinore sidebar).



## VELLINORE (TN HUMAN NOBLE)

**Information:** Professor Vellinore is the leading figure behind the genealogy program at Almendrud Academy. He is a middle-aged human with a sharp mind and a relentless drive for academic achievement. His appearance is scholarly, enhanced by his well-worn robe, with hair that seems perpetually tousled from running his hands through it in deep thought. Vellinore is respected for his brilliance but also known for his obsession with pushing the boundaries of magical research, sometimes at the cost of ethical considerations.

**Roleplaying as Vellinore:** When roleplaying Professor Vellinore, emphasize his intellectual fervor and single-minded focus on his work. He speaks rapidly, often getting lost in technical jargon, and displays a mix of defensiveness and pride when discussing his research. He's quick to dismiss concerns about the ethics of his work, showing a hint of arrogance about his intellectual prowess. His gestures are animated when he speaks about his research, but he becomes noticeably more guarded and terse when the conversation shifts to the recent incidents in the lab.

Vellinore will greet the party with a mixture of fear and confusion. Being the head of the genealogy program, he explains the scientific and magical aspects of the project. He talks to the party about how they resurrected ancient dinosaur species and created hybrids using a combination of arcane magic and genetic engineering. During the discussion, the party can make a **DC 16 Wisdom (Insight) check** to understand his mood, finding he is deeply panicked by the disappearance of his creation, not at all helped by his already neurotic disposition.

Once he's explained the nature of his work, he'll strongly defend its safety and deny any allegations of recklessness. A successful **DC 17 Wisdom (Insight) check** will reveal he doesn't seem to believe he's been reckless, though there is doubt forming within his heart.

Vellinore mentions the differing opinions within the department about the project's direction, especially regarding its ethical implications. Players can attempt a **DC 16 Charisma (Persuasion) check** to encourage him to open up more about these internal conflicts. On a successful check, Vellinore admits that there were heated debates between himself and a certain Galen and others, suggesting a fractured team with varying degrees of commitment to the project's moral boundaries.

Lastly, the party can press Vellinore on the specifics of the program, to which he'll try to explain. Each party member can attempt to understand the specifics by making a **DC 16 Intelligence (Arcana) check**. On a successful check, they gather the hybrid is built with both beast and elemental blood. This blood was used to keep his temperature high but could also prove dangerous.

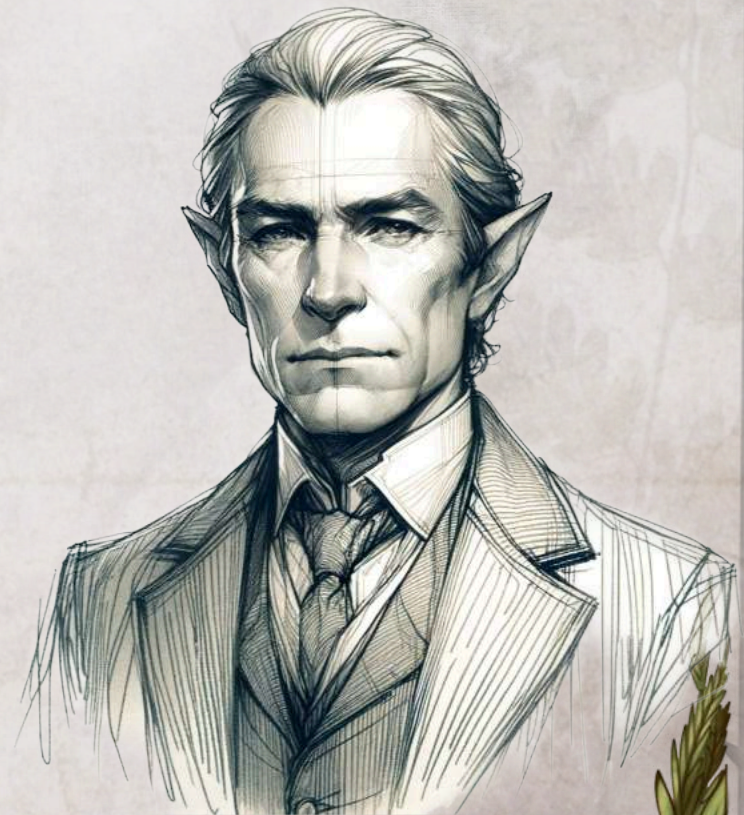
## AREA 3 - PROFESSOR MIRETH

The party meets and can speak with Professor Mireth (see Mireth Traskar sidebar).

### MIRETH TRASKAR (CG HALF-ELF JURASSIC DRUID)

**Information:** Professor Mireth, an assistant in the genealogy program, is a figure shrouded in a quiet enigma. He is slightly older, with a calm and contemplative demeanor that contrasts sharply with Vellinore's intensity. Mireth often appears in the background, observing rather than leading, and his attire is meticulously neat, reflecting his methodical nature. There's a sense of underlying discontent or concern that he carries, hinting at a possible internal struggle with the moral implications of their work.

