Expanded Warriors



HOMEBREW

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Warriors

Although many realms possess various levels of arcane warfare, warriors typically make up the majority of any military force. In comparison to arcanists, warriors have the advantage on being easier to train and can fight for long periods of time without expending their full strength.

Guards

Of all warriors, guards are the most common and least skilled. Even the smallest of towns typically have a small contingent of guards dedicated to preventing crime and serving as a defense force against invaders. Since many guards lack extensive martial skills, they make up for it through fighting defensively until reinforcements arrive.

Soldiers

Due to their extensive training, soldiers tend to be a level above the standard guard. Although many of them can be found on the battlefield, in forts, or defending strongholds, the largest of cities and palaces tend to have these highly trained soldiers instead of conventional guards.

Vanguards

The most common type of soldiers are vanguards. Their primary goal is to serve as frontline troops to shield their allies from harm while the rest of the force advances.

Legionnaires

Legionnaires typically serve as support to vanguards in their advances. They are extremely skilled warriors using their glaive to strike down foes from behind a shield wall or to cleave mounted opponents.

Sharpshooters

Sharpshooters serve as the eyes and ears of an army. Due to their keen senses, they are able to watch enemy movement. Their expertise with the longbow allows them to provide covering fire for their allies from long distances as well as provide suppressing fire to prevent their enemies from flanking their allies.

Cavaliers

Cavaliers have mastered the art of combat while mounted. These soliders use the superior mobility of their mount to crash through enemy barricades to allow their allies to take advantage of the chaos.

Special Forces

Special forces are elite soldiers often used for extremely vital or dangerous missions. A small detachment of these individuals is often equivalent to a small battalion of normal soldiers. Although they are typically tasked on special missions, it is not uncommon that these individuals are the primary security force for important locations such as a castle or palace.

Skyknights

Skyknights are elite soliders that have mastered aerial combat mounted on flying creatures such as giant eagles, griffons, or wyverns. When deployed, often use their extreme mobility and evasion to eliminate high priority threats such as artillery, or to weaken wall defenses.

Juggernauts

Juggernauts are the primary choice of shock troops of any invasion force. When deployed, these individuals are able to smash through fortified barricades while using their heavy armor to negate any suppressing fire. They are also used to break through shield walls using their powerful mauls to crush anyone who stands in their way.

Dreadnaughts

Dreadnaughts are the ultimate defender. Thanks to their superior strength, they are able to wield colossal tower shields and halberds each in one hand. A small team of dreadnaughts are often deployed to provide support when defenses are breached. A couple of dreadnaughts are able to hold off a small battalion long enough for reinforcements can arrive using their halberds and spiked shields to punish anyone who gets to close.

Arbalesters

In battle, the primary goal of arbalesters are to take out high priority targets such as mages or enemy commanders. Due to their training, they are extremely versatile and are able to fire their crossbows at rapid speeds, even while in the close quarters. When encountering an arbalester, one must be wary of their allies as they alway travel in kill squads consisting of 7(2d6) members.

Knights

Knights are the most elite of all special forces warriors. They possess considerable martial skill and are at times singlehandedly able to turn the tide of a battle. Thanks to stalwart presence, even in the face of the most terrifying of foes, they are able to command and maneuver their allies to strike at their opponent's vulnerabilities. Not only are they extremely valuable on the battlefield, they are often trained to be royal escorts or the elite guard for rulers as well.

Warlords

Thanks to their superior martial and tactical skills, warlords often find themselves as generals of entire armies. However, some have used their military power to launched their own campaigns and self-appointed rule.

In battle, one warlord is equivalent to a small garrison. In single combat, they are nearly unmatched combining their extreme strength and speed with precision and technique that always puts their opponent at a disadvantage.

In addition to this, they are masterful commanders that are able to fully bring out the full martial potential of their allies in the midst of battle allowing them to strike with deadly precision and efficiency.

Guard

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 23(4d8+8)
Speed 30ft.

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

Skills Athletics +4, Perception +6
Senses passive Perception 16
Languages Common and one Language of Choice
Proficiency Bonus +2
Challenge 1 (200xp)

Pack Tactics The guard has advantage on an attack rolls against a creature if at least one of the guard's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sentinel The guard can make an attack of opportunity, even if a creature disengages.

Vigil The guard has advantage on initiative and Wisdom(Perception) checks

Actions

Multiattack. The guard can make two weapon attacks with their spear. They can substitute any number of spear attacks for a crossbow attack

Spear. *Melee Weapon Attack:* +4 to hit, 10ft, one target. *Hit:* 6 (1d6+2) piercing damage

Crossbow. *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage

Soldier Vanguard

Medium Humanoid, Varies

Armor Class 16(Breastplate+ Shield)
Hit Points 51(6d8+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	10 (+2)

Skills Athletics +5, Perception +4
Senses passive Perception 14
Languages Common and one Language of Choice
Proficiency Bonus +2
Challenge 3 (700xp)

Defender When the vanguard hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the vanguard until the end of its next turn.

Pack Tactics The vanguard has advantage on an attack rolls against a creature if at least one of the vanguard's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sentinel The vanguard can make an attack of opportunity, even if a creature disengages.

Tactical Advantage The vanguard has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the vanguard can make an additional spear or heavy crossbow attack on its turn.

Actions

Multiattack. The vanguard can make two weapon attacks with their spear. They can substitute any number of spear attacks for a crossbow attack

Spear. *Melee Weapon Attack:* +5 to hit, 10ft, one target. *Hit:* 7 (1d6+3) piercing damage

Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft, one target. *Hit:* 10 (1d10+3) piercing damage

Reactions

Shield Wall When the vanguard or a creature within 5ft. of it takes damage, the vanguard can reduce the damage taken by 10. If the damage exceeds this amount, it can halve any of the excess damage.

