

Weekly Wonders

Officers of  
Rank

Mass Combat  
Commanders

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*Necromancers  
of the Northwest*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Credits

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## Introduction

Oftentimes, fantasy stories culminate in large-scale battles involving enormous armies, cunning generals, and masterful tactics. Whether it's *The Lord of the Rings*, *The Lion, the Witch and the Wardrobe*, or one of countless other beloved stories, mass combat dominates the most dramatic scenes of fantasy stories. *Pathfinder Roleplaying Game: Ultimate Campaign* features some pretty good rules for handling mass combat in a fun and fast-paced way that doesn't bog things down too much, but while there is plenty of room for additional support and options for these rules, they haven't received much in the way of an expansion.

This book presents five new NPC commanders that your PCs can encounter, either to hire them as allies, or to face them down on the field of battle. Each commander comes with a traditional stat-block, as well as stat-blocks for one or two armies under their command. Each also has several new boons and flaws, unique to each commander, which can be used with the commanders presented here or made available to be mixed and matched with other boons to create other interesting commanders.

## Flaws

This book introduces flaws for commanders. These are negative traits that a commander can take in order to gain additional boons. A commander can have a total number of flaws equal to the number of boons she would ordinarily be allowed to take. For each flaw she takes, she may choose one additional boon, allowing her to potentially double the total number of boons she gains. Otherwise, flaws function in all ways as boons.

**CALAVAR OF THE HORN****CR 6****XP 2,400**

Human barbarian 7

CN Medium humanoid (human)

**Init** +1; **Senses** Perception -1

## DEFENSE

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)**hp** 79 (7d12+28)**Fort** +8, **Ref** +4, **Will** +2**Defensive Abilities** improved uncanny dodge, trap sense +2;

DR 1/—

## OFFENSE

**Speed** 40 ft. (30 ft. in armor)**Melee** +1 greataxe +13/+8 (1d12+7/x3)**Special Attacks** rage (18 rounds/day), rage powers (boasting taunt<sup>APG</sup>, good for what ails you<sup>APG</sup>, roaring drunk<sup>APG</sup>)

## TACTICS

**Before Combat** If Calavar anticipates facing archers, he drinks his *potion of protection from arrows*. He generally reserves his *potion of bull's strength* for encounters with monsters of Large size or larger, confident he can best any humanoid opponent.**During Combat** Calavar wades eagerly into battle, raging and using Power Attack to finish opponents as quickly as possible. After he slays his first opponent, his sense of showmanship demands that he use his Dazzling Display feat to cow his foes.**Morale** Believing he is all but invincible, and a hopeless optimist, Calavar gives not a single thought to fleeing until reduced to fewer than 5 hit points, at which point he retreats in the fastest and safest method available to him.

## STATISTICS

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +7; **CMB** +11; **CMD** 22**Feats** Dazzling Display, Power Attack, Reckless Rage<sup>ACG</sup>, Toughness, Weapon Focus (greataxe)**Skills** Acrobatics +7, Climb +10, Diplomacy +8, Intimidate +11, Swim +10**Languages** Common**SQ** fast movement**Combat Gear** *potion of bull's strength*, *potion of cure serious wounds*, *potion of protection from arrows* 10/magic; **Other Gear** +1 chainmail, +1 greataxe, cloak of resistance +1, 30 gp**Boons and Flaws****Bullheaded (Flaw):** Calavar does not always follow the orders he is given, sometimes getting it into his head to do something reckless and foolhardy, instead. During each melee phase, there is a 25% chance that Calavar orders the forces under his command to act on such a whim, allowing the GM to determine the army's actions for that phase.**Generous in Victory (Boon):** Calavar is prone to throwing large and extravagant parties after each and every victory, where he is free with mead and spoils to his soldiers. Whenever Calavar participates in a combat that results in

victory, he may expend the army's consumption value in order to automatically increase the army's morale by +1 (this stacks with the morale increase for succeeding on a Loyalty check after a victory).

