

POSSIBLE WARLORD TRAITS

Bolster. While within 30 feet of the warlord, any ally of the warlord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

Brave. The warlord has advantage on saving throws against being frightened.

Inspiring Presence. While the warlord isn't incapacitated, any ally within 30 feet of the warlord can't be frightened, and that ally gains temporary hit points equal to the warlord's Charisma modifier whenever it starts its turn there.

Master of Tactics. The warlord can take the Help action as a bonus action.

Rally. While the warlord isn't incapacitated, each ally of the warlord within 30 feet of it can't be charmed or frightened.

Tactical Discipline. The warlord has advantage on all ability checks and saving throws made during combat.

Reactions

Bulwark (3/Day). When an ally within 30 feet of the warlord fails a saving throw, the ally can reroll the saving throw.

Legendary Actions

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Advance. The warlord moves up to its speed.
Alternatively, up to five allies that can see and hear the warlord can use their reactions to move up to half their speeds.

Apprehend. One ally that can see and hear the warlord can use its reaction to attempt to grapple one creature within its reach.

Detect. The warlord makes a Wisdom (Perception) check.

Help. The warlord takes the Help action. If it uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of it, rather than within 5 feet of it, if the ally can see or hear the warlord.

Use an Object. The warlord takes the Use an Object action.

Inspiring Leader. The warlord targets up to five allies it can see within 30 feet of it. Each ally gains temporary hit points equal to 2d8 + the warlord's Charisma modifier.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the ally can see and hear the warlord, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a Wisdom saving throw (DC 8 + the warlord's proficiency bonus + the warlord's Charisma modifier) or be frightened until the end of warlord's next turn.

Leadership (Costs 2 Actions). Until the end of the warlord's next turn, each ally of the warlord's choice that can see the warlord can add a d4 to each of their attack rolls, ability checks, and saving throws. This effect ends if the warlord is incapacitated.

Overwhelming Assault (Costs 3 Actions). Up to five allies that can hear and see the warlord can each use their reactions to make one weapon attack.

BANNERET

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5) 10 (+0) 14 (+2) 11 (+0) 16 (+3) 18 (+4)

Saving Throws Str +9, Con +6

Skills Athletics +9, Perception +7, Persuasion +8

Senses passive Perception 17

Languages Common

Challenge 9 (5000 XP)

Indomitable (2/Day). The banneret rerolls a failed saving throw. It must use the new roll.

Martial Advantage. Once on each of its turns, the banneret can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the banneret that isn't incapacitated.

Rally. While the banneret isn't incapacitated, it and allies within 30 feet of it have advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The banneret makes three weapon attacks and uses Battlefield Inspiration or Rallying Cry.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Battlefield Inspiration. The banneret chooses up to three allies it can see within 30 feet of it. Until the end of the banneret's next turn, each target can add a d4 to its attack rolls and saving throws.

Rallying Cry. The banneret chooses one ally it can see within 30 feet of it. If the ally can see or hear the banneret, it gains 15 temporary hit points and can't be charmed or frightened for 1 minute.

Reactions

Bulwark. When an ally within 30 feet of the banneret fails a saving throw, the banneret can expend one use of Indomitable to allow the ally to reroll the saving throw.

Legendary Actions

The banneret can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The banneret regains spent legendary actions at the start of its turn.

Advance. The banneret moves up to its speed.

Alternatively, up to three allies that can see and hear the banneret can use their reactions to move up to half their speeds.

Command Ally. The banneret targets one ally it can see within 30 feet of it. If the target can see and hear the banneret, it can make one weapon attack as a reaction.

Weapon Attack. The banneret makes a weapon attack.

BARBARIAN LEADER

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +5

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any one language

Challenge 3 (700 XP)

Reckless. At the start of its turn, the barbarian leader can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the barbarian leader is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The barbarian leader makes one weapon attack and uses Rallying Cry.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Rallying Cry. The barbarian leader chooses one ally it can see within 30 feet of it. If the ally can see or hear the barbarian leader, it gains 10 temporary hit points and can't be frightened for 1 minute.

Legendary Actions

The barbarian leader can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian leader regains spent legendary actions at the start of its turn.

Charge. The barbarian leader moves up to its speed.

