I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Continue

Ensnaring strike 5e flying

1st Casting Time Casting Level: 1 Bonus Action Track: Auto Components: V Duration: Concentration, up to 1 minute The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed in a power-saving throw or be restrained by the magic vines until the end of the spell. A large or larger creature has an advantage in this saving throw. If the target succeeds in salvation, the vines wither. While contained by this spell, the target takes 1d6 piercing damage at the beginning of each of its curves. A creature contained by the vines or one that can touch the creature can use its action to do a force check against its dc save spell. Successfully, the target is released. At higher levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. Lists of spells. Ranger Select a spell from the list to see it here \$\startgroup\$ If a character with flight is contained, can it keep flying? Example: some angel has 40 feet in the air. The guard fires an Ensnaring Attack, which lands on the angel. Can the angel stay 40 feet in the air? Ensnaring Strike mentions: The next time you hit a creature with a weapon attack (...), the target must succeed in a resistance throw or be restrained by the magic vines until the spell is over. The condition contained mentions: the speed of a contained creature becomes 0, and cannot benefit from any bonuses at its speed. Attack rollers against the creature have an advantage, and the creature's attack rollers have a disadvantage. The creature has a disadvantage in dexterity save throws. Is flying considered a speed bonus? Do you use speed to keep flying? \$\endgroup\$ PHB, page 191, in Flying Motion: If a flying creature is knocked down prone, has its speed reduced to 0, or is deprived of its ability to move, the creature falls unless it has the ability to hover or is being held aloft by magic, such as the fly's spell. There has to be a way to cheese this in such a way that an encounter with a dragon or some other enemy that is supposed to be a challenge can be trivialized with a tangle bag or something. What have we got? Login or log in to remove this Time ad to send the increased flying grapple barred. Summon Air Elemental and have him stumble the flying dragon? Hire 20 1st Level Clerics and have them spam the Go prone Command spell? Isn't command limited to one word? I don't have the book in front of me, but anything that causes the condition to fight or contained. Spell on the web? Net? I would say that his work horse would be the spell of the person, who Huge creatures in the range of many nice tricks (which often limit the effect to reach the category of size larger than you): pushing a creature, grappling and possibly nets. Networks. The DM rules that a large network can contain huge creatures that you have an instant effect on hit. If mine is correct (big maybe) an enlarged fighter with a jump-up spell and 20 Strength can hit around 25-30 feet in a vertical jump. That's enough to take down a dragon flying down the sky with a push of a creature action and still get the rest of its attacks on the way down. Or you could grab it and drag it down to a similar effect. This is something that is very easy for a lot of parties to set up from the 5th level. In a game 4E, I managed to trip a flying dragon. It fell into... Uh I forget the speed, but we were on top of a 1000' cliff and long story, kept failing his salvation until he hit the ground and died. DM came out disgusted with 4E. I thought it was a lot of fun. Well, if you're a young dragon a battlemaster fighter can just take him down using a bow and the travel attack maneuver. An oath of ancient paladins or rangers with involving attack can also kill them from heaven. Wow, very cheesy. I think I'm going to decide that the fall is 60' before a waved pilot can settle for my own game. In a game 4E, I managed to trip a flying dragon. It fell into... Uh I forget the speed, but we were on top of a 1000' cliff and long story, kept failing his salvation until he hit the ground and died. DM came out disgusted with 4E. I thought it was a lot of fun. Well, if you're a young dragon a battlemaster fighter can just take him down using a bow and the travel attack maneuver. An oath of ancient paladins or rangers with involving attack can also kill them from heaven. Attack involving! SA-WHEEEEET!!! I know what class I'm going to play in the Tyranny of Dragons! Make my DM CRY!!! Wow, very cheesy. I think I'm going to decide that the fall is 60 before a waved pilot can settle for my own game. Super, man. It's not wrong for PCs to be good at something, especially if they're being