

Red Hand Auxillaries

The Red Hand Auxillaries consist of the goblins, bugbears, and other monstrous creatures that Azarr Kul has either conquered or recruited into his growing army. These auxiliaries play a crucial role, albeit often expendable, in the Red Hand's war machine due to their lower ranking within the army's stringent hierarchy. Goblins, with their numbers and natural cunning, excel as skirmishers and scouts, harassing enemy lines and overpowering foes through sheer volume. Though smaller and less disciplined than the hobgoblins, their ruthless desire to survive makes them vicious in battle. Bugbears, on the other hand, are prized for their immense brute strength and hunting instincts. Often used as the armies' vanguard or shocktroops, they strike fear into enemy ranks with their raw power and ability to ambush even the most alert of foes.

In addition to the hobgoblin's cousins, the Red Hand Auxillaries also comprise a range of monstrous creatures such as ogres, hill giants, manticores, and others. These creatures have been bribed or coerced into service, adding a layer of unpredictable, devastating force to the army. These monsters are often unleashed in the fiercest battles, where their mindless brutality can be harnessed to tear down fortifications or crush the heart of an enemy force.

Regardless of their intelligence and loyalty differences, the auxiliaries are held in check by Azarr Kul's iron rule and the menacing sway of Tiamat's warpriests. They do not fight out of loyalty but out of fear and greed, aware that any sign of disobedience will result in being crushed under the Red Hand's power. While lacking the discipline of the Kulkor Zhul, these auxiliaries compensate with savage ferocity masterfully directed by the Red Hand's officers.

BLOOD GHOST BERSERKER

Medium Humanoid (Bugbear), Lawful Evil

Armor Class 14 (hide armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

Skills Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 2 (450 XP) **Proficiency** +2

Blood Ghost Veil. Ranged attacks targeting the Blood Ghost Berserker are made with disadvantage if the Blood Ghost Berserker is more than 30 ft. away from the attacker.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

GOBLIN RIDER

Medium Humanoid (Goblin), Neutral Evil

Armor Class 15 (Chain Shirt)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	10 (0)	11 (0)	8 (-1)

Skills Animal Handling +4, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 1/2 (100 XP) **Proficiency** +2

Beast Bond. In combat the goblin and its mount act on the same initiative (using the Goblin Rider's initiative). Additionally, while mounted on a beast, the Goblin Rider's mount can't be charmed or frightened.

Light Cavalry. When mounted, being within 5 ft. of an enemy does not impose disadvantage on ranged weapon attacks the Goblin Rider makes.

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

BONUS ACTIONS

Nimble Escape (only if unmounted). The goblin disengages or hides.

Evasive Maneuver (only if mounted). The goblin's mount provokes no opportunity attacks until the beginning of the goblin's next.

ACTIONS

Multiattack. The rider makes two attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

BONUS ACTIONS

Blood Ghost Rage (1/short rest). The bugbear enters a rage. The rage lasts for 1 minute or until the bugbear is incapacitated. While raging, the bugbear's attack rolls have advantage and attacks targeting the bugbear have advantage, and the bugbear deals an additional 3 damage when it hits with a melee weapon attack. Additionally as part as entering the rage, the bugbear can attempt to hide even if they are only lightly obscured.

ACTIONS

Multiattack. The bugbear makes two greataxe attacks.

Battle Axe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) slashing damage or 16 (2d12+6) slashing damage if they are raging.

ARANEA SPY

Medium Humanoid (shapechanger), Neutral

Armor Class 15 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft., climb 30 ft. (If in true form)

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	13 (+1)	10 (0)	13 (+1)	18 (+4)

Skills Acrobatics +6, Deception +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarf, Elven, Gnome, Halfling

Challenge 5 (1,800 XP) **Proficiency** +3

Black Widow. The spy has advantage on attack rolls against targets that are charmed by them. When the spy hits a charmed creature with a melee weapon attack they deal an additional 21 (6d6) damage.

Shapechanger. The spy can use their action to polymorph into a human, or back into her true form. Her statistics, other than her AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. She reverts into her true form if she dies.

Web Walker. The spy is not affected by the spell Web or any other natural spiderweb.

BONUS ACTIONS

Cunning Action. The spy dashes, disengages or hides.