Rallying Cry. The barbarian leader uses Rallying Cry.

Weapon Attack. The barbarian leader makes one weapon attack.

Command Ally. The barbarian leader targets one ally it can see within 30 feet of it. If the target can see and hear the barbarian leader, it can make one weapon attack as a reaction.

Frighten Foe (Costs 2 Actions). The barbarian leader targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of barbarian leader's next turn.

BONE KNIGHT

Medium undead, lawful evil

Armor Class 15 (armor scraps, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)

Skills Intimidation +3, Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The bone knight makes two weapon attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Legendary Actions

The bone knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bone knight regains spent legendary actions at the start of its turn.

Advance. The bone knight moves up to its speed.

Alternatively, up to five undead that can see and hear the bone knight can use their reactions to move up to half their speeds.

Apprehend (Costs 2 Actions). Up to five undead that can see and hear the bone knight can each use their reactions to attempt to grapple one creature within their reach. The undead can all grapple the same target or can split their grapples between different targets.

Frighten Foe (Costs 2 Actions). The bone knight targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 11 Wisdom saving throw or be frightened until the end of bone knight's next turn.

DEATH KNIGHT ELITE

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 273 (26d8 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	16 (+3)	17 (+3)	23 (+6)

Saving Throws Dex +8, Wis +10, Cha +13

Skills Athletics +13, Intimidation +13, Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Common

Challenge 23 (50000 XP)

Dread Lord. While within 60 feet of the death knight, any ally of the death knight makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

Legendary Resistance (3/Day). If the death knight fails a saving throw, it can choose to succeed instead.

Magic Resistance. The death knight has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it are immune to effects that turn undead.

Spellcasting. The death knight is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21). It has the following paladin spells prepared:

1st level (4 slots): *command*, *hellish rebuke*, *searing smite*

2nd level (3 slots): *darkness*, *hold person*

3rd level (3 slots): *animate dead*, *bestow curse*

4th level (3 slots): *blight*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic), *dominate person*

Actions

Multiattack. The death knight makes three flail attacks.

Flail. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 27 (6d8) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Hellfire Orb (Recharge 6). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage plus 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dreadful Aspect. The death knight exudes magical menace. Each enemy within 30 feet of the death knight must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the death knight, the target can repeat the saving throw, ending the effect on itself on a success.

Reactions

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

Legendary Actions

The death knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The death knight regains spent legendary actions at the start of its turn.

Advance. The death knight or its mount moves up to its speed. Alternatively, up to five allies that can see and hear the death knight can use their reactions to move up to half their speeds.

Apprehend (Costs 2 Actions). Up to five allies that can see and hear the death knight can each use their reactions to attempt to grapple one creature within their reach. The allies can all grapple the same target or can split their grapples between different targets.

Dreadful Aspect (Costs 2 Actions). The death knight uses Dreadful Aspect.

Flail (Costs 2 Actions). The death knight makes one flail attack.

GOBLIN WARLORD

Small humanoid (goblinoid), neutral evil

Armor Class 16 (breastplate)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

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

Saving Throws Dex +4
Skills Acrobatics +4, Intimidation +4, Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1100 XP)

Nimble Escape. The warlord can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The warlord makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Legendary Actions

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin warlord regains spent legendary actions at the start of its turn.

Advance. The warlord or its mount moves up to its speed. Alternatively, up to five goblins that can see and hear the warlord can use their reactions to move up to half their speeds.

Command Ally. The warlord targets one goblin it can see within 30 feet of it. If the goblin can see and hear the warlord, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Leadership (Costs 2 Actions). Until the end of the warlord's next turn, each goblin of the warlord's choice that can see the warlord can add a d4 to each of their attack rolls, ability checks, and saving throws. This effect ends if the warlord is incapacitated.

GUARD CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Intimidation +4, Perception +3, Persuasion +4
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1 (200 XP)

Brave. The guard captain has advantage on saving throws against being frightened.

Actions

Multiattack. The guard captain makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Legendary Actions

The guard captain can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guard captain regains spent legendary actions at the start of its turn.

Advance. The guard captain moves up to its speed. Alternatively, up to five guards that can see and hear the guard captain can use their reactions to move up to half their speeds.

