PF2

Warbands

Simple Stat Blocks for Fighting Squads

Rogue Genius Games

52-in-52

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Pathfinder Compatible

Credits

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Warbands

Many great stories, in history as well as literature, feature small bands of heroes holding out against large numbers of foes. 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 mobs of foes ready to throw at the characters!

Troop Rules

The following rules apply to organized groups of foes that are roughly the size of a goblin or larger—these aren't swarms of tiny creatures, but mobs or units of larger foes. Use the following rules for troops.

"Troop" is a trait that indicates a collection of creatures that acts as a single creature in combat. Its size entry gives the size of the entire mass, though for most troops the individual creatures that make up that mass are Medium. A troop can move through any area large enough for its component creatures. A troop can occupy the same space as other creatures. A troop has a single pool of Hit Points, a single Speed, and a single Armor Class. A troop attempts saving throws as a single creature. A troop typically has weakness to effects that deal damage over an area (like area spells and splash weapons).

Troops often have the Troop Mind ability. This means the troop doesn't have a single mind and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

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

Although troops are composed of a number of individual creatures, 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 troop as a single creature for the purposes of looting, and they should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's level). The items listed in a troop's stat block, if any, are those held by a typical member of the troop.

Zombie Horde

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

Zombie Horde **Creature 4**

NE GARGANTUAN MINDLESS TROOP UNDEAD ZOMBIE

Perception +8; darkvision

Skills Athletics +15

Str +4; **Dex** –1; **Con** +3; **Int** –5; **Wis** +0; **Cha** –2

Slow A zombie horde is permanently slowed 1 and can't use reactions

AC 18; **Fort** +13; **Ref** +7; **Will** +10

HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, precision, troop mind, unconscious; **Resistances** bludgeoning 10, piercing 10; **Weaknesses** area damage 5, positive 10, slashing 10, splash damage 5

Speed 25 feet

Grasping Claws ❖ Each enemy in the zombie horde's space or adjacent to it takes 2d6+4 bludgeoning damage (DC 21 basic Reflex save) and is grabbed by the horde until the end of the enemy's next turn. A successful save negates the grab. The horde can grab as many creatures as will fit in its space, and doing so doesn't prevent the horde from using Grasping Claws.

Zombies often gather in large hordes. A zombie troop is not 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. They pose a particular hazard to foes they can overwhelm, as their grasping claws quickly shred anyone unfortunate enough to end up in their midst.

Zombie hordes have no sense of self-preservation whatsoever, and they do anything necessary to get at living creatures they detect. This means they'll leap

off of rooftops, cross burning fields, or lumber through razor wire if necessary. Only if 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 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.

City Watch Unit

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

City Watch Unit **Creature 6**

LN GARGANTUAN HUMAN HUMANOID TROOP

Perception +14

Languages Common

Skills Athletics +16, Intimidation +13, Society +10

Str +4; **Dex** +2; **Con** +3; **Int** +0; **Wis** +2; **Cha** +1

Items chain mail, club, crossbow (20 bolts), signal whistle, steel shield (Hardness 5, 20 HP, BT 10)

Tight Formation Other creatures treat squares occupied by the city watch unit as difficult terrain.

AC 21 (23 with shield raised); **Fort** +15; **Ref** +14; **Will** +12

HP 75; **Immunities** precision, troop mind; **Weaknesses** area damage 10, splash damage 10

Bravery When the city watch unit rolls a success on a Will save against a fear effect, it gets a critical success instead. In addition, any time it gains the frightened condition, reduce its value by 1.

Shield Block [reaction]

Speed 25 feet

Storm of Clubs ❖ Each enemy in the city watch unit's space or adjacent to it takes 3d6+4 bludgeoning damage (DC 24 basic Reflex save) and is knocked prone. A successful save negates the prone condition.

Volley ❖ The city watch unit fires a volley of crossbow bolts that deals 3d8 piercing damage in a 60-foot line (DC 24 basic Reflex save).

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. 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 town.

