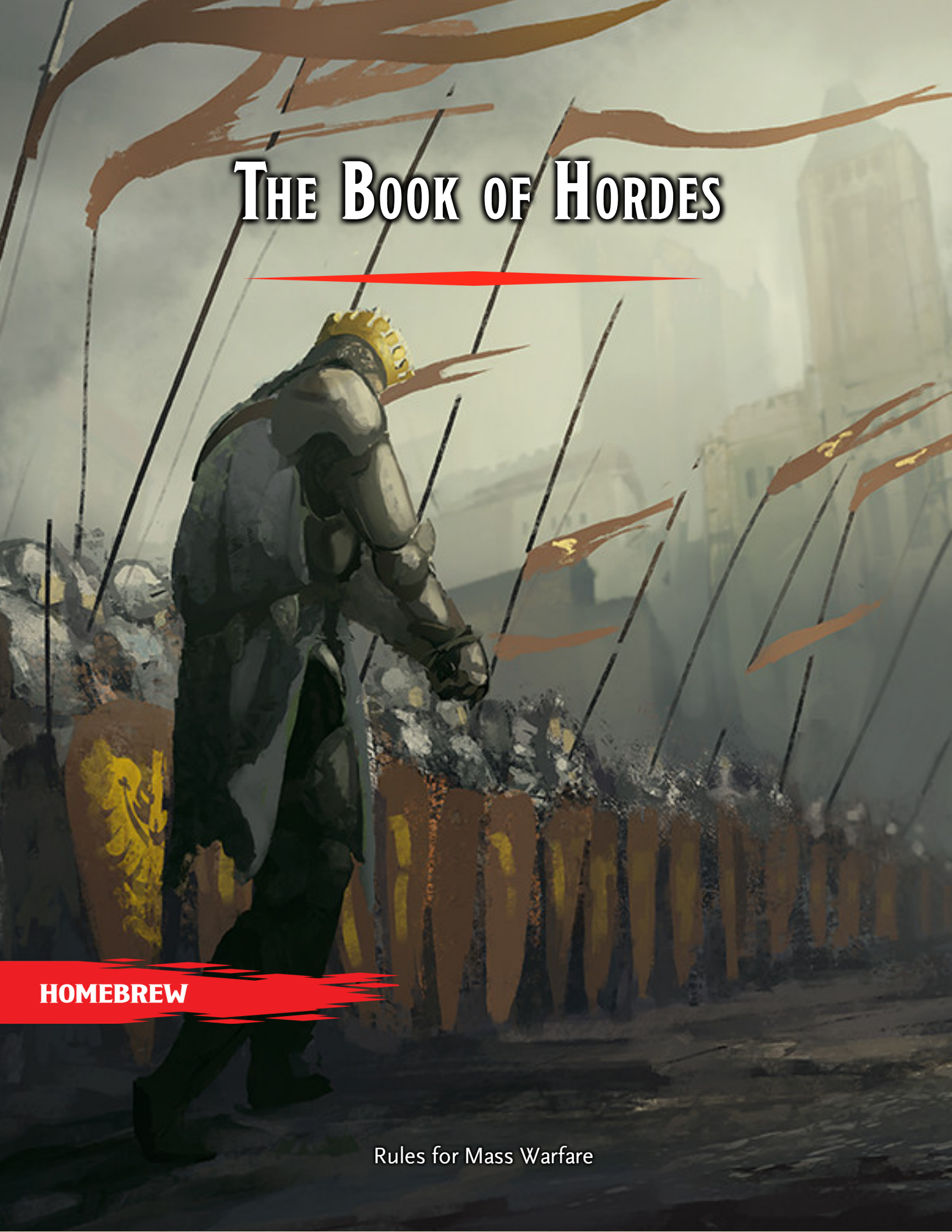




THE BOOK OF HORDES

HOME BREW

Rules for Mass Warfare

PREFACE

The Book of Hordes is a monster and military supplement created to streamline large-scale battles.

The contents of this compendium are intended to be balanced for play in a regular Dungeons and Dragons Fifth Edition group.