**Roleplaying as Mireth:** In portraying Professor Mireth, focus on his reserved and thoughtful nature. He speaks slowly and deliberately, choosing his words with care, often pausing to gauge the reaction of others. His tone is softer, almost hesitant at times, especially when discussing the ethical aspects of the experiments. Mireth's body language is restrained, with subtle glances and slight nods, conveying much without saying a lot. He might occasionally show a fleeting expression of worry or disagreement with Vellinore's methods, quickly masked by a neutral façade.



Mireth approaches the party with a solemn demeanor, his voice tinged with concern. He is hesitant at first, clearly weighing each word before he speaks. The party can make a **DC 18 Wisdom (Insight) check** to discern that Mireth's caution stems not only from professional concern but also a deep-seated moral conflict about the experiments.

As Mireth discusses the genealogy program, he subtly expresses his ethical concerns. He emphasizes the potential consequences of tampering with nature and the unpredictability of the hybrids. A successful **DC 16 Wisdom (Insight) check** will reveal that his worries are genuine and that he feels a sense of responsibility for the current crisis, despite not being directly involved in the experimentation.

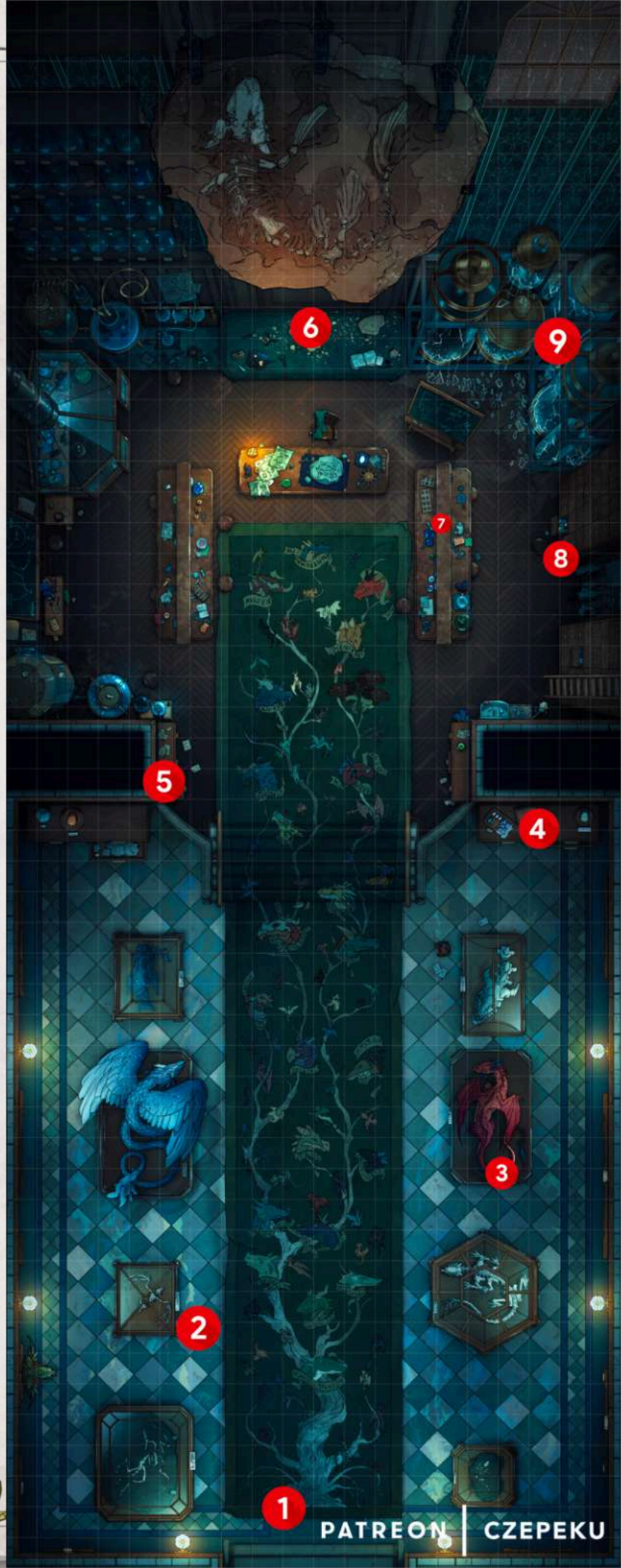
Mireth subtly touches on the simmering tensions within the department, particularly focusing on the economic implications of their work – with funds drying up. Players have the opportunity to delve deeper into these conflicts by making a **DC 16 Charisma (Persuasion) check** to coax more information from him. On a successful check, Mireth reveals that there were not only disagreements among the staff but also strong objections from some students, particularly Elara, who wanted to hurry development of combat-inclined hybrids to help fund the project and often stayed at the lab late into the night. He shares that Elara's intense curiosity and drive had led her to question and challenge many of the department's methods, hinting that her fervent pursuit of knowledge might have motivated her to take drastic actions, potentially contributing to the current crisis.