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Soldier Legionnaire

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 51(6d8+18)
Speed 30ft.

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

Skills Athletics +5, Perception +4
Senses passive Perception 14
Languages Common and one Language of Choice
Proficiency Bonus +2
Challenge 3 (700xp)

Martial Advantage Once per turn, the legionnaire 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 legionnaire that isn't incapacitated.

Pack Tactics The legionnaire has advantage on an attack rolls against a creature if at least one of the legionnaire's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The legionnaire has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the legionnaire can make an additional glaive or crossbow attack on its turn.

Actions

Multiattack. The legionnaire can make two weapon attacks with their glaive. They can substitute any number of glaive attacks for a crossbow attack

Glaive. *Melee Weapon Attack:* +6 to hit, 10ft, one target. *Hit:* 10 (1d10+3) slash damage

Crossbow. *Ranged Weapon Attack:* +6 to hit, 100/400ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Retaliation When the legionnaire or a creature within 10ft. of the legionnaire is targeted with a melee attack while within 10ft. of the legionnaire, it can make a glaive attack against that creature.

Soldier Sharpshooter

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 51(6d8+18)
Speed 30ft.

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

Skills Athletics +5, Perception +4
Senses passive Perception 14
Languages Common and one Language of Choice
Proficiency Bonus +2
Challenge 3 (700xp)

Keen Senses The sharpshooter has advantage on Wisdom (Perception) checks that rely on sight

Precision The sharpshooter can ignore half and three-fourth's cover.

Pack Tactics The sharpshooter has advantage on an attack rolls against a creature if at least one of the sharpshooter's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The sharpshooter has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the sharpshhoter can make an additional shortsword or longbow attack on its turn.

Actions

Multiattack. The sharpshooter can make two weapon attacks with their shortsword. They can substitute any number of shortsword attacks for a longbow attack

Shortsword. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 7 (1d6+3) piercing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Reactive Shot Whenever a creature first enters or leaves within 30ft. of the sharpshooter, the sharpshooter can make a longbow attack as a reaction.

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Soldier Cavalier

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 45(6d8+18)
Speed 30ft.

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

Skills Athletics +5, Perception +4
Senses passive Perception 14
Languages Common and one Language of Choice
Proficiency Bonus +2
Challenge 3 (700xp)

Agile While mounted, the cavalier can use its bonus action to Dash.

Battle Mount While mounted, the cavalier and its mount both take actions on the same turn. Its mount can either before or after the cavalier's turn.

Charge If the cavalier moves at least 20ft. on its turn while mounted, it can deal an additional 9(2d8) slashing damage on its next longsword attack. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Evasive While mounted, the cavalier and its mount does not provoke opportunity attack while moving outside a creature's reach.

Pack Tactics The cavalier has advantage on an attack rolls against a creature if at least one of the cavalier's allies are within 5 feet of the creature and the ally isn't incapacitated.

Saddle Trained While mounted, both the cavalier and its mount have advantage on saving throws. Upon failing a saving throw, the cavalier and its mount takes half damage and upon a successful saving throw, they both take no damage.

Tactical Advantage The cavalier has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the cavalier can make an additional longsword or longbow attack on its turn.

Actions

Multiattack. The cavalier can make two weapon attacks with their longsword. The cavalier can substitute any number of longsword attacks for a longbow attack

Longsword. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Battle Bond While mounted, the cavalier or their mount takes damage, the cavalier can use its reaction to split the damage between both targets.

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Soldier Skyknight

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 76(9d8+27)
Speed 30ft.

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

Skills Athletics +6, Perception +8
Senses passive Perception 18
Languages Common and one Language of Choice
Challenge 5 (1800xp) **Proficiency Bonus** +3

Battle Mount While mounted, the skyknight and its mount both take actions on the same turn. Its mount can either before or after the skyknight's turn. Additionally, the skyknight's mount can benefit from Flyby, Skydive, and Pack Tactics if it does not possess these traits.

Flyby While mounted, the skyknight does not provoke opportunity attacks by flying outside a creature's reach.

Keen Senses The skyknight has advantage on Wisdom (Perception) checks relying on sight.

Skydive While mounted, if the skyknight's mount flies at least 30ft. on its turn while mounted, the skyknight can deal an additional 14(3d8) slashing damage on its next longsword attack. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

Pack Tactics The skyknight has advantage on an attack rolls against a creature if at least one of the skyknight's allies are within 5 feet of the creature and the ally isn't incapacitated.

Saddle Trained While mounted, both the skyknight and its mount have advantage on saving throws. Upon failing a saving throw, the skyknight and its mount takes half damage and upon a successful saving throw, they both take no damage.

Tactical Advantage The skyknight has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the skyknight can make an additional longsword or longbow attack on its turn.

Actions

Multiattack. The skyknight can make two weapon attacks with their longsword. They can substitute any number of longsword attacks for a longbow attack

Longsword. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Longbow. *Ranged Weapon Attack:* +6 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Battle Bond While mounted, the skyknight or their mount takes damage, the skyknight can use its reaction to split the damage between both targets.

Soldier Juggernaut

Medium Humanoid, Varies

Armor Class 18(Plate Armor)
Hit Points 94(9d8+45)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+2)

Saving Throws Str +8, Con +8
Skills Athletics +8, Perception +5
Senses passive Perception 15
Languages Common and one Language of Choice
Challenge 6 (2300xp) **Proficiency Bonus** +3

Crushing Blows The juggernaut deals an additional 11(3d6) damage on melee weapon attacks against prone creatures or creatures one size smaller than it

Siege Monster The juggernaut deals double damage to buildings and objects

Heavy Armor The juggernaut can reduce bludgeoning, piercing, and slashing damage taken by 5.

