

DM Tuz Table Scraps: Red Hand of Doom

The Wyrmlords

The Wyrmlords are the highest-ranking members of the Red Hand Army, who answer only to the High Wyrmlord, Azarr Kul, himself. These distinguished goblinoids serve as the army's elite officers and generals, each overseeing critical operations to ensure the Red Hand's conquest of the Elsyre Vale. Their positions had to be earned through by merit and dedication, making them feared and respected within the Red Hand. Together, they form the backbone of Azarr Kul's vision for a domain forged in Tiamat's name.

Koth. Koth, the newest member of the Wyrmlords, is a bugbear sorcerer who had to overcome great adversity to earn his place. Born frail and weak, he was dismissed by his bugbear kin as a runt unworthy of respect. However, the manifestation of innate arcane power within him changed his fate. Using his untamed arcane might to rise through the ranks of his tribe, Koth became a formidable figure despite his physical limitations. Now eager to prove himself worthy as Wyrmlord, Koth volunteered to lead the vanguard of the Red Hand's invasion. He and the green dragon Ozyrrandion are both found at the spearhead of the Red Hand army.

Saarvith. Saarvith, a cunning and ruthless goblin, earned his place among the Wyrmlords through blood and battle. Years before the Red Hand's formation, he led a brutal, yet short lived, invasion into human lands, distinguishing himself as a clever tactician and daring leader. As the invasion ended in defeat, Saarvith never forgot the humiliation. He views the Red Hand's current march as an opportunity to exact revenge on the humans who once thwarted him. Saarvith has been tasked with transforming the flooded ruins of Rhest into a fortified base of operations deep within enemy territory. Drawing upon his expertise in guerrilla warfare, he has turned the decrepid city into a deadly trap, brimming with ambushes and haz-

KOTH

Medium Humanoid (Bugbear), Neutral Evil

Armor Class 16 (mage armor)

Hit Points 81 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	11 (0)	10 (0)	17 (+3)

Saving Throws Con +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common, Draconic

Challenge 5 (1800 XP)

Proficiency +3

Equipment. Koth carries a Wand of Magic Missiles.

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

ACTIONS

Morning Star. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Shocking Grasp. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage and the target can't use reactions until the end of its next turn.

Magic Missiles. Koth uses his Wand of Magic Missiles, firing 3 darts which hit a creature within 120 ft of him. A dart deals 1d4+1 force damage. The darts all strike one creature or several in the area.

The Wyrmlords

ards designed to halt any interlopers. Those who venture into Rhest's ruins must face Saarvith's meticulous machinations and thirst for vengeance.

Ulwai Stormcaller. Ulwai Stormcaller, the Red Hand's spymaster and operative, is a figure as dangerous as she is charismatic. The product of an unusual union between hobgoblin and elf, Ulwai possesses an exotic allure that belies her lethal nature. Her disarming charm and sharp wit make her an exceptional manipulator, capable of bending even the most stubborn minds to her will which allowed her to secure her rank among the Red Hand's elite. Ulwai now commands a vast network of spies embedded within the human settlements across the Elsyre Vale, ensuring that the Red Hand is always one step ahead of its enemies. When subtlety fails, she unleashes the devastating power of her magical voice, summoning magical storms and lightning to annihilate her foes. Her dual talents in espionage and destruction make her an indispensable asset to Azarr Kul's campaign.

Kogol Kharn, Talon of Tiamat. Kogol Kharn is the Red Hand's supreme military commander. Once the most formidable warlord of the Wyrmsmoke Mountains, Kharn gained renown for slaying a dragon in single combat—a feat that earned him the respect of even the most hardened warriors and the title Dragon Slayer. When Azarr Kul began uniting the mountain tribes under the banner of Tiamat, Kharn was the greatest opposition to the priest's early ambitions. Their clash on the battlefield was legendary, ending with Kharn bending the knee to Azarr Kul after recognizing his strength. Since then, Kharn has served as the Red Hand's general, leading its armies with unmatched ferocity and strategic brilliance. To ensure his victory and mark him as her champion Tiamat bestowed her blessings on Kharn, elevating him to a Talon of Tiamat. For Kharn though, his service to Tiamat is only a means to an end: a chance to lead his people to a glorious future, even if it means forfeiting his own honor.

Chaos Blast (Recharge 6). Koth channels his wild magic to create a blast of elemental energy in a 20 ft. radius centered on a point within 60 ft of himself. Each creature in the area must succeed a DC 14 Dexterity saving throw. On a failed save a creature takes 7 (2d6) acid, 7 (2d6) cold, 7 (2d6) fire and 7 (2d6) lightning damage and half as much on a successful one.

Spellcasting. Koth casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: Message, Mage Hand, Prestidigitation

1/day (Each): Blindness/Deafness, Fly, Invisibility, Misty Step, Ray of Enfeeblement.