Apprehend. One guard that can see and hear the guard captain can use its reaction to attempt to grapple one creature within its reach.

Detect. The guard captain makes a Wisdom (Perception) check.

Leadership (Costs 2 Actions). Until the end of the guard captain's next turn, each guard of the guard captain's choice that can see the guard captain can add a d4 to each of their attack rolls, ability checks, and saving throws. This effect ends if the guard captain is incapacitated.

MUMMY WARLORD

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 256 (27d8 + 135)
Speed 30 ft.

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

Saving Throws Con +11, Int +8, Wis +11, Cha +10

Skills Athletics +11, History +8, Perception +11, Persuasion +10, Religion +8

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages the languages it knew in life

Challenge 20 (25000 XP)

Indomitable (3/Day). The mummy warlord can reroll a saving throw it fails. It must use the new roll.

Magic Resistance. The mummy warlord has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless the mummy warlord is incapacitated, it and any other undead creature within 60 feet of it has advantage on saving throws against effects that turn undead.

Master of the Grave. While within 60 feet of the mummy warlord, any undead ally of the mummy warlord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

Mummy Rot. When the mummy warlord hits a creature with a melee weapon attack, it must succeed on a DC 18 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic. On a successful save, a creature is immune to this effect until the end of its next turn.

Rejuvenation. A destroyed mummy warlord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy warlord's heart.

Unholy Weapons. The mummy warlord's weapon attacks are magical. When the mummy warlord hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Actions

Multiattack. The mummy warlord can use its Dreadful Glare and makes two weapon attacks.

Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) necrotic damage.

Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 18 (4d8) necrotic damage.

Dreadful Glare. The mummy warlord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 18 Wisdom saving throw against this magic or become frightened until the end of the mummy warlord's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies, mummy lords, and mummy warlords for the next 24 hours.

Legendary Actions

The mummy warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy warlord regains spent legendary actions at the start of its turn.

Advance. The mummy warlord moves up to its speed. Alternatively, up to five undead that can see and hear the mummy warlord can use their reactions to move up to half their speeds.

Attack. The mummy lord makes one weapon attack or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy warlord. Each creature within 5 feet of the mummy warlord must succeed on a DC 18 Constitution saving throw or be blinded until the end of the creature's next turn.

Command Ally. The mummy warlord targets one ally it can see within 30 feet of it. If the target can see and hear the mummy warlord, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Apprehend (Costs 2 Actions). Up to five undead that can see and hear the mummy warlord can each use their reactions to attempt to grapple one creature within their reach. The undead can all grapple the same target or can split their grapples between different targets.

Whirlwind of Sand (Costs 2 Actions). The mummy warlord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy warlord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy warlord remain in its possession.

NARZUGON ELITE

Medium fiend (devil), lawful evil

Armor Class 20 (plate, shield)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con +10, Cha +11

Skills Athletics +12, Intimidation +11, Perception +9

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Infernal, telepathy 120 ft.

Challenge 20 (25000 XP)

Death in Hellfire. When the narzugon kills a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 1d4 hours. If the creature isn't revived before then, only a *wish* spell or killing the lemure and casting *true resurrection* on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Diabolical Sense. The narzugon has advantage on Wisdom (Perception) checks made to perceive good-aligned creatures.

Infernal Command. While the narzugon isn't incapacitated, each ally of the narzugon within 60 feet of it can't be charmed or frightened, and can add a d4 to each of their attack rolls, ability checks, and saving throws.

Infernal Tack. The narzugon wears spurs that are part of *infernal tack*, which allow it to summon its nightmare companion.

Magic Resistance. The narzugon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The narzugon's weapon attacks are magical.

Mounted Combatant. The narzugon can force an attack targeted at its mount to target it instead.

Spellcasting. The narzugon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *hellish rebuke*, *searing smite*

2nd level (3 slots): *darkness*, *scorching ray*

3rd level (2 slots): *bestow curse*, *dispel magic*

Actions

Multiattack. The narzugon makes three weapon attacks.

Hellfire Lance. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage plus 22 (4d10) fire damage.

