Family D&D: Session 14: Dragons

0. Return of Zawn in fire imp form. She describes the insides of the ruins.

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4 main cave rooms. 3 used for harvesting dragon's blood. Each has a chained dragon, and a giant slave to gather the blood. Each of these 3 is guarded by a beast. The fourth cave is a nursery for baby dragons. Guarded by a powerful warlock named Elzarod.

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1. Zawn has already destroyed the fire imps at the entrance. Falix is too large to get in; will stay guard at the gate.

2. Fight 1: The Bulette.

3. Fight 2: The Gorgon.

4. Fight 3: The Purple Worm.

5. The last of these 3 includes Olga's husband, Murf. And Falix's older Sister, Galaxy.

6. Free the nursery dragons by defeating the Warlock, Elzarod.

Session 15 (most likely): The descent

Hidden tunnel in nursery: Leads to a mausoleum: [traps/treasures]. Leads to the underdark and myocelium colony. Leads to the river of souls. Crossing via [animals friends with Zawn] leads to Meznobarrazzan.

Session 16 (?): Maznobarrazzan

**Bulette Description**:

A bulette is a massive predator that terrorizes any lands it inhabits. Also called a "land shark," it lives only to feed. Irascible and rapacious, bulettes fear no other creature, and they attack with no regard for superior numbers or strength. Bulettes use their powerful claws to tunnel through the earth when they hunt. Heedless of obstruction, they uproot trees, cause landslides in loose slopes, and leave sinkholes behind them. When vibrations in the soil and rock alert a bulette to movement, it shoots to the surface, its jaws spread wide as it attacks. A bulette ranges across temperate lands, feeding on any animals and humanoids it comes across. These creatures dislike dwarf and elf flesh, although they often kill them before realizing what they are. A bulette loves halfling meat the most, and it is never happier than when chasing plump halflings across an open field.

**Gorgon Description**:

Few creatures that encounter a gorgon live to tell about it. Its body is covered in iron plates, and its nostrils fume with green vapor. A gorgon's iron plates range from steely black to gleaming silver, but this natural armor in no way hinders its movement or mobility. When a gorgon spots potential prey, it charges with a hideous clamor of metal on metal. When the gorgon hits, it pulverizes the foe and sends its sprawling, then tramples it to death with its cruel hooves. Faced with multiple foes, the gorgon exhales its deadly vapor to overcome the creatures it touches by turning them to stone. When it grows hungry, it smashes its petrified prey to rubble and uses its strong teeth to grind the stone into a powder that provides nourishment.

**Purple Worm Description**:

The massive burrowing monster known as the purple worm terrorizes the creatures of the

Underdark as it chews through solid rock in pursuit of prey. A dimwitted, ravenous force of

nature, this creature regards anything it encounters as food. Loud noise attracts purple worms, which have been known to interrupt underground battles and tear through subterranean cities seeking prey. The underground civilizations of the draw, the duergar, and the mind flayers maintain special wards around their settlements to deter these monsters. Though most common in the Underdark, purple worms are frequently seen on the surface world in rocky and mountainous lands. The maw of a purple worm is large enough to swallow a horse whole, and no creature is safe from its hunger. It lunges forward by rhythmically compressing and expanding its body, catching other creatures by surprise with the speed of its advance.

Saving Throws:

Outside of direct attacks with a weapon, there are often situations where something bad *might* happen. Whether that bad thing happens or not depends on how likely the bad thing is to happen and also how skilled you are at avoiding the bad thing from happening.

For example, imagine that you are in a tunnel with a giant boulder rolling towards you. The bad thing that might happen is you get crushed by the boulder (i.e. you take a lot of force damage). If the tunnel is very wide, the likelihood is smaller because you can easily move out of the way. If the tunnel is narrow, then the likelihood is higher because there are not many good options to avoid the boulder. In either case, if you have really good dexterity, you are going to be more likely to dodge the boulder and not get it, or at least not take as much damage.

In DnD, the rules for handling these scenarios are done by making a Saving Throw.

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A saving throw (ST) — also called a save — represents an attempt to resist a [spell](https://roll20.net/compendium/dnd5e/Rules:Spells?expansion=0#toc_3), a [trap](https://roll20.net/compendium/dnd5e/Rules:Traps?expansion=0#content), a [poison](https://roll20.net/compendium/dnd5e/Rules:Poisons?expansion=0#content), a [disease](https://roll20.net/compendium/dnd5e/Rules:Diseases?expansion=0#content), or a similar threat. It may also represent an environmental challenge that must be overcome. You don’t normally decide to make a saving throw; you are usually forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate [ability modifier](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_1). For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by [advantage](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_2) and disadvantage, as determined by the Dungeon Master.

Each class gives [proficiency](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_3) in at least two saving throws. The [wizard](https://roll20.net/compendium/dnd5e/Wizard?expansion=0#content), for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular [ability score](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_1). Some monsters have saving throw proficiencies as well.

The Difficulty Class (DC) for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster’s [spellcasting](https://roll20.net/compendium/dnd5e/Rules:Spells?expansion=0#toc_1) ability and [proficiency bonus](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_3).

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

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In the boulder in a tunnel example, the Dungeon master might say: *Everyone must make a Dexterity saving throw or get crushed by the rolling boulder. The Difficulty Class is 15 because the tunnel is narrow but there are some nooks and crannies in the walls - unless you are halfing sized and then the DC is 10. On a failed save, take 2d12 force damage. On success, no damage.*

Then everyone rolls a d20, adds their dexterity modifier, and if they are proficient in dexterity saving throws, will also add their proficiency bonus. If your final result is equal to or higher than 15 (or 10), then you pass and take no damage. Otherwise, you roll 2d12 and take that much force damage.