

DM Tuz Table Scraps: Red Hand of Doom

The Red Hand Army

The Red Hand army, led by Wyrmlord Azarr Kul, is an unstoppable tide of fire and steel that sweeps down from the jagged heights of the Wyrmsmoke Mountains. Born from the once fractured goblinoid tribes that dwelled in the region, the army has been forged into a fearsome war machine under Azarr Kul's iron rule. These hobgoblins now march under the Red Hand banner, an ancient symbol representing Tiamat's cult, and they are filled with fanatical devotion to the Queen of Evil Dragons. This transformation is more than military; it is a terrifying spiritual awakening that has turned the Red Hand into something greater and deadlier than any Wyrmsmoke tribe before it.

Azarr Kul's ascent to power commenced with the rediscovery of an ancient temple deeply concealed within the Wyrmsmoke Mountains, a place long abandoned by the world. Previously a stronghold of fervent dragon worshippers, this temple evolved into the cornerstone of Azarr Kul's newfound faith. Here, he discovered the teachings of Tiamat inscribed on the stone, leading the half-dragon hobgoblin to forsake his tribe's customary deity, Maglubiyet, in favor of the sinister grandeur of the Dragon Queen. His conversion was the spark that ignited the formation of the Red Hand.

What began as a single tribe has now become a vast horde, as Azarr Kul ruthlessly absorbed rival tribes through a mixture of religious fervor and bloody conquest. Those who refused to submit to him faced annihilation, and the survivors were assimilated into the expanding Kulkor Zhul, known as the People of the Dragon. Over a span of two decades, Azarr Kul consolidated his authority, establishing alliances with various monstrous beings, including his own draconic progenitor, the blue dragon Tyrgarun. These alliances gave the Red Hand a terrifying edge,

RED HAND SCOUT

Medium Humanoid, Lawful Evil

Armor Class 15 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (0)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 1 (200 XP)

Proficiency +2

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

ACTIONS

Multiattack. The scout makes two attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Skirmish. If an enemy creature ends its turn within 5 feet of the crystalmancer, the scout moves up to half of their speed without provoking opportunity attacks.

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with dragons, ogres, and other fiendish creatures bolstering their ranks.

The heart of the Red Hand lies in its elite warriors and spellcasters. Azarr Kul has cultivated a powerful cadre of warpriests, monks, and dragon-favored champions who lead his armies with a fanatical zeal unmatched by any goblinoid force. These warriors are not just brutal fighters—they are devout followers of Tiamat, wielding her blessings in battle. Their ranks consist of hobgoblin clerics who wield divine magic, formidable warriors bearing draconic gifts, and zealous monks skilled in precise and deadly combat techniques. The discipline and commitment of these leaders have reshaped the Red Hand into a finely tuned war machine, where each soldier battles with a singular objective: to conquer the world in the name of Tiamat.

The Kulkor Zhul's fervor extends beyond the battlefield. Their faith drives them to wage war with a relentless, almost mechanical efficiency, and their numbers swell daily as more tribes fall under Azarr Kul's banner. No longer content to skulk in the shadows of their mountain homes, the Red Hand is now poised to sweep across the human lands of Elsir Vale, leaving nothing but ash and ruin in their wake. Azarr Kul's ambitions stretch far beyond the vale—he dreams of an empire spanning from the Sunset Sea to the Golden Plains. The Red Hand serves as the forefront of that aspiration, a crimson tide intent on overwhelming all who oppose it.

DOOM HAND CLERIC

Medium Humanoid, Lawful Evil

Armor Class 18 (Chain Mail & Shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	13 (+1)	11 (0)	15 (+2)	12 (+1)

Skills Intimidation +3, Perception +4, Religion +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Common

Challenge 1 (200 XP)

Proficiency +2

ACTIONS

Multiattack. The Doom Hand Cleric makes two melee attacks. They can use Inflict Cruelty in place of one attack.