To end the discussion, Mireth will lament the fate of the project by saying "Even the brightest flame can cast the darkest shadow." The party members can attempt a **DC 18 Intelligence (History) check** to unravel the historical context or deeper meaning behind this phrase. On a successful check, they learn that this saying is often attributed to a famous historical figure in the realm, known for his dual nature as both a revered leader and a covert manipulator. The phrase was used to signify that those who appear most enlightened and virtuous can sometimes be involved in deeds that are quite the opposite.

***GM NOTE:** This revelation would hint at Mireth's potential involvement in the crisis, suggesting that his calm and ethical exterior might conceal more complicated motives or actions. It could also lead the party astray, which is exactly what you want.*

Maps by CzePeku: [Join their Patreon](#) to access to multiple variations of this map and more !

MAP 1



## AREA 4 - DINOSAUR EGGS

Read this:

'In an exposition section of the lab, a series of delicate, semi-translucent eggs rest within a cushioned tray. These eggs, slightly larger than a human hand, shimmer with an unnatural iridescence, seem to have been moved, the tray sitting at an odd angle, with a cloth towel underneath them.'

Any party member can investigate the eggs by making an **Intelligence (Investigation) check**, gaining information based on each check's result using the information below.

- **Below 10:** The eggs are intriguing, but their exact nature or purpose in the experiments is unclear.
- **10-15:** You notice that one egg appears tampered with, possibly indicating intentional manipulation or sabotage. The cloth towel seems to have been used to wipe down prints.
- **16+:** The tampered egg seems to be lighter than the others, quite by a lot. Something was extracted from it... but what... that is impossible to tell.

## AREA 5 - SCATTERED NOTES

Read this:

"Amidst the chaos, a pile of hastily scribbled notes lies scattered across the floor on the left side of the chamber. The papers are filled with sketches of dinosaur hybrids and annotations in a rushed handwriting."

Any party member can investigate the notes by making an **Intelligence (Investigation) check**, gaining information based on each check's result using the information below.

- **Below 10:** The notes are difficult to decipher, filled with scientific jargon and incomplete thoughts.
- **10-15:** Some notes discuss behavioral traits of the hybrids, hinting at increased desire and unexpected restlessness. Amongst them is also a note regarding the "Mizzium Society", which is then scratched out.
- **16+:** Looking through the notes, what becomes apparent is that a few pages are missing, right after the first page about desire in the newly-crafted species. The notes then start back up a few pages later. Someone took out certain pages.

## AREA 6 - ARCHEOLOGICAL EQUIPMENT

Read this:

"The back of the lab is dedicated to a large stone workbench outfitted with tools and equipment, which rests unorganized. Hammers and other such tools that could be used to break open the glass."

Any party member can investigate the notes by making a **Wisdom (Perception) check**, gaining information based on each check's result using the information below.

- **Below 10:** The equipment is well-preserved, but its relevance to the current situation is not apparent.
- **10-15:** You identify the tools as standard archaeological gear, but what's most important is that it does seem to have prints on it. These prints can be checked with a **DC 18 Intelligence (Investigation) check**, only to reveal they are Vellinore's and he certainly isn't the culprit.
- **16+:** Though it can easily be ignored due to its placement, a stack of papers rests on the book next to the equipment. Among them are pages that describe the increased desire of the hybrids. They describe how the dinosaurs seem to be attracted to other dinosaur eggs and bones almost exclusively. The professors speculate that hybrids have an increased fear of extinction. This is the page missing from area 5. It might hint that it wasn't stolen, only used momentarily for the freeing of the beasts.

## AREA 7 - SPILLED SUBSTANCE

Read this:

"A sticky, luminescent substance is spilled on the floor on one of the workstations, its glow pulsating gently."

Any party member can investigate the substance by making an **Intelligence (Nature) check**, gaining information based on each check's result using the information below.

- **Below 10:** The substance is strange and unfamiliar, with no immediate indication of its purpose.
- **10-15:** The substance's properties suggest it's possibly used in the hybrids' creation process. Its luminescence is similar to that of the eggs left out in the open.
- **16+:** You deduce that this substance is a specialized concoction that combines the liquid inside an egg and other magical stimulants made to produce rapid hybridization.

## AREA 8 - OPEN DRAWER

Read this:

"An open drawer of a large filing cabinet reveals a collection of documents, potions and other such vials."

Any party member can investigate the substance by making an **Intelligence (Arcana) check**, gaining information based on each check's result using the information below.

• **Below 10:** While the documents seem to be nothing more than inventory lists, the potions are all unlabeled. Surely they're important, but you do know not in what way.

• **10-15:** The potions seem to all correspond to the inventory list but for a few missing numbered vials.

• **16+:** By investigating the contents of all the potions and tracking potion residue, the missing potions are either meant for speed, healing or to stir desire. More than likely, a pheromone of sorts was among them.

## AREA 9 - BROKEN PODS

"Several large, egg-shaped pods, now broken and empty, are scattered across the floor. These pods, made of a high-tech alloy, show signs of being forced open."

