

This is for Ruining My Wedding!

*“On a warm late summer day, a couple plans to exchange vows for a new beginning.
The wedding officiant is excited to bless everyone present
with a Heroes’ Feast spell at the very end of the ceremony.*

*Does anyone present know of any reason that this couple
should not be joined in holy matrimony?”*

This is for Ruining My Wedding! is a comedic fantasy adventure for two characters of 8th level.

Background

In a nameless town, on a warm late summer day, a loving (or unloving, depending on the context) couple plans to exchange vows for a new beginning. The wedding officiant is Gix Malcoria, a famous adventurer and a cleric of Bahamut feared as a nightmare amongst dragon cultists. She is excited to bless everyone present with a Heroes’ Feast spell when the wedding comes to a climax at the very end of the ceremony.

At the outskirts of this town resides a black dragon who has recently lost their lover at the hands of Gix. This dragon is plotting a nefarious plan to swoop in with its tattered wings and kidnap Gix as a revenge for their lover.

Overview

This is for Ruining My Wedding! is divided into three parts. Running this adventure will take about 4 hours.

·Part 1: Ready, Action - I Object! A black dragon flies into the wedding hall and kidnaps the wedding officiant. The panicked couple and the clerics of the officiant’s temple asks the party to bring Gix back safely.

·Part 2: Love and War. Goal A of the party is to collect clues about the black dragon and find their way into its lair.

·Part 3: This is for Ruining My Wedding! Goal B of the party is to subdue the black dragon and rescue the wedding officiant.

Adventure Hook

The following are the adventure hooks provided for this adventure.

The Star of the Day. Today is *your* wedding day. Discuss with the Dungeon Master(DM) and your fellow player to choose who your fiance is. You are somehow acquainted with the wedding officiant, **Gix Malcoria**.

Part 1: Ready, Action - I Object!

Estimated length: 40 minutes

Notes for Character Introductions.

Briefly introduce each character before the start of the session, or create a 'pre-wedding' scene so the adventurers can have enough time to get acquainted with each other.

When the adventure begins, the adventurers are in the middle of the wedding. The characters are attending the solemn ceremony in positions of their choices - on the platform of the hall, among the guests, near the entrance, et cetera. Carrying blades, weapons, and other objects that may cause threat within the hall is strictly prohibited. The guards at the entrance are safekeeping the adventurer's gears. Equipping of armor is allowed.

General Features

This location has the following features.

Spatial Information. The makeshift outdoor wedding hall has an area of 100 square feet, and is surrounded by a fence. The platform on which the wedding is taking place is located in the south, and is 20 feet wide and 5 feet high. The platform is connected to the ground by a staircase.

Light. Bright daylight is shining on the ceremony. Few clouds are floating in the sky, casting a light shade from time to time.

Temperature and Humidity. Rays of the late summer sun are raising the temperature, causing heat to rise from the ground. It is slightly humid.

Enter the Dragon

Once the DM is prepared, read the following text.

Thanks to Gix, the kobold cleric officiating this wedding, the ceremony is rising towards a climax. Before the couple exchanges their solemn vows, the officiant asks the guests - "Does anyone present know of any reason that this couple should not be joined in holy matrimony?" (Pause for dramatic effect)

At this moment, characters with a passive Wisdom (Perception) score of 15 or higher detects a sound of flapping wings coming from the sky.

Soon, with a ground-shaking roar of "I object!", a *weakened adult black dragon* with holes in its wings lands on the ground, causing a blast of wind. An *Antimagic Field* spell is cast on the dragon. All characters present must succeed on a DC 15 Strength saving throw or be knocked prone. Characters that detected the approach of the dragon due to their high passive Perception scores has advantage on this saving throw.

The black dragon snatches Gix as soon as it lands (this action is unstoppable by any means), and takes off into the sky. Right after that, a *half-black dragon orc veteran* crashes the wedding, starting combat. Due to the panicked commoners running around the halls, it is difficult to concentrate on the fight and all characters have disadvantage on attack rolls for the first round of combat. The stat block for *half-black dragon orc veteran* is on the following page.

