

DM Tuz Table Scraps: Red Hand of Doom

"As Azarr Kul collapses, the infernal portal behind him surges violently, its thunderous energy shaking the chamber to its foundation. Then, in an instant, the power is ripped away, and the very dome of the sanctum is obliterated in a deafening roar. A searing hell-wind tears through the space, reeking of brimstone and scorched flesh, revealing a terrifying vista beyond: a twisted expanse of jagged mountains silhouetted against a blood-red sky, where lightning crackles in relentless, unnatural bursts.

"Towering within this infernal scene looms a shape you have grown all too familiar with from the effigies and shrines of her devoted. It is Tiamat—the Chromatic Queen, her full glory manifest in the gap between the planes. Her colossal blue head strikes down like a bolt of divine wrath, engulfing Azarr Kul's broken body in a single snap of her jaw. The rest of her chromatic heads remain risen high above into the swirling chaos, their eyes gleaming with unrestrained malice.

ASPECT OF TIAMAT

Gargantuan fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 370 (20+20 +160)

Speed 60 ft. fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (0)	24 (+7)	20 (+5)	21 (+5)	22 (+6)

Saving Throws Str +14, Dex +6, Wis +11

Skills Perception +17, Religion +11

Damage Immunities acid, cold, fire, lightning, poison;

bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 27

Languages Common, Draconic, Infernal

Challenge 20 (25,000 XP)

Proficiency +6

Limited Magic Immunity. Unless it wishes to be affected, the Aspect is immune to spells of 2nd level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Attacks. The Aspect's attacks are magical.

Multiple Heads. The Aspect of Tiamat can take one reaction per turn, rather than only one per round. It also has advantage on saving throws against being knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Regeneration. When the Aspect of Tiamat starts its turn with 1 or more hit points, it regains 30 hit points.

Legendary Resistance (3/Day). When the Aspect of Tiamat fails a saving throw he can choose to succeed instead.

ACTIONS

Multiattack. The Aspect can use its Frightful Presence. It then makes three attacks: two with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 20 (3d8+7) piercing damage.

Frightful Presence. Each creature of the Aspect of Tiamat's choice that is within 240 feet of it and aware of it must succeed

Aspect of Tiamat

With jaws gaping, the dragon goddess unleashes her fury. A cataclysmic blast of elemental energy surges from her heads out of the portal, a devastating storm of divine evil that rends the air and hurls debris across the chamber. Then, as suddenly as it began, the portal collapses with a deafening crack, plunging the sanctum into a suffocating, unnatural silence. For a heartbeat, the room lies in darkness.

"Then, light flashes explosively from the five dragon statues' maws surrounding the chamber, their jaws radiating energy in a spectrum of acid, frost, lightning, fire, and venomous clouds. The beams converge above the sanctum's central platform, where the energies twist and writhe together, forming the unmistakable shape of Tiamat herself—her wrath made manifest. The simulacrum glares down at you, radiating evil and unbridled contempt: a final, vindictive gift from the Queen of Dragons."

on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Aspect's Frightful Presence for the next 24 hours.

LEGENDARY ACTION

The Aspect of Tiamat can take 5 legendary action, 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. The Aspect regains spent legendary actions at the start of its turn.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 18 (2d10+7) piercing damage plus 10 (3d6) acid, cold, fire, lightning, or poison damage (depending on which head attacks).

Black Acid Breath (2 Actions). The Aspect exhales acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one. Once the aspect used this legendary action, it can't use it again until the start of its next turn.

Blue Lightning Breath (2 Actions). The Aspect exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one. Once the aspect used this legendary action, it can't use it again until the start of its next turn.

Green Poison Breath (2 Actions). The Aspect exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. Once the aspect used this legendary action, it can't use it again until the start of its next turn.

Red Fire Breath (2 Actions). The Aspect exhales fire in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. Once the aspect used this legendary action, it can't use it again until the start of its next turn.

White Cold Breath (2 Actions). The Aspect exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. Once the aspect used this legendary action, it can't use it again until the start of its next turn.

DM Tuz Table Scraps: Carrion King

Haunted Prison

In the early beginnings of the patreon adventure, the heroes had to descend into a haunted prison to banish the notorious ringleaders of their ghostly revolt before they could extend their supernatural influence over the nearby town and transform it into a literal ghost town. The following monsters are among the many foes the heroes faced when descending into the haunted dungeon.

BURNING SKELETON

In the tragic incident that led to the prison's haunting, a fire ravaged the lower dungeons of the prison complex, killing countless inmates that struggled to claw their way out of the depths once the lift was destroyed to keep the prisoners from escaping.

BURNING SKELETON

Medium undead, chaotic evil

Armor Class 13 (armor scraps)

Hit Points 17 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/2 (100 XP)

Burning Aura. A creature that starts its turn within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

Death Throes. When the burning skeleton is reduced to 0 hit points by any damage that isn't cold damage, it explodes. Each creature within 5 ft. of the burning skeleton must succeed a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) slashing damage plus 2 (1d4) fire damage.

FLAMING BEHEADED

Small undead, chaotic evil

Armor Class 11

Hit Points 14 (4d6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	11 (0)	7 (-2)	9 (-1)	5 (-3)

Proficiency +2

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages all languages it spoke in life

Challenge 1/2 (100 XP)

CAPTAIN KURT

Captain Kurt was the first victim that the riots claimed. He fell victim to the notorious Lopper and now wanders his old guard post as a burning, headless skeleton.

CAPTAIN KURT

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities blinded, exhausted, poisoned

Senses blindsight 10 ft. (blind beyond) passive Perception 9

Languages understands common but can't speak

Challenge 2 (450 XP)

Burning Aura. A creature that starts its turn within 5 ft. of Captain Kurt takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

Death Throes. When Captain Kurt is reduced to 0 hit points by any damage that isn't cold damage, he explodes. Each creature within 5 ft. of Captain Kurt must succeed a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

ACTIONS

Multiattack. Captain Kurt makes 2 melee weapon attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if wielded with both hands.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage plus 2 (1d4) fire damage.

Death Throes. When the flaming beheaded is reduced to 0 hit points by any damage that isn't cold damage, it explodes. The explosion ignites flammable objects in the area that aren't being worn or carried. Each creature within 5 ft. of the flaming beheaded must succeed a DC 10 Dexterity saving throw or take 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 2 (1d4) fire damage.

Fire Starter. The flaming beheaded ignites a flammable object it can see within 10 ft. of itself, that is not being worn or carried.

Scorching Scream (1/day). The flaming beheaded exhales a 15-foot cone of fire. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.