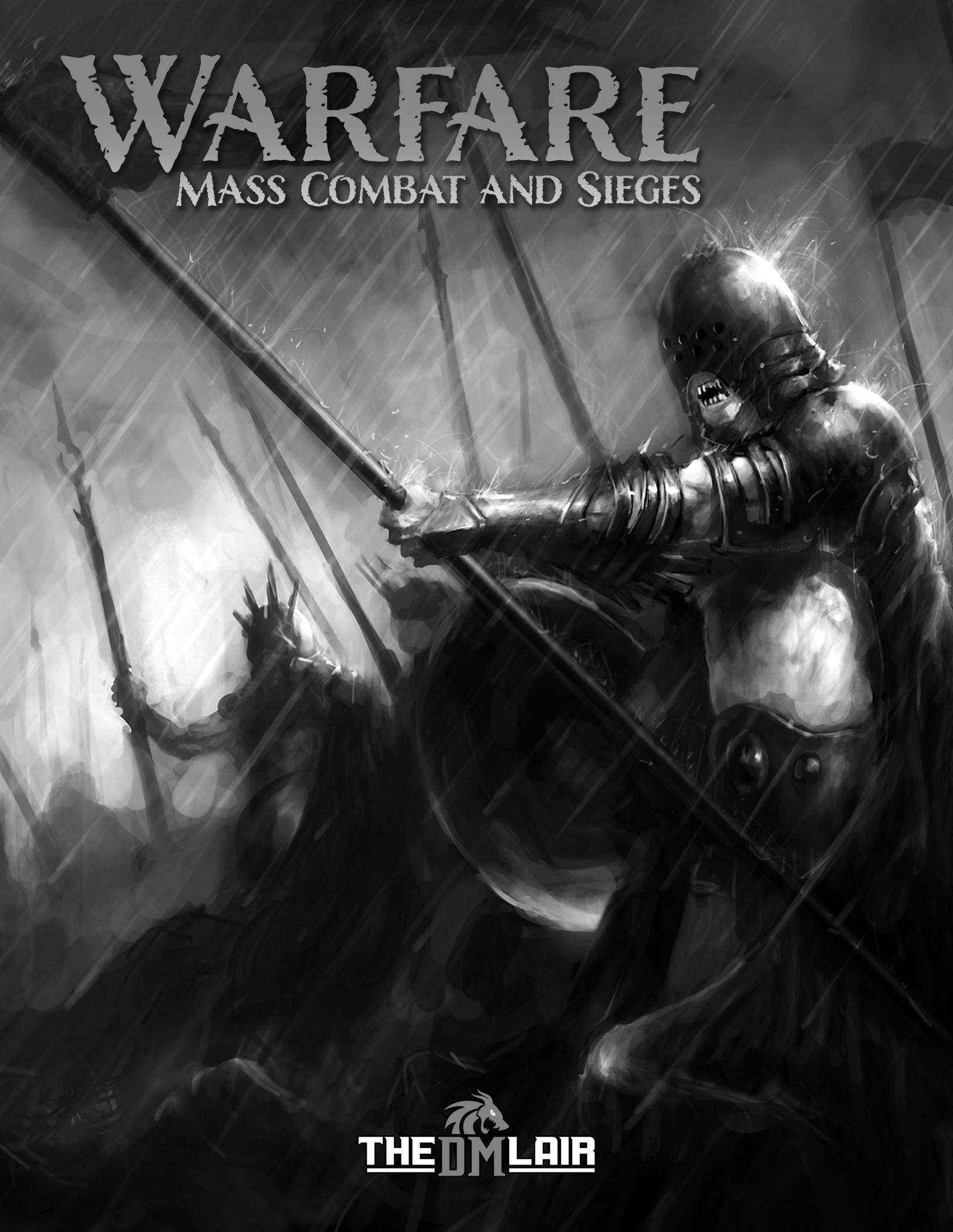


WARFARE

MASS COMBAT AND SIEGES



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WARFARE

MASS COMBAT AND SIEGES

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Warfare takes a unique place in tabletop gaming. Many game systems are well equipped to handle things like mass combat and sieges, some even being designed with those as their core concept. Indeed, we even owe the origins of the hobby to war games centered around mass combat and sieges. However, fifth edition is far removed from these origins and lacks the rules to adequately and efficiently adjudicate such events in the game.

That has never stopped players and game masters from wanting to run mass combats and sieges. The perennial question that is always asked is, “how?” The answer is that it depends. It depends on what you want out of the game, and it depends on the exact conditions that exist for your mass combat or siege.

PART 1: MASS COMBAT USED NARRATIVELY IN THE GAME

The easiest and often most effective way to use mass combat in a game is to use it narratively. When used this way, it turns into an action-packed setting element rather than actively controlled by the players or their characters. That isn't to say that the characters can't influence it – using it narratively is designed to give the characters a chance to influence it – but instead, it isn't defined by strict mechanics.

Broadly speaking, there are three different categories that mass combat can be divided into. Some fights occur over a single day and only involve a modicum of troops, referred to here as “skirmishes.” The next category is “battles,” which can take place over several days and involve many units. Finally, some conflicts, referred to here as “sieges,” take place from as little as a week to several months. Sieges typically include hundreds, if not thousands, of troops who live at or near the battlefield for the entire duration.

Naturally, in each of these categories, adventurers may take on a unique role. While it may seem natural to have adventurers fighting against hordes of lesser soldiers, trying to preserve the lives of their allies as they take hit after hit, that is typically an ineffective way to use them. And quite frankly, it often doesn't result in an exhilarating game experience.

As we discuss these categories in more detail, we will examine how adventurers can contribute to each.

SKIRMISHES

A skirmish is a mass fight that takes place over a single day and involves a relatively small number of troops – typically fewer than 100. These are by far the most common type of fight that takes place in a world. Examples of common reasons for a skirmish include a sudden land grab by a noble, a significant attack by a horde of undead, and an attempted coup. Myriad other reasons for skirmishes can exist, but they're always small in scale. However, the consequences that result from the outcome of the fighting can be quite extensive, depending on what the purpose behind the skirmish is.

THE ROLE OF ADVENTURERS IN A SKIRMISH

During a skirmish, adventurers can play a pivotal role. They shouldn't be mixed among the soldiers on the battlefield – at least not directly – but instead given a specific assignment. Typically, this special assignment will be to eliminate the enemy command, destroy an enemy position, or some other mission-critical task that must be accomplished for their side to achieve victory. This assignment can be developed into a whole adventure, with the battlefield becoming the setting of that adventure. The characters would then play the adventure as usual, with the adventure's conclusion also being the skirmish's conclusion.

THE OUTCOME OF A SKIRMISH

The outcome of a skirmish should hinge on the characters' actions during their adventure. If they accomplish their main objective and any side objectives they are given (such as removing defenders from a particular place or destroying a strategic enemy location), their side of the battle should win a decisive victory against their enemies. If they only accomplish their primary objective, their side will still win the battle, but there will be casualties or setbacks. Naturally, if the characters cannot accomplish what they are tasked with, the battle is lost, with the enemy dealing a severe blow.



BATTLES

Battles are the next size of mass combat up from a skirmish. Battles are bloody affairs, taking place over several days and involving many units of troops jockeying for control of the battlefield. No matter what happens, at the end of a battle, the ground will be littered with bodies and blood; there is simply no way to escape the carnage. The outcome of a battle is never decided by a single event but rather events that take place over the length of the entire battle.

THE ROLE OF ADVENTURERS IN A BATTLE

The role of adventurers in a battle is to try to turn the tide of the fighting in favor of their allies. That is done by attacking strategic sites, interrupting enemy supply lines, and eliminating the enemy command structure. When preparing a battle to occur, consider the number of days that the battle will take place; this will be the number of things the characters need to do over the course of the fighting. Eliminating the enemy command structure should typically be their final task that drives home victory.

