

KETHRIC WARBOSS

Medium Humanoid (goblinoid (hobgoblin)), Lawful Neutral

Armor Class 17 (half plate)

Hit Points 117 (18d8+36)

Speed 30 ft.

STR 18 (+4)

DEX 14 (+2)

CON 14 (+2)

INT 16 (+3)

WIS 12 (+1)

CHA 14 (+2)

Saving Throws Str +7, Con +5, Wis +4

Skills Athletics +7, Intimidation +8, Perception +4, History +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin (Keth)

Challenge 6 (2,300 XP)

Battle Tactics. As a bonus action, the Warboss can direct one ally it can see within 30 feet to make one weapon attack as a reaction. The ally has advantage on the attack roll.

Martialcore. The Warboss adds its Intelligence modifier (+3) to its initiative rolls and to its AC calculation (already included).

Indomitable (2/Day). The Warboss can reroll a saving throw it fails. It must use the new roll.

ACTIONS

Multiattack. The Warboss makes three longsword attacks, or two longsword attacks and one javelin attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage, or 15 (2d10+4) slashing damage when wielded with two hands.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6+4) piercing damage.

Form Up (Recharge 5-6). The Warboss calls its allies into formation. Up to six creatures of the Warboss's choice within 60 feet that can hear it can use their reaction to move up to half their speed without provoking opportunity attacks and take the Dodge action.

BONUS ACTIONS

Battle Tactics. The Warboss directs one ally it can see within 30 feet to make one weapon attack as a reaction, with advantage on the attack roll.

REACTIONS

Parry. The Warboss adds 3 to its AC against one melee attack that would hit it. To do so, the Warboss must see the attacker and be wielding a melee weapon.

Lore

A Kethric Warboss is what a hobgoblin commander becomes after two decades of keeping people alive through the kinds of situations that kill most commanders. The title is earned and specific: 'Warboss' in Keth refers not to someone who wins battles but to someone who wins campaigns, who thinks past the immediate engagement to the position that follows it.

Warbosses are the political and military leadership of the large hobgoblin encampments of the eastern territories. They negotiate with orc War Chiefs from a position of genuine mutual respect, deal with

eastern human settlements as equals with specific interests, and regard the Settled Lands' governments with the patient attention of people who have learned to watch large threats without provoking them prematurely.

They are not interested in conquest. They are interested in their encampments not being destroyed. These two goals have been adequately convergent for the last century, but that assessment is always under review.

Habitat

Eastern territories, Drakepire foothills