

Death's Head Phalanx

The Shaman

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class 13 (+1 Hide Armor)

Hit Points 135 (15d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	10	18	18	22	12

Initiative 19

Saving Throws WIS +11, CON +9

Senses Darkvision 60 ft., passive perception 21

Languages Hobgoblin, Giant, Common, Druidic, Sylvan

Actions

Wild Shape. The Shaman can magically transform into a beast or monstrosity of CR 5 or lower. The Shaman can use this feature 3 times per long rest. He prefers the Bulette or Umber Hulk

Spellcasting. The Shaman is a 15th-level spellcaster. His spellcasting ability is Wisdom (Spell Save DC 19, +11 to hit with attacks). The Shaman has the following druid spells prepared:

Cantrips (at will): Resistance, Shillelagh, Guidance, Produce Flame

1st level (4 slots): Faerie Fire, Healing Word, Goodberry, Thunderwave,

2nd level (3 slots): Lesser Restoration, Moonbeam, Heat Metal, Spike Growth

3rd level (3 Slots): Dispel Magic, Wind Wall, Call Lightning

4th level (3 Slots): Stoneskin, Giant Insect (Scorpion x4), Locate Creature, Polymorph

5th level (2 slots): Contagion, Geas, Antilife shell

6th level (1 slot): Sunbeam, Heal

7th level (1 slot): Regenerate

8th level (1 slot): Control Weather

Reactions:

Dampen Elements. When a creature within 30 feet of the Shaman takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

The Bannerman

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class 19 (+1 Plate)

Hit Points 150 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20	22	18	16	12	14

Initiative 14

Saving Throws DEX +11, STR +10, CON +9

Senses Darkvision 60 ft., passive perception 16

Languages Hobgoblin, Giant, Common

Great Weapon Fighting. When the Bannerman rolls a 1 or 2 on the damage die, he may re-roll the die, but must take the new roll.

Truly Indomitable (2/day). Whenever The Bannerman would fail on a saving throw, he can choose to succeed instead.

Pike Expert. Other creatures trigger opportunity attacks when they enter his melee range.

Watchful Sentinel. When the Bannerman hits a creature with an opportunity attack, that creature's speed becomes 0 for the rest of the turn. Creatures within 10 ft of him provoke opportunity attacks even if they disengage.

Actions:

Multiattack. The Bannerman makes one sand attack and three attacks with his Spiked Banner.

Sand Attack. The Bannerman kicks up sand into his opponents eyes. One enemy within 5 feet must succeed on a DC 15 CON save or be blinded until the start of their turn.

Spiked Banner (Pike). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d10+5 piercing damage and 1d10 necrotic damage.

Battle Maneuver. The Bannerman can augment some of his attacks using the battle maneuvers below:

Trip Attack. The target must succeed on a DC 19 STR saving throw or be knocked prone.

Precision Attack (2/day). The Bannerman can choose to add a d10 to one attack roll.

Kurlog the Carver

Large Humanoid (Goblinoid), Lawful Evil

Armor Class 21 (+3 Full Plate)

Hit Points 150

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	10	16	10	10	8

Initiative 14

Damage Resistances Bludgeoning, Slashing, and Piercing from nonmagical weapons,

Damage Immunities Fire

Saving Throws STR +8, CON +8

Senses Darkvision 60 ft., passive perception 10

Languages Hobgoblin, Giant, Common

True Coward. Kurlog has disadvantage on attack rolls and saving throws if he can see no allies within 30 feet. Additionally, his speed increases by 20 feet if he is affected by the “frightened” condition or if he can see no allies within 30 feet.

Giant Ancestry. Kurlog can wield a weapon with the “Heavy” property using only one hand.

Actions

Multiattack. Kurlog makes two attacks: one with his Heavy Mace, and one with his Greatsword

Heavy Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+3 piercing damage.

Flametongue Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+3 piercing damage and 2d6 fire damage.

Loyalty Demands Action. Kurlog may use his bonus action to command one member of the Death’s Head Phalanx that he can see within 60 feet to take an additional turn.

The Mindbender

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class 16 (Armor of Shadows)

Hit Points 135 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	18	12	14	22

Initiative 7

Damage Resistances Fire (can change on long rest)

Saving Throws CHA +11, CON +9

Senses Darkvision 60 ft., passive perception 12

Languages Hobgoblin, Giant, Common, Deep Speech

Protection of Maglubiyet. The Mindbender carries with her a sacred tome of Maglubiyet. Once per day when a creature whose name is written in the book falls to 0 hit points but is not outright killed, the Mindbender can choose to have that creature instead fall to 1 hit point. She currently has the following names written in this tome: Kurlog Emberspawn, Shec Urshanikog (The Shaman), Shodren Urshanikog (The Fanatic), Shani Urshanikol (The Mindbender), and Eldrodel Kyarakog (The Bannerman).