Pack Tactics The juggernaut has advantage on an attack rolls against a creature if at least one of the juggernaut's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The juggernaut has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the juggernaut can make an additional maul or Double Crossbow attack on its turn.

Actions

Multiattack. The juggernaut can make two weapon attacks with their maul. They can any number of maul attacks for a double crossbow attack

Maul. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 19 (2d6+5) bludgeoning. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be knocked prone.

Double Crossbow. *Ranged Weapon Attack:* +8 to hit, 50/200ft, one target. *Hit:* 14 (2d8+5) piercing damage. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be pushed back 5ft.

Soldier Dreadnaught

Medium Humanoid, Varies

Armor Class 20(Plate Armor+ Shield)
Hit Points 94(9d8+45)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+2)

Saving Throws Strength +8, Con +8
Skills Athletics +8, Perception +5
Senses passive Perception 15
Languages Common and one Language of Choice
Challenge 8 (2900xp) **Proficiency Bonus** +3

Defender When the dreadnaught hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the dreadnaught until the end of its next turn.

Sentinel The dreadnaught can make an attack of opportunity, even if a creature disengages. Upon a hit, creatures must succeed a DC 16 Strength saving throw or have its movement speed reduced to 0 until the end of its next turn.

Pack Tactics The dreadnaught has advantage on an attack rolls against a creature if at least one of the dreadnaught's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The dreadnaught has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the dreadnaught can make an additional spear or Heavy Crossbow attack on its turn.

Reactive The dreadnaught can take a reaction at the end of every creatures turn.

Spiked Shield Whenever a creature grapples or hits the dreadnaught while within 5ft. of the dreadnaught, it takes 4(1d6) piercing damage

Actions

Multiattack. The dreadnaught can make two weapon attacks with their halberd and one with its spiked shield. Alternatively, it can make two crossbow attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 11 (1d10+5) slashing damage.

Spiked Shield. *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 8 (1d4+5) piercing damage. Upon a hit, the target must succeed a DC 16 Strength saving throw or be pushed back 5ft.

Heavy Crossbow *Ranged Weapon Attack:* +8 to hit, 100/400ft, one target. *Hit:* 12 (1d10+5) piercing damage.

Reactions

Shield Block When the dreadnaught or a creature within 5ft. of it takes damage, the dreadnaught can reduce the damage taken by 10. If the damage exceeds this amount, it can halve any of the excess damage.

Soldier Arbalester

Medium Humanoid, Varies

Armor Class 16(Breastplate)
Hit Points 76(9d8+27)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	10 (+2)

Skills Athletics +6, Stealth +7, Perception +9
Senses passive Perception 14
Languages Common and one Language of Choice
Challenge 6 (2300xp) **Proficiency Bonus** +3

Close Quarter Shooter The arbalester can ignore range penalties on its ranged weapon attacks.

Dead Shot The arbalester can deal a critical hit on a 18-20 on its ranged weapon attacks. Upon dealing a critical hit, the arbalester can triple the damage die.

Keen Senses The arbalester has advantage on Wisdom (Perception) checks that rely on sight

Precision The arbalester can ignore half and three-fourth's cover.

Pack Tactics The arbalester has advantage on an attack rolls against a creature if at least one of the arbalester's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The arbalester has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the arbalester can make an additional longsword or a hand crossbow attack on its turn.

Actions

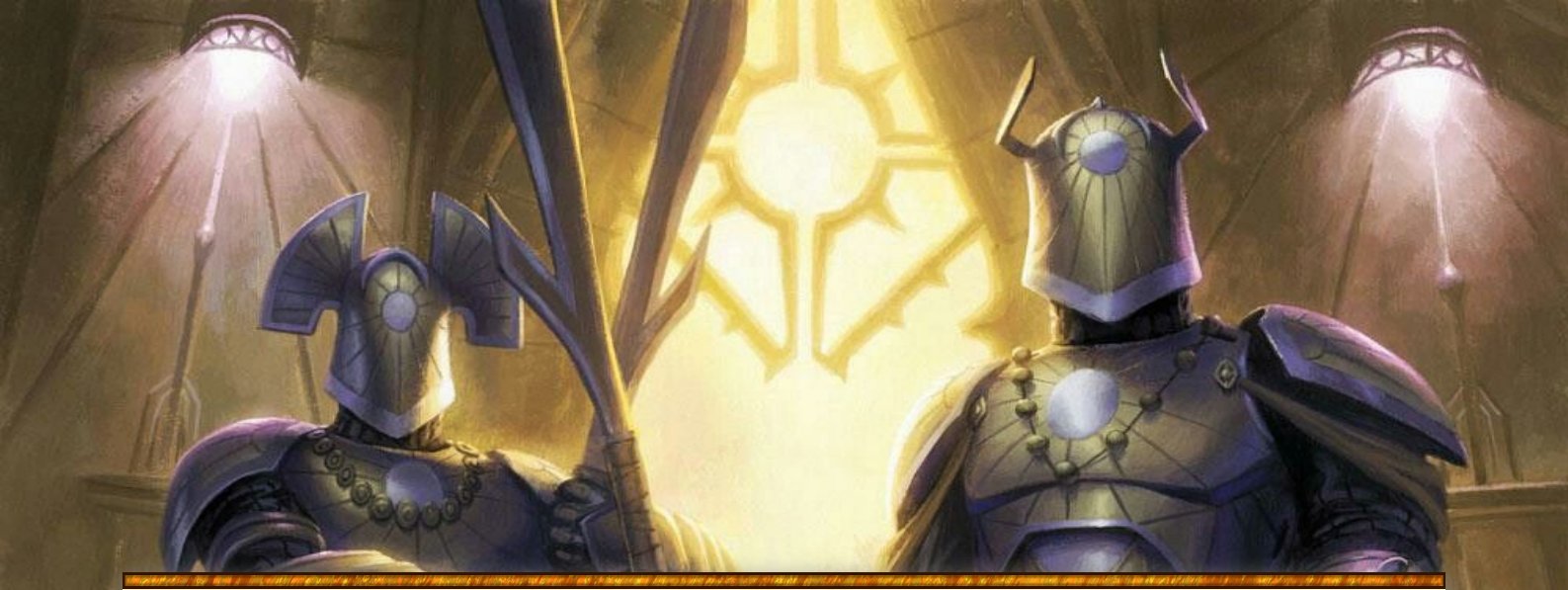
Multiattack. The arbalester can make four weapon attacks with their longsword. They can substitute any number of longsword attacks for a hand crossbow attack