ACTIONS

Multiattack. The spy makes two attacks, one of them can be a Charming Bite.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 14 (4d6) poison damage.

Bite (True Form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Charming Bite (True Form only, 1/day). The spy makes a bite attack against a creature in range. On a hit the target must succeed a DC 15 Wisdom saving throw or be charmed for 10 minutes or until the spy deals damage to it. A charmed creature sees the spy as an ally and repeats the saving throw at the end of their turn, ending the effect on a success. If this attack misses the use of this action is not consumed.

Spellcasting. The spy casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

1/day: *Suggestion*

Ghostlord Minions

The Ghost Lord, an ancient lich ruling over the desolate Thornwastes, dwelled in his lair since his self-imposed exile. Alas, now extorted by the Red Hand, the Ghost Lord begrudgingly creates horrific minions to bolster their army. Among these creations are the grotesque bone-drinkers and haunting spectral lions, each twisted by necromantic power to serve the Red Hand's conquest.

BONEDRINKER

Medium Undead, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	13 (+1)	5 (-3)

Skills Perception +3

Damage Immunities poison

Condition Immunities exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common and Goblin but doesn't speak

Challenge 4 (1,100 XP) **Proficiency** +2

Bonedrinker. Anytime a creature fails its saving throw against the bonedrinker's bonedrink action, or the bonedrinker consumes the bones of a corpse, it gains 10 temporary hit points.

Keen Smell. The bonedrinker has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bonedrinker makes three attacks: one with its tentacles and two with its claws. It can use its Bonedrink action in place of two claw attacks.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage and the target is grappled (escape DC 14). Until the grapple ends, the bonedrinker can't make tentacle attacks against another creature.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Bonedrink. A creature grappled by the bonedrinker's tentacles must make a DC 14 Constitution saving throw. On a failed save a creature takes 10 (3d6) necrotic damage. The creature's maximum hit points are reduced by an amount equal to the necrotic damage dealt and it has disadvantage on Strength ability checks and deals only half damage with weapon attacks that use Strength until the end of the bonedrinker's next turn. The reduction lasts until the target finishes a long rest. On a successful save a creature takes half as much damage and suffers no other effects.

Creatures that have no bones or physical body are unaffected by this action.

SPECTRAL LION

Large Undead

Armor Class 13 (natural armor)**Hit Points** 37 (5d10 + 10)**Speed** 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +6**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 14**Challenge** 3 (700 XP)**Proficiency** +2

Haunting Pounce. If the spectral lion moves 20 ft. towards a creature and then hits it with an attack, the creature must succeed a DC 13 Wisdom saving throw or be frightened until the end of the spectral lion's next turn. A frightened creature's speed becomes 0.

Incorporeal Movement. The spectral lion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Sense Living. The spectral lion has advantage on Wisdom (Perception) checks to detect living creatures.

ACTIONS

Multiattack. The spectral lion makes two attacks; one with its bite and one with its claws.

Corrupting Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) necrotic damage.

Corrupting Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage.

GHOST DIRE LION

Large Undead

Armor Class 14 (natural armor)**Hit Points** 68 (8d10 + 24)**Speed** 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	3 (-4)	15 (+2)	8 (-1)

Skills Perception +5, Stealth +7**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 15**Challenge** 6 (2,300 XP)**Proficiency** +3

Incorporeal Movement. The ghost dire lion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Sense Living. The ghost dire lion has advantage on Wisdom (Perception) checks to detect living creatures.

ACTIONS

Multiattack. The ghost dire lion makes two attacks; one with its bite and one with its claws.

Corrupting Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage.

Corrupting Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Terrifying Roar (Recharge 5-6). The ghost dire lion bellows a supernatural roar. Each non-undead creature within 20 ft. of the ghost dire lion that can hear it must succeed a DC 14 Wisdom saving throw. On a failed save a creature is frightened for 1 minute. A frightened creature drops anything it holds and spends its turn to move away from the ghost dire lion until it can no longer see the ghost lion (using its movement speed and action to dash if necessary). A frightened creature repeats the saving throw at the end of its turn. On a failure the creature takes 18 (4d8) psychic damage. On a success the creature is no longer frightened and takes no damage. A creature that cannot see the ghost dire lion makes the saving throw with advantage.