creative. And a creative DM would be able to challenge creative players. Instead of breaking the rules to favor your monsters, try to be creative. This is a game about creativity. All my Dragons receive misty pitch, freedom of movement, true vision, etc. (rule of the rotation of variant spells). Very easy for cheese otherwise. It's not wrong for PCs to be good at something, especially if they're being creative. And a creative DM would be able to challenge creative players. Instead of breaking the rules to favor your monsters, try to be creative. This is a game about creativity. Choosing the rules for abuse is not being creative. Nor turn combat into a rocket-shooting mark, especially as both players and their enemies taking to the air it's so unusual at high levels. Now maybe 150' can be a better distance, so near ground flyers are still supposedly having a rough landing. Choosing the rules for abuse is not being creative. Nor is it is Combat on a rocket-shot mark, especially since both players and their enemies taking to the air is not so uncommon at high levels. Now maybe 150' can be a better distance, so near ground flyers are still supposedly having a rough landing. There was another topic a few weeks ago about the speed and distance that things fall apart. The end result was something like 500 feet in the first round and 1000 feet each round after that until you get to the ground, the exact real-world numbers are a little different, but those are close enough in a game with hit points and dragons. Attack involving! SA-WHEEEEET!!! I know what class I'm going to play in the Tyranny of Dragons! Make my DM CRY! The spell is a str saving throw and gives the target advantage if it is large or larger. I wouldn't recommend it, as dragons have high strength and are usually large or huge sizes. Bigby's Page 2 should do the trick. sign in or register to remove this WHAAAAAAt ad?!? You, sir, have fed powerful everywhere, as well as your art. Get im, boys!!! Rip his shirt off like Hulk Hogan... Then realize what he did and start sewing* But on a more serious note, one should not diss a powergamer because he just replaces roleplay. Powergaming is something that is part of the fun for some people, while others enjoy the pure aspects of roleplay of character building. Let's not fight over it, let's learn from each other and build a happier community despite all the differences and arguments! We all have a common thing that we love to spend time and have fun with. So let's not let each other down like we're brothers in a hobby... Bronchi and brogons? Last edit: Feb 10, 2015 Seriously, I remember this rule being heamuch explored in OD&D, where it was pretty much the same thing (although if memory serves, pamphlets that lost a certain percentage of hit points would plummet, although this may have been a rule of the house). Somewhere around the 2E-3E, a rule was introduced to attenuate it a bit (the flyers were able to vibrate without causing any damage in any way), and in 3E even the Fly spell allowed its users to float down without taking damage after it was dissipated. Just getting ready for the same tricks again. I gave the ranger in my game a homemade bow of web (think web wand, but it works through the arrows that shoots). The ranger also has the feat of sniper. I had to make all the dragons in my game the spellcaster variant with the Featherfall spell. I gave the ranger in my game a homemade bow of web (think web wand, but it works through the arrows that shoots). The ranger also has the feat of sniper. I had to make all the dragons in my game the spellcaster variant with the Featherfall spell. That's right. And the thing is, even if the game no longer includes some useful way to reduce an enemy's speed to zero, sooner or later a supplement will come out that does. It's a useful debuff, but quite innocuous. And then you're going to players salivating excitedly every time the chimera or what leads into the air. Gentlemen, you all know what to do! And DMs who complain that he was reprimanded by the online powergaming team for being foolish enough to have the dragon take to the air, and told to be more creative. Flying should be an asset, not a liability. I don't have a problem with that. For most flying monsters, it's okay if the party scores an easy kill once in a while. For dragons and the like, that's what the Legendary Resistance was invented for. If you removed LR from your dragon as well, then it will be pwned by any caster with a save or loss effect; falling is the least of your problems. I don't have a problem with that. For most flying monsters, it's okay if the party scores an easy kill once in a while. For