Longsword. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, 240ft, one target. *Hit:* 8 (1d6+4) piercing damage

Reactions

Reactive Shot Whenever a creature first enters or leaves within 30ft. of the arbalester, the arbalester can make a hand crossbow attack as a reaction.



Knight

Medium Humanoid, Varies

Armor Class 20(Plate Armor and Shield)
Hit Points 100(12d8+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	16 (+3)	15 (+2)

Skills Athletics +8, Perception +7, Intimidation +6, Persuasion +6
Senses passive Perception 17
Languages Common and one Language of Choice
Proficiency Bonus +4
Challenge 11 (7200xp)

Defender When the knight hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the knight until the end of its next turn.

Intrepid The knight has advantage on saving throws against being frightened. If frightened, the knight can still move towards the source of its fear.

Martial Advantage Once per turn, the knight 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 knight that isn't incapacitated.

Resolute The knight has advantage on saving throws against being charmed. Any time the knight takes damage while charmed automatically ends the effect.

Pack Tactics The knight has advantage on an attack rolls against a creature if at least one of the knight's allies are within 5 feet of the creature and the ally isn't incapacitated.

Reactive The knight can take a reaction at the end of each creature's turn.

Tactical Advantage The knight has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the knight can make an additional longsword or a heavy crossbow attack on its turn.

Warrior's Spirit When the knight starts its turn below half its hitpoint maximum, it gains 20 temporary hitpoints at the start of each of its turns. While these temporary hitpoints are active, it has resistance to all damage and is immune to all conditions.

Actions

Multiattack. The knight can make a Rally Charge (if available) and three weapon attacks with their longsword. They can replace any number of longsword attacks for a heavy crossbow attack

Longsword. *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 9 (1d8+4) slashing damage

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, 100/400ft, one target. *Hit:* 10 (1d10+4) piercing damage

Rallying Charge(Recharge 5-6) Until the end of its next turn, the knight and any creature of its choice within 30ft. that can see or hear it gains 20 temporary hitpoints, its movement speed doubled, and advantage on all attack rolls and saving throws until the end of its next turn.

Bonus Actions

Battle Command A creature within 30ft. that can see or hear the knight can use its reaction to move up to half its movement speed to make a weapon attack against a creature it can see. Upon a hit, the creature can deal an additional 14(4d6) damage. This movement does not provoke opportunity attack

Fortification Command A creature within 30ft. that can see or hear the knight gains 20 temporary hitpoints until the end of its next turn.

Stalwart Command A creature within 30ft. that can see or hear the knight can end on condition on itself.

Reactions

Retaliation When the knight or an ally within 5ft. of the knight is targeted with a melee attack while within 10ft. of the knight, it can make a longsword attack against that creature.

Warlord

Medium Humanoid, Varies

Armor Class 18(Plate Armor)
Hit Points 181(18d8+90)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str+11, Con +11, Wis +9
Skills Athletics +11, Perception +9, Intimidation +10, Persuasion +10
Senses passive Perception 19
Languages Common and one Language of Choice
Proficiency Bonus +6
Challenge 18 (20000xp)

Intrepid The warlord has advantage on saving throws against being frightened. If frightened, the warlord can still move towards the source of its fear.

Legendary Resistances (3/day) Upon failing a saving throw, the Warlord can choose to succeed. Upon using this feature, the warlord can make a weapon attack. This weapon attack can benefit from its Martial Advantage.

Martial Advantage Once per turn, the warlord can deal an extra 21 (6d6) 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.

Resolute The warlord has advantage on saving throws against being charmed. Any time the warlord takes damage while charmed automatically ends the effect.

Pack Tactics The warlord has advantage on an attack rolls against a creature if at least one of the warlord's allies are within 5 feet of the creature and the ally isn't incapacitated.

Reactive The warlord can take a reaction at the end of each creature's turn.

Tactical Advantage The warlord has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the warlord can make an additional greatsword or a double crossbow attack on its turn.

Warrior's Spirit When the warlord starts its turn below half its hitpoint maximum, it gains 30 temporary hitpoints at the start of each of its turns. While these temporary hitpoints are active, it has resistance to all damage and is immune to all conditions.

Warmaster

Whenever the deals additional damage using its Martial Advantage, it can inflict one of the following effects.

Cleave The warlord can make an additional attack against a creature within 5ft. of the original target. Upon a hit, that creatures takes the same damage as the first target.

Cripple Creature's hit by the warlord's weapon attack must succeed a DC 19 Constitution saving throw or have its movement speed halved until the end of its next turn.

Disorient Creature's hit by the warlord's weapon attack must succeed a DC 19 Constitution saving throw or suffer disadvantage on attack rolls until the end of its next turn.