Any party member can investigate the substance by making an **Wisdom (Survival) check**, gaining information based on each check's result using the information below.

• **Below 10:** The pods are heavily damaged, making it difficult to determine how they were broken.

• **10-15:** The manner in which they were opened suggests that the creatures possessed significant strength or intelligence to escape. They were broken in from the inside.

• **16+:** Closer inspection reveals the advanced locking mechanisms and life support systems was open, making for an easier escape. Someone opened the locks, then stirred the creatures to leave from inside, possibly by dropping something to wake and stir the creatures from inside the vial.

## THE DEDUCTION GAME

Once the party has investigated all locations within the lab, they can spend some time piecing together clues and finding out more information about the subject.

Ask one party member for a **Wisdom (Insight) check**. The **DC** starts at 15, increasing by 1 for each unexplored area or failed check (10 or lower) and decreasing by 2 for each successfully explored area.

On a successful check, the party member pieces together that the person responsible is most likely someone with good knowledge of the subjects and the lab, who made it seem as though they broke out the subjects. In reality, they were smart enough to awake the subjects gradually and let them escape on their own, only for them to be caught later. They're smart, methodical, and careful. With this in mind, the time has come for the party to investigate the students the professors have proposed as possible suspects.

*GM NOTE: If your party has a good investigative mind, you can forgo the check altogether and let them build a profile for the killer on their own. For newer players, such freedom might be daunting.*

Once the party has had time to think over all the clues, you can proceed to the next chapter.

## CHAPTER 2: TELL THE TRUTH

In which the party interviews the students.

### INTERVIEWS

Inform the party that they can investigate each of the following students: Elara, Galen, and Tobin. The party can choose to investigate them in any order they might want.

Once the party has interviewed all three students or has decided they are done with interviews, you can proceed to the next subchapter.

#### ELARA

The party meets Elara (see Elara sidebar).

#### ELARA (NG HALF-ELF)

**Information:** Elara is a bright and ambitious half-elf, deeply passionate about her studies in magical creatures. Her youthful curiosity is evident in her eager eyes and the constant presence of a notebook in which she scribbles her observations. She often stays late in the labs, driven by her quest for knowledge, which sometimes leads her to overstep boundaries.

**Roleplaying as Elara:** Elara speaks with enthusiasm, her words a blend of academic insight and youthful idealism. She has a habit of getting excited about details of her studies, often sharing more than she initially intends. She shows admiration towards Professor Vellinore's methods and is noticeably careless when discussing the ethics of the genealogy program.



Elara approaches the party with curious eyes, intrigued by their involvement. She shares her insights about the genealogy program, mentioning some of her displeasure with the pace of the discoveries. She'll casually mention she was happy when she saw the experiments roaming the streets. The party can make a **DC 15 Wisdom (Insight) check** to gauge her sincerity and discern she is entirely honest, albeit oblivious. If they pressure her on this information, she'll mention she saw one of the raptor hybrids in the greenhouse this morning. She was surprised she wasn't informed of it, but was happy to see it.

If pressed about her late-night lab visits, a successful **DC 14 Charisma (Persuasion) check** reveals that she once witnessed an unusual reaction in the hybrids that she hasn't reported, worried it might halt the program she's so invested in. Other than that, she didn't hide anything.

Elara has no further information for them and knows nothing about the break-in.

## TOBIN

The party meets Tobin (see Tobin sidebar).

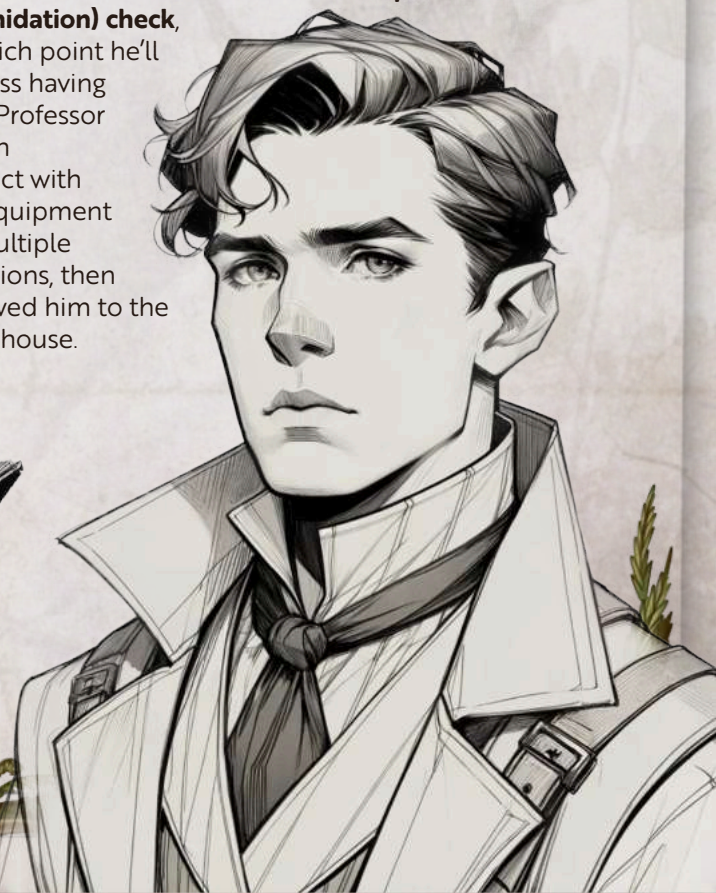
### TOBIN (LG HUMAN COMMONER)

