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WARBANDS

SIMPLE STAT BLOCKS FOR FIGHTING SQUADS



52-IN-52

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WARBANDS

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

TROOP RULES

The following rules apply to organized groups of foes that are roughly the size of a goblin or larger—these aren't swarms of tiny creatures, but mobs or units of larger foes. The following are streamlined rules for troops presented in *Pathfinder Roleplaying Game Bestiary 6*.

"Troop" is a subtype reflecting a collection of creatures that acts as a single creature in combat. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

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

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its

component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick, disarm, drag, grapple, reposition, or trip combat maneuver, unless it's affected by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given and a base damage amount (which includes the troop's Strength modifier).

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and they resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless the text states otherwise.

WARBANDS

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Looting Troops: Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting and should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's CR).

ZOMBIE HORDE

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

ZOMBIE HORDE CR 4

XP 1,200

NE Medium undead (troop)

Init -1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)
hp 49 (9d8+9)

Fort +3, **Ref** +2, **Will** +7

DR 5/slashing; **Defensive Abilities** troop traits, undead traits

OFFENSE

Speed 30 ft.

Melee troop (2d6+6)

Space 20 ft.; **Reach** 5 ft.

Special Attacks grasping claws

STATISTICS

Str 23, **Dex** 8, **Con** —, **Int** —, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Toughness^B

Special Qualities staggered

ECOLOGY

Environment any

Organization solitary, pair, or uprising (3–18)

Treasure none

SPECIAL ABILITIES

Grasping Claws (Ex) A zombie horde deals an additional 1d6 damage with its troop attack to foes in its space.

Zombies often gather in large hordes. A zombie troop is not an organized warband in any sense but merely an aggregation of many zombies fighting together in close quarters. A zombie horde might form from a sprawling mass of zombies crowded together by the terrain, such as a narrow hall or a doorway. After squeezing through this barrier, the zombies simply remain in close confines, lacking the tactical sense to spread out again. They pose a particular hazard to foes they can overwhelm, as their grasping claws quickly shred anyone unfortunate enough to end up in their midst.

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

CITY WATCH UNIT

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

CITY WATCH UNIT CR 6

XP 2,400

LN Medium humanoid (human, troop)

Init +6; **Senses** Perception +12

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 shield)

hp 76 (9d8+36)

Fort +9, **Ref** +5, **Will** +6

Defensive Abilities tight formation, troop traits

OFFENSE

Speed 20 ft.

Melee troop (2d6+6 plus trip)

Space 20 ft.; **Reach** 5 ft.

Special Attacks volley

STATISTICS

Str 22, **Dex** 15, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +12; **CMD** 25

Feats Alertness, Dodge, Improved Initiative, Intimidating Prowess, Iron Will, Toughness

Skills Intimidate +16, Knowledge (local) +4, Perception +12, Sense Motive +8

Languages Common

ECOLOGY

Environment any urban

Organization solitary, pair, or contingent (3–6)

Treasure standard (chainmail, buckler, club, composite longbow, signal whistle, other treasure)

SPECIAL ABILITIES

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

Volley (Ex) A city watch unit can fire a volley of arrows as a standard action. This attack takes the form of up to two lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 2d8 points of piercing damage (Reflex DC 16 half). The save DC is Dexterity-based.

When members of a city watch identify a threat to their city or to their authority, they gather in close groups to fight. In these tightly-packed units, members of the city watch often spread across an entire street from building to building, driving forward any enemies into dead-ends or out of the city entirely. Each member of the city watch is equipped with a shrill signal whistle they blow to summon help, so dispersing a single city watch unit often leads to confrontation with other, similar units mustered from watch headquarters elsewhere in town.

INFILTRATOR TROOP

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

INFILTRATOR TROOP

CR 8

XP 4,800

CN Medium humanoid (elf, troop)

Init +10; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)

hp 105 (14d8+42)

Fort +11, **Ref** +10, **Will** +8; +2 vs. enchantments

Defensive Abilities troop traits; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee troop (3d6+4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks augmented arrows, volley

STATISTICS

Str 18, **Dex** 23, **Con** 15, **Int** 16, **Wis** 15, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 31

Feats Agile Maneuvers, Alertness, Dodge, Improved Initiative, Iron Will, Stealthy, Toughness

Skills Acrobatics +20, Escape Artist +8, Perception +22, Sense Motive +11, Spellcraft +10 (+12 to identify magic item properties), Stealth +24, Survival +19; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Sylvan

SQ trackless step

ECOLOGY

Environment any forest

Organization solitary, pair, or band (3–4)

Treasure standard (+1 leather armor, composite longbow, rapier, other treasure)

SPECIAL ABILITIES

Augmented Arrows (Su) Three times per day as a move action, an infiltrator troop can cast spells to add to the damage of its volley attacks. Until the end of the turn, the infiltrator's volley deals an additional 2d8 cold or fire damage (of the troop's choice). This reflects a few of the infiltrators casting spells while being protected by the others; not all infiltrators engage in this spellcasting simultaneously.