Terrifying Command. Each creature that isn't a fiend within 60 feet of the narzugon that can hear it must succeed on a DC 19 Charisma saving throw or become frightened of it 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. A creature that makes a successful saving throw is immune to this narzugon's Terrifying Command for 24 hours.

Heal (1/Day). The narzugon, or one creature it touches, regains up to 100 hit points.

Legendary Actions

The narzugon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The narzugon regains spent legendary actions at the start of its turn.

Advance. The narzugon or its mount moves up to its speed. Alternatively, up to five allies that can see and hear the narzugon can use their reactions to move up to half their speeds.

Hellfire Sweep (Costs 2 Actions). The narzugon sweeps its lance, unleashing hellfire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Terrifying Command (Costs 2 Actions). The narzugon uses its Terrifying Command.

PSYCHIC COMMANDER

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Str +9, Con +8, Int +9
Skills Arcana +9, Athletics +9, Perception +6, Persuasion +8
Senses passive Perception 16
Languages any two languages, telepathy 60 ft.
Challenge 12 (8400 XP)

Indomitable (3/Day). The commander rerolls a failed saving throw. It must use the new roll.

Innate Spellcasting (Psionics). The commander is a 8th-level spellcaster. Its innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

Cantrip (at will): *blade ward, minor illusion, thaumaturgy*
1st level (4 slots): *bane, bless, expeditious retreat, sanctuary*
2nd level (3 slots): *augury, detect thoughts, enlarge/reduce*
3rd level (3 slots): *fear, fly, slow*
4th level (2 slots): *dimension door, locate creature*

Rally the Troops. As a bonus action, the commander can use psionics to end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30 feet of it.

Victory Before Battle (3/Day). When the commander rolls initiative, it can grant itself and up to five creatures of its choice within 120 feet of it a +10 bonus to initiative.

Actions

Multiattack. The commander makes two weapon attacks, each of which it can replace with one use of Psychic Disruption.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) force damage.

Psychic Disruption. One creature within 120 feet of the commander must make a DC 17 Intelligence saving throw. On a failed save, the target takes 13 (3d8) psychic damage, and the first time it makes an attack roll or ability check before the end of the commander's next turn, it must roll a d4 and subtract the number rolled from the total.

Legendary Actions

The commander can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The commander regains spent legendary actions at the start of its turn.

Teleport. The commander teleports up to 30 feet to an unoccupied space it can see.

Commander's Sight. The commander chooses one creature it can see within 60 feet of it. Until the start of the commander's turn, the commander's allies have advantage on attack rolls against that target.

Command Ally (Costs 2 Actions). The commander targets one ally it can see within 30 feet of it. The ally can make one weapon attack as a reaction and gains advantage on the attack roll.

Psionics (Costs 2 Actions). The commander casts an innate spell.

SKULL OVERLORD

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 209 (22d8 + 110)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	20 (+5)	16 (+3)	15 (+2)	22 (+6)

Saving Throws Dex +11, Wis +8, Cha +12
Skills Athletics +10, History +9, Perception +8, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious
Senses darkvision 120 ft., passive Perception 18
Languages all the languages it knew in life
Challenge 20 (25000 XP)

Avoidance. If the skull overlord is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/Day). If the skull overlord fails a saving throw, it can choose to succeed instead.

Marshal Undead. Unless the skull overlord is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against effects that turn undead.

Master of the Grave. While within 60 feet of the skull overlord, any undead ally of the skull overlord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

Spellcasting. The skull overlord is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The skull overlord knows the following spells:

Cantrip (at will): *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *ray of frost*, *shocking grasp*
1st level (4 slots): *magic missile*, *expeditious retreat*, *thunderwave*
2nd level (3 slots): *darkness*, *mirror image*, *scorching ray*
3rd level (3 slots): *fear*, *haste*, *vampiric touch*
4th level (3 slots): *blight*, *dimension door*, *ice storm*
5th level (2 slots): *cloudkill*, *cone of cold*, *dominate person*
6th level (1 slot): *eyebite*, *soul cage*
7th level (1 slot): *finger of death*, *plane shift*
8th level (1 slot): *Abi-Dalzim's horrid wilting*, *earthquake*

Actions

Multiattack. The skull overlord makes three bone sword attacks.

Bone Sword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 14 (4d6) necrotic damage.