Heavy Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Inflict Cruelty. A creature within 30 ft. of the Doom Hand Cleric must succeed a DC 12 Constitution saving throw or take 7 (3d4) necrotic damage.

Guiding Bolt (Recharges 5-6). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage and the next attack roll made against this target before the end of the cleric's next turn has advantage.

Spellcasting. The Doom Hand Cleric casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *Light*, *Mending*

1/day (Each): *Bane* (2nd level), *Hold Person*, *Spiritual Weapon*

REACTIONS

Guided Strike (1/Day). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can use this reaction after the roll is made but before it hits or misses.

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Red Hand Scout. Before launching the full-scale assault on Elsir Vale, the Red Hand conducted widespread reconnaissance. Their scouts are the eyes and ears of the army, slipping through the wilderness to gather crucial intelligence on the vale's defenses. These agile warriors specialize in finding weak points in the human lands, moving silently and striking swiftly when needed. With unmatched knowledge of the terrain, they ensure the Red Hand knows precisely where to hit hardest.

Doom Hand Cleric. As the Kulkor Zhul expanded, many new disciples were initiated into the worship of Tiamat. The Doom Hand Clerics are the most devoted among them, channeling the dark blessings of their dragon queen to fortify the Red Hand's ranks. These priests wield the divine power of Tiamat to inspire, heal, and drive their warriors into a fanatical fervor, ensuring that her will is carried out on the battlefield. Their presence is a grim omen of the death and destruction to come.

Kulkor Zhul Bladebearer. The Bladebearers are the martial champions of the Kulkor Zhul, wielding long-blades with deadly precision honed through years of brutal warfare. These elite warriors carry the legacy of their tribe's fighting traditions into battle, standing at the forefront of the Red Hand's onslaught. Hardened by relentless training and countless battles, Bladebearers are the embodiment of hobgoblin discipline, cutting down enemies with ruthless efficiency as they carve a bloody path for Azarr Kul's conquest.

Doom Fist Monk. The Doom Fist Monks form a unique and deadly caste within the Red Hand army. Trained in martial arts passed down from dragons, they wield spiked chains, known as Dragon Chains, with deadly grace. These chains are designed to mimic the ferocity of a dragon's bite, fangs, and tail, making the monks lethal in close combat. Their fighting style is a fearsome blend of speed and brutality, striking fear into the hearts of their enemies as they lash out with lightning-fast precision.

Red Hand Veteran. Life in the harsh, desolate Wyrmsmoke Mountains is a crucible of endless conflict. The Red Hand Veterans are survivors of this cruel landscape, forged in constant battle over the scarce resources of their homeland. Having fought in countless skirmishes and wars for survival, these seasoned warriors bring their battle-hardened skills to the Red Hand's ranks. Their experience and resilience make them formidable foes, able to weather the fiercest storms of battle with unyielding determination.

Hobgoblin Captain. The captains of the Red Hand are seasoned tacticians, showcasing their strategic prowess through meticulous battle plans and strategic maneuvers. Trained in warfare from a young age, they adeptly organize attacks and formations with ruthless accuracy, reflecting their disciplined upbringing. Their cold demeanor instills both fear and respect in their troops, motivating them to march with unwavering determination, inspired by the resounding battlecry that reverberates through the ranks. Led by these commanders, the Red Hand operates as an unstoppable force of war.

Kulkor Zhul Mindbender. The mindbenders of the Kulkor Zhul are feared spellcasters within the Red Hand, wielding magic to manipulate and control the minds of their enemies. Masters of telepathy and mental domination, they excel in extracting information by directly invading minds and bending the wills of captives to their own. Their powers make them invaluable to the Red Hand, using their abilities not only to obtain information but also to sow confusion and discord among enemy ranks.

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DOOM FIST MONK

Medium Humanoid, Lawful Evil

Armor Class 15 (unarmored defense)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	13 (+1)	10 (0)	16 (+3)	9 (-1)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 2 (450 XP)

Proficiency +2

Dragon Chain Combo. If the Doom Fist Monk has a creature grappled with its Dragon Chain, all attack it makes against that creature have advantage.

