

DM Tuz Table Scraps: Red Hand of Doom

The Chromatic Five

The Chromatic Five are a group of deadly chromatic dragons, bound by loyalty to Tiamat and dedicated to serving her high prophet, Azarr Kul. This elite group holds a unique position within the Red Hand army, operating as both advisors and subcommanders to the Wyrmlords, wielding their elemental might and cunning to further Azarr Kul's conquest. Each dragon represents one of Tiamat's colors—red, blue, green, black, and white—emphasizing her presence and power within the Red Hand's ranks.

It is rare for chromatic dragons, creatures defined by immense pride and a deep-seated rivalry, to serve together under a single banner. Yet, the Chromatic Five have set aside their personal ambitions and rivalries to answer Tiamat's call, willingly subservient to the mortal Azarr Kul in their shared devotion. This odd unity between these dragons is a testimony to Tiamat's influence and the pull of Azarr Kul's gravitas.

Ozyrrandion. From birth, the Green Dragon Ozyrrandion had a strong desire to prove himself despite, or perhaps precisely because of, the weak body he was born with. Due to his frailty, his kin rejected him from birth, but his unwavering ambition and tenacious willpower earned him a spot among the Chromatic Five and was granted a magical amulet to offset his deficiencies. Now he serves as a scout and messenger for the Red Hand, roles he resents, as they feel beneath his aspirations. Ozyrrandion desires to prove himself worthy in the eyes of Tiamat, hoping one day to seize a position worthy of his zeal and potential.

Regiarix. Regiarix is a young Black Dragon who is a born predator, his cruelty only matched by his insatiable bloodlust. These sadistic tendencies are valued among the Chromatic Five, though they have also proven to make him difficult to control. To mitigate this, the group grants him extensive autonomy, allowing him to operate as he pleases as long as his whims align with the Red Hand's ambitions. Regiarix relishes this freedom, using it to unleash terror and misery on those unfortunate enough to cross his path, proving his loyalty with the blood he spills.

Abithirix. Abithirix, a young Red Dragon possessing innate magic and an unwavering belief in his superiority. Convinced he is destined for greatness, he serves the Chromatic Five with devout loyalty to Tiamat, but holds a veiled disdain for his fellow dragons, whom he views as beneath him, a red dragon. Abithirix's self-assured arrogance and potent magical prowess make him a formidable force within the Red Hand, yet he secretly awaits the day he can claim dominance over the group he only marginally respects.

Auzeta. Auzeta is a White Dragon with a fearsome reputation across the Wyvernwatch Mountains south of Elsir Vale, becoming a terrifying local legend only spoken in hushed whispers. Through her cruel deeds and her cold, calculating nature, she has earned herself the epithet 'Coldeyes'. Of notable intellect for a White Dragon, Auzeta is a cunning tactician and has risen to a prominent position within the Chromatic Five. She is entrusted with leading the siege against the Hammerfist Holds while the Red Hands advances into the vale. Fierce and methodical, Auzeta balances brute strength with clever strategy, making her a trusted and deadly leader among Azarr Kul's forces.

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Tyrgarun. Tyrgarun, a powerful Blue Dragon and faithful servant of Tiamat, is both the founder of the Chromatic Five and the father of Azarr Kul. Years ago, he experienced a vivid vision from Tiamat herself, urging him to seek out his half-hobgoblin son and to reveal to him his true destiny in the Fane of Tiamat. Following his goddess' will, Tyrgarun tracked down Azarr Kul in the Wyrmsmoke Mountains and brought him to long lost Fane of Tiamat. There the young hobgoblin would come face-to-face with the will of the Dragon Queen and, in time, become her prophet.

As the true architect of the Red Hand's uprising, Tyrgarun serves as both mentor and co-conspirator to Azarr Kul, carefully steering his son's rise to power. His unyielding devotion to Tiamat and foresight have unified the Chromatic Five to carry out the Queen's divine will. For Tyrgarun, this conquest is not merely an extension of his faith, but a way to forge a legacy, proud knowing both father and son as heralds of Tiamat's fury.

OZYRRANDION (YOUNG GREEN DRAGON)

Large Dragon, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 111 (12d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	19 (+4)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +4, Cha +4

Skills Deception +4, Perception +7, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Goblin

Challenge 6 (2,300 XP)

Proficiency +3

Amphibious. The dragon can breathe air and water.

Amulet of Health. Ozyrrandion wears an Amulet of Health, increasing his Constitution to 19. Without the Amulet his Constitution is 11 and his maximum Hit Points 66.

Fetid Blood. When Ozyrrandion is below half of his maximum hit points, each creature that starts its turn within 5 ft. of him takes 7 (2d6) poison damage.