Like skirmishes, each of these tasks should be designed as an adventure. However, as the characters and their allies begin winning victories against the enemy forces, the enemy should respond accordingly. A reasonable response – though by no means the only possible one – is for the enemy forces to increase their reinforcement of key targets by 25% per victory. This may make it more difficult for the characters to accomplish their mission – and it's okay if they fail. The battle's outcome may be turned the other way, but the possibility of failure is essential for an engaging game.

THE OUTCOME OF A BATTLE

Just as with the skirmish, the outcome of a battle will rely on the results of each of the characters' missions. However, in the case of a battle, there are multiple missions to consider when determining the result. The most critical mission, naturally, is their mission to eliminate the enemy command structure. The outcome of this mission – success or failure – determines the battle's outcome as a whole.

The other missions affect the totality of that outcome. Each successful mission brings the characters' allies closer to total victory, while each failed mission brings them closer to total defeat. While the characters can fail all the tasks except for the final mission, such a victory in the battle would ultimately be a pyrrhic victory. At the same time, the characters may only fail their final mission, resulting in a loss that is more symbolic than it is actual. And there is an entire spectrum in between, depending on the number of objectives the characters are given.

SIEGES

In terms of a single type of mass combat, sieges are the largest scale that it gets. There are hundreds – sometimes thousands – of participants on each side of the conflict. They live on-site for months, sometimes even years, at a time. The attackers are stalling out the supplies of the defenders while they slowly make their defenses crumble away. The defenders are trying to make the attackers lose so many troops that it is no longer possible to mount any effective attacks. It is a long, drawn-out fight with immense losses on both sides. A total victory resulting from a siege is a fool's errand. The only victory is hoping you don't lose too much in accomplishing your goals.

THE ROLE OF ADVENTURERS IN A SIEGE

Because of their protracted nature in a stalemate for most of the fighting, sieges and adventurers have a complicated relationship. While it is certainly possible for an adventuring party to overwhelm a key enemy defensive position, in most cases, the defenders are so entrenched that even adventurers may find themselves on the wrong end of a fatal wound. Likewise, if the adventurers find themselves being besieged, the numbers outside the walls may be so great that even powerful heroes would be overwhelmed. Instead, most of what adventurers can do in a siege is to find ways to circumvent the worst of the damage that can be done.



If the adventurers are on the side conducting the siege, they may receive quests hunting down underground resupply chains into the city, capturing supplies for their allies, and preventing bandits and other outside forces from interfering with their armies. If the adventurers are on the side that is being besieged, their quests will likely be the exact inverse of those on the other side. They will try to find and protect resupply chains, get outside forces to engage the enemy, and prevent the attackers from being resupplied.

Ultimately, the siege will come down to one final battle one way or another. Whether it is because the attackers have starved the city out and are breaking through the walls or because the defenders have managed to put their enemy on the defensive and are pressing the attack, there will be a climax. When this happens, it should follow the same process as the battle described above, with the outcome being that of the overall siege.

THE OUTCOME OF A SIEGE

Sieges are long, protracted affairs. Death will be on both sides, and those who survive will likely be scarred or disabled for the rest of their lives. In short, there are no true winners at the end of a siege. The outcome of a siege hinges on the final, climactic battle. If the characters win that final battle, their side will have accomplished their goals in the siege and can claim whatever victory there is to be claimed. If they lose, their side will be almost entirely lost, and the siege will end in abject failure.

Of course, it is possible to mitigate some of the losses. The shorter a siege is, the fewer people will be sick and injured. Likewise, if the characters take a decisive victory in the final battle – as opposed to a partial or pyrrhic victory – their losses will also be significantly reduced. Nevertheless, there is only so much that can be done.



PART 2: MASS COMBAT

USED MECHANICALLY IN

THE GAME

Of course, there are times when having players engage more directly with mass combat may be exciting for the group. This can sometimes be a complex affair with myriad rolls of the dice and an extremely long period of time spent adjudicating each movement. However, the following rules offer a simplified and streamlined option that will minimize the complexity of mass combat at the table while still allowing the active engagement that many groups desire.

THE THREE TYPES OF MASS COMBAT

Even when used mechanically, mass combat can still be divided into the same three categories: skirmish, battle, and siege. Moreover, the first part of this article still applies; part two expands upon the concepts previously alluded to. Adventurers should still – in most cases, we will discuss an exception towards the end of part 2 – be considered something special, separate from the rest of the forces. The success of their troops will still depend on their actions and the success of their critical missions.

The significant change is that the losses and setbacks the characters' allies face are more malleable when mass combat is used mechanically. The fates of their allies will be placed into the characters' hands as they issue orders to them. The possibility exists that the characters can choose to make their missions much more challenging – ultimately, sparing their allies – or much easier depending on the orders they give and the fate of the dice.

REPRESENTING THE UNITS IN PLAY

The first step in setting up a mechanical mass combat is to create stat blocks for the various units. For simplicity, all units are homogenized. That is to say, they only include a single type of combatant – only goblins, only archers, or only knights – and never a combination of multiple types. The following is a blank unit stat block, and complete sample stat blocks can be found in the appendix at the end of this article:

UNIT NAME

Unit Count: **Morale Bonus:**
Unit Strength:
Speed:
Armor Class:
Damage Threshold:
Damage Resistances/Immunities/Vulnerabilities:

ATTACKS

Melee Weapon. *Melee Weapon Attack.* +X to hit, range = melee. *Hit.* X (XdX + Unit Strength) damage.

Ranged Weapon. *Ranged Weapon Attack.* +X to hit, range X/X ft. *Hit.* X (XdX + Unit Strength) damage.

Special Attack (Recharges 6). X

BUILDING THE STAT BLOCK

Unit Count. The unit count is the number of creatures in the unit. This also serves as the hit points for the unit with the exception of gargantuan creatures, siege engines, or huge monsters operating independently (see "Independent Creatures" below and "Siege Engines" under *Special Rules for Mass Combat*). A unit is limited in the number of creatures based on their size that it can contain as follows:

- **Tiny.** Up to 25 creatures, minimum of 10 creatures.
- **Small.** Up to 20 creatures, minimum of 10 creatures.
- **Medium.** Up to 15 Creatures, minimum of 5 creatures.
- **Large.** Up to 10 creatures, minimum of 3 creatures.
- **Huge.** Up to 5 creatures, minimum of 1 creature.
- **Gargantuan.** 1 creature.

Morale Bonus. This is equal to the base creature's Wisdom saving throw modifier.

Unit Strength. This is the unit's combat effectiveness and replaces ability scores for the unit's damage rolls. It is based on the unit count and a modifier based on the size of creatures that make up the unit:

- A unit made up of Tiny creatures suffers a -10 penalty to its unit strength. This penalty cannot reduce the Unit Strength below 0.
- A unit made up of Small creatures suffers a -5 penalty to its unit strength. This penalty cannot reduce the Unit Strength below 0.
- A unit made up of Medium creatures does not gain any benefit or suffer a penalty as a result.
- A unit of Large creatures gains a +5 bonus to its unit strength.
- A unit of Huge creatures (or an independent Huge creature) gains a +10 bonus to its unit strength.
- An independent Gargantuan creature has a base unit strength of 20.

If the unit can benefit from a feature that would allow it to add a constant bonus to a roll, such as a paladin's aura, that bonus is added to the unit strength at a rate of +1 per damage die (minimum of 1) instead. Likewise, features that impart penalties on an enemy's rolls would be subtracted from the unit strength at a rate of -1 per die (minimum of 0).

Speed. A unit starts with the base speed of the creatures in the unit but loses 5 feet of movement for every 10 creatures in the unit beyond 10, rounded down.

Armor Class. The armor class of a unit is equal to the armor class of the creatures in the unit.