Trip Creature's hit by the warlord's weapon attack must succeed a DC 19 Strength saving throw or be pushed back 10ft. and fall prone.

Actions

Multiattack. The warlord can make a Rally Charge (if available) and four weapon attacks with their greatsword. They can replace any number of greatsword attacks for a heavy crossbow attack

Greatsword *Melee Weapon Attack:* +11 to hit, 5ft, one target. *Hit:* 12 (2d6+5) slashing damage

Double Crossbow. *Ranged Weapon Attack:* +11 to hit, 50/200ft, one target. *Hit:* 14 (2d8+5) piercing damage

Rallying Charge(Recharge 5-6) Until the end of its next turn, the warlord and any creature of its choice within 30ft. that can see or hear it gains 30 temporary hitpoints, its movement speed doubled, and advantage on all attack rolls and saving throws until the end of its next turn.

Legendary Actions(3/turn)

Battle Command(1 action) A creature within 30ft. that can see or hear the warlord can use its reaction to move up to half its movement speed to make a weapon attack against a creature it can see. Upon a hit, the creature can benefit from Martial Advantage. This movement does not provoke opportunity attack

Fortification Command(1 action) A creature within 30ft. that can see or hear the warlord gains 30 temporary hitpoints until the end of its next turn.

Resilience(1 action) The warlord can end one status condition or spell effect on itself.

Stalwart Command(1 action) A creature within 30ft. that can see or hear the warlord can end on condition on itself.

Reactions

Parry The Warlord gains a +2 bonus to its AC until the start of its next turn. Whenever a creature misses with a melee attack while within 5ft. of the warlord, the warlord can make a greatsword attack. Upon a hit, this attack can benefit from Martial Advantage.

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Army Templates

Sometimes when running campaigns or encounters with warriors, large numbers of them can be hard to manage or can lead to impossible and unfun encounters for players. However a potential solution to this problem is to treat these battles as a swarm encounter.

The core basis of these templates are that they operate as a swarm. The hitpoints of the swarm for this template represents the integrity of the battalion as a whole (not individual hitpoints). So upon defeat, you may choose for the army may simply disperse into a small group of stragglers who survived the onslaught.

It is important to note that these template simulates a small army template (typcially consisting of about 20 - 30 individuals at a time). For example, a small army may have 5, 10, or even 50 battalions. Additionally, this template serves as a concise method to run large groups, especially if players decided to rally a local mob to hunt a giant beast that has been attacking their village.

Whenever players battle an army, their abilities can be flavored as cutting through swaths of soldiers without having to worry about keeping track of numerous statblocks. For example, an weapon attack from the battalion in its space could be akin to several soldiers breaking from their rank to engage a player.

Plus, as a swarm, they can make for unique encounters wherein players could fight notable enemies, such as a knight or other special forces, while attempting to navigate through the hazards of being within the army's space.

Angry Mob

Angry mobs are the weakest and most basic type of army. These groups are typically formed by unsatisfied commoners who have decided to take things into their own hands, They are not particularly skilled or well equipped but can be dangerous due to their reckless antics.

Peacekeeper Force

Peacekeepers are typically a large mobilization of guards that can be rallied in any medium or larger settlement. Primarily, their objective to deal with civil uprisings, often through non-lethal methods unless absolutely necessary. Additionally, they can serve as a defense force or reserve army in times of need, especially if there is not a soldier battalion readily available.

Rebellions

Rebellions typically represent a organized force of common citizens that have taken up arms and even basic martial training. They often take the form of a guerilla force against a government regime or even a small army of bandits attempting to take over a town. The main distinguishing factor is that they are much more organized and better equipped than the typical mob.

Battalions

Battalions make up the core of many different armies. Since battalions range from 20 - 50 men in total, many armies possess several or even dozen of battalions. As a result, many armies have numerous variants of battalions, each dedicated to a specific specialty in warfare.

Battle Mage Contingent

Because magic is present in many forms of warfare on the Material Plane and beyond, many armies employ a special division of soldiers equipped with war mages. Thanks to their presence, they are able to magically empower the battalion's weapons, ward against spell assaults, and barrage their opponents with arcane fire.

Design Note Due to the number of mages in a contingent, the battalion does not possess spell slots. This design note applies to the Crusader template as well.

Crusader Contingent

Crusaders represents the divine equivalent of battle mage battalions. This group relies on divine magic to annihilate any undead or fiends in their wake. They are capable to summoning divine shields to protect them from harm, summon divine beings to harry their foes, and even bring their allies from the dead.

Design Note The crusaders are able to self heal using *Cure Wounds*. Although most swarms are unable to heal(outside of the reinforcement ability I gave them) ability, this effect is to replicate the ability that divine battalions can resurrect fallen allies.

Skysword Contingent

Skysword battalions consist primarily of mounted fliers using their aerial superiority to dive bomb enemy ranks or to pelt them with volleys of arrows from the safety of the clouds.

Cavalry Contingent

These battalions specialize in mobility and the ability to charge through enemy ranks. Once they break through defenses, their sheer number and strength prevents their opponent from recovering as they are trampled underfoot.

Artillery Contingent

Artillery battalions are equipped with massive siege engines and war machines. Their primary strength resides in raining fiery destruction upon their foes and are capable of toppling even the most fortified of structures.

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Angry Mob

Gargantuan swarm of Medium Humanoids, varies

Armor Class 11 (Patchwork Armor)
Hit Points 63(6d20)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +3
Skills Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 12
Languages Common and one language of choice
Proficiency Bonus +2
Challenge 5 (1800 xp)

Mob Tactics The mob have advantage on attack rolls against a creature within its space

Reckless At the start of its turns, the mob can choose to grant itself advantage on attack rolls until the end of its next turn. However, attacks against them have advantage for the duration

Strength in Numbers The mob has advantage on Strength saving throws and ability checks.

