

5e

WARBANDS

SIMPLE STAT BLOCKS FOR FIGHTING SQUADS



52-IN-52

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5e Compatible

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WARBANDS

Many great stories feature small bands of heroes holding out against large numbers of foes, in history as well as literature. This might be holding an important objective against mobs of enemies, or taking out groups of guards defending a villain's lair. No matter the adventure or the situation, it's useful to have warbands of foes ready to throw at the characters!

The following creatures are organized groups of foes that are individually the size of a human or larger—these aren't swarms of tiny creatures, but warbands of larger foes. These creatures are called "warbands." Existing rules provide a quick method for determining how many monsters in a mob of creatures hit a hero they're ganging up on, but rules provided in the creatures below are specifically intended to reflect groups that fight closely together as a single creature in combat.

The exact number of a warband's component creatures varies, but in general, a Gargantuan warband made up of Small or Medium creatures consists of approximately 12 to 30 creatures and a Gargantuan warband made up of Large creatures consists of approximately 8 to 15 creatures.

Although the individuals in a warband likely each carry their own equipment, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a warband as a single creature for the purposes of looting, and should be able to recover gear worth a total value equal to the warband's expected treasure value.

ZOMBIE HORDE

This mass of shambling dead groans and grasps at the air as it surges forward.

Multitudes of Undead. Zombies often gather in huge groups. A zombie horde isn't an organized warband in any sense but merely an aggregation of many zombies fighting together in close quarters. A zombie horde might form from a sprawling mass of zombies crowded together by the terrain, such as a narrow hall or a doorway. After squeezing through

this barrier, the zombies simply remain in close confines, lacking the tactical sense to spread out again. Clever undead hunters might intentionally channel a large group of zombies into a narrow defile to bring them together as a horde; the horde is much tougher than any single zombie, but it's sometimes useful to be able to attack the horde all at once.

Mindless Advance. Zombie hordes have no sense of self-preservation whatsoever, and they do anything necessary to get at the living creatures they detect. This means they'll leap off of rooftops, cross burning fields, or lumber through barbed wire if necessary. Only when an easy way around the obstacle is immediately apparent—and obvious to their limited intellect—will a zombie horde bypass it. For example, a horde will move around an open pit in a plain, but they will surge into a pit in a narrow hallway. If the pit has less area than the zombie horde (for example, if the pit is only 5 feet square and 20 feet deep), the zombie horde fills it up and continues its relentless advance.

Grasping Hands. A zombie horde poses a particular hazard to foes they can overwhelm, as their grasping hands pummel anyone unfortunate enough to end up in their midst.

Undead Nature. A zombie horde doesn't require air, food, drink, or sleep.

ZOMBIE HORDE

Gargantuan warband of Medium undead, neutral evil

Armor Class 9

Hit Points 58 (4d20 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances necrotic; bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone, restrained, stunned

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Senses darkvision 60 ft., passive Perception 8
Languages understands Common but can't speak
Challenge 2 (450 XP)

Warband. The zombie horde can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Medium creature. The warband can't regain hit points or gain temporary hit points.

Undead Fortitude. If damage reduces the zombie horde to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie horde drops to 1 hit point instead.

Actions

Overwhelming Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is in the zombie horde's space and the zombie horde has at least half of its hit points, the target takes an additional 7 (2d6) bludgeoning damage.

CITY WATCH UNIT

These grim, hardheaded watch members in this unit grip their clubs menacingly.

Mustered to Fight. When members of a city watch identify a threat to their city or to their authority, they gather in close groups to fight. In these tightly-packed units, members of the city watch often spread across an entire street from building to building, driving forward any enemies into dead-ends or out of the city entirely.

Calls for Aid. Each member of the city watch is equipped with a shrill signal whistle they blow to summon help, so dispersing a single city watch unit often leads to confrontation with other, similar units mustered from watch headquarters elsewhere in the city.

CITY WATCH UNIT

Gargantuan warband of Medium humanoids (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 54 (4d20 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Intimidation +2, Perception +2

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Brave. The city watch unit has advantage on saving throws against being frightened.

Brutes. The city watch unit deals one extra die of damage when using weapons (included in the attack).

Warband. The city watch unit can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Medium creature. The warband can't regain hit points or gain temporary hit points.

Actions

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if the city watch unit has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Volley. The warband launches a volley of crossbow bolts in an 80-foot line. Each creature in that area must succeed at a DC 11 Dexterity saving throw (DC 9 if the city watch unit has half of its hit points or fewer), taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful save.

INFILTRATOR TROOP

These elves wear clothing to blend in with the forest environment and have their bows at the ready.

Elven Defenders: When elves mobilize to defend their homelands, they normally do so in loose groups to take advantage of the terrain and have plenty of room to fight. Elven infiltrators are skilled at advancing unseen towards foes and unleashing death with their arrows. Yet infiltrators sometimes find it more advantageous to organize into a tighter military formation, such as to defend a narrow pass or a river crossing, or to launch clouds of arrows to terrify their enemies into a retreat.

Fighting at Range: Unlike other warbands, which rely on the press of numbers to beat down opponents in melee, infiltrator troops are more effective while remaining at a distance. They are notoriously difficult to pin down, slipping away from melee combatants to renew their attacks from range.

Elven Magic: Although they lack the ability to cast spells in the usual fashion, elven infiltrators have sparks of magic they can employ to enchant their weapons while they fight. The ordinary swords and arrows these defenders use are considered magic weapons, allowing them to damage certain enemies resistant to mundane attacks.