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

ACTIONS

Multiattack. The hobgoblin makes a dragon chain attack and two unarmed strikes, or three dart attacks.

Dragon Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage. Instead of dealing damage the Monk can choose to use this weapon to grapple the target instead.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

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

RED HAND VETERAN

Medium Humanoid, Lawful Evil

Armor Class 18 (Chain Mail & Shield)

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	11 (0)	10 (0)	10 (0)

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Common

Challenge 2 (450 XP)

Proficiency +2

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

ACTIONS

Multiattack. The veteran makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Counterstrike. When a creature within the reach of the Red Hand Veteran misses the veteran or one of their allies with a melee weapon attack, the Veteran makes a melee weapon attack against the triggering creature with advantage.

KULKOR ZHUL BLADEBEARER

Medium Humanoid, Lawful Evil

Armor Class 16 (breast plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (0)	10 (0)	13 (+1)

Skills Acrobatics +5, Athletics +5

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 3 (700 XP)

Proficiency +3

Duelist (1/turn). Once per turn, the Bladebearer can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if neither the Bladebearer or the creature is within 5 feet of another creature except for each other, and the Bladebearer has not disadvantage on the attack roll.

Dervish. Opportunity attacks targeting the Bladebearer are made with disadvantage and whenever the Bladebearer moves more than 20 ft. during their turn ranged attacks targeting it have disadvantage until the beginning of their next turn.

ACTIONS

Multiattack. The hobgoblin makes 2 attacks.

Longblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+3) slashing damage.

REACTIONS

Flowing Step. When a creature misses the Bladebearer with a melee weapon attack, the Bladebearer can move up to half of their speed and has advantage on their next attack targeting the triggering creature before the end of their turn.

KULKOR ZHUL MINDBENDER

Medium Humanoid, Lawful Evil

Armor Class 15 (chain shirt)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Int +6, Wis +4

Skills Insight +7, Perception +4

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common, telepathy 100 ft.

Challenge 5 (1800 XP)

Proficiency +3

Cowled Mind. The Mindbender has advantage on saving throws to resist effects that read their mind or to receive telepathic messages.

BONUS ACTION

Mind Scramble (2/Day). A creature within 100 ft. of the Mindbender must succeed on a DC 14 Wisdom saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the Mindbender's next turn.

HOBGOBLIN CAPTAIN

Medium Humanoid, Lawful Evil

Armor Class 16 (chainmail)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	12 (+1)	10 (0)	13 (+1)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 3 (700 XP)

Proficiency +3

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

ACTIONS

Multiattack. The hobgoblin makes 2 attacks.

Great Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

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

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

Rallying Command (Recharges 6). Each goblinoid within 30 feet of the captain that can hear them gains 5 temporary hit points and additionally until the end of the captain's next turn the goblinoid adds a d4 to its attack rolls. A goblinoid can only benefit from the Rallying Command of one Captain at a time.

REACTIONS

Phallanx Position. The hobgoblin adds 3 to their AC against one melee attack that would hit them. To do so, the hobgoblin must see the attacker and be within 5 ft. of an allied hobgoblin.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) psychic damage.

Rend Mind. A creature within 100 ft. of the Mindbender must succeed a DC 14 Intelligence saving throw or take 18 (4d8) psychic damage. If the Mindbender cast a spell that is not at will since the beginning of their last turn, the creature takes 36 (8d8) psychic damage instead.

Invade Mind. The Mindbender lays their hand on the head of a creature and attempts to read its mind. After focusing on the process uninterrupted for 1 minute the creature must succeed on a DC 14 Wisdom saving throw or its thoughts and memories are laid bare to the Mindbender. Once a creature successfully saves against the Mindbender's Invade Mind, it becomes immune to this effect for 24 hours.