dragons and the like, that's what the Legendary Resistance was invented for. If you removed LR from your dragon as well, then it will be pwned by any caster with a save or loss effect; falling is the least of your problems. Legendary Resistance does not apply to a skills contest. May your Bigby Hand face the dragon in the middle of the flight. This reminds me that I definitely don't want to trade Feather Fall from my list of wizard spells after level 14. That bad boy is going to sit there, probably not me, throughout the campaign so something like this never happens. There are some solutions, but overall, I'm cool with flying creatures falling if their speed is reduced to 0. It makes perfect sense for a dragon whose wings curl up in a net to fall (and it makes sense for them to know this and take spells and tactics and strategies that would prevent this). I prefer a fall to the blatantly balanced approach of children. Some strategies should win the day, and that should include leaving a dragon off a cliff. ... Just don't put your dragons on cliffs. Legendary Resistance does not apply to a skills contest. May your Bigby Hand face the dragon in the middle of the flight. A fight ends if the target is moved out of grappler's reach. Bigby's hand loses control as soon as the dragon begins to fall, where the dragon is no longer fought and stops falling. (If the dragon were being fought by a physical creature - a roc, for example - I would say that the grappler could choose to fall with the dragon and keep the claw. However, Bigby's hand is an orthodiale effect rather than a physical object. There's no reason to believe it's affected by gravity.) And let's say you do, somehow, cause the dragon to fall. What's next? Fall damage is limited by 20d6; an average of 70 damages. This is a punitive blow, but an adult dragon can take it and continue. Taking the dragon out of the sky is a great achievement, as it should be, but it is not an automatic victory. Last edited: Feb 10, 2015 There was another topic some thing about the speed and and things fall apart. The end result was something like 500 feet in the first round and 1000 feet each round after that until you get to the ground, the exact real-world numbers are a little different, but those are close enough in a game with hit points and dragons. D=0.5AT² T=6 seconds A=32.2 feet/second² D=0.5 * 32.2* 6² D=16.1 * 36 D=579.6 feet. but there is an upper limit of about 183.16 fps... or about 1100 feet per round. It's round one. and accumulated speed is 32.2 * 6 fps... or 193.2 feet/second, or .1159 feet/round 2, and each after, is over 1100 feet or more.... but not faster, so no more damage should accumulate. D=0.5AT² T=6 seconds A=32.2 feet/second² D=0.5 * 32.2* 6² D=16.1 * 36 D=579.6 feet. but there is an upper limit of about 183.16 fps... or about 1100 feet per round. It's round one. and accumulated speed is 32.2 * 6 fps... or 193.2 feet/second, or .1159 feet/round 2, and each after, is over 1100 feet or more.... but not faster, so no more damage should accumulate. Assuming things fall into your D&D world at 9.8m/s^2, which is an assumption, not a given. DM's can make things fall as slowly or as fast as they want. There are some solutions, but overall, I'm cool with flying creatures falling if their speed is reduced to 0. It makes perfect sense for a dragon whose wings curl up in a net to fall (and it makes sense for them to know this and take spells and tactics and strategies that would prevent this). I prefer a fall to the blatantly balanced approach of children. Some strategies should win the day, and that should include leaving a dragon off a cliff. ... Just don't put your dragons on cliffs. Many of the dragons don't live on any mountain and are surrounded by cliffs? On the pathfinder it was really difficult to get flyers down, as web, for example, required at least two walls and/or ceiling/floor to hold on. The pamphlets were really frustrating, and I scoured many books to find that there were very few, if not any, solutions against pamphlets. Sand gives a good change of pace. Many of the dragons don't live on any mountain and are surrounded by cliffs? On the pathfinder it was really difficult to get flyers down, as web, for example, required at least two walls and/or ceiling/floor to hold on. The pamphlets were really frustrating, and I scoured many books to find that there were very few, if not any, solutions against pamphlets. Sand gives a good change of pace. Many of the dragons don't live on any mountain and are surrounded by cliffs? Dragons usually do not live in dungeons that are in those mountains and not just in a precarious nest? Besides, a fighting