**Toughened Warriors (Boon):** Calavar accepts only hearty and stalwart warriors, and cowards are quickly driven out. Any army he commands gains a number of hit points equal to its ACR.**Armies**

Calavar has two armies at his disposal: his main force is comprised of relatively untrained and undisciplined raiders, accompanied by a smaller, more fearsome (and even less disciplined) force of berserkers.

**CALAVAR'S BERSERKERS****XP 800**

CN Medium army of human (Barbarian 4)

**hp** 22; **ACR** 3; **Morale** +1**DV** 13; **OM** +3 (Trap Sense: +1 to confirm the destruction of a siege engine when using siegebreaker.)**Tactics** relentless brutality**Special** rage (1/battle), trap sense (+1)**Speed 2; Consumption 1**

## SPECIAL ABILITIES

**Rage** (1/battle) +2 OM, +1 Morale vs. fear & routing, -1 DV but limit strategy and tactics.**Relentless Brutality** +4 OM and -4 DV.**Trap Sense** (+1) Bonus to OM when using siegebreaker to destroy siege engines.**THE BAND OF THE HORN****XP 800**

CN Large army of humans (warrior 3)

**hp** 19; **ACR** 3; **Morale** +2**DV** 13; **OM** +3**Tactics** Relentless Brutality**Speed 2 Hex; Consumption 1 BP**

## SPECIAL ABILITIES

**Relentless Brutality** +4 OM and -4 DV.**Background**

So-named for his love of mead, and his habit of carrying a large drinking horn with him wherever he goes, Calavar of the Horn is a brave and mighty warrior, who spends his days wandering in search of the next glorious battle, and the equally glorious feasting and drinking that will follow afterwards. Primarily concerned with his own personal glory, Calavar is nonetheless able to inspire a fair deal of confidence in his men, who happily follow him into the most dangerous of situations. Though he has little patience, he is actually a rather affable and friendly man, although this serves as small comfort to his allies when he decides to abandon strategy and simply lead his men to the worst of the fighting in pursuit of glory and fame.

**CATHERINE DAVENPORT****CR 3****XP 800**

Human aristocrat 5

LN Medium humanoid (human)

**Init** +5; **Senses** Perception -1

## DEFENSE

**AC** 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)**hp** 27 (5d8+5)**Fort** +1, **Ref** +2, **Will** +5

## OFFENSE

**Speed** 30 ft. (20 ft. in armor)**Melee** mwk rapier +4 (1d6-1/18-20)

## TACTICS

**Before Combat** Catherine rarely wears her masterwork full plate when not actively expecting combat, and unless she has several minutes' advance warning to don it, may be forced to fight unarmored.

**During Combat** Catherine focuses on fighting the enemy commander, or whoever appears to be in charge of the opposing force, regardless of whether that is tactically sound or not.

**Morale** If reduced to fewer than 10 hit points, Catherine does her best to flee, or surrender if that seems more likely to allow her to survive.

## STATISTICS

**Str** 9, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 13**Feats** Improved Initiative, Iron Will, Quick Draw, Weapon Focus (rapier)**Skills** Acrobatics -5 (-9 to jump), Appraise +8, Bluff +11, Diplomacy +11, Knowledge (history) +8, Knowledge (nobility) +8**Languages** Common**Other Gear** mwk full plate, mwk buckler, mwk rapier, 275 gp**Boons and Flaws**

**Hostages (Boon):** Catherine's noble status, and the lesser nobility of the men under her command, ensure that survivors from her armies are more likely to be ransomed than executed. If an army under Catherine's command would be destroyed, you can pay twice the army's consumption cost in order to have the army simply be routed, instead.

**Self-Sufficient (Boon):** Catherine is independently wealthy, and manages the expenses and upkeep of her own armies, paying their weekly consumption costs herself.

**Untested (Flaw):** Catherine has little experience in combat, and while the armies under her command are loyal to her and her family, they have little faith in her personal abilities. If an army under her command routs, its morale is reduced by 2, rather than by 1.

**Armies**

Catherine commands her family's personal armies, which include a contingent of mounted knights, all of whom have sworn fealty to her family, and a force of militia archers.