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Wolves & Trees: Donovan Valdes13

TABLE OF CONTENTS

COMMANDERS3

HORDES4

Optional Rules5

Mobs6

The Undead7

Orcs9

Hobgoblin10

Gnolls11

Armies12

Beasts13



ON THE COVER

A king approaches the walls of a sacked city.

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USING THIS BOOK

The mechanics and monsters presented in this book are meant for use by DMs who wish to introduce larger-scale, grand battles, without the hassle of tracking a score of hit points and turns. Running monsters as hordes allows for faster, more simple turns, without the micro-managing required for fighting a large group of individual monsters.

This simplifies the combat two-fold. First, DMs have less things to track, and can focus their attention on the storytelling and world-building.

Second, the players no longer have to micro-manage enemy targeting, and are presented with a dynamic and interesting foe, all while not being entirely overwhelmed through sheer numbers in action economy.

COMMANDERS

The "Commanders" section of this book presents mechanics that can be attached to regular monsters that do not fit into hordes, but that the DM still wishes to influence the horde in some way. These mechanics are simple and generally universal, and can be made to function with a variety of different monsters. Each horde in the "Hordes" section also suggests a few creatures that typically serve as commanders for such hordes.

A variety of methods to depose a commander are also listed, to provide DMs with inspiration and guidelines if the players decide they would rather not face a horde head-on.

HORDES

The "Hordes" section presents the rules for turning a group of monsters into a single horde, and provides nine example hordes. These examples are ready for use in combat, but also are presented as guides to help DMs create their own unique hordes, using other creatures.

OTHER FORMATS

This book can be found in [Imgur](#) and [PDF](#) format. Discussion and feedback about the book can be found on [Reddit](#).

The contents of this book can also be integrated with various systems, as detailed below.

CRITTERDB

These monster statistics were made in [CritterDB](#). This bestiary can be copied and adjusted to create custom hordes.

AVRAE INTEGRATION

For players and DMs who play D&D over Discord, the monster statistics in this book can be loaded into the Avrae bot by following the commands in the [CritterDB](#) link.

COMMANDERS

In combat, hordes are often accompanied by powerful individuals which serve to direct and empower the horde by serving as a commander. These creatures should roll initiative as individuals.

COMMANDER ELIGIBILITY

The role of a commander is typically assigned to a creature that bears similarities to the horde it commands, but exemplifies itself in some factor. This factor can vary depending on the horde being commanded; some creatures will band together under the strongest champion, while others will follow the wisest tactician. Generally, combat prowess and charisma are used to determine the eligibility of a commander.

Examples of such creatures include the orc war chief, hobgoblin captain, hobgoblin warlord, and knight, among many others. These creatures typically possess the Leadership action, or otherwise have some method of inspiring or rallying a horde.

COMMANDER FEATURES

While a commander is within 60 feet of a horde it commands, the commander can take 1 legendary action, choosing from the options below, at the end of another creature's turn. The commander regains the spent legendary action at the start of its turn.

- **Attack.** The commander and the horde both make one weapon attack.
- **Charge.** The commander and the horde both move up to their speed.
- **Rally.** The horde gains temporary hit points equal to the commander's CR plus the commander's Charisma modifier (minimum of one).