Life Drain. The skull overlord targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The skull overlord regains a number of hit points equal to half the amount of damage dealt.

Legendary Actions

The skull overlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The skull overlord regains spent legendary actions at the start of its turn.

Advance. The skull overlord moves up to its speed without provoking opportunity attacks. Alternatively, up to five undead that can see and hear the skull overlord can use their reactions to move up to half their speeds.

Bolster Undead. The skull overlord targets up to five undead it can see within 60 feet of it. Each undead gain 15 (2d8 + 6) temporary hit points.

Cantrip. The skull overlord casts a cantrip.

Command Undead (Costs 2 Actions). Up to five undead that can hear and see the skull overlord can each use its reaction to make one weapon attack.

Life Drain (Costs 2 Actions). The skull overlord uses its Life Drain.

Summon Undead (Costs 3 Actions). Up to five minotaur skeletons or ogre zombies appear in unoccupied spaces within 30 feet of the skull overlord and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The skull overlord can have up to ten undead summoned by this ability at a time.

SQUADRON LEADER

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +6, Dex +5, Con +6

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages any two languages

Challenge 6 (2300 XP)

Formation Tactics. The squadron leader and each ally within 30 feet of it has advantage on saving throws against being charmed, frightened, grappled, or restrained while within 5 feet of at least one ally.

Martial Advantage (1/Turn). The squadron leader can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the squadron leader that isn't incapacitated.

Master of Tactics. The squadron leader can take the Help action as a bonus action.

Actions

Multiattack. The squadron leader makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Legendary Actions

The squadron leader can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The squadron leader regains spent legendary actions at the start of its turn.

Advance. The squadron leader moves up to its speed. Alternatively, up to five allies that can see and hear the squadron leader can use their reactions to move up to half their speeds.

Command Ally. The squadron leader targets one ally it can see within 30 feet of it. If the target can see and hear the squadron leader, it can make one weapon attack as a reaction.

Detect. The squadron leader makes a Wisdom (Perception) check.

Defensive Position (Costs 2 Actions). Until the end of the squadron leader's next turn, each ally of its choice that can see the squadron leader can roll a d4 whenever an attack hits it or whenever it makes a saving throw. The number rolled is subtracted from the attack roll or is added to the saving throw total.

SUPREME WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 256 (27d8 + 135)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Str +11, Dex +11, Con +11, Wis +8

Skills Athletics +11, Insight +8, Intimidation +10, Perception +8, Persuasion +10

Condition Immunities charmed, frightened

Senses passive Perception 18

Languages any three languages

Challenge 17 (18000 XP)

Action Surge (Recharges after a Short or Long Rest). The warlord can take an extra action on its turn.

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Martial Advantage. Once on each of its turns, the warlord can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the warlord that isn't incapacitated. The warlord can also force the creature to make a DC 19 Strength saving throw. On a failed save, the creature is knocked prone.

Rally. While the warlord isn't incapacitated, each ally of the warlord within 60 feet of it can't be charmed or frightened, and can add a d4 to each of their attack rolls, ability checks, and saving throws.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the warlord can regain 20 hit points.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Tactical Discipline. The warlord has advantage on all ability checks and saving throws made during combat.

Actions

Multiattack. The warlord makes three weapon attacks.

Flail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Glaive. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Reactions

Hold the Line. The warlord can make one melee weapon attack against a creature that enters its reach, exits its reach, or moves 5 or more feet while within its reach. If the attack hits, the target's speed is reduced to 0 until the end of the current turn.

Parry. The warlord adds 4 to its AC against one melee attack that would hit it. To do so, the warlord must see the attacker and be wielding a melee weapon.

Legendary Actions

The warlord can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Advance. The warlord moves up to its speed.

Alternatively, up to five allies that can see and hear the warlord can use their reactions to move up to half their speeds.

Command Ally. The warlord targets one ally it can see within 60 feet of it. If the target can see and hear the warlord, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Detect. The warlord makes a Wisdom (Perception) check.

Weapon Attack. The warlord makes a weapon attack.

Frighten Foes (Costs 3 Actions). The warlord targets up to five creatures it can see within 30 feet of it. Each target must succeed on a DC 18 Wisdom saving throw or be frightened of the warlord until the end of the warlord's next turn. Any target within 5 feet of the warlord has disadvantage on the saving throw.