dragon where he lives is already in trouble. Why would a dragon choose to fight where he lives? Much better to fight somewhere you can make the party waste actions trying to protect innocent lives as you go about your business... Dragons usually do not live in dungeons that are in those mountains and not just in a precarious nest? Besides, a fighting dragon where he lives is already in trouble. Why would a dragon choose to fight where he lives? much better to fight somewhere you can make the party waste actions trying to protect innocent lives like goes about your business ... No they like to pose all cool in on edge of a cliff? This whole tangled dragon thing so it falls to death is all the tactics used by dragon hunters in the movie Reign of Fire. What is very cinematic, and in a world where dragons and other flying creatures are a concern, it is entirely believable that adventurers come up with ways to take down these flyers. and in a world where dragons and other flying creatures are a concern, it is entirely believable that adventurers would find ways to take down these pamphlets. And in a world where these dragons and (most) other flying creatures are (highly) intelligent, they would have invented many countermeasures to do so. Too bad you apparently take no harm when something is thrown at you from great heights. This excludes high-altitude bombardment as a tactic. Last edit: February 11, 2015 And in a world where these dragons and (most) other flying creatures are (highly) intelligent, they would have invented many countermeasures to this. But you have to allow players some mileage out of their tactical good thinking before putting in countermeasures. That's just a basic narrative: DM is powerful enough to say it didn't work! Ha Ha! for anything the players try, but does that make a game a satifying? And explain the overwhelming ego of a dragon: a young or adult dragon would find himself almost invincible. An older dragon can be cautious enough to know better, and respond accordingly. Page 3 Flight should be an asset, not a liability. Itis... to the point that you can't fly anymore, in that case it becomes a mother-effer of a liability. As far as I'm concerned, that's right. Log in or register to remove this ad but you have to allow players some mileage out of their good tactical thinking in countermeasures. That's just a basic narrative: DM is powerful enough to say it didn't work! Ha Ha! for anything the players try, but does that make a game a satifying? And explain the overwhelming ego of a dragon: a young or adult dragon would find himself almost invincible. An older dragon can be cautious enough to know better, and respond accordingly. Using the rules presented hardly counts as good tactical thinking. And I really get tired of the excuse Think of their ego to play monsters. Any dragon that had placed his ego on his intelligence would have died in the wyrmling stage. Using the rules presented hardly counts as good tactical thinking. And I really get tired of the excuse Think of their ego to play monsters. Any dragon that had placed his ego on his intelligence would have died in the wyrmling stage. That counts. When facing a flying dragon, a wizard who forgets lightning in favor of, say, the monster, is doing exactly what an RPG is: he's thinking a person living within the fantasy world. Instead of just kneading the buttons for more damage (more damage makes the fight end early, so it's the best tactic!), the player is taking information in the game and acting on it. And then you play on an observer, and laugh maniacally when the same tactic fails because the observer can hover! That counts. When facing a flying dragon, a wizard who forgets lightning in favor of, say, holding the monster, is doing exactly what an RPG is: he is thinking like a person living within the fantasy world. For me, this is common sense, not good tactical thinking that requires the player to be rewarded for me, this is common sense, not good tactical thinking that requires the player to be rewarded Funny thing about good tactics - they assume the varnish of common sense when they become well known. Good tactics usually start before combat. In Earth's Mage, the wizard Sparrowhawk casts a spell to tie the wings of a young dragon, and he plummets into the sea, where he dies. (He doesn't try this against the dragon mother; perhaps she would be more likely to resist.) Earth magic is not faerun magic, but killing dragons stopping their flight was part of one of the best fantasy stories of all time. It seems to me that the existence of this tactic is basically the only reason dragons don't always dive at high speed, take an adventurer