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

Swarm Stride The mob can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The mob can use a reaction at the end of every creature's turn.

Unruly Mob Creatures that first enters or starts its turn in the mob's space takes 2(1d4) bludgoening + 2(1d4) piercing +2(1d4) slashing damage at the start of each of its turns.

Actions

Multiattack. The angry mob can make two strikes with improvised weapons. If the mob is below its hitpoint maximum, it can only make one strike with its Improvised weapons and cannot benefit from its Surging Mob.

Improvised Weapons. *Melee Weapon Attack:* +8 to hit, 5ft., all targets in range or in its space. *Hit* 8(1d4+5) bludgeoning damage + 3 (1d4) piercing damage + 3 (1d4) slashing damage.

Surging Mob(1/day) The Mob can recover 27 (6d8) hitpoints as more commoners fill in their ranks. It cannot benefit from this feature if it is below half its hitpoint maximum.

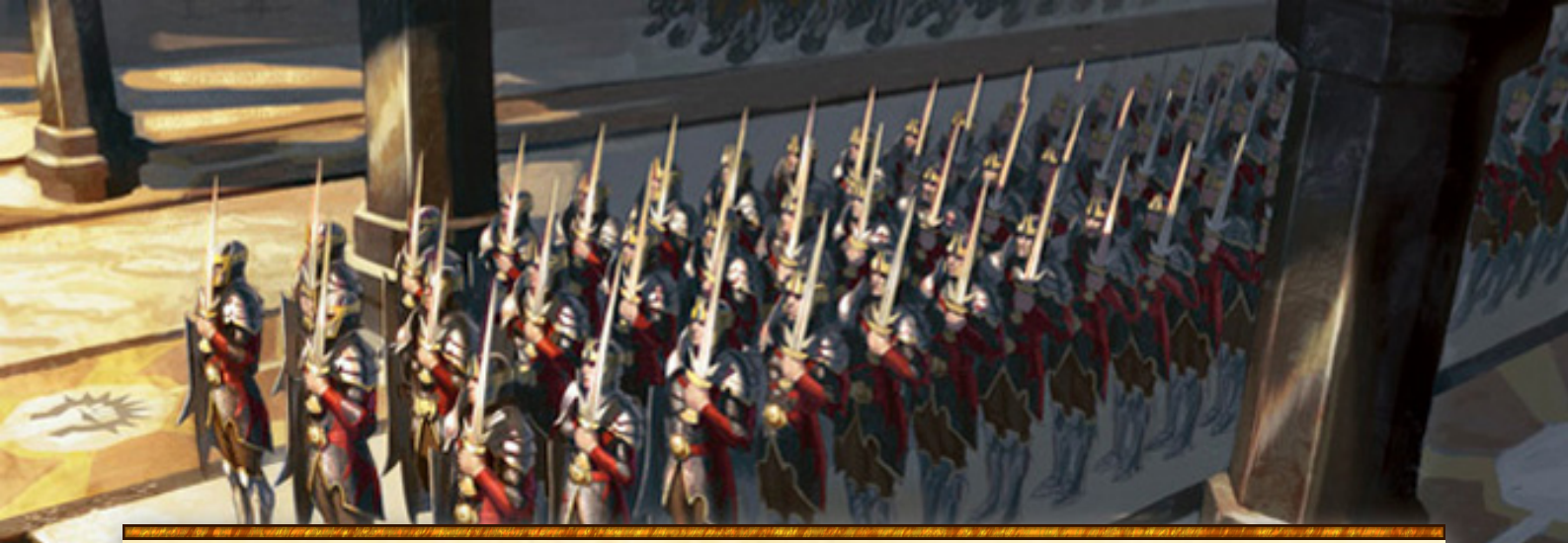
Legendary Actions (3/turn)

Mob Rush(1 action) The mob can move up to its movement speed to a spot that it can see within range. Any creature within its path or space must succeed a DC 16 Strength saving throw or be knocked prone.

Mob's Fury(1 action) The mob can make an improvised weapon attack against one creature within its space.

Mob's Grasp(1 action) One Large or smaller creature within the mob's space must succeed a DC 16 Strength saving throw or its becomes grappled and restrained. A creature grappled in this manner is moves with the mob.

Improvised Explosive(1 action) Creatures within a 10ft. radius of a spot within 60ft. of the mob must succeed a DC 16 Dexterity saving throw. On a failed saving throw, it is set ablaze for one minute. Ignited creatures take 7(2d6) fire damage at the start of each of its turns but can use its action to put out the flames.



Peacekeeper Force

Gargantuan swarm of Medium Humanoids, varies

Armor Class 18 (Breastplate + Shields)
Hit Points 117(9d20+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +11, Con +6
Skills Athletics +11, Stealth +6, Perception +10
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 20
Languages Common and one language of choice
Proficiency Bonus +4
Challenge 11 (7200 xp)

Reactive The peacekeeper can use a reaction at the end of every creature's turn.

Swarm Tactics The peacekeeper have advantage on attack rolls against a creature within its space

Strength in Numbers The peacekeeper has advantage on Strength saving throws and ability checks.

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

Swarm Stride The peacekeeper can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Shield Wall Creatures cannot enter into the peacekeeper's space unless the peacekeeper allows it. To enter into its space, a creature must succeed a DC 19 Strength saving throw.

Vigil The peacekeeper has advantage on initiative and Wisdom (Perception) checks.

Wall of Blades Creatures that first enters or starts its turn in the peacekeeper's space takes 4(1d6) bludgeoning + 4(1d6) piercing +4(1d6) slashing damage at the start of each of its turns.