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

At will: *Detect Thoughts*, *Mage Hand*, *Message*

1/day (Each): *Charm Monster*, *Confusion*, *Zone of Truth*

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.

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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.

The Chromatic Five

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.

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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:

- **Cripple.** 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 (+1)	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.

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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.

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.

Chromatic Legion

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 (1,800 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 (2,300 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.

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High Wyrmlord Azarr Kul

At the top of the Red Hand stands no other than Azarr Kul, the mastermind of its rise and the prophet of the Chromatic Queen. As half-dragon of hobgoblin descent, Azarr Kul wields both martial prowess and divine power to realize Tiamat's ambition in the mortal realm. His fiery sermons and unshakable will have united the fractious tribes of the Wyrmsmoke Mountains under a single banner, forging them into an army the Elsy Vale has never seen before.

From the Fane of Tiamat, Azarr Kul directs the Red Hand's conquest of the vale with an iron hand. Even in the unlikely event the army's advance is thwarted, he remains assured of his victory. His final gambit is to open a gateway to Tiamat's infernal realm, allowing the Queen of Dragons to spill forth her infernal brood to smash the human resistance.

HIGH WYRMLORD AZARR KUL

Medium Humanoid (Hobgoblin), Lawful Evil

Armor Class 22 (Dragonplate & Dragonskull Shield)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	17 (+3)	12 (+1)	21 (+5)	17 (+3)

Saving Throws Str +10, Con +8, Wis +10, Cha +8

Skills Insight +10, Intimidation +8, Perception +10, Religion +6

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., Passive Perception 20

Languages Goblin, Common, Draconic, Infernal

Challenge 13 (10,000 XP)

Proficiency +5

Equipment. Azarr Kul carries the following magic items:

Lightning Fang - Lightning Fang is a magic warpick with a +1 bonus to attack and damage that deals an additional 3d8 lightning damage (included in the attack)

Dragonplate - This magic plate armor has a +1 bonus to AC.

Dragonskull Shield - This magic shield has a +1 bonus to AC and grants a unique reaction.

Blessing of 5 Crowns. Azarr Kul can concentrate on up to 5 spells at a time. He makes saving throws for each spell's concentration separately.

Prophet of Tiamat. While fighting in the Fane of Tiamat, Azarr Kul has advantage on Constitution saving throws to concentrate on spells and each spell Azarr Kul casts while inside the Phane of Tiamat is treated as if it were 2 levels higher for the purpose of counter spelling and dispelling.

Legendary Resistance (3/Day). When Azarr Kul fails a saving throw he can choose to succeed instead.

ACTIONS

Multiattack. Azarr Kul makes two melee weapon attacks. He can cast a cantrip in place of one attack.

Lightning Fang. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage plus 13 (3d8) lightning damage.

Shocking Grasp (Cantrip). *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) lightning damage and the

Azarr Kul, Prophet of Tiamat

Though the Red Hand Army is vast, it is Azarr Kul's vision and gravitas that have united them under a singular goal for a better tomorrow for their kind. From his hand-picked Wyrmlords to the Chromatic Five and the fearsome Spawn of Tiamat, all march under his command. To oppose Azarr Kul is to stand against the will of a god—and face the full fury of her chosen.

AZARR KUL'S PREPARATION

Typically, if aware of the player's approach for the final confrontation, he will prepare himself by casting several spells on himself, making full use of his ability to concentrate on several spells. If possible he will enter the fight with the following spells already cast on himself:

- Death Ward
- Freedom of Movement
- Holy Weapon (Requires Concentration)
- Shield of Faith (Requires Concentration)
- Protection from Evil and Good (Requires Concentration)

Additionally he will be under the influence of a Potion of Flying since one can only access his sanctuary by flying.

target can't take reactions until the end of its next turn. If the target wears heavy armor made out of metal, the attack roll has advantage.

Lightning Breath (Recharge 4-6). Each creature in a 60 ft. line that is 5 ft. wide must succeed a DC 16 Dexterity saving throw, taking 10d6 lightning damage on a failed save and half as much on a successful one.