Trackless Step (Ex) An infiltrator troop leaves no trail in natural surroundings and cannot be tracked. The troop may choose to leave a trail if desired.

Volley (Ex) An infiltrator troop can fire a volley of arrows as a standard action. This attack takes the form of up to three lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 3d8 points of piercing damage (Reflex DC 23 half). The save DC is Dexterity-based.

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

AIRBORNE UNIT

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

AIRBORNE UNIT CR 10

XP 9,600

N Medium humanoid (human, troop)

Init +10; **Senses** Perception +16

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 armor, +4 Dex, +1 dodge, +4 natural)

hp 133 (14d8+70)

Fort +13, **Ref** +12, **Will** +8

Defensive Abilities battlefield healing, troop traits; **Immune** fear

OFFENSE

Speed 30 ft.

Melee troop (3d6+6)

Space 20 ft.; **Reach** 5 ft.

Special Attacks alchemical barrage, demolishers

STATISTICS

Str 23, **Dex** 22, **Con** 19, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +10; **CMB** +16; **CMD** 33

Feats Acrobatic, Deft Hands, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Stealthy, Toughness

Skills Acrobatics +23, Disable Device +23, Escape Artist +7, Perception +16, Sleight of Hand +7, Stealth +23

Languages Common

ECOLOGY

Environment any

Organization solitary or company (2–4)

Treasure standard (+1 chain shirt, longsword, acid flask, alchemist's fire, potion of feather fall, other treasure)

SPECIAL ABILITIES

Alchemical Barrage (Ex) As a standard action, an airborne unit can target a single square up to 40 feet away with a concentrated barrage of bombs. This attack deals 8d6 points of acid or fire damage (of the troop's choice) to all creatures in a 20-foot-radius burst (Reflex DC 23 half). The save DC is Dexterity-based.

Battlefield Healing (Su) Once per day as a swift action, the airborne unit can heal itself or an adjacent creature of 5d6 points of damage.

Demolishers (Ex) The airborne unit's troop attack ignores hardness of 10 or less.

Specialized units that highly organized militaries deploy to secure important objectives, airborne units are skilled soldiers and grenadiers. Prior to an assault the airborne unit first get into place high above an enemy objective, perhaps by magical means such as flying carpets or risky teleportation, or they might be deployed from the bridge of an airship. When all else fails, airborne units might be hurled into the air with massive catapults. Once above their objectives, airborne units use *potions of feather fall* to descend into the thick of the fighting. There, they hurl alchemical bombs and use a variety of melee weapons to eradicate enemy troops. Airborne units are entirely inured to fear; their missions are often so dangerous that their only options are to succeed or die, and the daredevil troopers wouldn't have it any other way.

CENTAUR WARBAND

A herd of stampeding centaurs clad in gleaming armor and bearing dangerous weapons surges forward.

CENTAUR WARBAND **CR 12**

XP 19,200

N Large monstrous humanoid (troop)

Init +9; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 27, **touch** 14, **flat-footed** 22 (+7 armor, +5 Dex, +6 natural, -1 size)

hp 184 (16d10+96)

Fort +13, **Ref** +17, **Will** +13

Defensive Abilities troop traits

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee troop (4d6+9)

Space 20 ft.; **Reach** 10 ft.

Special Attacks centaur charge, magic weapons, volley

STATISTICS

Str 28, **Dex** 21, **Con** 22, **Int** 11, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +21 (+23 bull rush); **CMD** 36 (38 vs. bull rush, 40 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Run

Skills Intimidate +28, Knowledge (nature) +19, Perception +20, Survival +20

Languages Common, Elven, Sylvan

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or tribe (3–6)

Treasure standard (+1 breastplate, +1 composite longbow, +1 longspear, other treasure)

SPECIAL ABILITIES

Centaur Charge (Ex) A centaur warband deals triple its troop damage if it moves at least 10 feet before making a troop attack.

Magic Weapons (Ex) A centaur warband's attack counts as magic for the purpose of bypassing damage reduction.

Volley (Ex) A centaur warband can fire a volley of arrows as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 4d8 points of piercing damage (Reflex DC 23 half). The save DC is Dexterity-based.

Centaurs are well-known hunters and defenders of forests and plains. When a significant threat to their lands materializes, centaurs come together in stampeding warbands to fight it back. Equipped with the best weapons and armor their tribe can offer, a centaur warband is a swift and implacable force. They generally eschew subtlety but can use their knowledge of the land, such as riverbeds or gullies concealed with brush, to allow them to get close before striking.

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