**DAVENPORT ARCHERS****XP 1200**

N Large army of humans (warrior 4)

**hp** 22; **ACR** 4; **Morale** +4**DV** 14; **OM** +4**Tactics** Sniper Support**Speed 2; Consumption 2**

## SPECIAL ABILITIES

**Sniper Support** When deal melee damage, gain +2 damage.

**DAVENPORT KNIGHTS****XP 400**

LG Small army of humans (cavalier 4)

**hp** 5; **ACR** 1; **Morale** +4**DV** 12; **OM** +2

**Special Challenge** (1/battle), Mount, Order, Tactician (Cavalry Experts)

**Speed 2; Consumption 1**

## SPECIAL ABILITIES

**Cavalry Experts:** Your army's OM increases by 2 against armies that aren't mounted. The army must have the mount resource to use this tactic.

**Challenge** (1/battle) +2 OM vs. an army, but -1 DV vs. all other armies.

**Mount** +1 to OM.

**Order** +1 to DV vs. challenged foes.

**Tactician (Cavalry Experts)** Army gains 1 known tactic which does not count against their maximum.

**Background**

The scion of the proud Davenport family, Catherine comes from noble lineage. Although well-studied in combat tactics and warfare, Catherine is probably better suited to a ballroom or a king's court than the battlefield, and it shows. All expectations were for her older brother to take over the family line, and so while he was being groomed for the task, she was allowed to follow her own pursuits, until he was killed in a tragic hunting accident, and the responsibility fell to her.

Catherine brings her armies to the aid of her friends and allies, rather than doing so for coin. This does not mean that she is not self-serving: while those who earn her friendship will certainly have her support, the easiest way to get her on one's side is to offer her something of political or economic value: rather than paying for her armies with a lump sum, one might have to hand over mining rights to a rich region of countryside, for example.

**DALOMAR TELOS****CR 7****XP 3,200**

Elf necromancer 8

LE Medium humanoid (elf)

**Init** +6; **Senses** life sight (10 feet, 8 rounds/day), low-light vision; Perception +10

## DEFENSE

**AC** 14, touch 14, flat-footed 11 (+1 deflection, +2 Dex, +1 dodge)**hp** 38 (8d6+8)**Fort** +5, **Ref** +5, **Will** +7; +2 vs. enchantments**Immune** sleep

## OFFENSE

**Speed** 25 ft.**Melee** +1 *elven curve blade* +4 (1d10/18–20)**Arcane School Spell-Like Abilities** (CL 8th; concentration +12)7/day—*grave touch* (4 rounds)**Necromancer Spells Prepared** (CL 8th; concentration +12)4th—*animate dead*, *crushing despair* (DC 18), *curse terrain*3rd—*major image* (DC 17), *communal protection from arrows*<sup>UC</sup>, *spiked pit*<sup>APG</sup> (DC 17), *unliving rage*<sup>ACG</sup>2nd—*ghoul touch* (DC 17), *ghoul touch* (DC 17), *sentry skull*<sup>ARG</sup>, *spider climb*, *web* (DC 16)1st—*chill touch* (DC 16), *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 16), *shield*0 (at will)—*detect magic*, *detect poison*, *light*, *prestidigitation***Opposition Schools** Enchantment, Illusion

## TACTICS

**Before Combat** Dalomar casts *mage armor* and *shield* on himself before combat, and *communal protection from arrows* on himself and his allies, if it seems appropriate. Given the time, and assuming he does not have sufficient minions already, he casts *animate dead* to ensure he never fights alone.**During Combat** Dalomar leaves the heavy lifting of combat to the zombies that he has created with *animate dead*, supporting them from a distance with spells like *crushing despair*, *web*, and *spiked pit*. If engaged in melee, he attempts to cast *ghoul touch* defensively before fighting with his +1 *elven curve blade*.**Morale** Dalomar has little interest in any combat that is not utterly one-sided in his favor. As soon as it becomes clear that he is likely to lose, or he himself is threatened in a meaningful way, he retreats.