THUG BOSS

Medium humanoid (any race), any non-good alignment

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	9 (-1)	13 (+1)

Skills Athletics +5, Intimidation +3, Perception +1

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Cheap Shot (1/Turn). The thug boss deals an extra 7 (2d6) 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 the thug boss that isn't incapacitated and the thug boss doesn't have disadvantage on the attack roll. If a creature takes any of this extra damage, its speed is reduced to 0 until the end of the thug boss' next turn.

Discern Lies. The thug boss knows when it hears a creature speak a lie in a language it knows.

Nimble Escape. The thug boss can take the Disengage or Hide action as a bonus action on each of its turns.

Pack Tactics. The thug boss has advantage on an attack roll against a creature if at least one of the thug boss' allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug boss makes two weapon attacks.

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

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

Reactions

Redirect Attack. When a creature the thug boss can see targets it with an attack, the thug boss chooses an ally within 5 feet of it. The two creatures swap places, and the chosen ally becomes the target instead.

Legendary Actions

The thug boss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thug boss regains spent legendary actions at the start of its turn.

Apprehend. One ally that can see and hear the thug boss can use its reaction to attempt to grapple one creature within its reach.

Shove. The thug boss attempts to shove one creature within its reach.

Leadership (Costs 2 Actions). Until the end of the guard thug boss' next turn, each ally of the thug boss' choice that can see the thug boss can add a d4 to each of their attack rolls, ability checks, and saving throws. This effect ends if the thug boss is incapacitated.

Frighten Foe (Costs 3 Actions). The thug boss targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 11 Wisdom saving throw or be frightened until the end of thug boss' next turn.

WARLORD SKIRMISHER

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +10, Con +9, Wis +9

Skills Acrobatics +10, Insight +9, Perception +9, Stealth +10

Senses passive Perception 19

Languages any two languages

Challenge 14 (11500 XP)

Archer's Eye. As a bonus action, the warlord can mark one creature it can see within 120 feet of it. This mark lasts for 1 minute, ending early if the warlord marks another target. When the warlord or one of its allies makes an attack roll against a marked target, it can roll a d6 and add the number rolled to the attack roll.

Brave. The warlord has advantage on saving throws against being frightened.

Cunning Action. On each of its turns, the warlord can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). The warlord deals an extra 7 (2d6) 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 the warlord that isn't incapacitated and the warlord doesn't have disadvantage on the attack roll.

Actions

Multiattack. The warlord makes three weapon attacks.

Volley. The warlord makes a ranged attack against any number of creatures within 10 feet of a point it can see within its weapon's range.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Reactions

Skirmisher. When an enemy ends its turn within 5 feet of the warlord, the warlord can move up to half its speed without provoking opportunity attacks.

Uncanny Dodge. The warlord halves the damage that it takes from an attack that hits it. The warlord must be able to see the attacker.

Legendary Actions

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Quick Step. The warlord moves up to its speed without provoking opportunity attacks.

Advance. Up to five allies that can see and hear the warlord can use their reactions to move up to half their speeds.

Detect. The warlord makes a Wisdom (Perception) check.

Weapon Attack. The warlord makes one weapon attack.

Command Allies (Costs 2 Actions). The warlord targets up to three allies it can see within 60 feet of it. If a target can see and hear the warlord, it can make one weapon attack as a reaction and gains advantage on the attack roll.

WOLF PACK LEADER

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	7 (-2)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Brave. The wolf pack leader has advantage on saving throws against being frightened.

Keen Hearing and Smell. The wolf pack leader has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf pack leader has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pin Down. The wolf pack leader can attempt to grapple a creature as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Legendary Actions

The wolf pack leader can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wolf pack leader regains spent legendary actions at the start of its turn.

Advance. The wolf pack leader moves up to its speed. Alternatively, up to five wolves that can see and hear the wolf pack leader can use their reactions to move up to half their speeds.

Detect. The wolf pack leader makes a Wisdom (Perception) check.

Howl (Costs 3 Actions). Each hostile creature within 30 feet of the wolf pack leader that can hear its howl must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the wolf pack leader's next turn.