and retreat to eat it. The risk of being within attack range and altitude is significant. I gave the ranger in my game a homemade bow of web (think web wand, but it works through the arrows that shoots). The ranger also has the feat of sniper. I had to make all the dragons in my game the spellcaster variant with the Featherfall spell. It seems time to lure the dragon to use his reaction in an attack of opportunity... All my Dragons receive misty pitch, freedom of movement, true vision, etc. (rule of the rotation of variant spells). Very easy for cheese otherwise. I just doubled the spells based on the ACS rule to give them the magical feeling. Then I give them a series of spells based on the type of dragon (not necessarily the best spells like Shield, etc.). So far, I haven't seen enough cheese on this wire to justify specific spells. Editing: Oops. Featherfall to victory. When your players start playing around in my game a homemade web bow (think web wand, but works through the arrows that shoots). The ranger also has the feat of sniper. I had to make all the dragons in my game the spellcaster variant with the Featherfall spell. Mental note: Give all Dragons the Featherfall spell. Serious. What dragon could not cast this spell? I just doubled the spells based on the ACS rule to give them the magical feeling. In I give them a series of spells based on the type of dragon (not necessarily the best spells like Shield, etc.). So far, I. I. seen enough cheese in this segment to justify specific spells. Editing: Oops. Featherfall to victory. When your players start playing around Forcecage, you'll want something like Misty Step and/or counter-spell. Unless you want to decide that a Dragon will not fit in a ThoM-based Force Cage instead of grid sizes. Dragons also can't see the Ethereal Plan, so you may have problems with players using the Etherealness spell to position himself, or at least explore through the Dragons' lair, hence True Sight. Bard throws Etherealness at himself (he can move in any direction), appears and then Otto's Irresistible Dance is the Dragon. You're basically screwed for a round. Freedom of Movement is so that they cannot be easily grabbed and pulled to the ground using Bigby's Hand, which due to its +8 force check, is quite achievable. It also counters most of the effects that will tangle/hold/anything and put them down. A Dragon on the ground = Dead Dragon. The Dragon is out to hunt must have these spells active (they do not require concentration and last an hour), and dragons in their lairs must have some kind of warning system that reaches the ethereal plane allowing them to get polysed and prepare. In a fight (I don't remember if this was 3.5 or if we had already switched to PF) we caught a dragon in a ditch, I tried to convince the DM that I could launch web on it and it would adhere to its wings (at the time it was hovering in the air make a cloud of dust to blind us and then attack when we were blind) eventually it gave way, but I believe it did save (kinda wonders if he fudged the data there). Fortunately we still killed him without killing players, but this particular party disaused shortly after (people wanted to create new characters). In a fight (I don't remember if this was 3.5 or if we had already switched to PF) we caught a dragon in a ditch, I tried to convince the DM that I could launch web on it and it would adhere to its wings (at the time it was hovering in the air make a cloud of dust to blind us and then attack when we were blind) eventually it gave way, but I believe it did save (kinda wonders if he fudged the data there). Fortunately we still killed him without killing players, but this particular party disaused shortly after (people wanted to create new characters). It so it's 3e Return to the Temple of Elemental Evil. Was it a young dragon? It so it's 3e Return to the Temple of Elemental Evil. Was it a young dragon? Yes, you understand. So far I started this campaign three different times. One of them has been with my longest-serving character and many character names since then, Zeldor a 9th level orc elven, 1st level clergyman (who did it maybe halfway (not right). I also played a single session with another group, i don't remember what i played but the rogue used a rope and grappling hook to climb the flying dragon. Flying. the current active campaign is a 5th level Wizard of Aasimar 2nd level Dragon Disciple (PF). The Dragon is out to hunt must have these spells active (they do not require concentration and last an hour), and dragons in their lairs must have some kind of warning system that reaches the ethereal plane allowing them to get polysed and