## STATISTICS

**Str** 8, **Dex** 15, **Con** 10, **Int** 19, **Wis** 10, **Cha** 14**Base Atk** +4; **CMB** +3; **CMD** 17**Feats** Command Undead, Dodge, Fearsome Spell<sup>OA</sup>, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (necromancy)**Skills** Acrobatics +0 (–4 to jump), Intimidate +10, Knowledge (religion) +15, Perception +10, Profession (soldier) +11, Sense Motive +8, Spellcraft +15 (+17 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties**Languages** Common, Draconic, Elven, Gnoll, Goblin, OrcSQ arcane bond (*ring of protection* +1), elven magic, power over undead**Combat Gear** *battle strider's boots*; **Other Gear** +1 *elven curve blade*, *cloak of resistance* +1, *ring of protection* +1, wizard starting spellbook, 420 gp

## Boons and Flaws

**Bad Reputation (Flaw):** Although Dalomar's own troops tend to have little in the way of morale concerns, their presence causes a stir amongst other armies fighting alongside his, as rumors circulate that some of those walking dead are their own fallen comrades, and that such things are unnatural. Dalomar reduces the morale of all allied armies he battles and travels with by 1.**Meat Puppetry (Boon):** Dalomar's control of mindless undead is so precise, he can direct mindless undead armies under his control to use non-standard strategies and tactics, as though they were not mindless. To do so, he must succeed on a DC 20 concentration check each phase that he attempts to use them in this way.**Necromantic Recovery (Boon):** After a victory, Dalomar can animate new soldiers from the bodies of the fallen. For each instance of *animate dead* he expends, he can restore a number of hit points to an undead army under his command equal to twice its ACR.

## Armies

Dalomar commands a slowly-growing mass of zombies, which have been raised from countless graveyards and battlefields. Loyal only to him, these zombies are little more than extensions of Dalomar's will.

**ZOMBIE HORDE****XP 1200**

NE Huge army of human zombies

**hp** 18; **ACR** 4; **Morale** +3**DV** 14; **OM** +4**Tactics** cautious combat**Special** darkvision, mindless**Speed** 2; **Consumption** 2

## SPECIAL ABILITIES

**Cautious Combat** –2 to OM, +2 to Morale.**Darkvision** No OM or DV penalties in dim light or darkness.**Mindless** Never fails morale checks, but can only use standard strategy/tactics.

## Background

Forsaken by his family because of his obsession with the dark arts, Dalomar is devoted to his craft. He lives a mercenary lifestyle, awaiting the day he has amassed enough coin to buy a private estate and fund his research.

**LEOPOLD CRIMSON****CR 3****XP 800**

Human paladin 4

LG Medium humanoid (human)

**Init** +1; **Senses** Perception -1**Aura** courage (10 ft.)

## DEFENSE

**AC** 23, touch 12, flat-footed 21 (+9 armor, +1 Dex, +1 dodge, +2 shield)**hp** 34 (4d10+8)**Fort** +9, **Ref** +6, **Will** +7**Immune** disease, fear

## OFFENSE

**Speed** 30 ft. (20 ft. in armor)**Melee** mwk longsword +8 (1d8+2/19-20)**Special Attacks** channel positive energy 3/day (DC 16, 2d6), smite evil 2/day (+4 attack and AC, +4 damage)**Paladin Spell-Like Abilities** (CL 4th; concentration +8)At will—*detect evil***Paladin Spells Prepared** (CL 1st; concentration +5)1st—*divine favor*

## TACTICS

**Before Combat** If Leopold suspects combat may be imminent, he spends a round before the fight breaks out to study his opponent with his detect evil class feature. When facing particularly monstrous opponents, he casts *divine favor* before combat, as well.**During Combat** Leopold fights with no concern for his own safety, wading into the thick of combat and using Power Attack to deal as much damage as possible. He focuses his attacks on the most fearsome or evil opponent, at first, but if an ally is in peril, he moves to aid and protect them, instead.**Morale** Leopold orders his allies to retreat if they are reduced to less than 25% of their maximum hit points, but will not retreat himself as long as battle against an evil foe still beckons.