**Information:** Tobin is a human lab assistant, known for his meticulous nature and a perpetual look of worry etched on his face. He's often seen organizing equipment and taking inventory, trying to stay out of the limelight. Tobin is deeply concerned about the safety protocols in the lab but feels powerless to effect change.

**Roleplaying as Tobin:** When roleplaying Tobin, depict him as nervous and jittery, especially when the topic of the missing hybrids comes up. He speaks in hushed tones, constantly looking over his shoulder, as if afraid of being overheard. He's reluctant to criticize the department openly but clearly anxious about the direction things have taken.

Tobin greets the party with a mix of relief and apprehension. He shares general information about the day-to-day operations in the lab. A **DC 14 Wisdom (Insight) check** reveals that his nervousness is more about fear for his safety than just general anxiety. When pressed about this fear, he'll confess it was his duty to keep track of all materials and potions, but he recently saw potions go missing. He was told by unsigned notes they were taken by the "Mizzium Society", which is a secret wizard society rumored to be residing in the academy.

When asked about the project, Tobin must be forced to elaborate with a **DC 16 Charisma (Deception) or Charisma (Intimidation) check**, at which point he'll confess having seen Professor Mireth interact with the equipment on multiple occasions, then followed him to the greenhouse.



If the party inquires about security measures, Tobin hesitantly reveals that some security protocols were recently bypassed for 'classified research', hinting at higher-level involvement. He was told to stop looking into it.

## GALEN

The party meets Galen (see Galen sidebar).

### GALEN (CG ELF COMMONER)

**Information:** Galen is an elf who recently left the university under dubious circumstances. He is outspoken and carries a strong sense of moral justice. He often criticized the ethical implications of the genealogy program, leading to frequent clashes with the faculty.

**Roleplaying as Galen:** Galen speaks with a tone of conviction and barely veiled contempt for the department. He is quick to point out the flaws in the program and doesn't shy away from expressing his disdain for those who run it.

Galen meets the party with an air of defiance, eager to share his grievances about the program. He'll mention the repeated cries for better treatment of the subjects brought forward by him and professor Mireth were ignored. The party can make a **DC 15 Wisdom (Insight) check** to discern if his bitterness is clouding his judgment or if there's truth in his accusations. On a successful check, it's clear there's truth to him.

A successful **DC 15 Charisma (Persuasion) check** leads Galen to reveal that he believes the program is a cover for more nefarious research, although he lacks concrete proof. He once stumbled on the two professors speaking in the greenhouse, but was asked to leave immediately and was given no answer as to why.

If the party questions Galen about his departure from the university, he'll uncover that he was forcibly removed after a heated argument with Professor Vellinore about the ethical treatment of the hybrids.



## LOOKING FOR THE HYBRID



The aim of the interviews is two-fold. First, it should show the party that none of three students seem to know anything of the escape. Second, it should point the party in the direction of the greenhouse, where the adventure can continue. If the party isn't picking up on the clues with regard to the greenhouse, feel free to push them more in that direction.

Ideally, once the party has had their interviews, they'll head towards the academy's greenhouse for more clues.

Once the party has found and subdued the hybrid, you can proceed to the next subchapter.

When they go to the greenhouse, read this:

"You find yourselves at the edge of the academy's grounds, where the famed fluorescent greenhouse stands, its usually vibrant colors dimmed, shrouded in an unusual stillness. The doors, normally inviting and open to all curious minds, are firmly shut, guarded by two stern-faced sentinels clad in the academy's colors. Their presence, a silent yet unmistakable sign of something amiss, adds a weight to the air, thick with unsaid words. A small gathering of students lingers nearby, their hushed tones and furtive glances painting a picture of confusion and curiosity. They speak in whispers, casting occasional glances towards the closed doors, their expressions a mix of disappointment and concern. The scene before you is a stark contrast to the vibrant hub of learning and exploration that the greenhouse usually represents, its closure an unwritten invitation to uncover the secrets that lie within its suddenly forbidden walls."

The two **guards** are the only ones who know that a hybrid has been seen inside. If asked about it, they'll tell the party that a professor was told students saw a dinosaur inside, so they closed it down until the investigators (the party) arrived.

Before the party can walk within the greenhouse, they'll be asked by the students why they aren't allowed in. The party can:

- Tell them the truth, in which case rumors of the escaped hybrids will spread through the academy,
- Scare them off with a **DC 16 Charisma (Intimidation) check**. On a failed check, there'll be consequences later in the adventure.
- Lie to them with a **DC 16 Charisma (Deception) check**. On a failed check, the students will spread rumors about deadly plants, but not suspect dinosaurs.