Infiltrator Troop

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

Infiltrator Troop **Creature 8**

CN GARGANTUAN ELF HUMANOID TROOP

Perception +16; low-light vision

Languages Common, Elven, Sylvan

Skills Acrobatics +17, Athletics +16, Nature +14, Stealth +19, Survival +16

Str +4; **Dex** +5; **Con** +0; **Int** +1; **Wis** +2; **Cha** +0

Items *+1 striking composite longbow* (40 arrows), scimitar, studded leather armor

Woodland Stride An infiltrator troop ignores any difficult terrain caused by plants, including bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

AC 26; **Fort** +14; **Ref** +17; **Will** +16

HP 105; **Immunities** precision, troop mind; **Weaknesses** area damage 10, splash damage 10

Graceful Retreat ↷ **Trigger** A creature ends its movement adjacent to the infiltrator troop; **Effect** The infiltrator troop Steps.

Speed 30 feet

Augmented Arrows ❖❖ (primal, transmutation) The infiltrator troop casts spells to add to the damage its volley attack deals. Until the end of the turn, the infiltrator's volley deals an additional 3d8 cold or fire damage (of the troop's choice). This reflects a few of the infiltrators casting spells while being protected by the others; not all infiltrators engage in this spellcasting simultaneously. The infiltrator troop can't use Augmented Arrows for 1d4 rounds.

Storm of Blades ❖ Each enemy in the infiltrator troop's space or adjacent to it takes 3d8+4 slashing damage (DC 26 basic Reflex save).

Volley ❖ (magical) The infiltrator troop fires a volley of longbow arrows that deals 4d8 piercing damage in a 100-foot line (DC 26 basic Reflex save).

When elves mobilize to defend their homelands, they normally do so in loose groups. When a tighter military formation is advantageous, elven infiltrators form up into troops. Unlike other troops, which rely on the press of numbers to beat down opponents in melee, infiltrator troops are more effective while remaining at range. They unleash volleys of arrows enhanced by elven magic to deal significant damage to their foes. Infiltrator troops are notoriously hard to pin down. When approached by slower, well-armored enemies, the elves meld back into the safety of the forest to launch a new attack from an unexpected direction.

Airborne Unit

Raining death from above, these daredevil soldiers plummet in a tightly packed squadron.

Airborne Unit **Creature 10**

N GARGANTUAN HUMAN HUMANOID TROOP

Perception +19

Languages Common

Skills Acrobatics +20, Athletics +21, Crafting +19, Thievery +20

Str +5; **Dex** +4; **Con** +3; **Int** +3; **Wis** +1; **Cha** +0

Items leather armor, lesser elixir of life (2), moderate acid flask (3), moderate alchemist's fire (3), *+1 striking warhammer*

AC 27; **Fort** +21; **Ref** +19; **Will** +17

HP 130; **Immunities** precision, troop mind; **Weaknesses** area damage 10, splash damage 10

Bravery When the airborne unit rolls a success on a Will save against a fear effect, it gets a critical success instead. In addition, any time it gains the frightened condition, reduce its value by 1.

Controlled Fall An airborne unit has members with short-range air magic, clothing flaps to arrest descent, and other special training to reduce falling damage. An airborne unit takes no damage from falling, regardless of the distance.

Speed 25 feet

Alchemical Barrage ❖❖ (manipulate) The airborne unit hurls vials of acid or alchemist's fire up to a range of 60 feet that explode in a 20-foot burst. Creatures within the burst take 9d8 acid or fire damage, as chosen by the unit (DC 29 basic Reflex save). This ability gains the trait of the type of damage the unit chooses. The unit can't use alchemical barrage again for 1d4 rounds.

Battlefield Healing ❖ (healing) **Frequency** twice per day; **Effect** the airborne unit or an adjacent ally regains 30 Hit Points.

Demolishing Hammers ❖ (magical) Each enemy in the airborne unit's space or adjacent to it takes 3d10+5 bludgeoning damage (DC 29 basic Reflex save). The unit can instead deal this damage to an object in the unit's space or adjacent to the unit, and the damage ignores hardness of 20 or less.

Specialized units that highly organized militaries deploy to secure important objectives, airborne units are skilled soldiers and grenadiers. The airborne first get into place high above an enemy objective, either by magical means such as flying carpets or risky teleportation, or they might be deployed from the bridge of an airship. When all else fails, airborne units might be hurled into the air with massive catapults. Once above their objectives, the paratroopers descend into the thick of the fighting, using magic to slow their descent. There, they hurl alchemical bombs and use their devastating hammers to eradicate enemy troops and destroy fortifications. Airborne troopers 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.