OPTIONAL RULE: COUP D'ÉTAT

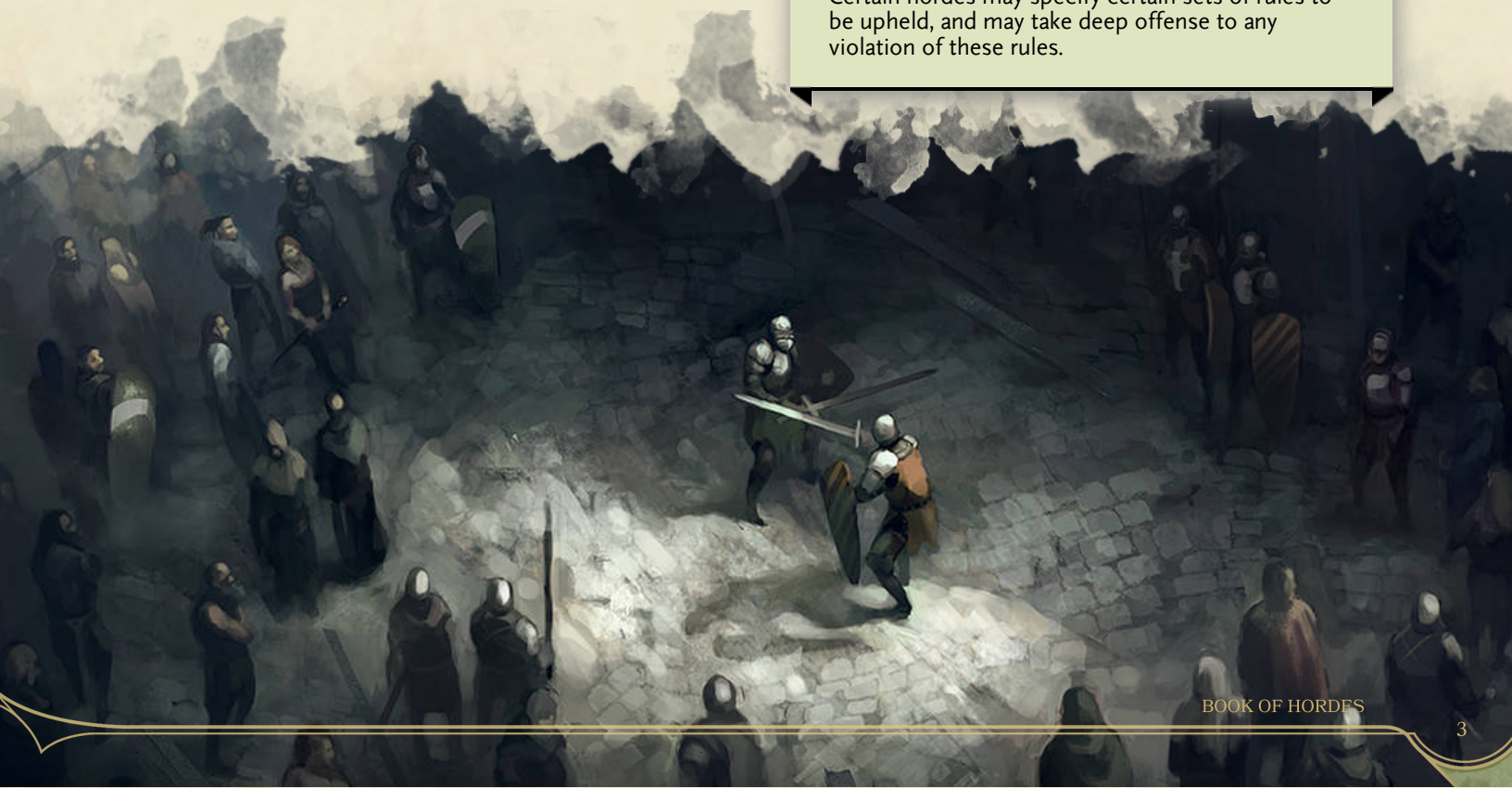
In order to remain in command, a commander must maintain its authority over the horde. Conversely, a commander that loses the trust or respect of the horde will find its control slipping away. When confronting a horde and commander, there are many methods to bring about a commander's fall from grace.

Arcane Intervention. Some commanders maintain control over a horde through arcane means, either with powerful enchantments or through conjured servants. An arcane commander's grasp can be shaken by use of magic-removal spells, or by inflicting an even more powerful enchantment upon the horde. Alternatively, an enchantment could be placed on the commander, thereby using the commander's influence to exert control the horde indirectly.

Bribery. A commander who controls a horde through coin can just as easily be outbid. A sufficient show of money or promise of wealth can sway a horde's allegiance.

Character Assassination. For a commander that derives its authority through charisma, smears and denigration of the commander's character can be used to weaken its authority over a horde. Attempts to slander the commander's name will naturally not go unchallenged, and may result in a contested skill check involving a Charisma skill between the commander and slanderer. Depending on the horde's initial opinion of the commander, this check may be made at advantage on the commander's part, at disadvantage on the slanderer's part, or with both.

Single Combat. For a commander that derives its authority through combat prowess, a challenge of single combat may be sufficient to shake a horde's respect for its commander. In order to supplant a commander and take control of the horde, the commander must be bested in single combat. Certain hordes may specify certain sets of rules to be upheld, and may take deep offense to any violation of these rules.