Once the party has fought off the students' questions, they can walk inside the greenhouse.



Read this:

"As you push open the doors of the greenhouse, you step into a world unlike any other. The darkness envelops you like a velvet cloak, pierced only by the ethereal glow of countless flowers. It's akin to stepping into an anti-reality, yet instead of artificial lights, you are surrounded by the natural luminescence of flora. These botanical wonders, each glowing with an otherworldly light, paint the room in a kaleidoscope of soft, neon hues. The air is thick with the scent of damp earth and exotic perfumes, a heady mixture that heightens the sense of mystique. The paths between the flower beds weave like glowing trails in this enchanted darkness, leading deeper into the heart of the greenhouse. The delicate rustle of leaves and the occasional brush of a petal against skin are the only sounds that accompany your footsteps, creating a sense of isolation from the world outside, as if you have stumbled upon a hidden, luminous sanctuary."

Show the party map 2. They can now investigate it and search for the hybrid.

## AREA 1 - POINT OF ARRIVAL

The party arrives here.

## AREA 2 - BEAUTIFUL PLANTS

Read this:

"Deeper within the greenhouse, you encounter a section where the plants are not just luminous, but mesmerizing in their beauty. Here, the flora takes on fantastical shapes and sizes: flowers with petals that shimmer like liquid crystal, emitting a soft, pulsating light; vines that spiral upwards, their leaves sparkling with dew that glows like tiny stars; and bushes adorned with berries that twinkle in every color imaginable, like gems set upon a living tapestry. The air here is thick with a sweet, intoxicating aroma, each breath a reminder of the enchanting magic that nature can hold. The harmony of colors and scents creates a sense of peace and wonder, urging you to linger and lose yourself in the natural artistry on display."

The party can investigate the plants with a **DC 16 Intelligence (Nature) check** or a **DC 16 Intelligence (Investigation) check**. On a successful **Intelligence (Nature) check** they find them not to be harmful. On a successful **Intelligence (Investigation) check** they notice their tips are burnt off, as if a flame hit them recently.

## AREA 3 - CHARM PLANTS


Read this:

"As you venture further, the air grows heavy with a different essence. Towering yellow blooms emit a soft, hypnotic glow, their caps opening and closing as if breathing. Swirling patterns on their petals seem to dance before your eyes, their movements fluid and mesmerizing. The very atmosphere here seems to warp and weave, making the ground beneath your feet feel unsteady."

Maps by CzePeku: [Join their Patreon](#) to access to multiple variations of this map and more!

MAP 2





Each party member without darkvision who walks within 10 feet of these plants must succeed on a **DC 15 Wisdom saving throw** or become charmed and incapacitated until the end of their next turn.

#### AREA 4 - FLESHEATER PLANTS

The plants in this area are **three blightspewer seeds**. If any party member steps within 10 feet of them, they awaken.

If the plants awaken, read this:

"When you step to the side, the tranquility of the greenhouse is abruptly shattered as you reach a section where the plants are not just alive, but sentient. Without warning, vines lash out like whips, thorns glinting in the dim light. Flowers with glowing sacks of poison begin to glow brighter. Leaves rustle menacingly as they transform into appendages, reaching out with a surprising speed and agility. The air fills with the sound of rustling and bubbling acid, a cacophony that echoes off the walls."

Once awakened, the plants will attack the party.

#### AREA 5 - MISSING HYBRID

Read this:

"In the mesmerizing glow of the greenhouse, a peculiar shape on the wall captures your attention. Initially appearing as part of the star-like patterns adorning the space, you soon realize it's an actual pterodactyl, expertly camouflaged against the luminescent backdrop. Its body, adorned with a natural pattern that mimics the stars, blends seamlessly into the glowing environment, making it almost invisible at first glance. The creature perches motionlessly, its wings tucked close, as if it were part of the wall itself. As your eyes adjust, the subtle rise and fall of its chest becomes apparent, betraying its living, breathing presence. The way it watches your party, with eyes that glint in the dim light, adds a thrilling yet unnerving element to the atmosphere. This ancient creature, hidden in plain sight among the radiant flora, seems both out of time and perfectly at home in this luminous, otherworldly sanctuary."

The hybrid is a **starlash pterodactyl**. Once discovered, it'll attack the party. They must fight it and bring it to 0 hit points to subdue it.



## NOT THIS ONE



Read this:

"As the echoes of your battle fade, Professor Vallinore bursts into the greenhouse, his footsteps echoing with urgency. His eyes, wide with concern, immediately fixate on the fallen pterodactyl. Approaching cautiously, he kneels beside the creature, his hands trembling as he gently touches its wings. A moment of profound sadness crosses his face, and his voice breaks as he whispers, 'Oh, what have they done to you, magnificent creature?' Tears brim in his eyes as he tenderly strokes the pterodactyl's head, lost in a moment of grief for this ancient being brought to an untimely end. Collecting himself, he stands, turning to face your group with a haunted look. 'This... this is not the beast the students saw this morning,' he says, the fear evident in his voice. 'There is another still hidden within the academy, then. We must be cautious; we are not yet out of danger.' His gaze, filled with a mix of dread and determination, sweeps over the party, underlining the gravity of the situation and the peril that still lurks out there."