Damage Threshold. The damage threshold of a unit is equal to the number of hit dice the creatures in the unit have.

Damage Resistances/Immunities/Vulnerabilities. If the creatures in the unit have any damage resistances or immunities, the entire unit does as well.

Independent Creatures. Gargantuan creatures and Huge creatures with a unit count of 1 are considered independent creatures. For purposes of their hit points, their unit count is always assumed to be five. Aside from these changes, they work exactly like a standard unit for the purposes of their stat blocks and actions.

Attacks. Units have the same attacks as they typically do on their stat blocks, with the following changes:

- Units with a multiattack feature on their stat block instead gain a +1 bonus to unit strength per attack included in that feature. They do not otherwise gain any benefits from multiattack.
- The unit strength replaces ability scores for the unit's damage rolls.
- Bonus actions and reactions are not included in the stat block.

Spellcasting. The game master should replace the spellcasting and innate spellcasting traits with specific spell attack actions based on the most likely spells used. More powerful spells should have a recharge range to represent reduced spell slots rather than managing spell slots. For spells of 3rd to 5th level, the recharge rate should be 5 - 6. For spells above 5th level, the recharge rate should be 6. For ease of use, no spellcasting unit should have more than three spell attack options in its stat block.

Replacing Saving Throws. Saving throws are not used for spell attacks and other area of effect attacks under these rules. Instead, use the creature's spell attack modifier to make spell attacks, even for such effects as *fireball* or *cone of cold*. For the purposes of other areas of effect, such as a dragon's breath weapon, subtract 8 from the spell save DC to determine their attack modifier. For example, an adult red dragon's breath weapon has a save DC of 21, so it would have a +13 to attack rolls made with its breath weapon.

Areas of Effect. When a creature has an attack that affects an area rather than an individual target, it should be modified only to affect a single unit rather than a group of units or a large area.

Non-Combat Traits. Non-combat traits do not apply to a unit stat block. This includes traits such as keen senses, increases in carrying capacity, or non-combat-oriented spellcasting. Some traits can be applied to a battle, such as an earth elemental's Earth Glide or a hydra's Regeneration, and the game master should adapt these abilities in a way that is easy to manage for players or the game master. The specific examples referenced above are presented in the stat blocks at the end of the article for inspiration.

The goal is *always* to keep the stat blocks as simple as possible while maintaining the feel of the creature. The game master also doesn't want to provide any creature with a trait that makes it undefeatable without specific resources on the field, or the battle can quickly become a death spiral when the special units that the game master included to fight that powerful creature are prematurely routed by another unit.

Final Note on Attacks and Non-Combat Traits. There are far too many traits and features in creature stat blocks to account for everything in these rules. Just the core rules present hundreds of monsters and NPCs that could be included in a mass battle. Additionally, not all types of units are represented by available stat blocks. Therefore, three fleshed-out factions are presented at the end of this article to provide examples and serve as inspiration. Even these factions, however, are not complete, and many other types of units could be created to flesh out their armies.

SPECIAL RULES FOR MASS COMBAT

Mass combat operates similarly to regular combat in fifth edition. The following are special rules that help capitalize on the unique elements of mass combat. However, there is one important rule that will help make the game master's job easier: ***If no specific rule is provided in this article, the game master should default to the core 5e rules!*** For example, these rules don't cover "squeezing" on the field of combat, so the game master would use the squeezing rules from 5e.

Time. Each combat round in mass combat simulates one hour of the battle. This accounts for an extended period of fighting between the various units. After eight rounds of combat, the battle ends for the day (see End of the Battle Day below).

Actions. Each unit may take one action to use an attack on their stat block or to cast a spell. Spells always target a single enemy unit. A unit attacking a unit with half its count or less attacks with advantage.

Attacks of Opportunity. Attacks of opportunity occur on the battlefield exactly as they do in the core rules using these special rules where appropriate. There is one exception, however. A unit that started the round in melee range of an enemy unit *can't* take attacks of opportunity against any unit except those with which it was in melee at the beginning of the round since the unit is considered too occupied to take the time to change formation and attack a passing unit.

Damage Threshold. Damage thresholds are cumulative over the course of an entire round. Every time a unit's damage threshold is exceeded in a round, it loses one of its unit count. For example, a unit with a damage threshold of 10 that takes 20 damage loses two counts. Any excess damage is lost at the end of the round when damage thresholds reset.

Changes to Unit Strength. As a unit's count diminishes, the unit's strength will likewise diminish. Any changes to a unit's strength are calculated at the end of the round after all attack and damage rolls are complete.

Siege Engines. The *Game Master's Core Rulebook* includes rules for siege equipment, but those rules were not made to work with this mass combat system. To represent those siege engines within these rules, consider their unit count to be one-tenth of their total hit points. Siege equipment is not subject to Morale saves and doesn't use the unit strength trait. Instead, they deal damage directly, as presented in the core rules.

Siege engines have resistance to ranged weapon attacks except when targeted by another siege weapon or a spell attack. The damage threshold of a siege engine is equal to one-third of its armor class (rounded up). If a siege engine's unit count is reduced to 0, its crew is considered destroyed, and the equipment can no longer operate.

Siege engines are never required to make Morale saving throws.

Unit Destruction. If a unit's count is reduced to 0, the unit is destroyed, as every member of that unit has been killed.

BATTLEFIELD SETUP

In most battle scenarios, the two sides will have plenty of notice that the other army is approaching or "in position." Because of this, the order of how a battlefield is set up really doesn't matter. The game master can decide to have the players set up first, set up the NPC units first, or have everyone set up simultaneously. The latter is probably the easiest. In the rare case that one side is being surprised by an assault (such as a fortress that is very close to a forest that provides significant cover), the surprised side should set up first.

A Matter of Scale. Creatures have a size ranging from tiny to gargantuan. Attacks have ranges in feet, and movement is calculated in feet as well. A unit may have as many as 25 creatures in it, but the game master probably doesn't want to have to set up 25 miniatures or tokens for one unit, and nobody wants to have to move 25 miniatures/tokens during the movement phase of a battle. To avoid slowing down the battle by moving around hundreds of miniatures or tokens, it's recommended that each unit only be represented by a single token of the appropriate size. This presents a conflict of scale with battle maps and areas of effects, but its best for the sake of combat speed to suspend disbelief in these instances and play out the battle with the understanding that most people don't have tables or VTT maps large enough to accommodate a genuinely realistic mass combat scenario.



Tracking Unit Count and Strength. Throughout the battle, unit count will change, and, as a result, so will unit strength. To simplify this for a tabletop, it is recommended that sufficient dice (usually a d20 or a d20 and a d6) be assigned to accompany each unit on the table to maintain the number of troops available to each unit. The numbers on the dice can be decremented to keep track of how many troops remain. Additionally, stat blocks should be printed out on cards of separate sheets of paper so that changes can be written on them as the battle progresses. For virtual tabletops, token markers and digital player handouts can easily produce the same effect.

BALANCING A MASS COMBAT

There is no easy way to ensure "balance" in a mass combat. The game master can use the challenge rating guidelines in the *Game Master's Core Rulebook* as a source of guidance, and can attempt to balance the number of units, unit counts, and unit strengths, but these can only provide a very basic idea of how the fight is balanced. Experimentation and experience are the best teachers in this respect.

This isn't a bad thing, however. In fantasy fiction, the heroes are almost always the underdogs in a mass combat scenario. However, the game master should still attempt to present a fair challenge to the players. To that end, it is recommended that most mass combats be objective-based scenarios to present the players with a specific goal that allows them to develop the best tactics possible for victory (see "objective-based scenario" in the *End of the Battle Day* section below).