Fiendish Luck (2/day). When the Mindbender fails on an ability check or saving throw, she can choose to invoke the will of Khurgorbaeyag to add d10 to the roll.

Actions

Lethargic Blast. Once on her turn when the Mindbender hits a creature with Eldritch Blast, she can choose to reduce that creature's speed by 10 feet until the start of her next turn.

Spellcasting. The Mindbender is a 15th-level spellcaster. Her spellcasting ability is Charisma (Spell Save DC 19, +11 to hit with attacks). The Mindbender has the following Warlock spells prepared:

Cantrips (at will): Eldritch Blast, Friends, Mind Sliver, Minor Illusion

1st-5th Level (3 slots, cast at 5th level): Counterspell, Crown of Madness, Dimension Door, Dispel Magic, Fear, Hallucinatory Terrain, Hypnotic Pattern, Suggestion, Cause Fear (XGE), Charm Monster (XGE), Enemies Abound (XGE), Spirit Shroud (TCoE)

6th level (1 slot): Mental Prison

7th level (1 slot): Power Word Pain

8th level (1 slot): Feeblemind

Gifts of Khurgorbaeyag. The Mindbender can cast the following spells once per day without using a spell slot: Bane, Compulsion, Slow, Confusion.

The Fanatic

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class 19 (+1 Plate, 22 if using Shield of Maglubiyet's Fury)

Hit Points 135

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22	14	16	8	12	18

Initiative 6

Damage Resistances Bludgeoning, Piercing, and Slashing

Saving Throws STR+11, CHA +9

Senses Darkvision 60 ft., passive perception 11

Languages Hobgoblin, Giant, Common

Interposing Shield. The Fanatic channels the will of Maglubiyet through his shield. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage on a success and half damage on a failure.

Aura of Conquest. The Fanatic and all friendly creatures within 10 feet of him cannot be charmed while he is conscious.

Fiendish Smite. When the Fanatic hits an enemy with a melee weapon attack, he can choose to expend a spell slot to do 2d8 additional necrotic damage for a 1st-level spell slot, and an additional 1d8 for each spell level higher than 1st.

Actions

Multiattack. The Fanatic makes 2 attacks with a weapon, or casts a spell.

Spellcasting. The Fanatic is a 15th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): Cure Wounds, Inflict Wounds, Compelled Duel, Bless

2nd level (3 slots): Lesser Restoration, Branding Smite, Aid

3rd level (3 Slots): Bestow Curse, Revivify, Remove Curse

4th level (2 Slots): Death Ward, Locate Creature

Mace of Smiting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d6+18 piercing damage. On a critical hit, targets take an additional 2d6 damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one target. *Hit:* 1d6+2 piercing damage.

The Rider

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class 19 (+1 Studded Leather)

Hit Points 135 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	22	16	8	18	12

Initiative Count 8

Saving Throws DEX +11, WIS +9

Senses Darkvision 60 ft., passive perception 19

Languages Hobgoblin, Giant, Common, Infernal

Mounted Warrior. The Rider has advantage on saving throws to avoid falling off of **Bron-Yr-Aur**, his large-sized **Hell Hound** mount. If he falls off of his mount and descends less than 10 feet, he can land on his feet if he's not incapacitated. Mounting or dismounting the **Hell Hound** costs 5 feet of movement.

Additionally, The Rider has advantage on unmounted combatants that are medium or smaller. He can force an attack that would target his mount to target him instead. Finally, if **Bron-Yr-Aur** is subjected to an effect that allows it to make a DEX save to take only half damage, it takes no damage if it succeeds and half damage if it fails.

Actions

Multiattack. The Rider can choose to make two attacks with his shortswords and command his beast as a bonus action, or one attack with his **Volley** action and command his beast as a bonus action.

Volley. *Ranged Weapon Attack:* +11 to hit, range 150/600, any number of targets he can see within 10 ft. of a point within range. *Hit:* 1d10+8 piercing damage (**Bracers of Archery**), and the target must succeed on a DC 15 CON saving throw or take 1d10 poison damage and be poisoned for 10 minutes. The target may repeat the saving throw at the end of each of their turns. On a successful save, they are immune to the poisoned condition from this attack (but not the poison damage).

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 1d6+6 piercing damage.

Bron-Yr-Aur (The Rider's Mount)

Large Fiend, Lawful Evil

Armor Class 15

Hit Points 105 (15d8+30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17	12	14	6	13	6

Initiative acts on the Rider's turn (8)

Saving Throws DEX +6, WIS +6

Senses Darkvision 60 ft., passive perception 18

Languages Understands Infernal but can't speak it

Keen Hearing and Smell. Bron-Yr-Aur has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. Bron-Yr-Aur has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and that ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage plus 2d6 fire damage.

Fire Breath. Bron-Yr-Aur exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

The Trickster

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class 19 (+1 Studded Leather)

Hit Points 120

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8	22	16	19	10	8

Initiative 26

Saving Throws DEX + 11

Senses Darkvision 60 ft., passive perception 15

Languages Hobgoblin, Giant, Common

Dagger of Cloaking. As an action, this dagger can be plunged into the ground and activated. As long as the dagger remains motionless in the ground, its user is undetectable as if under the effects of a *Greater Invisibility* spell as long as they remain within 5 feet of it (no concentration required).

Evasion. When The Trickster is subjected to an effect that allows him to make a DEX saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Actions

Invoke Duplicates. The Trickster creates an illusion of himself that lasts for 1 minute, or until he loses concentration. As a bonus action on his turn, he can move the illusion up to 30 feet to a space he can see, but it must remain within 120 feet of him.

For the duration, he can cast spells as though he is in the illusion's space, but he must use his own senses. Additionally, if both the Trickster and the illusion are within 5 feet of a creature, the Trickster has advantage on attack rolls against that creature.

Right Behind You. As a bonus action, the Trickster can use the *Mage Hand* spell to distract one creature within 5 feet of the hand. Doing so gives the Trickster advantage on attack rolls until the end of the turn.

Sneak Attack. If the Trickster attacks a creature within 5 feet of an ally or has advantage on attacks against that creature, he can make a sneak attack against the target, adding 8d6 to the attack's damage.

+2 Dagger. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 1d4+8 piercing damage, adding 8d6 for sneak attack if applicable.

Spellcasting. The Trickster is a 7th-level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 17, +9 to hit with attacks). The Trickster has the following wizard spells prepared:

Cantrips (at will): Mage Hand(Invisible), Minor Illusion, Dancing Lights

1st level (4 slots): Disguise Self, Silent Image, Expeditious Retreat

2nd level (3 slots): Mirror Image, Misty Step, Invisibility

3rd level (3 Slots): Major Image, Blink, Counterspell

The Machinist

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class 20 (+3 Half Plate - loses enchantment on death)

Hit Points 150

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	8	18	22	10	8

Initiative 14

Saving Throws INT +11, CON +9

Senses Tremorsense 15 ft. (Boots Without Rhythm), Darkvision 60 ft., passive perception 10

Languages Hobgoblin, Giant, Common, Modron

Walk Without Rhythm. The Machinist has special boots that suppress vibrations caused by walking within a 30 ft. radius. The Machinist gains Tremorsense in a 30 ft radius. He and all allies within a 30 ft. radius are undetectable by tremorsense.

Secret Sauce. Hidden within the Machinists armor is a device with a special alchemical formula. At the start of his turn, the device injects the Machinist with a secret formula, healing him 20 hit points. The formula is highly flammable, however, and detonates at the start of the Machinists turn if he is dead. All creatures within a 20 ft radius of the Machinist must make a DC 19 DEX saving throw, taking 8d6 fire damage on a failed save or half as much on a success. All of the Machinists equipment is destroyed in this explosion.

Actions:

Multiattack. The Machinist makes two attacks with his Rocket Hammer and commands his turret, or makes 3 attacks with his Rocket Hammer.

Rocket Hammer. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 1d10+6 bludgeoning damage and 1d6 fire damage.

Rocket Hammer (thrown). Ranged Weapon Attack: +11 to hit, range 60/120, one target. *Hit:* 2d10+6 bludgeoning damage and the hammer immediately rockets back to its origin. If the attack has disadvantage due to range, the Machinist must make a DC 20 INT saving throw or the Rocket Hammer will not return. Additionally, if a creature would like to use their reaction to attempt to grab the hammer as

it flies back, they can make a DC 22 Dexterity Check. This check is made at advantage if the hammer is more than 60 feet away from the Machinist, and Disadvantage if it is 30 feet or closer.

Sentry Turret (2/short rest). The Machinist may use his bonus action to set up a sentry turret in an unoccupied space he can see within range. The turret has an AC of 18 and 75 HP. The Turret cannot move on its own or be moved, and is immune to all conditions. When commanded, the turret can take one of the following actions:

Flame Burst. The turret expels a gout of flame in a 15 foot cone. All creatures in the cone must succeed on a DC 19 DEX saving throw or take 3d8 fire damage, taking half as much damage on a successful save.

Grenade. The turret fires a grenade at a point it can see within 30 feet. All creatures within 5 feet must make a DC 19 DEX saving throw or take 3d8 bludgeoning damage, or half as much damage on a successful save.

Magic Missiles. The Turret fires 6 darts from its magic missile cannon at any creatures it can see within 120 feet. Each dart does 1d4+1 damage. Roll one die for each target of this attack, and multiply the total by the number of darts hitting that target.

Health Potion Dart. The turret shoots a dart at one friendly creature it can see within 60 feet, healing that creature 4d4+4 hit points.

Self Destruct. Each creature within 20 feet of the Turret must make a DC 19 DEX saving throw or take 5d8 force damage from its detonation. The turret is destroyed by this ability.