The Adventure Begins

Once the situation is under control, read the following text.

The ruined wedding hall is overcast with bewilderment and confusion. An acolyte from the temple of Bahamut comes rushing to aid the situation, but it is too late - the wedding officiant is long gone.

The acolyte of Bahamut knows the following pieces of information.

- One month ago, *Gix Malcoria*, the wedding officiant, has embarked on a mission to vanquish a family of black dragons. A single dragon has escaped - one with holes in its wings.
- The escaped dragon is infamous for ambushing weddings to steal presents and kidnap the soon-to-weds. It is the first time it has kidnapped a wedding officiant.
- The lair of the dragon is about 1 mile east of the town. The lair was originally a temple of Sune, the goddess of love, but has been renovated as the nest of the newlywed dragons. Treasures stolen from other villages are presumably kept in the lair.
- The temple of Bahamut is currently facing a busy time, and those available for services are devotees who can only cast cantrips. Without Gix, it is impossible to officiate the sacred ceremony.
- A *Heroe's Feast* spell was planned for the couple and the guests at the very end of the ceremony.

The clerics of Bahamut worry that facing a dragon alone would be impossible even for the brave Gix. They ask the adventurers to rescue Gix Malcoria, offering 500gp each as a reward.

Half-Black Dragon Orc Veteran

Medium Humanoid (Orc), Neutral Evil

Armor Class 16 (studded leather, shield)

Hit Points 90

Speed 30 ft.

| | | | | | |
|--------|--------|--------|-------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 18(+4) | 15(+2) | 14(+2) | 8(-1) | 12(+1) | 15(+2) |

Saving Throws STR +7, DEX +5, CON +5

Skills Athletics +10, Intimidation +5

Damage Resistances Acid

Senses Passive Perception 11

Languages Common, Draconic

Proficiency Bonus +3

Brave. The veteran has advantage on saving throws against being frightened.

Aggressive. As a bonus action, the veteran can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The veteran makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Smash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9(2d4+4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Acid Breath (Recharge 5-6). The veteran exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The veteran adds 3 to its AC against one attack that would hit it.

Random Encounters

Once the characters head to the dragon's lair, they must succeed on a DC 14 Wisdom (Survival) check to find their way. On a failure, roll a d4 to determine what happens.

| | |
|---|--|
| 1 | You discover an obviously empty makeshift lair of a dragon. Inside, traces of an attempt to build a nest can be found. Debris indicates that somebody has tried to decorate the lair with trees and vines. While no treasure or valuables remain, the nest provides a safe resting place for tired adventurers. You can take a short rest. |
| 2 | You enter a small village with less than 10 households. The elderly residents of this village has not suffered the tyranny of the black dragon. The villagers have seen the dragon flying away a short while ago, and point you towards the direction in which it flew. You make the next Wisdom (Survival) check with advantage. |
| 3 | You make a wrong turn and wander the wilderness for 1d4 hours. Unable to find a creek fit for resting, the high temperature and humidity of the forest weakens you. Make a DC 7+1d4 Constitution saving throw. On a failure, you suffer one level of exhaustion. |
| 4 | <p>You set foot in a makeshift lair of dragon cultists. Make a DC 12 Dexterity (Stealth) check. On a failure, three <i>armed kobold dragon cultists</i> find and immediately attack you. If you defeat them without killing them, they tell you the following information.</p> <ul style="list-style-type: none">· The dragon's lair lies westward. <p>You make the next Wisdom (Survival) check with advantage.</p> <ul style="list-style-type: none">· They just saw the dragon flying away. It was clutching a scarlet kobold in its claws. |

Part 2: Love and War

Estimated length: 1 hour

A Hand Blocking the Path

When the adventurers head a mile east to the town, they can discover an entrance to what can be assumed as the dragon’s lair. The entrance is locked with a security system. Describe the following text, or create a handout of it and give it to the players.