THE ORDER OF COMBAT

Each round of combat follows the following order:

1. Roll for Initiative
2. Defense Phase
3. Movement Phase
4. Offense Phase
5. Damage Phase
6. Morale Phase

Roll for Initiative. Each side rolls for initiative. This is a straight d20 roll where one of the players rolls for the hero's side, and the game master rolls for the opponents. If there are more than two factions, each faction gets its own initiative; however, you don't roll for each individual unit, only for the factions represented in the battle.

Ties on the Initiative Roll. In an objective-based scenario, the game master may determine a general rule for who wins ties in initiative, such as "the troops defending the walls win ties." However, if the game master doesn't designate a specific rule when two sides tie in the initiative, they should reroll to see which one goes first.

Defense Phase. There are two actions available in this phase: Dodge or Disengage. A unit may choose to take one of these actions in this phase, and they work exactly as they do in the core rules: attacks against a unit that takes the Dodge action have disadvantage, and the movement of a unit that chooses to Disengage doesn't provoke attacks of opportunity. If a unit chooses to take one of these actions, it may not take an action in the Offense Phase.



Movement Phase. Each side takes any basic movement up to the base Speed of each unit. The side that *loses* initiative moves first to represent the tactical advantage that winning initiative gives. This phase ends when all sides have taken all movement that they intend to take.

Offense Phase. There are three actions that can be taken in this phase by any unit that did not act in the Defense phase: Attack, Cast a Spell, or Dash. It is also possible that a unit may have an "immediate action" that takes place as part of this phase. All actions of a single type are taken sequentially before the next type of action. These actions are taken in the following order:

1. Immediate Actions
2. Attack or Cast a Spell
3. Dash

So, at the beginning of the Offense Phase, all units on both sides that have immediate actions take those actions. Then, once all immediate actions have been taken, all units on both sides take any Attack or Cast a Spell actions they intend to take. Finally, when all other actions are completed, both sides take any Dash actions they intend to take. Units can only take one immediate action (if any are available to that unit) and one action from the options of Attack, Cast a Spell, or Dash actions per turn. All of these actions are taken first by the side that *won* the initiative, then by the other side.

Immediate Actions. Some actions are identified as being "immediate." These actions precede all other actions in the action phase, and they are fully resolved at that time. That means that immediate attacks deal damage to and potentially reduces the unit count and unit strength of the target unit *before* they take their actions (see "Resolve Damage" below)! Immediate actions *do not* count as the unit's action, and they may take an immediate action even if they've taken an action in the defense phase or plan to take an action in the Offense Phase.

Attack/Cast a Spell. Each unit that has not acted in the Defense Phase may make an Attack or Cast a Spell *unless* they plan to take the Dash action. A unit can't attack and Dash in the same turn. Regardless of the area of effect of a spell or attack, *all* attacks and spells target only a single unit.

If an attack hits, the target unit takes the full rolled damage of the attack (or average damage, if the game master prefers). If the attack *misses*, the target unit still takes half of the total damage (rounded down). This simulates the idea of large-scale combat over time, assuming that an entire unit is unlikely to miss for an entire hour.

However, while damage is rolled during this phase, it is not *applied* until the Damage Phase. This allows all units on both sides to attack at the strength they were at when the round began, except for units subject to immediate attacks (defined above), to simulate that both units are attacking simultaneously and repeatedly through the hour-long turn.

Dash. After all the attacks have been resolved, any unit taking the Dash action can move up to their Speed. If the unit moves away from another unit in melee range, this will provoke an attack or opportunity, which is an immediate action resolved

at the time the unit moves. If a unit is moving away from an enemy unit, they should take the Disengage action and perform the movement during the Movement Phase.

Natural Twenties and Ones. Some game masters may want to reward natural 20s or penalize natural ones, as in regular combat. If desired, natural 20s can be managed like a normal critical hit, representing a surge in the attacking unit's morale. Just like in the core rules, a natural one is always a miss but only counts as a regular miss unless the game master chooses to incorporate their own house rule for "critical fumbles," but that's not recommended if they wish to maintain the "realism" of large-scale battles over long periods of time.

Damage Phase. Damage to unit count is resolved per the Damage Threshold paragraph under the Special Rules for Mass Combat topic above. When a unit's unit count is reduced, its unit strength is reduced by an equal amount (minimum of 0). A unit reduced to 0 unit count is destroyed.

Morale Phase. Once all damage is resolved, any unit that has been reduced to less than half of its original strength on that turn must make a Morale save. The DC for this save is equal to the current unit strength of the unit that dealt damage to them this turn (minimum of 10). If the unit was damaged by more than one unit in the same turn, the DC is based on the unit with the greatest unit strength. Finally, if a unit begins a turn below half strength, it only makes a Morale save if it has taken additional damage on this turn. Any unit that fails its Morale save becomes Routed.

A routed unit can take no action other than dash on its turn. This unit's movement must move it toward a safe location on the battlefield, preferably back towards its side's lines, and a routed unit will not move in a way that places it in further danger (such as from attacks of opportunity by enemy units except for the unit(s) that caused them to rout). This movement occurs during the movement and action phases of the following round *unless* the unit routs on the last turn of the battle day. In that case, the movement is taken immediately, as are any attacks of opportunity taken against the routing unit.

Rallying. At the end of the action phase, a routed unit may attempt to rally and return to the battle. To do so, the unit makes a new Morale save against the same difficulty that caused it to rout. If it succeeds, the unit is no longer routed and may act normally in the following round.

Attacks of Opportunity on Routing Units. When a routed unit leaves melee range with one or more attacking units, those units can attempt to run them down by taking attacks of opportunity. These attacks of opportunity are considered immediate attacks in the action phase and do *not* use the attacking unit's action for the round.

END OF THE BATTLE DAY

If neither side has decisively won after eight rounds of combat, the battle day ends. At the end of each battle day, the day is resolved based on the objective of the battle. The objectives that affect the end of the battle day are defined below.

Extended Warfare. If the objective of the mass combat is to play until there is a decisive victory, all units withdraw to their side of the battlefield and regroup. During this time, like units can be combined into a new unit with a combined unit count and unit strength, assuming they don't exceed the maximum size for that unit. For example, two units of Peasant Soldiers that have been reduced to 8 and 10 unit counts can combine into a single size 18 unit.

Note: Extended warfare is not ideal for all tables. If the players are enjoying the mass combat and want to continue it, then extended warfare is the right choice. If the players would rather get back to the traditional playing style of the game, the "Summarized Warfare" objective below might be a better choice.

Summarized Warfare. At the end of the battle day, the game master compares the damage done to both sides. The side that has suffered the most significant losses loses the battle and the

war. The game master then summarizes how the remainder of the wartime plays out, as presented in Part 1. Mass Combat Used Narratively in the Game. This is a good option for players who want to experience mass combat but don't want it to take over the game.

Objective-Based Scenario. This type of scenario is characterized by a specific objective that must be attained for victory. This objective could be as simple as "keep the enemy out of the fortress" or "survive against overwhelming odds." It could be more tactically complex, such as "eliminate the enemy's command units" or "kill all of the enemy's cavalry." Regardless of the objective, if the heroes' side succeeds at the purpose during the battle day, their side wins, and any remaining battle scenes are resolved, as presented in Part 1. Mass Combat Used Narratively in the Game. This is another good option for players who only want to experience mass combat and offers a narrative purpose for the battle other than just eliminating the enemy.



ADVENTURERS IN A MASS COMBAT

As discussed in Part 1, adventurers should not be assigned to units nor be made into a unit unto themselves. They should be given mission-critical assignments that will help turn the tide of the battle. However, that doesn't mean the combat the units engage in can't or shouldn't affect their mission.

The most natural way to approach this is to have the characters issue orders to the various units, telling them where they need to go and what needs to be done. The characters can do this to either pull enemies out of their way – virtually guaranteeing their mission's success but putting the units in greater danger – or to keep their allies out of harm's way – which will make their mission much more challenging.

