Family DnD Session 9 - The Villainy of Zezzek

Mount Kotka: Cold, icy, rocky. Steep cliffs with giant recesses and outcrops containing nests. 100 nests total, half have parents guarding eggs. Adult Kotkan eagles have 40' wing spans.

Kotkan Eagle eggs are speckled gray and black and white to blend in with the rocks.

Dwarf slaves are being forced to ascend the cliffs with climbing gear and steal eggs; very dangerous. One main valley at the base of cliffs, cave opening at the base where slaves reside nearer the exit. Deeper in where it is warmer is a band of 6 bad guys. Encounter in a central cafeteria. Tables and benches for slaves.

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**Dragonborn Rangers**: Level 8: stats: 12/16/10/10/16/12 : extra attack: Initiative: 18

Spells: **Hunters Mark** (1), Snare (1, already cast), pass without trace (2), aid (2)

Attack role (2x): 1d20+8 ::: +3 (prof) +2 (archery fighting style) +3(dex)

Damage role: 1d8+3 + 1d6 (if Hunter's Mark) ::: +3 (dex)

Ranger 1: Chad Ranger 2: Carl Ranger 3: Claud

AC 16 | HP: 51 AC 17 | HP: 51 AC 18 | HP: 51

Lvl 1: \_ | \_ | \_ | \_ Lvl 1: \_ | \_ | \_ | \_ Lvl 1: \_ | \_ | \_ | \_

Lvl 2: \_ | \_ | X Lvl 2: \_ | \_ | X Lvl 2: \_ | \_ | X

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**Elvish Druids**: Level 8 Stats: 10/12/14/16/18/8 : Initiative 16 : Spells:

Cantrips: [**Poison Spray**](http://dnd5e.wikidot.com/spell:poison-spray), [Guidance](http://dnd5e.wikidot.com/spell:guidance),[**Thornwhip**](http://dnd5e.wikidot.com/spell:thorn-whip)**:** Level 1: Goodberry, Healing Word (bonus action), Detect Magic, **Entangle** Level 2: Enhance Ability, Augury, Summon Beast, Pass Without Trace, Moonbeam Level 3: Sleet Storm, Dispel Magic, Revivify Level 4: **Wall of Fire (DC15)**, Dominate Beast

Druid 1 : Dariala:

Spell slots: Level 1: \_ | \_ | \_ | \_ Level 2: \_ | \_ | \_ Level 3: \_ | \_ | \_ Level 4: \_ | \_

AC: 16 | Hit Points: 51

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Druid 2: Mordicari:

Spell slots: Level 1: \_ | \_ | \_ | \_ Level 2: \_ | \_ | \_ Level 3: \_ | \_ | \_ Level 4: \_ | \_

AC: 14 | Hit Points: 51

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**Human Wizard**: Level 8: Stats: 10/10/12/20/10/18 : Initiative 9

Wizard 1: Kikailia : quarterstaff attack: 1d20+4 dmg: 1d8(v) +1(mag.weap.)

Spell slots: Level 1: \_ | \_ | \_ | \_ Level 2: \_ | \_ | \_ Level 3: \_ | \_ | \_ Level 4: \_ | \_

AC 13 | HP: 55

Level 1: *Shield*: (Reaction: +5 to AC), *Magic Missile* (Lvl + 2 darts, 1d4 +1 dmg)

Level 2: Misty Step, Magic Weapon (gain +1 to attack/dmg, conc.)

Level 3: Counterspell (reaction: success if spell level is equal or lower)

Level 4: Wall of Flame (DC16), Greater invis: (conc., caster or touched alley is invis for 1 min)

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After the fight: heroes can leave and on leaving meet a messenger delivering magical protections to help the team (but was too late obviously). Back onto Eagles to wherever next.

Notes:

**Hunters Mark**: Bonus action, concentration: You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

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**Entangle**: not concentration 20'x20' area: A creature in the area when you cast the spell must succeed onStrength saving throw or be [restrained](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Restrained) by the entangling plants until the spell ends. A creature [restrained](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Restrained) (speed 0, attacks against the restrained have adv, and attacks from the restrained hav disadv) by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

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**Concentration**: Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher.

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**Aid**: +5 HP and +5 to Max HP. Can be used to bring back someone unconscious, once.

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**Wall of Flame**: You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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**Snare**: As you cast this spell, a rope with a 5-foot radius is placed on the ground, and disappears. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a creature moves onto the ground or the floor in the spell’s radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.  
 A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.  
 After the trap is triggered, the spell ends when no creature is restrained by it.

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Loot:

Moothalamoo:

Eclipse:

Grimwald: Bracers of Defense: +2 AC

Nym: Scimitar of Speed: +2 and get a bonus attack action with the sword: https://roll20.net/compendium/dnd5e/Scimitar%20of%20Speed

Valathar:

Zawn: