Gaul

**Clan Loyalty:** In the ever-shifting sands of clan politics, leaders must rely on the strength of their Warbands as much as their cunning and personal connections. Warbands are easily recognizable by their large wooden shields and tattoos that display their clan emblem, displaying their loyalty to would-be allies and rivals.

Its not all cross-village internecine politics though; raised in the forest, Warbands are expert hunters, skilled at tracking their prey for days before closing in for the kill. For smaller villages, hunting plays an outsized role in keeping people fed and hunters able to track and trap big game are valuable members of society.

These skills in the woods translate to combat as well, as Warbands commonly prefer guerilla tactics to open warfare. Ambushes are group affairs, with every able-bodied villager, from farmer to noble, arming themselves when the time comes.

*Sneak Attack (1/Turn).* The Warband deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the Warband that isn’t incapacitated and the Warband doesn't have disadvantage on the attack roll.

Warband

*Medium humanoid, any alignment*

**Armor Class** 17 (chain shirt, shield)

**Hit Points 44 (8d8-8)**

**Speed** 30 ft.

Actions

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 12 (+1) 7 (-2) 13 (+1) 12 (+1)

**Saving Throws** Str +4, Dex +5, Con +3

**Skills** Intimidation +3, Survival +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

*Multiattack.* The Warband makes two attacks with its shortsword.

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

*Flaming Pot.* The Warband targets a space within 30 feet of it. Each creature within 5 feet of the space must make a DC 13 dexterity saving and takes 1D8 fire damage (or half as much on a successful save). For the next 1 minute, the effected area becomes difficult terrain and each creature that ends its turn within the effected area takes 1D8 fire damage. -■



**Lead by Example:** Though the fungible wealth required to keep and maintain a horse may easily distinguish Horse Nobles from common villagers, wealth alone does not maintain the loyalty of the people for long.

While most Nobles were born as the children of wealthy parents, many had to scrounge for their position, fighting and scrapping to climb the social hierarchy. Life is not much easier at the top, anyone wishing to keep their standing must also be willing to lead from the front and not fear standing up to a challenge, lest the next toughest person in line take their place.

Horse Noble

*Medium humanoid, any alignment*

**Armor Class** 17 (chain shirt, shield) **Hit Points** 77 (I4d8 + 14)

**Speed 30 ft.**

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 7 (-2) 13 (+1) 12 (+1)

**Saving Throws** Str +6, Dex +5, Con +4

**Skills** Animal Handling +4, Intimidation +4, Stealth +5

**Senses** passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP)

*Mounted.* The Horse Noble is mounted on a Warhorse (Basic Rules pg. 157) which acts on the Horse Noble's turn.

*Tip of the Spear.* While mounted, if the Horse Noble moves at least 20 feet straight toward a creature, the first attack roll this turn against that creature is made with advantage.

*Sneak Attack (1/Turn).* The Horse Noble deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the Horse Noble that isn't incapacitated and the Horse Noble doesn't have disadvantage on the attack roll.

*Expert Skirmisher.* The Horse Noble may take either the dash or disengage action as a bonus action on its turn.

Actions

*Multiattack.* The Horse Noble makes three attacks, one with its spear and two with its shortsword.

*Spear. Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (Id6 - 3) piercing damage, or 7 (1 d8 + 3) if used with two hands to make a melee attack.

*Shortsword. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (Id6 - 2) slashing damage.