If it is desired to be done and the characters have the means to communicate with their units, then in each round of mass combat, the characters can give specific orders. They can do this to either help them in a challenging mission – perhaps something went badly along the way – or to get their allies out of harm's way after their part is done.

CLOSING

Thus, we have completed a practical and efficient way to allow your players to engage in mass combat without having to develop an entirely new game system. Of course, despite the ease with which these mechanics can be used, it is still preferable to simply use mass combat in a narrative sense. However, should the need or desire arise, never fear handing these rules over to your players so they can engage their enemies on massive fields of combat.



APPENDIX A: SAMPLE UNIT STAT BLOCKS

The following are several sample unit stat blocks you can use in your games whenever you need units for mass combat.

CITY DEFENDERS

This group of units incorporates those who are likely to be found as able to defend a large city. Each city will have varying access to the various units listed here, and smaller cities or villages may only have access to some of them. The game master should always use their discretion to determine what resources a city has at their disposal.

PEASANT SOLDIERS

Unit Count: 15 **Morale Bonus:** 0
Unit Strength: 15
Speed: 25 ft.
Armor Class: 16 (chain shirt, shield)
Damage Threshold: 2
Damage Resistances/Immunities: None

ATTACKS

Spear. *Melee Weapon Attack.* +3 to hit, range = melee. *Hit.* 18 (1d6 + Unit Strength) piercing damage.

Spear. *Ranged Weapon Attack.* +3 to hit, range 20/60 ft. *Hit.* 18 (1d6 + Unit Strength) piercing damage.

VETERAN SOLDIERS

Unit Count: 10 **Morale Bonus:** 0
Unit Strength: 11 (+1 for Multiattack included)
Speed: 30 ft.
Armor Class: 17 (splint)
Damage Threshold: 9
Damage Resistances/Immunities: None

ATTACKS

Longsword. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 14 (1d8 + Unit Strength) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack.* +3 to hit, range 100/400 ft. *Hit.* 15 (1d10 + Unit Strength) piercing damage.

HUMAN ARCHERS

Unit Count: 10 **Morale Bonus:** +1
Unit Strength: 10
Speed: 25 ft.
Armor Class: 15 (studded leather)
Damage Threshold: 2
Damage Resistances/Immunities: None

Blacken the Sky (1/Day). If the human archers don't move on their turn, they can add a +5 bonus to their longbow attack roll on that turn.

ATTACKS

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft. *Hit:* 14 (1d8 + Unit Strength) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 13 (1d6 + Unit Strength) piercing damage.

WAR WIZARDS

Unit Count: 6 **Morale Bonus:** +1
Unit Strength: 6
Speed: 30 ft.
Armor Class: 15 (mage armor)
Damage Threshold: 9
Damage Resistances/Immunities: None

ATTACKS

Quarterstaff. *Melee Weapon Attack.* +2 to hit, range = melee. *Hit.* 10 (1d8 + Unit Strength) bludgeoning damage.

Fire Bolt. *Ranged Spell Attack.* +6 to hit, range = 120 ft. *Hit.* 17 (2d10 + Unit Strength) fire damage.

Magic Missile. *Ranged Spell Attack.* Hits automatically, range = 120 ft. *Hit.* 13 (3d4 + Unit Strength) force damage.

Fireball (Recharge 5 - 6). *Ranged Spell Attack.* +6 to hit, range = 120 ft. *Hit.* 34 (8d6 + Unit Strength) fire damage.

PIKE PHALANX

Unit Count: 10 **Morale Bonus:** 0
Unit Strength: 10
Speed: 30 ft.
Armor Class: 18 (chain mail, shield)
Damage Threshold: 5
Damage Resistances/Immunities: None

ATTACKS

Pike. *Melee Weapon Attack.* +4 to hit, range = melee. *Hit.* 15 (1d10 + Unit Strength) piercing damage

Set for Charge. When a unit enters melee range with a pike phalanx, the phalanx can immediately make one pike attack against the unit before the approaching unit makes an attack. This is an immediate action.

MOUNTED KNIGHTS

Unit Count: 6

Morale Bonus: 0

Unit Strength: 8 (+1 from being mounted and +1 from Multiattack included)

Speed: 50 ft.

Armor Class: 18 (plate)

Damage Threshold: 8

Damage Resistances/Immunities: None

ATTACKS

Scimitar. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 11 (1d6 + Unit Strength) slashing damage.

Lance. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 13 (1d10 + Unit Strength) piercing damage, and if this attack hits in the same turn that the unit enters melee range with the target unit, the damage dice are doubled to 19 (2d10 + 8) piercing damage.

Overrun. When a cavalry unit enters melee range with a target unit, in lieu of a scimitar or lance attack, the cavalry unit may perform an overrun action with their warhorses. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 12 (2d6 + Unit Strength) bludgeoning damage, plus the target unit is pushed back 5 (1d2 x 5) feet.

CONJURED EARTH ELEMENTALS

Unit Count: 4

Morale Bonus: 0

Unit Strength: 10 (+5 for Size and +1 from Multiattack included)

Speed: 30 ft., burrow 30 ft.

Armor Class: 17 (natural armor)

Damage Threshold: 12

Damage Vulnerability: thunder

Damage Resistances/Immunities: immunity to poison; resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Earthglide. When they move via burrowing, earth elementals don't provoke attacks of opportunity. This movement also allows the earth elementals to move through other units without penalty and ignores difficult terrain.

Siege Creature. Earth elementals deal double damage to objects or structures.

ATTACKS

Slam. *Melee Weapon Attack.* +8 to hit, range = melee. *Hit.* 19 (2d8 + Unit Strength) bludgeoning damage.



GOBLINOID RAIDERS

When goblins move en force to attack a city, they do so with a horde of raiders. Described here are several units they're likely to have available, though only the largest and most powerful of hordes will ever have a hydra. While the morale of goblinoid raiders is often low, their vast numbers often make up for it in the end.

GOBLIN RAIDERS

Unit Count: 20 **Morale Bonus:** -1
Unit Strength: 15 (-5 for Size included)
Speed: 25 ft.
Armor Class: 15 (leather armor, shield)
Damage Threshold: 2
Damage Resistances/Immunities: None

Nimble Escape. If a goblin raider unit that isn't routed moves away from or past another unit's melee range, the goblin unit's movement doesn't provoke attacks of opportunity.

ATTACKS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach = melee. *Hit:* 18 (1d6 + Unit Strength) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 13 (1d6 + Unit Strength) piercing damage.

GOBLIN WOLFRIDERS

Unit Count: 12 **Morale Bonus:** -1
Unit Strength: 8 (-5 for Size and +1 for being mounted included)
Speed: 35 ft.
Armor Class: 15 (leather armor, shield)
Damage Threshold: 4
Damage Resistances/Immunities: None

Leaping Charge. If a goblin wolfrider unit's normal movement ends within 10 feet of an enemy unit, it may charge the remaining distance as part of their movement phase.

ATTACKS

Spear. *Melee or Ranged Weapon Attack.* +4 to hit, range = melee or range 20/60 ft. *Hit:* 11 (1d6 + Unit Strength) piercing damage, and if this attack hits in the same turn that the wolfriders move into melee range with a target unit, the damage dice are doubled to 15 (2d6 + Unit Strength) piercing damage.

GOBLIN SHAMANS

Unit Count: 15 **Morale Bonus:** +3
Unit Strength: 10 (-5 for Size included)
Speed: 25 ft.
Armor Class: 13 (leather armor)
Damage Threshold: 4
Damage Resistances/Immunities: None

Forest Walkers. Goblin shamans ignore difficult terrain from natural obstacles.

Nimble Escape. If a goblin shaman unit that isn't routed moves away from or past another unit's melee range, the goblin unit's movement doesn't provoke attacks of opportunity.