prepare. Smaug says: Is it a dragon you speak of, or a mouse? [istograph] Catching a quick bite to eat, under heavy defenses, before running back into your hole? In my day, we dealt with the problem by killing all humans before they grew up enough to be a threat, so we delight in our freedom. Smaug says: Is it a dragon you speak of, or a mouse? [istograph] Catching a quick bite to eat, under heavy defenses, before running back into your hole? In my day, we dealt with the problem by killing all humans before they grew up enough to be a threat, so we delight in our freedom. Well, luckily for Smaug one of the most powerful spell launchers in his world could only launch cantrips! Seriously, though, this topic is making me think that the best and most sensible way to make dragons deserve their reputation is for them to proactively seek threats (PCs) and deal with them on their own terms... preferably long before the average party level reaches the Dragon CR. Page 4 Content 1 Basic Rules 2 Non-magical Tactics vs Flyers 3 Spell Vs Flyers Tactics 4 Base Rules Flyer Tactics If a flying creature is knocked down prone, has its speed reduced to 0, or is otherwise deprived of its ability to move, the creature falls unless it has the ability to hover or is being held aloft by magic , like the fly spell. - PHB pg191, under Flying Motion Falling Creatures fall 500 feet in the first round, and 1,000 feet each round after that. The fall damage is 1d6 per 10 feet speed, and limited to 20d6 (so any height of 200+ feet is 20d6, average of 70 dmg). Grappling * A fight ends if the target is moved out of grappler's range. * Grapple Houserule: For grappling purposes, monsters with Str 15+ are treated as proficient in Athletics (Dex 15+ are treated as proficient in acrobatics). This means you can use their attack bonus as a grapple check. Harpy +1 Gargoyle +4 Griffon +6 Young Dragon +7 (large) Adult Dragon +11 (huge) Physical size: Grid sizes do not represent the physical size of a creature, only the space it controls on the battlefield. - PHB pg191 A creature's space is the area on feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature is not 1.5 m wide, for example, but controls such a wide space. If a hobgoblin is in a door 1.5 meters wide, other creatures can not pass unless the hobgoblin leaves them. Dragons * Spellcasting variant: spells equal

to charisma modifier (lvl maximum spell = 1/3 CR round down) - MM 86 CR 3 3 lvl): feather drop (reaction, 60-foot/round falls) CR 6 (2nd lvl): misty pitch (bonus, force out) CR 9 (3rd lvl): counterspell (reaction, spell blocks, 60 feet vs visible caster) CR 12 (4th lvl): freedom of movement (1 hour, blocks magical impediments) CR 18 (6th lvl): see true (1 hour, ethereal points) CR 24 (8th lvl): Anti-magic (blocks all spells) * Adult dragons receive Legendary Resistance 3/day (auto save). * Dragon size - Draconomicon 3.5 pg56 (Large dragon weighs 2,500 lbs and is 31 feet long)

Size	Overall Length	Body Length	Neck Length	Tail Length	Body Width	Standing Height	Maximum Wingspan	Minimum Wingspan	Weight
Tiny	4 ft.	1 ft.	1 ft.	2 ft.	1 ft.	1 ft.	8 ft.	4 ft.	Five lb.
Small	8 feet	2-1/2 ft.	2 ft.	3-1/2 ft.	2 ft.	2 ft.	16 ft.	8 ft.	40 lb.
Medium	16 ft	5 ft.	Five ft.	6 ft.	3 ft.	4 ft.	24 ft.	12 ft.	320 lb.
Large	31 feet	9 feet	9 feet	13 feet	5 ft.	7 ft.	36 ft.	18 ft.	2,500 lb.
Huge	55 feet	16 feet	15 feet	24 feet	8 ft.	12 ft.	60 ft.	30 ft.	20,000 lb.
Gargantuan	85 ft.	24 ft.	23 ft.	38 ft.	10 ft.	16 ft.	80 ft.	40 ft.	160,000 lb.

Non-magical Tactics vs Grapple Flyers: May fall with flyer falling. Otherwise, the pilot can start flying as soon as the claw is finished. Athletics (5th lvl, Str 18, +7) + Jump + Grapple: Allows you to jump to grab a 16-foot creature in the air [(3+Str mod)+(6 ftx1.5)]. Success in Str+7 allows you to bring the flying creature to the ground without damaging itself (unless its speed is reduced to 0). A flying creature may hesitate to descend more than 20 feet from the ground when seeing an average muscular creature, as the average creature could jump about 15 feet tall without magic. Pushing: Normally pushing can hit you prone (when you're on the ground). Since there is no land under a flying creature, a push would push it 1.5 m lower if it pointed down. Network (15 feet, attack with disadvantage, contained): Only usable in large or smaller. If you can get within range and hit successfully, it's a great way to make a flying creature fall. Battle Master + Longbow (150 feet) + Trip Maneuver (Large or smaller, Str sv, prone): Only usable in large or smaller. This maneuver requires a successful attack roll plus a failed Str sv for the flying creature to fall. Great method, since