## STATISTICS

**Str** 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18**Base Atk** +4; **CMB** +6; **CMD** 18**Feats** Dodge, Power Attack, Weapon Focus (longsword)**Skills** Acrobatics -5 (-9 to jump), Diplomacy +11, Handle Animal +11, Ride +2**Languages** Common**SQ** lay on hands 6/day (2d6), mercy (fatigued)**Other Gear** mwk full plate, mwk heavy steel shield, mwk longsword, 265 gp**Boons and Flaws****Conscientious Fighters (Flaw):** Leopold fights for a cause, and will only do battle if he believe that he is on the side with the moral high ground. Any army that Leopold commands suffers a -2 penalty to DV and OM against good-aligned armies, and at the end of any combat in which Leopold's army engaged a good-aligned army, the morale of the forces under Leopold's command is reduced by 1.**Courageous (Boon):** Leopold's zeal and enthusiasm is contagious, and he emboldens the hearts of all those under his command. He grants a +2 bonus on morale checks made to resist fear and routs.**Zealous (Boon):** Leopold's tireless crusade against evil is shared by those under his command. Once per battle, if the opposing army is comprised of undead or evil outsiders, Leopold can grant all armies under his command a +4 bonus to OM for one melee phase.**Armies**

Leopold commands a force of eager and capable knights who will gladly follow him through the very gates of Hell itself, if need be.

**REDFLAME KNIGHTS****XP 400**

LG Small army of humans (fighter 4)

**hp** 5; **ACR** 1; **Morale** +4 (+7 vs. fear and routs.)**DV** 11; **OM** +1**Special** armor training, bravery +1, weapon specialization (Melee, 1/battle)**Speed** 2; **Consumption** 1

## SPECIAL ABILITIES

**Armor Training** You move at full speed in medium armor.**Bravery** +1 Gain listed bonus to Morale vs. fear and routs.**Weapon Specialization** (Melee, 1/battle) +2 to OM for either ranged or melee attacks.**Background**

Having risen from the streets as a homeless orphan, Leopold's story is an inspiring tale of triumph over adversity, and the value of persistence, hard work, and a positive attitude. When so many of the other street boys turned to acting as pickpockets and couriers for the thieves' guild, Leopold became active with a local charitable temple, which provided beds and food to the needy. Though repayment was not strictly required, he volunteered with the organization, and eventually rose through its ranks, becoming trained as a paladin.

Despite his difficult childhood, Leopold remains single-mindedly positive, and some might even say he is naive. He genuinely believes in the inner goodness of others, even those who seem villainous or antagonistic. His grasp of military tactics is generally solid, but suffers from the same optimism, overestimating the ability of the "righteous" side to overcome obstacles in their way.

**SAMARA IRONTOOTH****CR 5****XP 1,600**Hobgoblin investigator<sup>ACG</sup> 6

LE Medium humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception +9 (+13 to hear conversation or find concealed object)**DEFENSE****AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)**hp** 54 (6d8+24)**Fort** +5, **Ref** +9, **Will** +6; +4 bonus vs. poison**Defensive Abilities** trap sense +2**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +6 (1d6+2/19–20)**Special Attacks** studied combat (+3, 2 rounds), studied strike +2d6**Investigator Extracts Prepared** (CL 6th; concentration +8)**2nd**—*barkskin*, *blur*, *delay poison*, *detect thoughts* (DC 14)**1st**—*cure light wounds*, *disguise self*, *enlarge person* (DC 13), *shield*, *true strike***TACTICS****Before Combat** Samara adapts her tactics to fit the situation, using her extracts as they are likely to be effective. She uses *delay poison* if facing poisonous creatures, *barkskin* against opponents with lower attack bonuses, *blur* against those with higher attack bonuses, and so on.**During Combat** Samara makes careful use of Combat Expertise, studied combat, and studied strike, fighting cautiously but effectively.**Morale** Samara flees as soon as she calculates her odds of success are less than 75%, regardless of what her current hit points or condition is at the time.**STATISTICS****Str** 12, **Dex** 16, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Combat Expertise, Improved Initiative, Toughness**Skills** Bluff +8, Heal +9, Intimidate +8, Perception +9 (+13 to hear conversation or find concealed object), Profession (soldier) +9, Sense Motive +9, Stealth +6, Survival +6, Use Magic Device +8; **Racial Modifiers** +4 Stealth**Languages** Common, Dwarven, Goblin, Infernal**SQ** alchemy (alchemy crafting +6), inspiration (5/day), investigator talents (assault leader<sup>APG</sup>, canny observer<sup>APG</sup>), keen recollection, poison lore, swift alchemy, trapfinding +3**Other Gear** +1 *chain shirt*, +1 *short sword*, *cloak of resistance* +1, investigator starting formula book, 90 gp**Boons and Flaws****Brilliant Tactician (Boon):** Samara leads through her superb tactics, and whether or not those under her like her as a person, they respect the results that her strategies and tactics provide. She applies her Intelligence modifier in place of her Charisma modifier for all purposes relating to armies under her command.**Quick March (Boon):** Samara can lead her armies to move with greater speed than other commanders. Whenever her army moves, she can increase their movement speed by 2 hexes. If she does so, she reduces their morale by 1.**Run Ragged (Flaw):** Samara runs her troops ragged with constant drills and training, giving them little, if any, slack. While this makes them ruthlessly efficient when need be, it is also poor for morale. Armies under Samara's command cannot gain morale after a victory.**Armies**