ACTIONS

Multiattack. Ozyrrandion makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage + 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Poison Breath (Recharge 5-6). Ozyrrandion exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

REGIARIX (YOUNG BLACK DRAGON)*Large Dragon, Neutral Evil***Armor Class** 17 (natural armor)**Hit Points** 136 (16d10 + 48)**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	13 (+1)	10 (0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5**Skills** Perception +6, Stealth +5**Damage Immunities** acid**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16**Languages** Common, Draconic, Goblin**Challenge** 8 (3,900 XP)**Proficiency** +3**Amphibious.** The dragon can breathe air and water.**Apex Predator.** When Regiarix hits a surprised creature with a bite attack, he automatically scores a critical hit against the target.**BONUS ACTIONS****Prowl.** Regiarix hides.**ACTIONS****Multiattack.** Regiarix makes three attacks: one with his bite and two with his claws.**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10+4) piercing damage + 4 (1d8) acid damage.**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.**Acid Breath (Recharge 5-6).** The Regiarix exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.**REACTIONS****Instinctive Prowl.** When Regiarix rolls for initiative, he can hide and move up to his walking speed.**ABITHIRIAX (YOUNG RED DRAGON)***Large Dragon, Lawful Evil***Armor Class** 18 (natural armor)**Hit Points** 178 (17d10 + 85)**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (0)	21 (+5)	14 (+2)	11 (0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8**Skills** Arcana +6, Perception +8, Stealth +4**Damage Immunities** fire**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18**Languages** Common, Draconic, Goblin**Challenge** 11 (7,200 XP)**Proficiency** +4**Legendary Resistance (1/day).** When Abithriax fails a saving throw, he can choose to succeed it instead.**ACTIONS****Multiattack.** Abithriax makes three attacks: one with his bite and two with his claws.**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 15 (2d10+6) piercing damage + 3 (1d6) fire damage.**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.**Fire Breath (Recharge 5-6).** Abithriax exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.**Spellcasting.** Abithriax casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):At will: *Mage Hand*, *Message*, *Prestidigitation*4/day (total): *Detect Magic*, *Grease*, *Magic Missile*1/day: *Invisibility***REACTIONS****Arcane Shield (Recharge 4-6).** When an attack hits Abithriax, he increases his AC by +5, possibly causing the attack to miss. To use this reaction Abithriax must see the attacker.**LEGENDARY ACTION**

Abithriax can take 1 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. Abithriax regains spent legendary actions at the start of his turn.

Lesser Spellcasting. Abithriax casts *Detect Magic*, *Grease*, or *Magic Missile*.**Chromatic Blast.** *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. *Hit:* 18 (4d8) acid, cold, fire, lightning, or poison damage.

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'COLDEYES' AUZETA (ADULT WHITE DRAGON)

Huge Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +6, Con +11, Wis +7, Cha +6

Skills Perception +12, Stealth +6, Survival +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Goblin

Challenge 14 (11,500 XP)

Proficiency +5

Ice Walk. Auzeta 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.

Legendary Resistance (3/day). When Auzeta fails a saving throw, she can choose to succeed it instead.

ACTIONS

Multiattack. Auzeta can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws. She can replace two of her claw attacks with a Shock Wave action.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 15 (2d10+6) piercing damage + 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Shock Wave. Auzeta slams her tail onto a solid surface she is standing on, creating a shock wave in a 30 ft. radius centered on herself. Each creature that stands on the same surface must succeed a DC 19 Strength saving throw or be knocked prone.

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Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 13 (2d8+6) bludgeoning damage.

Frightful Presence. Each creature of Auzeta's choice that is within 120 ft. of Auzeta and aware of her must succeed on a DC 15 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 Auzeta's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Auzeta exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

REACTIONS

Coldeye's Fury (1/Day). When Auzeta is bloodied she attacks each creature in reach with her claws or uses her Shock Wave. Additionally, each creature immune to Auzeta's Frightful presence due to the effect ending or a successful saving throw is no longer immune to it.

LEGENDARY ACTION

Auzeta 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. Auzeta regains spent legendary actions at the start of her turn.

Detect. Auzeta makes a Wisdom (Perception) check.

Tail Attack. Auzeta makes a tail attack.

Pounce and Slash (Costs 2 Actions). Auzeta moves up to her half of her speed without provoking opportunity attacks and makes two attacks with her claws.

Wing Attack (Costs 2 Actions). Auzeta beats her wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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TYRGARUN (ADULT BLUE DRAGON)

Huge Dragon, Lawful Evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (0)	23 (+6)	16 (+3)	16 (+3)	19 (+4)

Skills Perception +15, Religion +9, Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, Goblin

Challenge 17 (18,000 XP)

Proficiency +6

Unholy Ravager of Tiamat. Tygarun's lightning breath is empowered by Tiamat. Lightning damage inflicted by his breath weapon ignores resistances and penetrates magic barriers such as *Wall of Force*, *Force Cage*, and *Globe of Invulnerability*, unless the barrier was created by a metallic dragon or a cleric of Bahamut.

Legendary Resistance (3/day). When Tygarun fails a saving throw, he can choose to succeed it instead.

ACTIONS

Multiattack. Tygarun can use his Despairing Presence. He then attacks with his Profane Breath or makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 15 (2d10+7) piercing damage + 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 13 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.
Hit: 13 (2d8+7) bludgeoning damage.

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Despairing Presence. Each creature of Tyrgarun's choice that is within 120 ft. of Tyrgarun and aware of him must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature frightened this way subtracts 1d4 from each of its saving throws. 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 Tyrgarun's Despairing Presence for the next 24 hours.

Profane Breath. *Ranged Spell Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 54 (12d8) lightning damage.

Lightning Breath (Recharge 5-6). Tyrgarun exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTION

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

Detect. Tygarun makes a Wisdom (Perception) check.

Tail Attack. Tygarun makes a tail attack.

Wing Attack (Costs 2 Actions). Tygarun beats his wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Tygarun can then fly up to half its flying speed.

Flyby (Costs 3 Actions). Tygarun flies up to his speed and makes an attack with his claws at any point of this movement. He must be airborne to use this action.