

Signoir

Huge Legendary Black Dragon

AC 20 (Natural Armor)

Hit Points 270 (20d12 + 140)

Speed 240 ft

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

Saving Throws Dex +11, Con +13, Cha +13

Skills *arcana* +11, *perception* +10

Damage Resistances silvered weapons

Damage Immunities non-magical weapons

Condition Immunities exhaustion

Senses *truesight* 120 ft., *passive perception* 14

Spellcasting. Signoir is a 20th-level spellcaster. Signoir's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Signoir has the following sorcerer spells prepared:

Cantrips (at will): acid splash	5th level (3 slots): cloudkill
1st level (4 slots): chromatic Orb	6th level (1 slot): chain lightning
2nd level (4 slots): blur	7th level (1 slot): plane shift
3rd level (3 slots): haste	8th level (1 slot): power word stun
4th level (3 slots): dimension door	9th level (1 slot): power word kill

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

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

ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) piercing.

LEGENDARY ACTIONS

Signoir 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 another creature's turn. Signoir regains all spent legendary actions at the start of its turn.

Detect. Signoir makes a Wisdom (Perception) check.

Tail Swipe. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) slashing damage.

Armor by Godfrey Esota



The Scar of Signoir

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

Before time found Arcania, a darkness was waiting to feed on the light. Born from the black holes of collapsed stars, the ancestors of Signoir are beings whose stories have passed into cosmological myths on many worlds. Here on Arcania, this darkness is still alive. One of the original races of dragons, the family of Signoir were the subjects of practitioners of the dark arts who built their schools on sites where black dragons have perished. Signoir himself is believed to be immortal and is quoted as having said, "mortality is the illusion shared by lesser beings."

There is a place on the horizon where castle ruins scratch the lightning-streaked sky known as The Scar. It is said that travelers can hear its rolling thunder like booming laughter of the long dead sorcerer kings who ripped reality to cause The Scar. Those that would seek The Scar and the secrets within are faced with barren wastes to traverse, sky-high mountains to climb, and thick, nearly impenetrable jungles to navigate. At the heart of these jungles lies the city of the Sorcerer Kings.

Now this desolate city is but an echo of past glory, yet some scholars believe that the magical presence of the Sorcerer Kings still exist within the heart of the ruins. Because of these rumors, a cir-

cle of arcane archaeologist have hired a band of adventurers to aid them in venturing to the ancient ruins to uncover the mysteries of the Sorcerer Kings and of the spellcraft hidden within.

THE AMBUSH

As the adventure begins, the adventurers find themselves on the outskirts of the large ancient city of the Sorcerer Kings. Storm clouds rumble above and the lightning strikes with malice. Moving into the city, the adventurers find little more than ruin and wild vines blocking the ancient cobblestone roads, a maze-like system of passageways leading toward a fortress at its opposite edge. As they approach the fortress, 1d6+3 tribal **goblins** ambush them. They have been driven insane by living in The Scar.

Once the tribal goblins have been dealt with, the archaeologist will notice that each goblin is wearing a necklace with a unique piece of jewelry attached. When fitted together, the jewelry forms a basalt and clay figurine.

THE BASALT AND CLAY FIGURINE

When the pieces align, the figurine gives off a faint magical aura. It magically puts itself back together into one figure from the broken pieces, forming a humanoid wearing a crown. Likely a Sorcerer King. Writing appears as if written in light on the back of the figure. The language is imperceptible except with the casting of the *comprehend languages* spell. The arcane archaeologist carry such scrolls. The writing offers directions for a magical

site underground. The adventurers can help in uncovering the entrance with a DC 16 *survival* check, otherwise the archaeologist will cast *find the path*.

THE DARK PORTAL

The basement below the building is dark and damp. Vines grow from the ceiling and blocks most of the halls. All of the halls lead to the center of the basement where a circular black lake is situated. Above the center of the lake is a floating altar, suspended 6 feet above the waterline and held in place by chains attached to the walls. Within the altar pulses a black, beating heart. A dragon's heart. By touching the water with the figurine, the magical properties of the figurine key will activate.

As the portal is activated by the key a dark whirlpool forms upon the lake and starts to expand from its center, soon becoming a roaring vortex of pure black essence. The portal displays a dark starless void beyond inhabited by a silent nothingness. As the adventurers see this void for the first time, they must succeed on a DC 15 *wisdom* saving throw or become *paralyzed* for 1 round. 4 **shadows** emerge from the portal and descends upon the adventurers. The shadows appear similar to the figurine and have faint crown-like objects upon their heads. With each slain shadow, the chains holding the altar loosen, lowering it slightly. Once all of the shadows are gone, the altar will drop to just above the waterline, easy for any of the adventurers to reach. As they lift the heart, black

tendrils emerge from where the heart sat, filling the room with visions of a black dragon. The heart then transforms into a living codex, an artifact filled with the spells of the shadow dragon Signoir. The book beats like a heart.



ARCANE ARCHAEOLOGIST