HORDES

Often, combat involving a large number of combatants can become messy, time consuming, and difficult to run and track. The rules for hordes established here serve to mitigate these issues, by grouping similar creatures into a single unit, allowing the DM to track fewer turns and pools of hit points.

When an encounter would otherwise involve a large number of similar or identical creatures, a single horde can be used to replace them.

HORDE ELIGIBILITY

The system for hordes requires certain conditions for the creatures that compose a horde in order to function optimally. The conditions for these creatures are presented in alphabetical order.

HOMOGENEITY

The hordes presented here are meant to represent groups of identical creatures, working as a collective. As such, making a single horde represent a varied group of creatures can lead to complications. This is to maintain the mechanical simplicity of the horde, and to keep it simple for DMs to use.

With careful consideration, this rule can be lifted, so long as the mechanical simplicity of the horde is maintained.

MINDSET

Not all creatures lend themselves well to working in groups. While a horde of berserkers may be able to rampage happily together, a group of spies would likely not function as well working as a horde as they would working as individuals. Thus, hordes should consist of creatures that benefit from working as a unit, and that have the capacity to do so.

SIZE

The hordes presented here are meant to represent a large number creatures working as a collective.

A horde of Small or Medium creatures is sized as Gargantuan, taking up a 20 foot by 20 foot area on a map. This size accommodates up to 16 Medium creatures, without overlap. Thus, hordes of Small or Medium creatures should represent no more than 16 individual creatures.

Creatures that are Large or larger are difficult to fit into hordes, and should be treated as individual combatants. Groups of Tiny creatures should be treated as swarms, not hordes. Examples of such swarms include swarm of rats, swarm of quippers, and swarm of insects, among others.

SPELLCASTING

Creatures with the ability to cast spells, either innately or through levels in a spellcasting class, should be treated as individual combatants. This is to maintain the limitations of spell slots, as spells can be extremely powerful tools that alter the face of the battlefield.

With careful consideration, this rule can be lifted, so long as the spells and spell slots available to a horde of spellcasters are carefully selected.

HORDE FEATURES

A horde of creatures retains most of the abilities of its individual creatures, and gains the following abilities:

Ability Score Increase. The horde's Strength score increases by 6.

Challenge Rating. The horde's challenge rating is determined by its damage output and hit points. Reference the *Dungeon Master's Guide* (p. 273) for more information on calculating a monster's challenge rating.

Conditional Immunities. The horde gains immunity to the following conditions: charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned.

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for an individual creature within the horde.

Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Multiattack. The horde makes four attacks, or two attacks if the horde has half its hit points or fewer. If the individual creatures in a horde originally had the Multiattack action, the horde does not gain the individual's Multiattack action.

OPTIONAL FEATURES

Some hordes can get the following features as well.

Stampede. When the horde moves through the space of a creature that is no more than one size larger than an individual member of the horde, it must succeed on a Strength saving throw or be knocked prone. The DC of this saving throw is equal to 8 + the horde's proficiency bonus + the horde's Strength modifier. For example, a horde of Medium orcs can trample a Large dire wolf.

Area of Effect Attack. Each creature within the horde's space, or within a 10-foot radius sphere centered on a point within a ranged weapon's range, must make a Dexterity saving throw. On a failed save, a creature takes damage equal to 8 times an individual creature's weapon dice, or 4 times an individual creature's weapon dice if the horde has half its hit points or fewer. On a successful save, it takes half as much damage. The DC of this saving throw is equal to 8 + the horde's weapon attack bonus.

ADAPTING SPECIAL ABILITIES

Certain abilities that an individual monster might possess are troublesome to integrate into a horde if run as is. Below are examples of some individual abilities, adapted to suit a horde.

Pack Tactics. The horde has advantage on attack rolls against creatures in its space.

Undead Fortitude. The horde has resistance to all damage that is not radiant or from a critical hit.

Turn Resistance. If a horde is composed of undead creatures, it gains this ability. The horde has advantage on saving throws against any effect that turns undead. Additionally, the horde can be affected by the Destroy Undead feature regardless of CR limits, but has advantage on the saving throw against it and is not destroyed on a failed save. Instead, it takes radiant damage equal to 5 × the cleric's level on a failed save, or half as much damage on a success.



