

DM Tuz Table Scraps: Red Hand of Doom

Chromatic Legion

The Spawn of Tiamat serve as a terrifying testament to the Dragon Queen's dark ingenuity and unrelenting ambition. Born of chromatic dragon eggs, these creatures are infused with Tiamat's malevolent essence, embodying her will to conquer and destroy. Though some Spawn are crafted intentionally by Tiamat to serve her divine purpose, others arise through seemingly random mutations, a cruel twist of fate for the parent dragon. Regardless of their origin, each Spawn is a living weapon, brimming with the destructive power of their creator.

Within the Red Hand Army, the Spawn of Tiamat are regarded as elite forces, their power eclipsing that of ordinary troops. Due to their limited numbers, they are deployed sparingly and strategically, reserved for key operations where their unique abilities and sheer might can decisively turn the tide of battle. Whether as shock troops, monstrous siege engines, or enforcers of Azarr Kul's will, their presence inspires both awe and terror among allies and enemies alike.

WHITESPAWN HUNTER

Medium Dragon (Dragonspawn), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 32 (6d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	13 (+1)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4, Survival +3

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency +2

Icy Hunt. When the Whitespawn Hunter deals damage to a creature within 5 ft. of at least one other allied Whitespawn Hunter that isn't incapacitated, the creature's movement speed is reduced by 10 ft. until the end of the Whitespawn Hunter's next turn.

Ice Walk. The Whitespawn Hunter can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The Whitespawn Hunter makes two melee weapon attacks.

Notched Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

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BLACKSPAWN RAIDER

Medium Dragon (Dragonspawn), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (0)	13 (+1)	9 (-1)

Skills Athletics +5, Perception +3, Survival +3

Damage Immunities Acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency +2

Unescapable Malice. Whenever the Blackspawn Raider hits a creature with a melee weapon attack it becomes marked by malice until the end of the Raider's next turn. The Blackspawn Raider is aware of the exact position of any creature it has marked by malice that is within 60 ft. of itself.

ACTIONS

Multiattack. The Blackspawn Raider makes 2 weapon attacks. One of them can be replaced with its acid breath.

Falchion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Acid Breath (Recharge 5-6). The Raider exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

SKATHER, BLACKSPAWN ASSASSIN

Medium Dragon (Dragonspawn), Neutral Evil

Armor Class 16 (studded leather)

Hit Points 90 (12d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	11 (0)

Saving Throws Dex +8, Con +6

Skills Acrobatics +7, Athletics +7, Perception +5, Stealth +7

Damage Immunities Acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 7 (2,900 XP)

Proficiency +3

Assault. During the first turn of combat Skather has advantage on all of his attack rolls.

Devil Sight. Magical darkness doesn't impede Skather's darkvision.

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

Sneak Attack. Once per turn, Skather 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 Skather that isn't incapacitated and Skather doesn't have disadvantage on the attack roll.

Unescapable Malice. Whenever Skather hits a creature with a melee weapon attack it becomes marked by malice until the end of Skather's next turn. Skather is aware of the exact position of any creature it has marked by malice that is within 60 ft. of itself.

Legendary Resistance (1/Day). When Skather fails a saving throw he can choose to succeed instead.

BONUS ACTIONS

Ghost Step. While in dim light or darkness, Skather takes the Hide action.

ACTIONS

Multiattack. Skather makes two weapon attacks. In place of one attack he can use his Acid Breath.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Potion of Invisibility (1). Skather becomes invisible for 1 hour or until he attacks or uses his breath attack.

Acid Breath (Recharge 5-6). The Raider exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Skather

Among the Red Hand's Spawn of Tiamat, Skather is stands apart from his bretheren. Gifted with the blessings of Tiamat's black head, he is a master of stealth and assassination, a true predator whose name is spoken with reverence to his skill. Skather's body is a living weapon—his acid-laden breath scours flesh from bone, while his arrows and blades strike with absolute lethality.

What sets Skather apart from his kin is not just his strength, but his cunning. He blends seamlessly into the shadows, stalking his prey with an almost supernatural patience. Targets never see him coming; their lives end in a flash of black scales and acidic agony. His loyalty to Tiamat and Azarr Kul is absolute, as he believes himself to be her chosen instrument of death. He is the Red Hand's hidden blade that eliminates threats before they even enter the field of battle. Whether silencing leaders of the resistance or sabotaging critical defenses, his handiwork leaves pure despair in its wake.

BLUESPAWN STORMLIZARD

Large Dragon (Dragonspawn), lawful Evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-1)	12 (+1)	9 (-1)

Skills Perception +3

Damage Immunities Lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

Proficiency +2

Trampling Charge. If the Bluespawn Stormlizard moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Bluespawn Stormlizard can make one stomp attack against it as a bonus action.

BONUS ACTION

Lightning Link. The Stormlizard causes a lightning to jump between itself and another Stormlizard within 60 ft. of itself in a line that is 5 ft. wide. Each creature in the area must succeed a DC 14 Dexterity saving throw or take 7 (2d6) lightning damage.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 7 (2d6) lightning damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Electric Arc (Recharge 5-6). The Bluespawn Stormlizard creates lightning in a 100 ft. line that is 5 ft. wide. Each creature in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much on a successful one.

GREENSPAWN RAZORFIEND

Large Dragon (Dragonspawn), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 50 ft., Swimming 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	9 (-1)	15 (+2)	8 (-1)

Skills Perception +5, Stealth +6

Damage Immunities Poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 5 (3,900 XP)

Proficiency +3

Amphibic. The Greenspawn Razorfiend can breathe air and water.

Leaper. The Greenspawn Razorfiend can jump up to 30 ft. horizontally and 20 ft. vertically without the need of a running start.

ACTIONS

Multiattack. The Greenspawn Razorfiend makes 3 attacks; two with its wingblades and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Wingblades. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage. This attack scores a critical hit on a 19 and 20.

Poison Breath. The Greenspawn Razorfiend exhales poison gas in a 20-foot cone. Each creature in that area must make a DC 14 Con saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

REDSPAWN ARCANISS

Medium Dragon (Dragonspawn), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (0)	18 (+4)

Skills Arcana +5, Perception +3

Damage Immunities Fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 6 (1,100 XP)

Proficiency +3

Fire Magic Affinity. Whenever one or more creatures fails its saving throw against the Arcaniss' Flame Cowl or Red Barrage it regains 10 hit points.

ACTIONS

Multiattack. The Redspawn Arcaniss fires three Flaming Missiles.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) fire damage.

Flaming Missile. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 14 (4d6) fire damage and if the target is a flammable object it ignites.

Flame Cowl. Each creature within 5 ft. of the Arcaniss must succeed a DC 15 Dexterity saving throw or take 14 (4d6) fire damage and until the beginning of the Arcaniss' next turn the first time in a turn a creature within 5 ft. of the Arcaniss deals damage to it takes 7 (2d6) fire damage.

Red Barrage (Recharge 5-6). The Redspawn Arcaniss hurls 3 arcane projectiles at points within 120 feet. Each projectile explodes at the point of impact in a 10-foot radius. A creature can only be affected by one projectile at a time. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed throw a creature takes 35 (10d6) fire damage and half as much on a successful one.