At the entrance of the lair where a statue of Sune, the goddess of love, once stood, five vines dangle like levers from a tangled mass that grows from a single root.

The **first vine**, hanging leftmost, is the shortest and slimmest, drooping weakly.
The **second vine** is longer than the first, but shorter and slimmer than the third.
The **third vine** is the longest, and is stretched elegantly as if it desires for something unknown.
The **fourth vine** is extended in a straight line as if it is pointing at something. Nothing lies at the end of the vine’s aimless gesture.
The **fifth vine** is the thickest. Unlike other vines, it starts from a more proximal site of the lump, and is jutting in an angle, growing towards a different direction.

The vines are magical, and it seems that fire would not burn them.

Characters with a passive Wisdom (Perception) score of 15 or higher or those who succeed on a DC 12 Intelligence (Investigation) check discovers an inscription that reads “When was the moment that we shone the brightest?” etched into the entrance.

The adventurers can pull or twist the vines, and the following effects take place when a vine lever is interacted with. Each effect only occurs once.

| | |
|-----------------|--|
| The first vine | You touch the first vine, the weakest amongst all. The vine snaps and breaks without resistance, and you are cursed with weakness. You have disadvantage on Strength checks and saving throws for 1 hour. This curse can be removed with a Remove Curse spell. |
| The second vine | You touch the second vine, the one that is woven most tightly into the tangled mass of vines. The vines begin to untangle, and the entrance of the lair opens before you. |

| | |
|-----------------|---|
| The third vine | You touch the third vine, the longest amongst all. You must succeed on a DC 15 Wisdom saving throw or become cursed with a fuzzy mind. You have disadvantage on all saving throws for 1 hour. This curse can be removed with a Remove Curse spell. |
| The fourth vine | You touch the fourth vine, stretching greedily. A flurry of thorns are blasted in a 30-foot line towards the direction the vine was pointing in, and those caught in the blast take 28 (8d6) damage. (Details regarding the direction of the blast and evading it can be decided freely by the DM.) |
| The fifth vine | You touch the fifth vine, stretching outwards with a firm conviction. You feel a holy hand guiding you towards your beliefs. You gain the effects of a Guidance spell for 1 minute. |

Writer’s Notes.

The vines in this puzzle represent a left hand, hanging downwards with its palm facing the viewer. “The moment that we shone the brightest” symbolizes a wedding, and the second vine symbolizes the ring finger.

Pulling or twisting the second vine disarms the security system, and the characters can proceed. Alternatively, characters who succeed on a DC 24 Strength (Athletics) check can rip the vines apart and proceed.

Meddling Cultists

Beyond the entrance of the lair, a dark chapel awaits the party.

General Features

This location has the following features.

Spatial Information. The chapel is a long building that is 60 feet wide and 100 feet long. The ceiling is 30 feet high. Pillars with a diameter of 5 feet are spaced evenly at intervals of 10 feet, lining the long walls of the chapel.

Light. Vines block where windows once were, leaving the chapel completely dark.

Grappling Pool. Pools of green poison with a diameter of 10 feet decorate the floor. Each creature that starts its turn in direct contact with the pool must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its turn. If the characters make a lot of noise or start combat, tentacles emerge from each pool. On initiative count 20 (losing initiative ties), the

tentacles attempt to drag in creatures who are standing within 5 feet of the pools. Targeted creatures must succeed on a DC 15 Strength save or be grappled and moved 5 feet into the pool. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Temperature and Humidity. It is damp and hot.

Behind the pillars, a *half-black dragon assassins* and *three kobolds in a cultist cape* lies in wait. Once the adventurers come close enough, they attempt an ambush. The stat blocks for *half-black dragon assassin*, *three kobolds in a cultist cape*, and *armed kobold dragon cultist* (which the *three kobolds in a cultist cape* may split into) are on the right.

If you defeat the cultists without killing them, they tell you the following information about the black dragon.

- The dragon has recently lost its mate at the hands of Gix, and is enraged.
- The dragon plans to kill Gix in the most excruciating method possible, and use her as a sacrifice in a ritual to resurrect its mate.