OPTIONAL RULES

This section details some optional rules that DMs can use with hordes. They cover a variety of situations, from interactions with effects that can affect many creatures to individual creatures that survive the destruction of a horde.

AREA OF EFFECTS AND MANY TARGETS

Although hordes are immune to many conditions as a group, an effect that is capable of targeting the horde's entire space or of targeting a large number of creatures can suspend this. If the effect targets a large number of creatures (10 creatures or more), the horde is required to be the only target of such an effect. The horde loses its immunity against that specific effect, but makes any saving throws related to it at advantage.

Additionally, if the area of an effect that deals damage covers all of a horde's space, the horde has vulnerability to the effect's damage.

Examples of spells that would interact with this rule include *fireball*, *fear*, *mass suggestion*, *weird*, and *mass polymorph*, among others.

POWERFUL COMMANDERS

If a powerful creature is placed as the commander of multiple hordes, the DM can choose to grant it additional legendary actions, as part of its Commander Features. The commander gains one legendary action for each horde under its command, up to a maximum of three legendary actions.

This rule should generally be used for powerful creatures serving as commanders, with challenge rating of 5 or higher.

SURVIVORS

When a horde is reduced to 0 hit points by an effect that targets a large area, the DM can have it make a Constitution saving throw to determine any survivors. The DC is equal to 5 + the damage taken. On a successful save, the DM can then add 1d4 individual creatures from the horde, acting on the horde's initiative.

This rule should not be used if the horde is reduced to 0 hit points by an attack.

MOBS

When times get rough and tempers flare, the general citizenry may pick up their torches and pitchforks and set out on a good ol' riot. They are typically lead by a charlatan or folk hero.

MOB

Gargantuan horde of medium humanoids,
chaotic neutral

Armor Class 10

Hit Points 52 (5d20 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)
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Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium commoner. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Stampede. When the horde moves through the space of a creature of size Large or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Torches. The mob sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Actions

Multiattack. The horde makes four attacks, or two attacks if the horde has half its hit points or fewer.

Pitchfork. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



THE UNDEAD

Undead hordes are usually commanded by powerful undead, such as wights, or by the necromancer that created them.

Though usually not seen as a huge threat as individuals, a horde of undead can very quickly wreak havoc on settlements and unfortified towns, and are capable of extreme coordination under the lead of a commander.



HORDE OF ZOMBIES

Gargantuan horde of medium undead, neutral evil

Armor Class 8

Hit Points 108 (8d20 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages Understands all languages it spoke in life but can't speak

Challenge 5 (1800 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium zombie. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Stampede. When the horde moves through the space of a creature of size Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Turn Resistance. The horde has advantage on saving throws against any effect that turns undead. Additionally, the horde can be affected by the Destroy Undead feature regardless of CR limits, but has advantage on the saving throw against it and is not destroyed on a failed save. Instead, it takes radiant damage equal to 5 × the cleric's level on a failed save, or half as much damage on a success.

Undead Fortitude. The horde has resistance to all damage that is not radiant or from a critical hit.

Actions

Multiattack. The horde makes four slam attacks, or two slam attacks if the horde has half its hit points or fewer.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

HORDE OF SKELETONS

Gargantuan horde of medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 175 (14d20 + 28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)
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Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages Understands all languages it spoke in life but can't speak

Challenge 5 (1800 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium skeleton. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Turn Resistance. The horde has advantage on saving throws against any effect that turns undead. Additionally, the horde can be affected by the Destroy Undead feature regardless of CR limits, but has advantage on the saving throw against it and is not destroyed on a failed save. Instead, it takes radiant damage equal to 5 × the cleric's level on a failed save, or half as much damage on a success.

Actions

Multiattack. The horde makes four attacks, or two attacks if the horde has half its hit points or fewer.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Volley. The horde launches a volley of arrows at a point within 120 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

HORDE OF ORCS

Gargantuan horde of medium humanoids, chaotic evil

Armor Class 13 (hide armor)
Hit Points 189 (14d20 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +3

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 7 (2900 XP)

Aggressive. As a bonus action, the horde can move up to its speed toward a hostile creature that it can see.