with two hand beasts, a 3rd lvl battle master can compensate for up to 3 attempts to trip a pamphlet. By the 7th level, you can have 5 possible attempts in a round. Spell Tactics vs Flyers No reaction is allowed (such as Counterspell/Feather Fall) if released during a surprise round. Short range (30 feet or less): * No reactions are allowed (such as feather fall). Tasha's Hideous Laughter (1st lvl, 30 feet, Wisdom sv, prone & incapacitated): Great way to make a flyer fall. It does not affect creatures under Int 4 (such as Griffons). Middle range (35 feet - 90 feet): can in addition to the counterattack range (60 feet) * Enlarge (2nd lvl, can huge claw, adv Athletics) + Jump (1st lvl, allows x3 x3 + Athletics (5th lvl, Str 18, +7) + Grapple: Allows you to jump to grab a 39-foot creature in the air [3x(3+Str mod)+2x(6 ftx1.5)]. Success in Str+7 (advantage) allows you to make the flying creature fall to the ground without damaging itself (unless its speed is reduced to 0). This tactic most likely requires the combined tactics of a spellcaster (with the right spells) and a trained grappler, along with some preparation (zoom in). A flying creature may hesitate to descend more than 30 feet from the ground when seeing a large creature, since a large creature could jump about 25 feet high without magic [(3+Str mod)+2x (6 ftx1.5)]. * Fly (3rd lvl, 60-foot speed): With this spell, you wouldn't need the jump spell and could follow the fallen target to the ground without taking damage (as long as it doesn't run out of speed). Since this is a concentration spell, you would need two spellers and a grappler to do this. * Web (2nd lvl, 60 feet, Dex sv, contained and drops by 1 round): Great way to make a flyer fall. * Reactions (such as FeatherFall) are not allowed. Hold Monster (5th lvl, 90 feet, Wis sv, paralyzed): Great way to make a flyer fall. Power word stun (8th lvl, 60 feet, 150 hp, no rescue, stunned): Great way to make a flyer fall after smoothing the target. Finish if you fly. * No damage falling Command [Earth] (1st lvl, 60 feet, Wisdom sv, On your back target lands and then ends your turn): Good way to take down a clever brochure that understands your language. However, it does not cause any fall damage and does not keep them on the ground after this round. Long Range (95+ feet): can usually be launched beyond the counter-attack range (60 feet) * Ensnaring Strike (1st lvl, oath of ancient paladin or ranger, must hit, Str sv [adv if Large], contained) + Longbow (150 feet): This spell requires not only a success, but then assumes that a flying creature (mostly large+) will fail with a Str sv (with advantage) and will fall. A lady, allows you to keep the spell for later. * Cast Elemental [Air] (5th lvl, CT 1 minute, Str sv, prone): Cast in advance. With low force, unlikely to trip over a strong flying creature. Whirlwind vs Str sv can work to make a flyer fall. * Bigby's Hand (5th lvl, 120 feet, contested Str +8, carrying capacity 1,560 lbs, 60-foot speed, grappled): The hand can hold a medium (or smaller) dragon in the air, but can't keep up with a falldragon. The hand loses control as soon as the dragon falls beyond 60 feet (its speed), at which point the speed of the dragon ceases to be 0 and it can fly again. * Etherealness (7th lvl, 8 hours, can move vertically, possible surprise round) + Otto's dance (6th lvl, 30 feet, no rescue, can not move): Great tactic makes a pamphlet fall. * No fall damage (2nd lvl, 300 feet, Str sv, descends 60 feet/round): Large long range to knock down a flyer. However, it does not cause any damage to the fall. Force Strength lvl, 100 feet, 20-foot cage, no rescue, trapped): The physical size should fit in dimensions of strength, not just the area it controls on the battlefield (a large dragon is too long). Flyer Tactics Fly down + Grapple + Fly up (half speed while fighting unless huge) + Drop: This means that a black dragon wyrmling (speed 60) could fly down 20 feet, do a +4 grab check to pick up a PC, lift it up to 20 feet, and knock it down for 2d6 damage. If the wyrmling chose in the next round, he could use the panel action to lift the PC over 60 feet (total 80 feet), and then knock it down for 8d6 damage (alternatively, it could lift it another 30 feet (total of 50 feet), breathe acid on it (5d8, save for half), and then leave it for 5d6. Fly Down + Breath Weapon + Fly Up: A black dragon wyrmling from 45 feet from the ground, could fly down 30 feet, breathe acid, then fly up to 30 feet (ending 45 feet off the ground again). This could easily wipe him behind his cover and require PCs to use read actions (reactions) that would limit their number of return attacks to 1. 1.