Shortly thereafter, Vallinore will begin pacing the room, finding a broken window in the corner of the greenhouse. He'll point the party towards it and ask them to follow it, wishing them good luck and handing them two *potions of healing*.

You can proceed to the next chapter.



## CHAPTER 3: COMING HOME

In which the party discovers the truth.

### THE CULPRIT

Read this:

"As you cautiously trail the creature through the dimly lit corridors of Almendrud Academy, the heavy scent of old books and ancient secrets fills the air, leading you to the Great Library. You find yourselves in a grand hall, the Dinosaur Exposition, where towering skeletons of prehistoric giants loom over you. There, in a clearing among the bones, the creature pauses. It stands before a skeletal display strikingly similar to its own form, its movements halting and reverent. A poignant scene unfolds before your eyes, as the creature seems to be mourning, connecting with relics that echo its ancestral past. But this moment of quiet reflection is shattered by the sudden appearance of thieves and trappers, emerging from the shadows like specters. Their eyes are fixed greedily on the creature, revealing their intent. As you ready yourselves to leap into action, Professor Mireth steps in front of you, his hand raised in a gesture of caution. His eyes, usually so reserved, now blaze with an intensity that conveys a complex mix of emotions. 'Wait,' he urges in a hushed tone, his gaze flickering between you and the unfolding scene. The urgency in his voice suggests a deeper understanding of the situation, hinting at untold secrets and choices that weigh heavily upon his conscience. In this moment, Mireth stands as a barrier, not just between you and the creature, but between the known and the unknown, the ethical and the expedient."

Show the party map 3. They find themselves at area 1, with Mireth and two **thugs** directly behind them, as the **flamemash raptor**, **two bandits** and a **bandit captain** stand in front of them, at area 2.

Mireth will explain his reasonings to the party and confess to his involvement. He's already captured all hybrids but for the two the party have tracked. Then, he'll offer them 7,000 gp if they agree to let him leave with the dinosaur and frame someone else for the escape. If the party agrees to his offer, proceed to the next subchapter.

If the party declines Mireth's offer, they'll have to fight Mireth (**jurassic druid**), the **firebite velociraptor**, **two thugs**, **two bandits** and a **bandit captain**, who have been contracted by Mireth to help him set the raptor free.

During the fight, Mireth will seek to protect the raptor, even risking his life to do so. Once the party kills either Mireth or the raptor, proceed to the next subchapter, with the fight ending prematurely. Otherwise, Mireth and the raptor will fight even if the other creatures are defeated. If the **bandit captain** is brought to 0 hit points, the other **bandits** will grab his body and flee.

Once the party has defeated all enemies, proceed to the next subchapter.

### THE END

*GM NOTE: If the party has sided with Mireth and fully avoided combat, they've unlocked the Secret Ending and receive the money Mireth has offered them in the past chapter, but no money from the headmaster.*

As the final combat ends, take note of if the party killed any of the thugs around, the hybrid or Mireth. If the party killed any of the thugs, Mireth will retreat to the corner in fear and await his judgement, begging the party to end the violence. If the party killed the hybrid, Mireth will fall to his knees in front of it, mourning it, then looking up at the party in disgust. If Mireth is dead and any of the thugs are still around, they'll ask the party for mercy and wish to leave.

The party must now make their final decision. Do they wish to turn Mireth or hide the truth out of understanding for his cause? Give the party time to deliberate, then, once they've made their final decision, proceed.

*GM NOTE: If the party is spending too much time on the debate, and you want to add tension, consider placing down a timer and telling them that the Headmaster will arrive at the library soon, having been alerted of the scuffle.*

Based on how the adventure has gone and the party's final choice, read to them one of the following endings:

• **1. The Normal Ending.** The party turns in Mireth and is rewarded, having solved the problem. Regardless of whether they killed the hybrid or not, they are thanked for their services.

• **2. The Good Ending.** The party has killed the hybrid and hidden Mireth's true involvement, thus pushing the program towards more ethical practices.

• **3. The Bad Ending.** The party has turned Mireth in, but had earlier tried to extort the headmaster for more money. As such, Mireth accuses them instead, and the headmaster believes him. The party is taken into custody.

• **4. The Perfect Ending.** The party has saved the hybrid and hidden Mireth's involvement. There's no harm done, everyone's safe and business becomes more ethical.

• **5. The Hidden Ending.** The party has allowed Mireth to escape with the hybrid, setting it free into the wilds. They return to the headmaster empty-handed and the program is stopped due to ethical and safety concerns.

Lastly, based on the party's performance during the mission, reward them with the appropriate amount of gold:

• **1. Perfect Solution.** The hybrid is alive, no students found out about it has gone missing and all is well. The party earns 6,000 gp.