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium orc. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Stampede. When the horde moves through the space of a creature of size Large or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The horde makes four greataxe attacks, or two greataxe attacks if the horde has half its hit points or fewer.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Bloodbath. Each creature in the horde's space must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 52 (8d12) slashing damage, or 26 (4d12) slashing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

Volley. The horde launches a volley of javelins at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

ORCS

Brutal and efficient, orcs often band together under the command of an orc war chief or other orcs of religious importance, such as a Blade of Ilneval or Eye of Gruumsh. They work as a unit to raid and plunder.

HOBGOBLIN

The armies of a hobgoblin warlord can be divided into squads to facilitate chain of command. Squads are typically lead by a hobgoblin captain, with the hobgoblin warlord often commanding multiple squads at once.

SQUAD OF HOBGOBLINS

Gargantuan horde of medium humanoids, lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 149 (13d20 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 8 (3900 XP)

Martial Advantage. A melee weapon deals one extra die of its damage when the horde with it (included in the attack).

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium hobgoblin. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Stampede. When the horde moves through the space of a creature of size Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The horde makes four spear attacks, or two spear attacks if the horde has half its hit points or fewer.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Coordinated Offensive. Each creature in the horde's space must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 56 (16d6) piercing damage, or 28 (8d6) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

Volley. The horde launches a volley of arrows at a point within 150 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) piercing damage, or 18 (4d8) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.





GNOLLS

Bloodthirsty marauders, gnolls form packs in times of war or hunger, scouring the land for prey. These packs are often lead by gnoll pack lords, and are sometimes accompanied by the dreaded fangs of Yeenoghu.

PACK OF GNOLLS

Gargantuan horde of medium humanoids, chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 126 (12d20 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	11 (+0)	6 (–2)	10 (+0)	7 (–2)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnoll

Challenge 5 (1800 XP)

Rampage. When the horde reduces a creature to 0 hit points with a melee attack on its turn, the horde can take a bonus action to move up to half its speed and use its Frenzy.

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium gnoll. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Stampede. When the horde moves through the space of a creature of size Large or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Multiattack. The horde makes four spear attacks, or two spear attacks if the horde has half its hit points or fewer.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Frenzy. Each creature in the horde's space must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

Volley. The horde launches a volley of spears at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

ARMIES

Most standing nations keep a standing army, or scrounge together volunteer armies in times of war.

SQUAD OF INFANTRYMEN

Gargantuan horde of medium humanoids, any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 138 (12d20 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +7

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Any one language (usually common)

Challenge 5 (1800 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium infantryman. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Actions

Multiattack. The horde makes four pike attacks, or two pike attacks if the horde has half its hit points or fewer.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Pike Wall. Each creature within 10 feet of the horde must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) piercing damage, or 22 (4d10) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

SQUAD OF BOWMEN

Gargantuan horde of medium humanoids, any alignment

Armor Class 13 (leather armor)

Hit Points 115 (10d20 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Perception +3

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages Any one language (usually common)

Challenge 3 (700 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium infantryman. Additionally, the horde is immune to any spell or effect that would alter its form.

Reactive. The horde can take one reaction on every turn in combat.

Actions

Multiattack. The horde makes four longbow attacks, or two longbow attacks if the horde has half its hit points or fewer.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Volley. The horde launches a volley of arrows at a point within 150 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) piercing damage, or 18 (4d8) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

BEASTS

Social creatures, wolves rarely ever hunt alone. When calamity strikes, wolves will band together and fight as a pack. These packs are often lead by dire wolves.

Sometimes, a druid or wild warrior can strike a deal with a wolf pack, and lead it instead.

PACK OF WOLVES

Gargantuan horde of medium beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 92 (8d20 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages —

Challenge 4 (1100 XP)

Horde. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium wolf. Additionally, the horde is immune to any spell or effect that would alter its form.

Pack Tactics. The horde has advantage on attack rolls against creatures in its space.

Reactive. The horde can take one reaction on every turn in combat.

Actions

Multiattack. The horde makes four bite attacks, or two bite attacks if the horde has half its hit points or fewer.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