Actions

Multiattack. The peacekeeper can use its Call Reinforcements(if available) and weapon attacks. If the peacekeeper is below its hitpoint maximum, it can only make one strike with its weapon weapons.

Weapons *Melee Weapon Attack:* +11 to hit, 10ft., all targets in range or in its space. *Hit* 11(1d6+7) bludgeoning damage + 4 (1d6) piercing damage + 4 (1d6) slashing damage.

Call Reinforcements(1/day) The Peacekeepr Force can recover 45 (10d8) hitpoints as more guards fill in their ranks.

Legendary Actions (3/turn)

Steady Advance(1 action) The peacekeeper force can move up to its movement speed to a spot that it can see within range. Any creature within its path or space must succeed a DC 19 Strength saving throw or be pushed back the amount traveled instead of entering the peacekeeper's space.

Peacekeeper Strike(1 action) The rebellion can make an weapon attack against one creature within its space.

Flashbang(2 actions) The peacekeeper can create a flash of light that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space must succeed a DC 14 Constitution saving throw or become blinded until the end of its next turn.

Smoke Bomb(2 actions) The peacekeepers can create a cloud of smoke that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space has their vision heavily obscured and must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions, bonus action, or reactions as it spends its turn coughing.



Rebellion

Gargantuan swarm of Medium Humanoids, varies

Armor Class 14 (Leather Armor)
Hit Points 117(9d20+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +11, Con +6
Skills Athletics +11, Stealth +6, Perception +10
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 20
Languages Common and one language of choice
Proficiency Bonus +4
Challenge 10 (5900 xp)

Ambusher The rebellion has advantage on initiative. When it takes the Attack action against a creature that hasn't acted yet in combat, it can make one additional Scavenged Weapon attack against it.

Swarm Tactics The rebellion have advantage on attack rolls against a creature within its space

Strength in Numbers The rebellion has advantage on Strength saving throws and ability checks.

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

Swarm Stride The rebellion can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The rebellion can use a reaction at the end of every creature's turn.

Violent Rebellion Creatures that first enters or starts its turn in the rebellion's space takes 4(1d6) bludgeoning + 4(1d6) piercing +4(1d6) slashing damage at the start of each of its turns.

Actions

Multiattack. The rebellion can make Skirmishers Volley (if available) and two strikes with scavenged weapons. If the rebellion is below its hitpoint maximum, it can only make one strike with its scavenged weapons.

Scavenged Weapons. *Melee Weapon Attack:* +11 to hit, 5ft., all targets in range or in its space. *Hit* 11(1d6+7) bludgeoning damage + 4 (1d6) piercing damage + 4 (1d6) slashing damage.

Skirmisher's Volley(Recharge 5-6) Creatures in a a 60ft. cube centered on a spot within 150ft. of the rebellion must succeed a DC 14 Dexterity saving throw. On a failed save, creatures in range take 28 (8d6) piercing damage. On a successful saving throw, creatures in range take half damage.

Legendary Actions (3/turn)

Skirmishers Retreat.(1 action) The rebellion can move up to its movement speed to a spot that it can see within range. This movement does not provoke opportunity attack.

Rebel Strike(1 action) The rebellion can make an improvised weapon attack against one creature within its space.

Smoke Screen(2 actions) The rebellion can create a cloud of smoke that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space has their vision heavily obscured until the end of its next turn.

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Battalion

Gargantuan swarm of Medium Humanoids, varies

Armor Class 18 (Breastplate Armor + Shields)
Hit Points 162(12d20+36)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +14, Con +9
Skills Athletics +14, Perception 8
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 18
Languages Common and one language of choice
Proficiency Bonus +6
Challenge 17 (22000 xp)

Tactical Advantage The battalion has advantage on initiative. When it takes the Attack action against a creature that hasn't acted yet in combat, it can do so with advantage.

Swarm Tactics The battalion has advantage on attack rolls against a creature within its space

Strength in Numbers The battalion has advantage on Strength saving throws and ability checks.

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

Swarm Stride The battalion can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The battalion can use a reaction at the end of every creature's turn.

Wall of Blades Creatures that first enters or starts its turn in the rebellion's space takes 5(1d8) bludgeoning + 5(1d8) piercing +5(1d8) slashing damage at the start of each of its turns.

Actions

Multiattack. The battalion can Call Reinforcements(if available) and make Arrow Volley and two weapon strikes. If the rebellion is below its hitpoint maximum, it can only make an Arrow Volley and one weapon strike.

Weapon Strike. *Melee Weapon Attack:* +13 to hit, 10ft., all targets in range or in its space. *Hit* 13(1d8+8) bludgeoning damage + 5 (1d8) piercing damage + 5 (1d8) slashing damage.

Arrow Volley Creatures in a a 60ft. cube centered on a spot within 300ft. of the rebellion must succeed a DC 15 Dexterity saving throw. On a failed save, creatures in range take 27 (6d8) piercing damage. On a successful saving throw, creatures in range take half damage. This attack reduced to 14(3d8) if the Battalion starts its turn below half its hitpoint maximum.

Call Reinforcements (1/day) The batttalion can recover 54 (12d8) hitpoints as more soldiers fill in their ranks.

Reactions

Counterstrike When the battalion is hit with a melee attack while a creature is within 5ft. of it, it can use its reaction to make a weapon strike against that creature.

Legendary Actions (3/turn)

Advance(1 action) The Battalion can move up to its movement speed to a spot it can see in range. This movement does not provoke attack of opportunity.