INFILTRATOR TROOP

Gargantuan warband of Medium humanoids (elf), chaotic neutral

Armor Class 15 (leather)
Hit Points 108 (8d20 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +7

Skills Perception +4, Stealth +7, Survival +4

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Fey Ancestry. Magic can't put the infiltrator troop to sleep.

Keen Sight. The infiltrator troop has advantage on Wisdom (Perception) checks that rely on sight.

Loose Formation. The infiltrator troop's space doesn't count as difficult terrain for its allies.

Quick Retreat. The infiltrator troop can take the Disengage action as a bonus action on each of its turns.

Warband. The infiltrator troop can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Medium creature. The warband can't regain hit points or gain temporary hit points.

Actions

Multiattack. The infiltrator troop makes two enchanted longsword attacks.

Enchanted Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the infiltrator troop has half of its hit points or fewer. This is a magic weapon attack.

Enchanted Volley. The warband launches a volley of longbow arrows in a 150-foot line. Each creature in that area must succeed at a DC 15 Dexterity saving throw (DC 11 if the infiltrator troop has half of its hit points or fewer), taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful save. This is a magic attack.

AIRBORNE UNIT

Raining death from above, these daredevil soldiers plummet in a tightly packed squadron carrying heavy hammers and alchemical bombs.

First into the Fray. Specialized units that highly organized militaries deploy to secure important objectives, airborne units are skilled soldiers and grenadiers. Their particular specialty is in seizing and then demolishing enemy fortifications so they can't be used against the airborne units' allies.

Death from Above. The airborne unit first get into place high above an enemy objective using magical means such as flying carpets or risky teleportation, or they might be deployed from the bridge of an airship. When all else fails, paratrooper units might be hurled into the air with massive catapults. Once above their objectives, members of the unit with spellcasting target everyone in the unit with *feather fall* to slow the unit's descent. In this way, the airborne units descend into the thick of the fighting, weapons at the ready.

Destructive Attacks. Airborne unit hurl alchemical bombs and use their devastating hammers to eradicate enemy troops and destroy fortifications. They aren't above picking up weapons from their fallen foes, particularly weapons that might prove useful in their demolition objectives.

Fearless Fighters. Airborne units are highly resistant to fear; their missions are often so dangerous that their only options are to succeed or die, and the daredevil troopers wouldn't have it any other way.

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AIRBORNE UNIT

Gargantuan warband of Medium humanoids (human), neutral

Armor Class 16 (chain mail)

Hit Points 121 (9d20 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Con +6

Skills Athletics +7, Intimidation +4

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 8 (3,900 XP)

Innate Spellcasting. A few members of the paratrooper unit are spellcasters (not the unit as a whole) who can collectively deploy their spells as though the entire unit were a spellcaster. The paratrooper unit's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *feather fall* (self only)
1/day each: *spider climb* (self only)

Siege Team. The paratrooper unit deals double damage to objects and structures.

Warband. The paratrooper unit can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Medium creature. The warband can't regain hit points or gain temporary hit points.

Actions

Multiattack. The paratrooper unit makes three warhammer attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if the infiltrator troop has half of its hit points or fewer.

Alchemical Barrage (Recharge 5–6). The warband hurls several alchemical bombs at a point within 80 feet, choosing acid or fire. Each target within 20 feet of that point must

succeed at a DC 15 Dexterity saving throw (DC 11 if the paratrooper unit has half of its hit points or fewer), taking 42 (12d6) damage of the chosen type on a failed save, or half as much damage on a successful save.

CENTAUR WARBAND

A herd of stampeding centaurs clad in gleaming armor and bearing dangerous weapons presses ahead.

Wrath of the Centaurs: Centaurs are well-known hunters and defenders of forests and plains. When a significant threat to their lands materializes, centaurs come together in stampeding warbands to fight it back. Swift and implacable individually, centaurs traveling in a tight group are even more dangerous. While they don't use military organization the way humanoids in large civilizations do, centaur warbands are nevertheless a close unit of terrifying warriors.

Excellent Gear: Equipped with the best weapons and armor their tribes can offer, centaur warbands wear well-tended, if sometimes archaic, gear. Their polished armor and gleaming pikes aren't just for show, however: these armaments are deadly.

Forthright but Not Foolish: Centaur warbands are too large to be stealthy, and they generally prefer to eschew subtlety in battle anyway. Nevertheless, they use their knowledge of the land to advance along riverbeds, gullies concealed with brush, and other terrain allowing them to get close before launching a deadly charge.

CENTAUR WARBAND

Gargantuan warband of Large monstrosities, neutral good

Armor Class 16 (breastplate)

Hit Points 135 (10d20 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	17 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Con +7

Skills Perception +5, Survival +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Charge. If the centaur warband moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 22 (4d10) piercing damage.

Warband. The centaur warband can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Large creature. The warband can't regain hit points or gain temporary hit points.

Actions

Multiattack. The centaur warband makes three attacks: one with its pike and two with its hooves.

Pike. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, or 11 (1d10 + 6) piercing damage if the centaur warband has half of its hit points or fewer.

Hooves. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, or 9 (1d6 + 6) bludgeoning damage if the centaur warband has half of its hit points or fewer.

Enchanted Volley. The warband launches a volley of longbow arrows in a 150-foot line. Each creature in that area must succeed at a DC 14 Dexterity saving throw (DC 10 if the warband has half of its hit points or fewer), taking 54 (12d8) piercing damage on a failed save, or half as much damage on a successful save. This is a magic attack.

Legendary Actions

The centaur warband 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 centaur warband regains spent legendary actions at the start of its turn.

Detect. The centaur warband makes a Wisdom (Perception) check.

Move. The centaur warband moves up to its speed without provoking opportunity attacks.

Hooves (Costs 2 Actions). The centaur warband makes one hooves attack.

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