Samara commands the formidable First Legion, her large force of massed rank and file, as well as her irregulars, a much smaller force of fighters that are known for their unconventional tactics.

**THE FIRST LEGION****XP 2400**

LE Huge army of humans (Warrior 4)

**hp** 33; **ACR** 6; **Morale** -2**DV** 16; **OM** +6**Tactics** cautious combat, dirty fighters (1/battle), expert flankers**Speed** 2 Hex; **Consumption** 3 BP**SPECIAL ABILITIES****Cautious Combat** -2 to OM, +2 to Morale.**Dirty Fighters** (1/battle) +6 OM for one melee phase.**Expert Flankers** +2 to OM, -2 to DV.**IRONTOOTH'S IRREGULARS****XP 1200**

LE Medium army of humans (Rogue 5)

**hp** 18; **ACR** 4; **Morale** -2**DV** 14; **OM** +4 (Trap Sense: +2 to confirm the destruction of a siege engine when using siegebreaker.)**Special** evasion, rogue talent, sneak attack, trap sense (+2)**Speed** 2 Hex; **Consumption** 2 BP**SPECIAL ABILITIES****Evasion** Halve foes OM bonus from spellcasting, half damage from breath weapons.**Rogue Talent** The army gains the bleed ability.**Sneak Attack** +1 OM during ambush, when use expert flankers, or after a false retreat.**Trap Sense (+2)** Bonus to OM when using siegebreaker to destroy siege engines.**Background**

Samara is, in many ways, too intelligent for her own good. Exiled from her clan for disobeying poor orders given by her commander, the hobgoblin turned her military precision to use in human lands and territories, selling her services to the highest bidder. Known for her ruthlessly effective stratagems, the hobgoblin mastermind is amassing wealth and power in order to eventually return to her home and overthrow the superiors who exiled her.

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## Recruit Armies to your Cause!

Oftentimes, fantasy stories culminate in large-scale battles involving enormous armies, cunning generals, and masterful tactics. Whether it's *The Lord of the Rings*, *The Lion, the Witch and the Wardrobe*, or one of countless other beloved stories, mass combat dominates the most dramatic scenes of fantasy stories. *Dungeons & Dragons Roleplaying Game: Ultimate Campaign* features some pretty good rules for handling mass combat in a fun and fast-paced way that doesn't bog things down too much, but while there is plenty of room for additional support and options for these rules, they haven't received much in the way of an expansion.

This book presents five new NPC commanders that your PCs can encounter, either to hire them as allies, or to face them down on the field of battle. Each commander comes with a traditional stat-block, as well as stat-blocks for one or two armies under their command. Each also has several new boons and flaws, unique to each commander, which can be used with the commanders presented here or made available to be mixed and matched with other boons to create other interesting commanders.