Designated Target(1 action) The battalion can make a weapon strike against one creature within its space

Shield Wall.(1 action) The battalion gains a +5 bonus to AC and Dexterity saving throws until the end of the next creature's turn. For the duration of this ability, the Battalion gains resistance to all damage.

Focus Fire(1 action) One spot within a 20ft. radius of a spot that the Battalion can see within 150ft. must succeed a DC 16 Dexterity saving throw or take 27(6d8) piercing damage.

Battle Mage Contingent

- **Challenge Rating** Increases by 2

Arcane Legion The battalion cannot lose concentration on spell effects. Spells with a range of self can effect the entire battalion.

Magical Attacks The battalion's attacks count as magical for the purpose of overcoming resistance.

Magical Resistance The battalion has advantage on saving throw against spells and magical effects.

Actions

Spell Strike (Replaces Volley) The battalion can cast a spell of its choice once on each of its turns.

Spellcasting

The battalion is equivalent to an 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The batallion has the following spells prepared. THe maximum level these spells can be cast is 3rd.

At Will Counterspell, Fireball, Haste, Invisibilty, Slow

Crusader Contingent

- **Challenge Rating** Increases by 2

Divine Legion The battalion cannot lose concentration on spell effects. Spellcasting effects of self cast by the battalion can effect the entire swarm.

Divine Healing When the battalion can recover hitpoints from spell effects as long as the source of the spells is the battalion itself.

Actions

Spell Strike (Replaces Volley) The battalion can cast a spell of its choice once on each of its turns.

Turn the Dead (swap from spell strike and recharges 5-6) The battalion can turn all undead or fiends in a 60ft. radius.(Requires DC 16 Wisdom saving throw)

Spellcasting

The battalion is equivalent to an 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The batallion has the following spells prepared. The maximum level these spells can be cast is 3rd (with the exception of Flame Strike).

At Will Cure Wounds, Flame Strike, Protection from Evil and Good, Shield of Faith, Spirit Guardians,

Skysword Contingent

- **Movement Speed** 60ft. fly
- **Challenge Rating** Increases by 1

Flyby The battalion can fly outside a creature's reach without provoking opportunity attack.

Skydive If the battalion dives at least 30ft. on its turn and make a weapon strike, it can deal an additional 11(3d6) damage on its turn.

Artillery Contingent

- **Challenge Rating** Increases by 1

Siege Monster The battalion deals double damage to buildings and objects

Actions

Siege Engine (Replace Reinforcements) The battalion can fire siege engines in 4 spots it can see within 600ft. Each target within a 30ft. radius of each location must succeed a DC 14 saving throw. On a failed saving throw, creatures take 39 (6d12) bludgeoning damage + 39(6d12) fire damage and are knocked prone. On a successful saving throw, creatures take half damage. Creatures only suffers from one of the effects, even if the area of effects overlap.

Cavalry Contingent

- **Movement Speed** 60ft.
- **Challenge Rating** Increases by 1

Charge If the battalion moves at least 30ft. in a straight line and hits a creature with a weapon strike, it can deal an additional 11(3d6) damage and force the target to make a DC 22 Strength saving throw. On a failed saving throw, that creature is knocked prone.

Mounted Superiority Medium or small creatures in the battallion's space have disadvantage on attack rolls.

Trample If a creature is prone while in the Battalion's space, it takes double damage from its Wall of Blades feature.

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D8	Plot Hook	Warrior Motives	Example
1	**Border Patrol**	Many soldiers are deployed on their nation's border or on the fronteir to the wilderness to monitor for any foreign threats. They often operated from a nearby stronghold or fortress.	Several skirmishes on the borders between a Dragonborn and Orc nation is threatening to erupt into full scale war.
2	**Elite Guard**	A contingent of knights are dedicated for the sole defense of notable ruler or noble. Not only do they protect their charge from harm, but also serve as an extension of their will and authority.	An elven warlord has a order of knights that directly serve her. Whenever she goes into battle, she is always accompanied by these elite retainers.
3	**Holy War**	These armies are drive by one goal, to accomplish the will of their god or patron by any means necessary.	An alliance of metallic dragons have aided various nations to unite under the banner of Bahamut. Together, they will finally bring justice to the Material Plane under their rule of the Platinum Dragon.
4	**Invasion Force**	An invasion force often takes the form a numerous battalions often operating on numerous fronts. Each army mobilizes and prioritizes locations of interest using them as a stronghold to launch their next initiative.	Several battalions of halfings mounted on flying owls have lain siege on a tiefling stronghold for days. These garrisons are have been continually weakening the fortress's defenses to distract their enemy for their subterranean artillery force of giant siege moles.
5	**Peasant Uprising**	In times of extreme need, anger, or fear, the commonfolk will take up armies against a perceived threat.	A group of novice sorcerors are pursued by any angry mob who do not understand and fear their strange abilities.
6	**Seeds of Rebellion**	In the face of war or overbearing rule, many will take arms agains their own government. These uprisings are much more organized than a violent mob and are often well equipped (albeit not to the extent of most governments)	A local lord has sent several peacekeeping forces to find and destroy the rebellion's last stronghold
7	**Strike Team**	Strike teams are an elite group of soldiers often tasks to perform otherwise impossible missions to gain a tactical advantage against their opponent.	A squadron of knights, juggernauts, arbalesters, and destroyers have infiltrated behind enemy lines to destroy a portal to the Nine Hells that have summoned fiendish reinforcements for a goliath warlord.
8	**Warmonger**	Warmongers believe that the only way to enact change or progress is through force. As a result, they launch massive war campaigns spanning entire continents and even lasting decades.	A goblin warlord has united numerous settlements goblin, kobolds, and gnomes to use their superior technology to conquer their dwarvish, drow, and giant neighbors that have harassed them for centuries.

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