Tiamat's Wrath (1/day). The fivefold wrath of Tiamat desolates a 10 foot-radius, 60 foot-high cylinder centered on a point within 120 ft. of Azarr Kul. Each creature in the area must succeed a DC 18 Dexterity saving throw, taking 10 (3d6) acid, 10 (3d6) cold, 10 (3d6) fire, and 10 (3d6) lightning, and 10 (3d6) poison damage.

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. Azarr Kul casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *Guidance, Sacred Flame, Shocking Grasp, Thaumaturgy*

1/day each: *Command (4th level), Confusion, Contagion, Death Ward, Dispel Magic, Divine Word, Flame Strike, Freedom of Movement, Heal, Hold Person (4th level), Holy Weapon, Protection from Evil and Good, Sending, Shield of Faith, Silence, Spiritual Weapon*

REACTIONS

Draconic Phalanx. When Azarr Kul takes acid, cold, fire, or lightning damage he can use a reaction to reduce the damage by half.

LEGENDARY ACTION

Azarr Kul 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. Azarr Kul regains spent legendary actions at the start of his turn.

Turn. Azarr Kul can perform an action, a bonus action, and can move up to his speed.

Tiamat's Unending Wrath (1/Day). If Azarr Kul is below half of his maximum hit points and has no remaining uses of his Tiamat's Wrath action, he regains one use of Tiamat's Wrath and uses it.

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: Red Hand of Doom

Defenders of the Vale

As the Red Hand's army marches upon Elsir Vale, not all who call this land home will stand idly by. Scattered across the region are individuals of courage and skill who, if called upon, can lend their strength to the fight. Though many remain unaware of the true scope of the invasion, and others are preoccupied with their own struggles, each of them has the potential to be a valuable ally in the coming war.

These individuals will not come together on their own, nor will some of them stand against the Red Hand without reason. But with the right words and deeds, they can be rallied, becoming key figures in the unfolding conflict. Each brings something unique to the battle ahead, whether it be knowledge, steel, or trickery. Those who seek to save the Vale will need every ally they can muster—for alone, they cannot hope to stand against the storm.

Captain Soranna Anitah. Captain Soranna Anitah, a disciplined Lion of Brindol, commands the guard of Drellin's Ferry, tasked with defending the Vale's western frontier. Once sent to secure the region's flanks, she quickly proved herself a capable leader, rising through the ranks with skill and determination. Her dedication and service has earned her the trust of the people of Drellin's Ferry ten times over. Lately, increasing goblin raids have raised her suspicions of a greater threat, though many remain blind to the danger. Loyal and idealistic, she refuses to let the Vale fall unprepared. Those who stand against the Red Hand will find in her a steadfast ally, ready to lend steel and strategy to protect her home from the reach of Azarr Kul.

Jorr Natherson. Jarr Natherson is a seasoned ranger who once defended the Witchwood from a fierce goblin incursion over a decade ago. Though he had settled into retirement, the recent stirrings of war have roused him back to the hunt. A masterful tracker and survivalist, he knows every hidden trail and shadowed glade of the Witchwood, making him an invaluable guide for those who dare traverse its dangers. Gruff but dependable, Jarr holds little patience for politics or hesitation—he fights to protect his home, and any who share that cause will find in him a capable and determined ally against the rising tide of goblin menace.

Old Warklegnaw. The last known forest giant of the Witchwood, Warklegnaw, lives in solitude, a relic of a shattered past. Once, the giants of the Witchwood Forest were plenty and adhered to an ancient pact to safeguard travelers, but that trust was betrayed a century ago when Baron Vraath's greed brought ruin upon them. Now, he keeps to himself, tending to the owlbears he raised from cubs, unwilling to involve himself in the affairs of the small folk. Yet beneath his bitterness lies a warrior's heart and a deep mind refined by centuries of wisdom. Those who prove their worth may find a powerful ally in him—one with little left to give but his strength, his wisdom, and his life.