Centaur Warband

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

Centaur Warband **Creature 12**

N GARGANTUAN BEAST TROOP

Perception +21; darkvision

Languages Common, Elven, Sylvan

Skills Athletics +26, Intimidation +21, Nature +21, Survival +23

Str +6; **Dex** +4; **Con** +2; **Int** +0; **Wis** +3; **Cha** +1

Items *+1 breastplate*, *+1 striking spear*, *+1 striking composite longbow* (20 arrows)

AC 31; **Fort** +24; **Ref** +22; **Will** +21

HP 180; **Immunities** precision, troop mind; **Weaknesses** area damage 15, splash damage 15

Speed 40 feet

Centaur Charge ❖❖ The centaur warband Strides and uses its Terrifying Hoofbeats, increasing the damage of its Terrifying Hoofbeats from 5d6+6 bludgeoning damage to 5d8+6 bludgeoning damage.

Terrifying Hoofbeats ❖ Each enemy in the centaur warband's space or adjacent to it takes 5d6+6 bludgeoning damage (DC 32 basic Reflex save) and becomes frightened 1 (frightened 2 on a critical failure). A creature that critically succeeds on this Reflex save isn't frightened.

Volley ❖ (magical) The centaur warband fires a volley of longbow arrows that deals 5d8 piercing damage in a 100-foot line (DC 32 basic Reflex save).

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. Equipped with the best weapons and armor their tribe can offer, a centaur warband is a swift and implacable force. They eschew subtlety, but they nevertheless use their knowledge of the land to advance using riverbeds, gullies concealed with brush, and other terrain allowing them to get close before striking.

Archon Wing

These grim archons bear highly ornamental armor and swords of shimmering fire.

Archon Wing **Creature 16**

LG GARGANTUAN ARCHON CELESTIAL TROOP

Perception +8; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +28, Athletics +31, Diplomacy +28, Intimidation +30, Religion +29, Survival +27

Str +9; **Dex** +2; **Con** +5; **Int** +1; **Wis** +3; **Cha** +6

Items *+2 resilient full plate*

AC 38; **Fort** +29; **Ref** +26; **Will** +27

HP 240; **Immunities** precision, troop mind; **Resistances** fire 20; **Weaknesses** area damage 15, evil 15, splash damage 15

Menacing Guardian (aura, divine, enchantment) 30 feet. Enemies that start their turn in the area or enter it must attempt a DC 35 Will save. On a failure, they take a –1 status penalty to attack rolls, spell rolls, and damage rolls against any other target while in the aura for 24 hours or until they damage the archon wing, whichever comes first. On a critical failure, they can't use hostile actions against any other target while in the area for 24 hours or until they damage the archon wing, whichever comes first. Regardless of the result, a creature is then temporarily immune to further menacing guardian auras for 24 hours.

Retributive Strike ↷ Instead of making a melee Strike, the archon wing can use its Flames of Justice but must include the triggering enemy in the line.

Speed 30 feet, fly 60 feet

Justice Blades ❖ (magical) Each enemy in the archon wing's space or adjacent to it takes 2d10+9 slashing damage plus 1d6 fire damage and 1d6 good damage (DC 37 basic Reflex save).

Divine Innate Spells DC 36; **4th** *dimension door* (at will); **Cantrips (8th)** *light*, *message*; **Constant (8th)** *tongues*

Archon's Door Once per day, if an archon wing sees another creature cast *dimension door*, it can cast an innate *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon wing's *dimension door*. If the archon wing's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either used *dimension door*.

Flames of Justice ❖ (magical) The spirit of justice of each legion archon within the archon wing manifests as a mighty two-handed sword that it can throw as a ranged weapon, reappearing in the archon's hands again instantly. The archon wing hurls a volley of these flaming swords that deals 4d10 slashing damage plus 1d6 fire damage and 1d6 good damage in a 60-foot line (DC 37 basic Reflex save).

Flights of archons bring righteous justice to battlefields of the planes, dispersing mobs of demons and regimented armies of devils alike. The archon wing is a troop formed of legion archons and blessed with additional power by celestial patrons, who would see their mission of justice succeed at all costs. Although rumors of mortals able to summon archon wings are probably no more than wishful legends, they might appear in the Material Plane when great evils rise—or when mortals meddle in celestial affairs and need to be struck down for their hubris or greed.

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