ATTACKS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach = melee. *Hit:* 14 (1d8 + Unit Strength) bludgeoning damage.

Produce Flame. *Ranged Spell Attack:* +5 to hit, range 30 ft. *Hit:* 19 (2d8 + Unit Strength) fire damage.

Entangle. The goblin shamans target one unit that they can see within 90 feet. That unit's speed is reduced by half until the end of their next turn.



HOBGOBLIN FOOT SOLDIERS

Unit Count: 12

Morale Bonus: 0

Unit Strength: 14 (+2 for Martial Advantage included)

Speed: 25 ft.

Armor Class: 18 (chain mail, shield)

Damage Threshold: 2

Damage Resistances/Immunities: None

ATTACKS

Longsword. *Melee Weapon Attack.* +3 to hit, reach = melee. *Hit:* 18 (1d8 + Unit Strength) slashing damage.

Longbow. *Ranged Weapon Attack.* +3 to hit, range 150/600 ft. *Hit:* 18 (1d8 + Unit Strength) piercing damage.

HOBGOBLIN WAR WIZARDS

Unit Count: 8

Morale Bonus: +1

Unit Strength: 8

Speed: 30 ft.

Armor Class: 13 (studded leather)

Damage Threshold: 7

Damage Resistances/Immunities: None

ATTACKS

Quarterstaff. *Melee Weapon Attack.* +3 to hit, range = melee. *Hit:* 12 (1d8 + Unit Strength) bludgeoning damage.

Force Bolt. *Ranged Spell Attack.* +5 to hit, range 60 ft. *Hit:* 17 (2d8 + Unit Strength) force damage, and the target unit's speed is reduced by 10 until the end of its next turn.

Fireball (Recharge 5 - 6). *Ranged Spell Attack.* +5 to hit, range = 120 ft. *Hit:* 34 (8d6 + Unit Strength) fire damage.



BUGBEAR BRUTE SQUAD

Unit Count: 10

Morale Bonus: 0

Unit Strength: 11 (+1 from Brute included)

Speed: 30 ft.

Armor Class: 16 (hide armor, shield)

Damage Threshold: 5

Damage Resistances/Immunities: None

ATTACKS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach = melee. *Hit:* 20 (2d8 + Unit Strength) piercing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 14 (1d6 + Unit Strength) piercing damage.

Long Reach. When a unit enters melee range with a bugbear brute squad, the bugbears can immediately make one morningstar attack against the unit before the approaching unit makes an attack. This is an immediate action.

MARAUDING HYDRA (INDEPENDENT CREATURE)

Unit Count: 5

Morale Bonus: 0

Unit Strength: 19 (+10 from Size and +4 from Multiattack included)

Speed: 30 ft., swim 30 ft.

Armor Class: 15 (natural armor)

Damage Threshold: 18 (15 against fire)

Damage Resistances/Immunities: None

Alert. Attacks from concealment or invisibility do not get advantage against the hydra.

Regeneration. The hydra's damage threshold is considered 3 points higher against all damage except fire damage (included in its damage threshold, above).

ATTACKS

Bite. *Melee Weapon Attack:* +8 to hit, reach = melee. *Hit:* 21 (1d10 + Unit Strength) piercing damage.

Long Necks. When a unit enters melee range with a hydra, the hydra can immediately make one bite attack against the unit before the approaching unit makes an attack. This is an immediate action.



FOREST WARDENS

Deep in the forests of the world are those who care for them. Far removed from civilization and further yet removed from industry, these individuals represent the chaotic nature of the world itself. When forces threaten their forests and their very way of life, they will respond by mobilizing those they have available to destroy their enemies.

ELF DRUIDS

Unit Count: 13 **Morale Bonus:** +3
Unit Strength: 13
Speed: 30 ft.
Armor Class: 16 (*barkskin*)
Damage Threshold: 5
Damage Resistances/Immunities: None

Fey Ancestry. Spell attacks that are “charm effects” have disadvantage on attack rolls against this unit.

ATTACKS

Shillelagh. *Melee Weapon Attack.* +6 to hit, range = melee. *Hit.* 17 (1d8 + Unit Strength) bludgeoning damage.

Produce Flame. *Ranged Spell Attack.* +6 to hit, range 30 ft. *Hit.* 22 (2d8 + Unit Strength) fire damage.

Call Lightning (Recharge 5 - 6). *Ranged Spell Attack.* +6 to hit, range = 120 ft. *Hit.* 29 (3d10 + Unit Strength) lightning damage.

Entangle. The elf druids target one unit that they can see within 90 feet. That unit’s speed is reduced by half until the end of their next turn.

ELF KNIGHTS

Unit Count: 10 **Morale Bonus:** 0
Unit Strength: 10
Speed: 30 ft.
Armor Class: 18 (*plate mail*)
Damage Threshold: 7
Damage Resistances/Immunities: None

Fey Ancestry. Spell attacks that are “charm effects” have disadvantage on attack rolls against this unit.

ATTACKS

Pike. *Melee Weapon Attack.* +4 to hit, range = melee. *Hit.* 15 (1d10 + Unit Strength) piercing damage

Set for Charge. When a unit enters melee range with an elf pike line unit, the pike line can immediately make one pike attack against the unit before the approaching unit makes an attack. This is an immediate action.

ELF ARCHERS

Unit Count: 10 **Morale Bonus:** +1
Unit Strength: 10
Speed: 25 ft.
Armor Class: 15 (*studded leather*)
Damage Threshold: 2
Damage Resistances/Immunities: None

Fey Ancestry. Spell attacks that are “charm effects” have disadvantage on attack rolls against this unit.

Elf Eyes (1/Day). If the elf archers don’t move on their turn, they can add a +5 to their longbow attack roll that turn.

ATTACKS

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft. *Hit:* 14 (1d8 + Unit Strength) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 13 (1d6 + Unit Strength) slashing damage.



WILY PIXIES

Unit Count: 20

Morale Bonus: +2

Unit Strength: 10

Speed: 5 ft., fly 25 ft.

Armor Class: 15

Damage Threshold: 1

Damage Resistances/Immunities: None

Magic Resistance. A spell attack made against this unit has disadvantage on the attack roll.

Superior Invisibility. A weapon attack made against this unit has disadvantage on the attack roll.

ATTACKS

Longsword. *Melee Weapon Attack.* +7 to hit, range = melee. *Hit.* 0 + Unit Strength slashing damage.

Shortbow. *Melee Weapon Attack.* +7 to hit, range 30/90. *Hit.* 0 + Unit Strength piercing damage.

Confusion. *Ranged Spell Attack.* +4 to hit, range 90 ft. *Hit.* The target unit moves in a random direction during the move phase and takes no action in the action phase during the next round. This is a charm effect.

DIRE WOLF PACK

Unit Count: 10

Morale Bonus: +1

Unit Strength: 15

Speed: 50 ft.

Armor Class: 14 (natural armor)

Damage Threshold: 5

Damage Resistances/Immunities: None

Pack Tactics. While the dire wolf pack has half or more of its base unit count, it has advantage on attack rolls.

ATTACKS

Bite. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 22 (2d6 + Unit Strength) piercing damage.

Pounce. If the dire wolf pack hits with its bite attack on the same turn that it moves into melee range with a target unit, it pushes the target unit back 5 feet. The dire wolf pack can then immediately move back into melee range with the unit if it chooses.



WEASEL SWARM

Unit Count: 25

Morale Bonus: +1

Unit Strength: 15

Speed: 20 ft.

Armor Class: 13

Damage Threshold: 1

Damage Resistances/Immunities: None

ATTACKS

Bite. *Melee Weapon Attack.* +5 to hit, range = melee. *Hit.* 0 + Unit Strength piercing damage

TREANT (INDEPENDENT CREATURE)

Unit Count: 5

Morale Bonus: +3

Unit Strength: 16 (+10 from Size and +1 from Multiattack included)

Speed: 30 ft.