Half-Black Dragon Assassin

Small Humanoid (Kobold), Lawful Evil

Armor Class 15 (studded leather)

Hit Points 50

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 11(+0) | 16(+3) | 10(+0) | 13(+1) | 11(+0) | 10(+0) |

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +6

Damage Resistances Acid

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages Common, Draconic, Thieves' cant

Proficiency Bonus +3

Aggressive. As a bonus action, the veteran can move up to its speed toward a hostile creature that it can see.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Acid Breath (Recharge 5-6). The veteran exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Three Kobolds in a Cultist Cape

Small Humanoid (Kobold), Lawful Evil

Armor Class 13 (leather)

Hit Points 99

Speed 30 ft.

| | | | | | |
|--------|--------|--------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 11(+0) | 14(+2) | 12(+1) | 10(+0) | 13(+1) | 14(+2) |

Skills Deception +4, Persuasion +4, Religion +2

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Draconic

Proficiency Bonus +2

Pack Tactics. The three kobolds have advantage on an attack roll against a creature if at least one of the kobolds' allies is within 5 feet of the creature and the ally isn't incapacitated.

Uncanny Disguise. Any creature detecting the three kobolds must make a DC 10 Intelligence (Investigation) check. On a failure, the creature is tricked into thinking that the kobolds are a single humanoid creature. A creature may choose to not repeat this check on a failure.

Actions

Multiattack. The three kobolds make three mace attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5(1d6+2) bludgeoning damage.

Reactions

Tumble Tower. Whenever the three kobolds take damage or are knocked prone, they must succeed on two DC 10 Dexterity saving throws or split into three armed kobold dragon cultists. Each cultist has hit points equal to one third of the original kobolds', rounded down. Creatures tricked by Uncanny Disguise is no longer affected by it.

Tactical Split. The three kobolds can disassemble to evade an attack that would hit them. The attack automatically misses, and the kobolds split into three armed kobold dragon cultists. Each cultist has hit points equal to one third of the original three kobolds', rounded down.

Armed Kobold Dragon Cultist

Small Humanoid (Kobold), Lawful Evil

Armor Class 13 (leather)

Hit Points 33

Speed 30 ft.

| | | | | | |
|--------|--------|--------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 11(+0) | 14(+2) | 12(+1) | 10(+0) | 16(+3) | 14(+2) |

Skills Deception +4, Persuasion +4, Religion +2

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Draconic

Proficiency Bonus +2

Spellcasting. The cultist is a 4th-level spellcaster that casts its spells with a holy symbol. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The cultist has following spells prepared:

Cantrips (at will): Light, Sacred Flame, Thaumaturgy

1st level (4 slots): Command, Inflict Wounds, Shield of Faith

2nd level (3 slots): Hold Person

Pack Tactics. The cultist has advantage on an attack roll against a creature if at least one of the cultist's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5(1d6+2) bludgeoning damage.

The Wedding March

After passing through the chapel and following a long, dark pathway, a lengthy corridor lit with sunlight finally greets the adventurers.

General Features

This location has the following features.

Spatial Information. The corridor is 20 feet wide and 100 feet long. The ceiling is 30 feet high. The floor is covered with a red carpet that is covered with stains. Two 15-feet-deep canals filled with toxic waste flow along the corridor.

Light. Sunlight is shining through symmetrically placed windows.

Toxic Canals. Each creature that makes direct contact with the toxic waste in the canals must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its turn.

Once the DM is prepared, read the following text.

The long corridor lit with sunlight reminds the adventurers of the corridor that the wedding couple has marched on earlier today. At the start of the carpet is an inscription that reads “Forward - to our bright future”, and an altar with bright sunlight pouring down on it sits at the end of the carpet.

