

# Rhipodon

*Huge Legendary Black Dragon*

**AC** 19 (Natural Armor)

**Hit Points** 270 (20d12 + 140)

**Speed** 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	20(+5)	24(+8)	20(+5)	18(+4)	24(+7)

**Saving Throws** Dex +11, Con + 14, Wis + 10

**Skills** arcana +11 perception +10

**Damage Resistances** cold

**Damage Immunities** necrotic

**Condition Immunities** exhausted

**Senses** truesight 120 ft., passive perception 20

**Magical Resistance.** Rhipodon has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Rhipodon fails a saving throw, Rhipodon can choose to succeed instead.

## ACTIONS

**Multiattack.** Rhipodon makes three attacks. Two claw attacks and one bite attack.

**Claw.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 8) slashing damage.

**Bite.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 27 (3d12 + 8) piercing damage and 14 (4d6) necrotic damage.

**Deathbreath (recharge 5-6).** Rhipodon exhales fire in a 60 foot cone. All creatures within the cone must make a (DC 22) Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save and half as much on a successes.

## LEGENDARY ACTIONS

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

**Detect.** Rhipodon makes a Wisdom (Perception) check.

**Animate Dead.** As a legendary action, Rhipodon can animate one humanoid corpse within 120 ft. It becomes a skeleton under Rhipodon's control.



Armor by José Muñoz (this side) & Godfrey Escota (other side)

# The Curse of Rhipodon

Mini Adventure by Ian Spiegel-Blum,  
Johannes Bahnsen & Christopher Larsen

*The dragon known as Rhipodon was killed on the battlefield on the "Day of Victory". A ball of fire charred the ground as cheers rose from the armies witnessing his demise. The last dragon to die at Northmarch, no one dreamed he would be resurrected. Rhipodon had collected the bones of victims for over a thousand years on Arcania, including the skull of a long dead mage named Saturion. The mage had cast a spell that would restore himself and Rhipodon to immortal life, so long as the dragon died with but one of the mage's bones intact in his possession. They now are forever bound in some ghastly scheme.*

It has been a century since the last Great War came to the city of Nosfer. Surrounded by hills, the last remaining sign of war can be seen in the twisted and broken graves jutting up across the hilly landscape like black broken teeth. The makeshift cemetery, known as Warriors' Landing, is the final resting place of untold soldiers from either side of the conflict. Most graves go unmarked, the tombstones blank.

Recently, the city guard has reported seeing a strange green light dancing among the hillside graves. Blood curdling screams ring out, sending the citizens into a horrified frenzy. Politicians say that the disturbance will go away on

its own; the captain of the guard is not so sure. He has called in reinforcements to investigate the matter while he tries to keep the people calm. The captain suspects something awful may be coming from the hills. Something ancient. Something dark. He warns the adventurers of his suspicions and tells them to get rid of the cause, whatever it takes.

## DON'T OPEN. DEAD INSIDE

As the adventure begins, the adventurers have made their way from the city to the hillside and can see the first few tombstones. Atop one of the hills is a mausoleum that they could not see from the city. Carved into the obsidian walls are reliefs of a massive black dragon. If they turn around, they will see that the city has become obscured, hidden by a cloud of mist. As players make their way across the graveyard, they will notice that some graves appear to be dug up.

As players proceed, 1d4+2 **zombies** attack. If an adventurer steps on a grave that isn't dug up, roll 1d4. On a 1, a zombie will grab the adventurer's leg before crawling out to attack. The zombies rush forward relentlessly, until the adventurers take cover inside the mausoleum up ahead.

## CRYPTIC GLOW

As the adventurers enter the crypt inside the mausoleum, they'll discover a strange, green glow. The glow will lead them down three flights of stairs to a large catacomb with six stone caskets smashed into the walls of skulls. Wait-

ing for the adventurers at the far end of the catacomb stands a gravedigger (commoner). She holds a sword emitting the same strange, green light. Upon inspection, the party notices that the gravedigger's arms are ribbed with black veins. She is deathly pale, with eyes like endless black pools. Once she has noticed the adventurers, she taps the sword on the ground. 1d6+1 **skeletons** punch through the stone caskets and fling themselves at the adventurers in an ambush. The gravedigger, despite a pained look on her face suggesting she does not wish to cause them harm, attacks as well. The sword deals 2d6 *nerotic* damage on a hit.

If the gravedigger's hitpoints drops to zero, the sword will drop onto the ground and the bright green light will fade, darkening the crypt. The gravedigger is not dead yet. The adventurers may choose to save her and can choose to stabilize her. Otherwise, the gravedigger will begin making death saves with disadvantage, as she bleeds out.

## RETURN TO SENDER

The sword is engraved with draconic runes, spelling out the name Rhipodon. Once the sword is touched, the runes glow again with green light that become 1d4 **will-o'-wisps** and attack. The catacomb wall disintegrates revealing a hidden chamber with a gigantic black dragon statue inside, its eyes glowing, a sword-sized hole in its gut. The adventurers must fight off the will-o'-wisps and place the sword back into the drag-

on statue's belly in order to succeed. If they do not place the sword back into the dragon, the dragon will animate, becoming an avatar of Rhipodon with his stat block, and burst through the roof to attack the city. Upon succeeding, the will-o'-wisps disappears, and the statue and mausoleum crumbles to dust, purging the graveyard of the curse of Rhipodon.



KNIGHT CAPTAIN