Killiar Arrowswift. As the Battlehunter of the Tiri Kitor, Killiar Arrowswift is a solitary and proud figure, renowned for his exceptional skills as a warrior. He often spends his off-duty hours honing his skills alone, savoring the solitude. Killiar tends to look down on non-elves, believing that the Tiri Kitor are more than capable of handling the threat posed by the Red Hand on their own. His arrogance and aloofness can make him difficult to approach, but when the true scope of the danger is revealed,

or when a higher-ranking member of the tribe orders him to yield, his pride will give way to a sense of duty. Once convinced, Killiar becomes a formidable ally in the fight to defend the valley.

Trellara Nightshadow. Once the heart of the Tiri Kitor, Trellara Nightshadow was known for the light in her eyes and the songs that she carries in her heart. Her voice echoed through the Blackfens like a songbird at dawn, a reminder of the joy and spirit that defined her people. But the death of her brother to the Red Hand's forces has cast a heavy shadow over her once-vibrant self. The grief of losing the last of her family has dulled her light, yet it has not broken her resolve. Vowing to avenge her brother, Trellara stands as a fierce warrior, ready to lend her bardic magic to those who fight the Red Hand.

CAPTAIN SORANNA ANITAH

Medium Humanoid, Lawful Good

Armor Class 18 (Breastplate, Shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Str +7, Con +6

Skills Athletics +6, Insight +3, Perception +3, Persuasion +5

Senses passive Perception 13

Languages Common, Halfling

Challenge 4 (1,100 XP)

Proficiency +3

Equipment. Anitah is equipped with Heart & Valor, a magical Shortsword and a magical Shield respectively, and carries one Potion of Greater Healing.

The Lion's Roar (1/Day). When Anitah hits a creature with Valor and the attack roll was made with advantage, she can release Valor's Lion's Roar and deal additional 10 (3d6) thunder damage to the target and force it to succeed a DC 15 Constitution saving throw or be stunned until the end of her next turn.

BONUS ACTIONS

Charging Slash. If Anitah used the dash action earlier this turn, she makes a melee weapon attack.

ACTIONS

Multiattack. Anitah makes three attacks, two with her Shortsword Heart and one with her Shield Valor.

Heart (Sword). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If Anitah deals damage to a creature with this attack, her next attack roll against the same creature has advantage until the end of her turn.

Valor (Shield). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage. If Anitah deals damage to a creature with this attack, the creature's next attack roll against any target other than Anitah has disadvantage until the end of her next turn.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Riposte. Anitah adds +3 to her AC against an incoming melee attack. If this causes the attack to miss, Anitah can make a melee weapon attack against the attacking creature. To use this reaction Anitah must wield Heart & Valor.

JORR NATHERSON

Medium Humanoid, Chaotic Good

Armor Class 15 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	11 (0)	15 (+2)	9 (-1)

Saving Throws Str +4, Dex +7

Skills Animal Handling +5, Perception +8, Stealth +7, Survival +8

Senses passive Perception 18

Languages Common, Halfling

Challenge 4 (1,100 XP)

Proficiency +3

Goblin Slayer. Jorr's weapon attacks deal an additional 3 (1d6) damage against goblinoids. Additionally Jorr has advantage on Wisdom (Survival) checks to find or follow tracks of goblinoids.

Fell the Horde. Once during his turn, when Jorr kills an enemy with a ranged weapon attack, he can immediately make another weapon attack.

ACTIONS

Multiattack. Jorr makes two weapon attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage and the creature's movement is reduced by 10 ft. until the end of Jorr's next turn.

Spray of Spikes (1/Day). Jorr fires his longbow, loading it with a special spike shot. The arrow lands on a point within 150 ft. of himself and explodes in lethal spikes. Each creature in a 10-foot area centered on the point of impact must succeed a DC 15 Dexterity saving throw or take 15 (6d4) piercing damage. Additionally the area is layered in lethal spikes which deal 5 (2d4) damage for each 5 ft. traversed through the area until the spikes are removed.