Armor Class: 16 (natural armor)

Damage Threshold: 12

Damage Resistances/Immunities/Vulnerabilities: resistant to bludgeoning and piercing attacks; vulnerable to fire

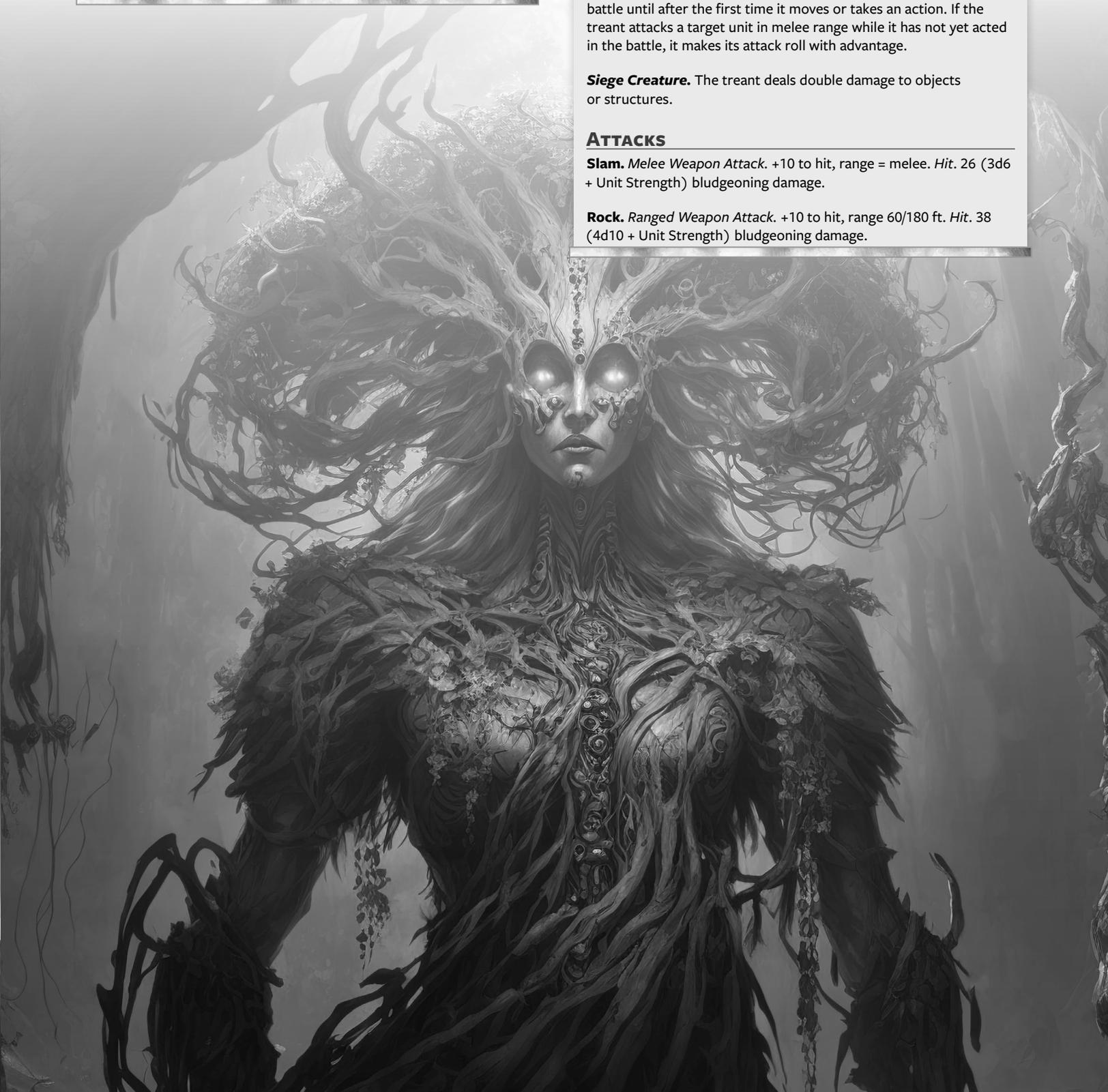
False Appearance. The treant can't be targeted by attacks in any battle until after the first time it moves or takes an action. If the treant attacks a target unit in melee range while it has not yet acted in the battle, it makes its attack roll with advantage.

Siege Creature. The treant deals double damage to objects or structures.

ATTACKS

Slam. *Melee Weapon Attack.* +10 to hit, range = melee. *Hit.* 26 (3d6 + Unit Strength) bludgeoning damage.

Rock. *Ranged Weapon Attack.* +10 to hit, range 60/180 ft. *Hit.* 38 (4d10 + Unit Strength) bludgeoning damage.



UNDEAD HORDE

The shambling undead meander their way through the world and sometimes come together as a great horde ready to destroy those they encounter. It is a dark day when one of these hordes shows itself on the horizon, for there is often little to do for the people living nearby except flee, lest they face a foe that truly does not fear death.

SKELETON WARRIORS

Unit Count: 15 **Morale Bonus:** Special
Unit Strength: 15
Speed: 25 ft.
Armor Class: 13 (armor scraps)
Damage Threshold: 2
Damage Resistances/Immunities/Vulnerabilities: immune to poison; vulnerable to bludgeoning attacks

Just Bones. Ranged attacks against skeleton warriors that deal piercing damage are made at disadvantage.

No Fear of Death. Skeleton warriors are mindless undead and have no concept of their own mortality. They never make Morale saving throws and can't rout.

ATTACKS

Shortsword. *Melee Weapon Attack:* +4 to hit, range = melee. *Hit:* 18 (1d6 + Unit Strength) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 18 (1d6 + Unit Strength) piercing damage.

ZOMBIE SHAMBLERS

Unit Count: 15 **Morale Bonus:** Special
Unit Strength: 15
Speed: 20 ft.
Armor Class: 8
Damage Threshold: 5 (+2 from Undead Fortitude included)
Damage Resistances/Immunities: immune to poison

No Fear of Death. Zombie shamblers are mindless undead and have no concept of their own mortality. They never make Morale saving throws and can't rout.

Shambling Horde. A zombie shambler unit's speed is not reduced by their Unit Count (included above).

ATTACKS

Slam. *Melee Weapon Attack:* +3 to hit, range = melee. *Hit:* 18 (1d6 + Unit Strength) bludgeoning damage.

SKELETAL CAVALRY

Unit Count: 10 **Morale Bonus:** Special
Unit Strength: 16 (+1 for being mounted included)
Speed: 40 ft.
Armor Class: 16 (chain mail)
Damage Threshold: 4
Damage Resistances/Immunities/Vulnerabilities: immune to poison; vulnerable to bludgeoning attacks