REACTIONS

Arcane Parry. Koth adds 3 to his AC against one attack that would hit him. To do so he must be able to see the attacker.

LEGENDARY ACTION

Koth can take 2 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. Koth regains spent legendary actions at the start of his turn.

Hide. Koth hides.

Move. Koth moves up to half of his speed.

Shocking Grasp. Koth attacks with his Shocking Grasp.

Magic Missiles (Costs 2 Actions). Koth uses Magic Missiles.

Quickened Spell (Costs 2 Actions, 1/Day). Koth casts a spell he knows.

SAARVITH

Small Humanoid (Goblin), Neutral Evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	19 (+4)	15 (+2)	13 (+1)	14 (+2)	9 (-1)

Saving Throws Dex +7, Wis +5

Skills Perception +5, Stealth +10

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Common, Draconic

Challenge 8 (3,900 XP)

Proficiency +3

Master Marksman. Saavith deals an additional dice of his damage with ranged weapon attacks (included in the attack).

Legendary Resistance (2/Day). When Saavith fails a saving throw he can choose to succeed instead.

BONUS ACTION

Cunning Action. Saavith dashes, disengages, or hides.

ACTIONS

Multiattack. Saavith makes two attacks. If he wields his scimitars he makes 3 attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+4) slashing damage.

Cruelcaster (Longbow). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Aimed Shot. Saavith makes a ranged attack with advantage, and ignores cover and disadvantage imposed by long range. If the attack hits he can choose one of the following:

- **Disarm.** The target must succeed a DC 15 Constitution saving throw it has disadvantage on ability checks and attack rolls until the end of Saavith's next turn.
- **Disarm.** The target must succeed a DC 15 Dexterity saving throw or it drops an object its holding.
- **Pin.** The target must succeed a DC 15 Strength saving throw or its movement 0 until the end of Saavith's next turn.

Choking Bombs (3/Day). Saavith throws a bomb at a point within 30 ft. of himself. On impact the bomb explodes in a 10 ft. radius cloud of foul vapours. The cloud is opaque and remains until the end of Saavith's next turn. Each creature that starts its turn in the cloud or enters it for the first time must succeed a DC 15 Constitution saving throw. On a failed save the creature is poisoned until the beginning of its next turn.

LEGENDARY ACTION

Saavith can take 2 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. Saavith regains spent legendary actions at the start of his turn.

Move. Saavith moves up to half of his speed without provoking opportunity attacks.

Rapid Shot. Saavith makes a ranged attack at short range.

Bomb (2 Actions). Saavith throws a choking bomb.

Skirmish (2 Actions). Saavith moves up to half of his speed. Before or after his movement he makes one weapon attack.

ULWAI STORMCALLER

Medium Humanoid (Hobgoblin), Neutral Evil

Armor Class 16 (breastplate)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	18 (+4)	16 (+3)	13 (+1)	8 (-1)	19 (+4)

Saving Throws Dex +8, Wis +3, Cha +8

Skills Deception +8, Intimidation +8, Perception +3, Performance +8

Damage Resistance lightning

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common, Draconic, Infernal

Challenge 9 (5,000 XP)

Proficiency +4

Martial Advantage. Once per turn, Ulway can deal an extra 7 (2d6) damage to a creature she hits with a weapon attack if that creature is within 5 ft. of an ally of Ulway that isn't incapacitated.

Lightning Whip. Ulway wields a magical whip named Thundercrack. It has a +1 bonus to damage and deals an additional 5 (2d4) lightning damage on a hit. If 2 or more dice of lightning damage on her attack roll the same number, the another target within 10 ft. of the initial target takes 5 (2d4) lightning damage.

Legendary Resistance (2/Day). When Ulway fails a saving throw she can choose to succeed instead.

BONUS ACTIONS

Lightning Verse. A creature within 60 ft. that can hear Ulway Stormcaller adds 1d8 to their next melee weapon attack before the end of its next turn. On a hit the attack deals an additional 5 (2d4) lightning damage.

ACTIONS

Multiattack. Ulway makes two weapon attacks or makes one melee weapon attack and casts a spell that has a casting time of 1 action.

Thundercrack. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d4+5) slashing damage plus 5 (2d4) lightning damage (see Lightning Whip).

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

Spellcasting. Ulway casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *Booming Blade, Minor Illusion, Vicious Mockery, Thunderclap*

1/day (Each): *Control Winds, Haste, Freedom of Movement, Silence, Teleportation Circle*

LEGENDARY ACTION

Ulway can take 2 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. Ulway regains spent legendary actions at the start of her turn.

Move. Ulway moves up to half of her speed without provoking opportunity attacks.