A trap is triggered when a character makes a turn while walking down the corridor. Moving diagonally also triggers the trap. In order to avoid triggering the trap, the adventurers must walk straight along the carpet. Once the trap is activated, a *quite visible gelatinous cube* drops from the ceiling. The adventurers must either kill the gelatinous cube or push it into the canals to proceed. The trap can be triggered again if the DM desires to. The stat block for *quite visible gelatinous cube* is on the right.

Stains on the carpet have no effect when creatures step on them.

Quite Visible Gelatinous Cube

Large Ooze, unaligned

Armor Class 8

Hit Points 84

Speed 10 ft.

| | | | | | |
|--------|-------|--------|-------|-------|-------|
| STR | DEX | CON | INT | WIS | CHA |
| 14(+2) | 3(-4) | 20(+5) | 1(-5) | 6(-2) | 1(-5) |

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages --

Proficiency Bonus +2

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Action

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Part 3: This is for Ruining My Wedding!

The Altar of the Dragon

Once the adventurers walk through the corridor and arrive at the altar, they come face to face with the black dragon. The dragon is attempting to resurrect its deceased mate through a ritual using Gix as a sacrifice.

General Features

This location has the following features.

Spatial Information. The altar is a large structure that is 80 feet wide and 80 feet long. The ceiling is 80 feet high.

Light. Sunlight is shining in the altar.

A *weakened adult black dragon* and a *half-black dragon orc veteran* tries to stop the adventurers. Gix is tied down with metal chains that have AC 16 and 10 hit points. The chains can be broken off with a successful DC 20 Strength (Athletics) check. If Gix is freed, she will aid the adventurers in combat. The stat blocks for *weakened adult black dragon* and *Gix Malcoria* are on the following page.

Lair Actions of the Black Dragon

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.

A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.

Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision

can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

The Conclusion

If *Gix Malcoria* is successfully rescued, the wedding ceremony is resumed. (The ceremony can be cancelled if the players desire it to be.) The temple of Bahamut hands the promised reward to the adventurers.

If Gix Malcoria was killed, the temple manages to devise a plan to revive her, expending quite a lot of time and money. The reward is decreased by 300gp per person.

Gix Malcoria blesses everyone with a Heroes' Feast spell, and the story is concluded.

Rewards

- Dagger of Venom(Rare)
- 500gp per person (200gp if Gix Malcoria was killed)
- A platinum ring worth 50gp studded with a diamond worth 300gp to characters who chose *The Star of the Day* as their adventure hook
- The effects of a Heroes' Feast spell

Gix Malcoria, Kobold Cleric

Small Humanoid (Kobold), Lawful Good

Armor Class 18 (chain mail, shield)

Hit Points 146

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 14(+2) | 13(+1) | 19(+4) | 8(-1) | 18(+4) | 10(+0) |

Saving Throws WIS +9, CHA +5

Skills Perception +9

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Draconic

Proficiency Bonus +5

Spellcasting. Gix is a 13th-level spellcaster that casts her spells with a holy symbol. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Gix has following spells prepared:

Cantrips (at will): Guidance, Thaumaturgy

1st level (4 slots): Cure Wounds, Healing Word

2nd level (3 slots): Lesser Restoration, Warding Bond

3rd level (3 slots): Mass Healing Word, Revivify

4th level (3 slots): Death Ward

5th level (2 slots): Mass Cure Wounds

6th level (1 slot): Heroes' Feast

7th level (1 slot): Resurrection

Disciple of Life. Whenever Gix uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Actions

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9(2d6+2) bludgeoning damage.

Channel Divinity: Preserve Life (Recharges after a Short Rest). Gix can choose any creatures within 30 feet of her that she can see and restore a total of 65 hit points, divided among them. She can restore a creature to no more than half of its hit point maximum. She can't choose an undead or a construct as a target.

Weakened Adult Black Dragon

Huge Dragon, Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 150

Speed 40 ft., fly 80 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 23(+6) | 14(+2) | 21(+5) | 14(+2) | 13(+1) | 17(+3) |

Saving Throws DEX +7, CON +10, WIS +6, CHA +8

Skills Perception +11, Stealth +7

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.