OLD WARKLEGNOW

Huge Giant, Neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 +55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	10 (0)	12 (+1)	9 (-1)

Skills Athletics +9, Perception +4, Stealth +6, Survival +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Proficiency +3

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in foliage and among trees.

ACTIONS

Multiattack. The giant makes to greatclub or greatbow attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Greatbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 16 (3d8+3) piercing damage. And the target must succeed a DC 14 Strength saving throw or has its flying speed reduced to 0 until the end of Old Warklegnow's next turn.

Overgrown Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage and the ground within 10 ft. sprouts gnarled roots, causing it to be difficult terrain until the end of Warklegnow's next turn.

KILLIAR ARROWSWIFT

Medium Humanoid, Lawful Neutral

Armor Class 16 (studded leather +1)

Hit Points 78 (12d8 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	11 (0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elven

Challenge 5 (1,800 XP)

Proficiency +3

Equipment. Killiar is equipped with his magic bow Windpiercer and wears a +1 studded leather armor.

Trick Shot. Once per turn when Killiar hits a target with a ranged attack, he can choose one of the following effects:

- **Eagle Shot.** The attack deals an additional 4 (1d8) damage.
- **Ram Shot.** The target must succeed a DC 15 Strength saving throw or be pushed back up to 10 feet.
- **Wolf Shot.** An allied creature within 5 ft. of the target can use a reaction to make a melee weapon attack against the creature.

BONUS ACTIONS

Mark Prey. Killiar can use this bonus action on his turn immediately after dealing damage to a creature with a weapon attack to mark it. Whenever Killiar deals damage to the marked creature, he deals an additional 3 (1d6) damage.

ACTIONS

Multiattack. Killiar makes three Shortsword or two Windpiercer attacks.

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

Windpiercer (Longbow). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+5) piercing damage.

Master Archer (1/day). Killiar makes four weapon attacks, each of which can be a Trick Shot.

REACTIONS

Skirmisher. When a creature ends its turn within 5 ft. of Killiar he can move up to half of his speed without provoking opportunity attacks.

TRELLARA NIGHTSHADOW

Medium Humanoid, Neutral Good

Armor Class 15 (chain shirt)

Hit Points 78 (12d8 +24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	14 (+2)	10 (0)	13 (+1)	18 (+4)

Saving Throws Dex +4, Cha +7

Skills Deception +7, Perception +4, Performance +10, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elven, Sylvan

Challenge 5 (1,800 XP)

Proficiency +3

Cowling Melody. Trellara can perform a song while taking a short rest and weave an unassuming illusion around herself and each other creature that takes a short rest with her. Each creature not resting with Trellara that sees her or any creature she is resting with must make a DC 15 Wisdom saving throw. On a failed save the creature is unable to see or hear Trellara and the other resting creatures.

BONUS ACTIONS

Inspiring Note. Trellara chooses a creature within 60 ft. of her. The next time the creature succeeds an attack roll or saving throw before the beginning of Trellara's turn it has advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn (it can choose when to apply the advantage when it makes the roll).

Jinxing Note. Trellara chooses a creature within 60 ft. of her. The next time the creature fails an attack roll or saving throw before the beginning of Trellara's turn it takes 9 (2d4+4) psychic damage.

Unassuming Note. Trellara hides.

ACTIONS

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

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

Spellcasting. Trellara casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *Friends*, *Mage Hand*, *Vicious Mockery* (3d4 damage)

1/day each: *Dimension Door*, *Hypnotic Pattern*, *Invisibility*, *Mass Healing Word*, *Polymorph*, *Sleep* (3rd Level)

REACTIONS

Phooka's Gifted Coin (1/day). When a creature within 60 ft. of Trellara makes an attack roll she can grant the attack roll advantage or disadvantage.