Lightning Verse. Ulway uses Lightning Verse. When she does, she can't use it again until the beginning of her next turn.

Storm Dance (Costs 2 Actions). Ulway makes two attacks with Thundercrack targeting different targets.

DM Tuz Table Scraps: Red Hand of Doom

KHARN, TALON OF TIAMAT

Medium Humanoid (Hobgoblin), Lawful Evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	11 (0)	14 (+2)	15 (+2)

Saving Throws Con +8, Wis +6, Cha +6

Skills Athletics +8, Intimidation +6, Perception +6

Damage Resistance acid, cold, fire, lightning, poison

Senses darkvision 60 ft., passive Perception 16

Languages Goblin, Common, Draconic

Challenge 11 (7,200 XP)

Proficiency +4

Chromatic Axe. Kharn wields the Chromatic Axe, a magic halberd that grants a +1 bonus to attack and damage (included in the attack) and when Kharn uses his breath attack, his with the Chromatic Axe deals an additional 7 (2d6) damage of the same type he chose for his breath attack until the end of his next turn.

Legendary Resistance (2/Day). When Kharn fails a saving throw he can choose to succeed instead.

ACTIONS

Multiattack. Kharn makes uses his frightful presence and makes three attacks with his Chromatic Axe.

Chromatic Axe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Frightful Presence. Each creature of Kharn's choice that is within 30 ft. of him and aware of it must succeed on a DC 14 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 Kharn's Frightful Presence for the next 24 hours.

KOGOL KHARN, DRAGON SLAYER

Medium Humanoid (Hobgoblin), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (0)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +8, Wis +6, Cha +6

Skills Insight +7, Perception +4

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common, telepathy 100 ft.

Challenge 12 (8,400 XP)

Proficiency +4

Battle Supremacy. The first time in a turn Kharn hits with a melee weapon attack, he deals an additional 9 (2d8) damage.

Legendary Resistance (2/Day). When Kharn fails a saving throw he can choose to succeed instead.

ACTIONS

Multiattack. Kharn makes four attacks; three with his dragon slayer axe and one with his slam.

Dragon Slayer Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage plus 10 (3d6) additional damage if the target is a dragon.

The Wyrmlords

Chromatic Breath (Recharge 5-6). Kharn breathes chromatic energy in an area. When he uses this action he can choose whether his breath manifests in a 30 ft. cone or 60 ft. line that is 5 ft. wide. Each creature in the area must make a DC 16 saving throw. On a failed save it takes 35 (10d6) acid, cold, fire, lightning, or poison damage. If he chooses cold or poison, each creature must make a Constitution saving throw, if he chooses acid, fire or lightning its a Dexterity saving throw.

Dominate Dragon (1/day). A dragon within 60 ft. of Kharn must succeed a DC 14 Wisdom saving throw or be affected by the *Dominate Monster* spell. Kharn must concentrate on this ability as if casting a spell.

Spellcasting. Kharn casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

3/day (total): *Binding Smite*, *Branding Smite*, *Dispell Magic*

LEGENDARY ACTION

Kharn can take 2 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. Kharn regains spent legendary actions at the start of his turn.

Draconic Sense. Kharn makes a Wisdom (Perception) check. When making this perception check he is treated as if he has blindsight of 60 feet.

Move. Kharn moves up to half of his speed.

Deep Breath. Kharn rolls to recharge his Draconic Breath.

Audacious Charge (Costs 2 Actions). Kharn moves up to his speed towards an enemy he can see without provoking opportunity attacks. At the end of his movement he makes a melee weapon attack.

KHARN'S UNBREAKABLE RESOLVE (VARIANT)

When Kharn, Talon of Tiamat is reduced to 0 hit points he regains all of his missing hit points and uses of his Legendary resistances. He then transforms into Kogol Kharn, Dragon Slayer and gains 50 temporary hit points. This variant's Challenge is 15 (13,000 XP).

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

REACTIONS

Battle Parry. Kharn adds +4 to his AC against an incoming attack. He must wield his Battleaxe to use this reaction. This bonus is doubled if the attack is a ranged attack.

LEGENDARY ACTION

Kharn 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. Kharn regains spent legendary actions at the start of his turn.

Move. Kharn moves up to half his speed.

Choke Slam. Kharn attacks a creature with a slam attack. On a hit the creature must succeed a DC 17 Strength saving throw or be knocked prone.

Resolve (Recharge 4-6). Kharn gains 20 temporary hit if 2 or more enemies are within 10 ft. of him.

Audacious Charge (Costs 2 Actions). Kharn moves up to his speed towards an enemy he can see without provoking opportunity attacks. At the end of his movement he makes a melee weapon attack.

Action Surge (Costs 3 Actions, 1/day). Kharn makes four attacks; three with his dragon slayer axe and one with his slam.