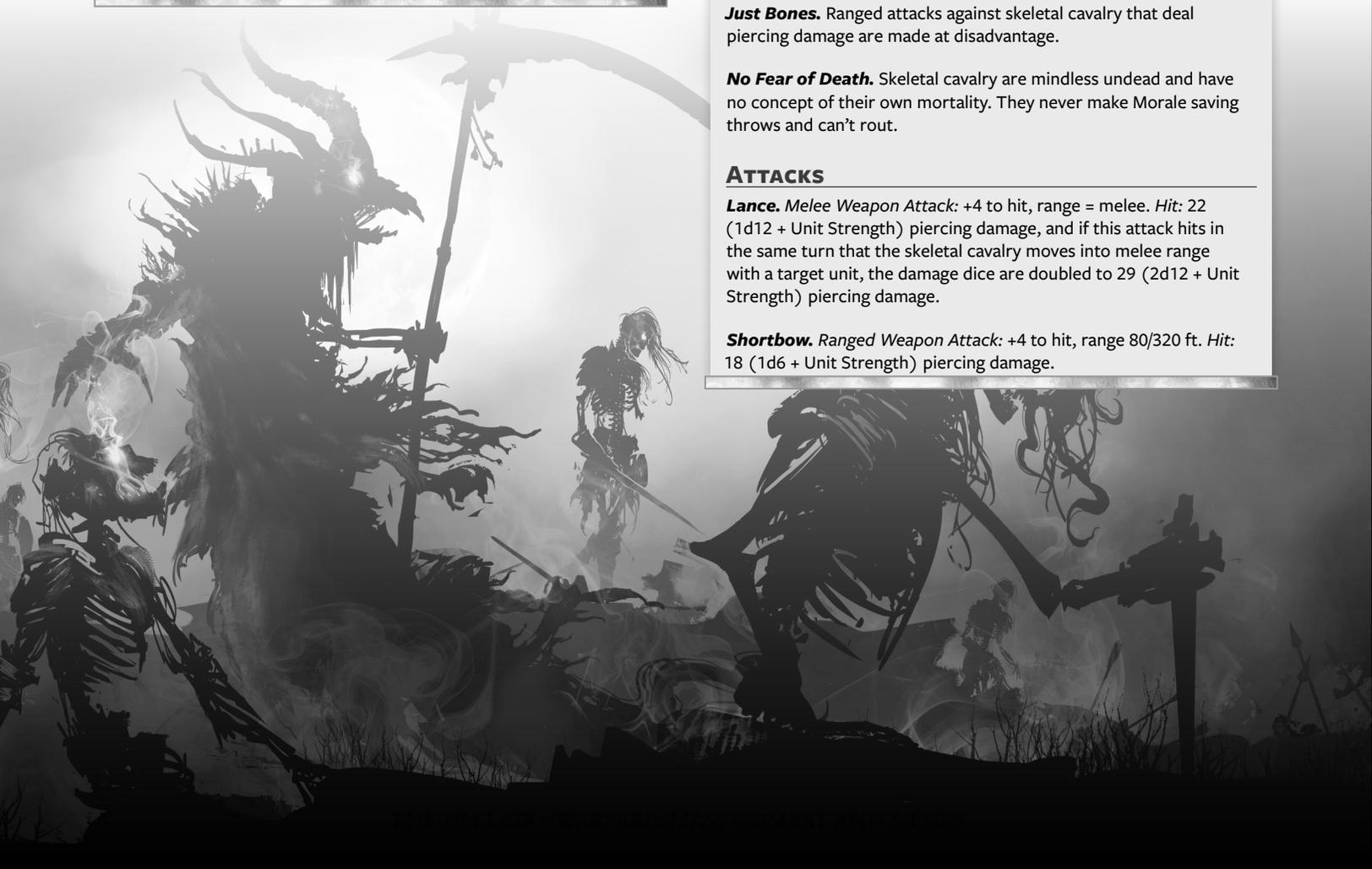
Just Bones. Ranged attacks against skeletal cavalry that deal piercing damage are made at disadvantage.

No Fear of Death. Skeletal cavalry are mindless undead and have no concept of their own mortality. They never make Morale saving throws and can't rout.

ATTACKS

Lance. *Melee Weapon Attack:* +4 to hit, range = melee. *Hit:* 22 (1d12 + Unit Strength) piercing damage, and if this attack hits in the same turn that the skeletal cavalry moves into melee range with a target unit, the damage dice are doubled to 29 (2d12 + Unit Strength) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 18 (1d6 + Unit Strength) piercing damage.



WIGHT LIEUTENANTS

Unit Count: 10

Morale Bonus: +1

Unit Strength: 11 (+1 for Multiattack included)

Speed: 25 ft.

Armor Class: 14 (studded leather)

Damage Threshold: 6

Damage Resistances/Immunities/Vulnerabilities: immune to poison; resistant to necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

ATTACKS

Longsword. *Melee Weapon Attack.* +4 to hit, range = melee. *Hit.* 15 (1d8 + Unit Strength) slashing damage.

Life Drain. *Melee Weapon Attack.* +4 to hit, range = melee. *Hit.* 14 (1d6 + Unit Strength) necrotic damage. A unit damaged with this attack can't be healed until the end of the next Offense Phase.

Longbow. *Ranged Weapon Attack.* +4 to hit, range 150/600 ft. *Hit.* 15 (1d8 + Unit Strength) piercing damage.

Create Zombies (1/Day). If a unit of wight lieutenants destroys a humanoid enemy unit in melee on a turn that it uses its life drain attack, it can take this special action on the following round. The wight lieutenants create a unit of zombie shamblers from the dead humanoids with an initial unit count equal to half the starting unit count of the destroyed unit. The wight lieutenants can't move away from the location of the destroyed unit before using this action. The zombie shamble unit joins the battle on the next turn.

HUNGRY SPECTERS

Unit Count: 10

Morale Bonus: +0

Unit Strength: 10

Speed: 0 ft., fly 50 ft.

Armor Class: 12

Damage Threshold: 5

Damage Resistances/Immunities/Vulnerabilities: immune to necrotic and poison; resistant to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Incorporeal Movement. The hungry specter unit can move through solid objects and other units without reducing their speed, and its movement doesn't provoke attacks of opportunity. A unit of specters that ends its movement inside of a solid object loses 1 unit count and is forced out into a randomly determined adjacent space.

Sunlight Sensitivity. A unit of specters has disadvantage on attack rolls while in sunlight.

ATTACKS

Life Drain. *Melee Weapon Attack.* +4 to hit, range = melee. *Hit.* 20 (3d6 + Unit Strength) necrotic damage. A unit damaged with this attack can't be healed until the end of the next Offense Phase.



INSIDIOUS NECROMANCERS

Unit Count: 6

Morale Bonus: +5

Unit Strength: 6

Speed: 30 ft.

Armor Class: 15 (mage armor)

Damage Threshold: 12

Damage Resistances/Immunities: resistant to necrotic

ATTACKS

Wasting Touch. *Melee Weapon Attack.* +7 to hit, range = melee. *Hit.* 11 (2d4 + Unit Strength) necrotic damage

Chill Touch. *Ranged Spell Attack.* +7 to hit, range 120 ft. *Hit.* 19 (3d8 + Unit Strength) necrotic damage. A unit damaged with this attack can't be healed until the end of the next Offense Phase.

Blight (Recharge 5 - 6). *Ranged Spell Attack.* +7 to hit, range 30 ft. *Hit.* 42 (8d8 + Unit Strength) necrotic damage.

Cloudkill (Recharge 6). *Ranged Spell Attack.* +7 to hit, range 120 ft. *Hit.* 22 (5d8 + Unit Strength) poison damage, and the target unit takes an additional 22 (5d8 + Unit Strength) poison damage during the Damage Phase of the next round.

HUGE BLACK DRAGON ZOMBIE (INDEPENDENT CREATURE)

Unit Count: 5

Morale Bonus: Special

Unit Strength: 17 (+10 for Size and +2 for Multiattack included)

Speed: 20 ft., fly 40 ft., swim 20 ft.

Armor Class: 19

Damage Threshold: 19 (+2 from undead Fortitude included)

Damage Resistances/Immunities: immune to acid and poison

No Fear of Death. Black dragon zombie is a mindless undead with no concept of their own mortality. They never make Morale saving throws and can't rout.

ATTACKS

Bite. *Melee Weapon Attack.* +11 to hit, range = melee. *Hit.* 28 (2d10 + Unit Strength) piercing damage.

Claw. *Melee Weapon Attack.* +11 to hit, range = melee. *Hit.* 24 (2d6 + Unit Strength) slashing damage.

Breath Weapon (Recharge 6). *Ranged Weapon Attack.* +10 to hit, range 60 ft. *Hit.* 54 (12d8) acid damage.



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VERSION 1.0A

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