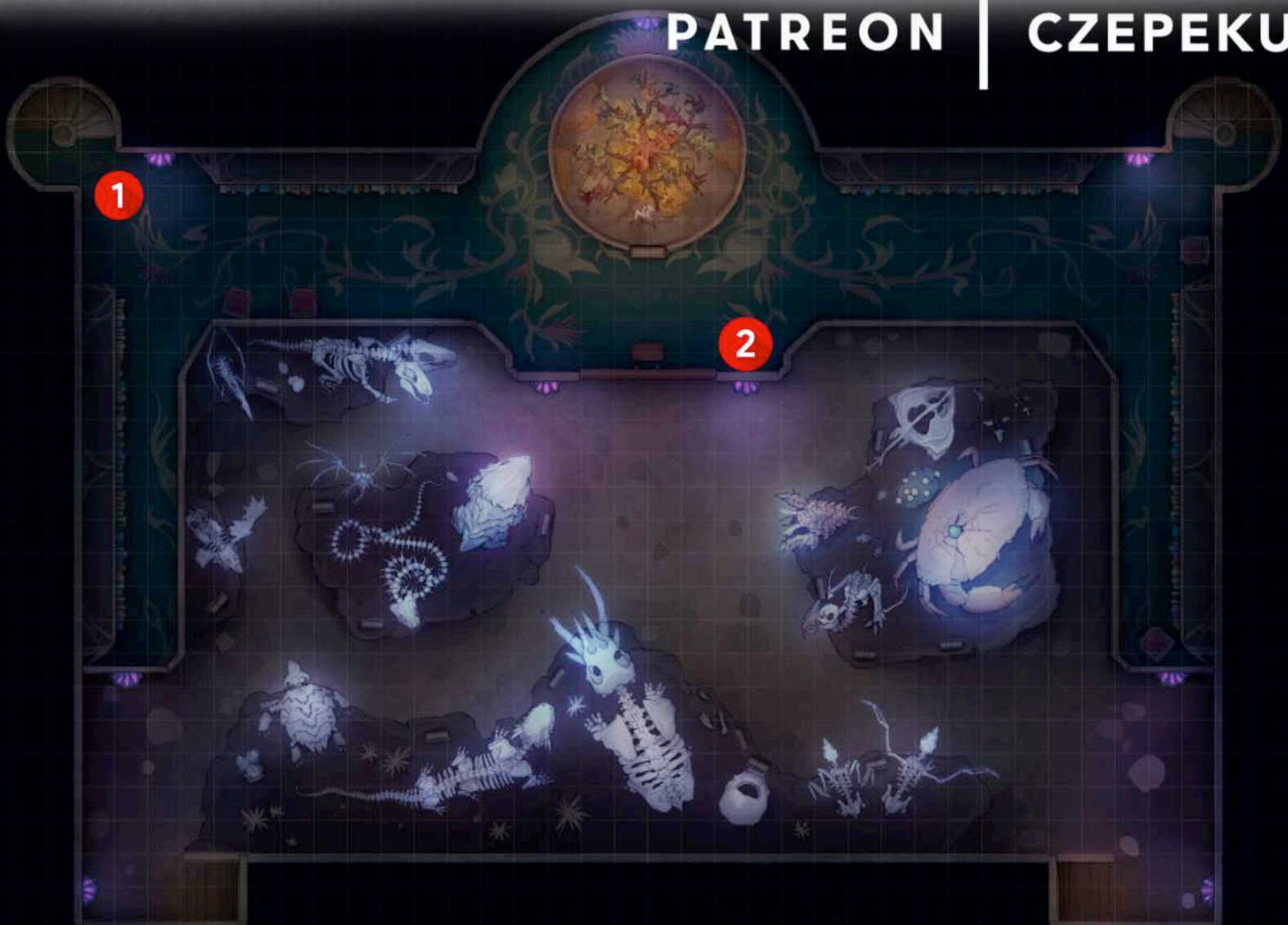
• **2. Silent Solution.** The party has killed the hybrid, but no one discovered the escape. The party earns 5,000 gp.

• **3. It's Alive.** The party kept the hybrid alive, but unfortunately, news of the escape leaked out to the students. The party earns 4,000 gp.

• **4. Fixed.** The party has killed the hybrid and spread rumors of its escape. The party earns 3,000 gp.

The End.

PATREON | CZEPEKU



# THANK YOU!

AN ADVENTURE BY [MONKEYDM](#) ON  
PATREON.

COVER ART BY **GRAND FAILURE**, USED WITH  
PERMISSION.

INSIDE ART BY CERVUS (ELF) &  
DIVINISPHERE (ADOBE STOCK)

MAPS BY CZEPEKU

TAKE CARE!





## LICENSE

This material is being released under the Open Gaming License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 2

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.;

Jurassic Vengeance, Copyright 2023, MonkeyDM Publishing SRL; author Evan Mascaro

END OF LICENSE

