



# THE WARLORD



**HOMEBREW**

Lead Your Allies to Victory with this New Class  
for the World's Greatest Roleplaying Game

# THE WARLORD

As the aging man struggled to keep up with his companions, he started to regret his decision to join the young adventurers. His days of glory had long since passed, but hearing the poorly devised plan of the aspiring heroes had awoken something inside him that he had thought was gone forever. The old man couldn't use a sword like he used to, but if his new companions heeded his advice, they may be able to survive the dangers that lurked in the abandoned mine they planned to scour for treasure.

The dwarven lord ordered his soldiers to form ranks as the uncountable horde of horrors poured forth from the tunnel ahead. He positioned his platoon of elite warriors in the final tunnel before the entrance of his clan's great city. His clan had delved to greedily and they had freed *something* from the depths below. The lord muttered a final prayer and prepared to lead his men to their deaths, hopefully giving the rest of his clan time to escape the unstoppable horde of monstrosities.

A lithe female wood elf quietly led her comrades through the underbrush of the great wood. They had tracked their foe, a great two-headed troll, for almost two days. As it rested in a clearing, she gave the signal and her fellow hunters fanned out around the beast, blending in with the natural landscape. On her mark, the hunting party lunged forward with their spears, and the troll was felled before it could react.

All of these warriors are considered warlords, martial leaders who empower all those who fight alongside them.

## DECISIVE LEADERS

While warlords are as varied as there are types of leadership, they all share one thing in common; a commitment to their decisions. Once they decide upon a course of action, whether it was their idea or not, they will see their plan through to the end. Warlords stand as staunch figures in the face of danger and will rally their allies to overcome whatever obstacle may stand between them and their goals. Though they are not always formal leaders, the presence of a warlord motivates any who follow them to be the best version of themselves.

## FROM MANY, ONE

Alone, a warlord is a minor threat, but with loyal companions to organize and command, the greatest warlords are able to topple empires. Known for their tactical minds and cunning battlefield insights, a warlord is able to multiply the effects of their most powerful allies. True leaders, warlords will make sure to understand the capabilities and weaknesses of their allies so they can help them to reach their true potential.

These exceptional strategists are able to step back and allow their allies to excel in combat. Though they are able to hold their own in battle, a warlord's true strength lies in the potent Orders they issue to their allies. These insights push their comrades from normal warriors to true heroes.



## CREATING YOUR WARLORD

When creating your warlord, consider where they learned to be a leader. Did they serve as the squire of a world-renowned general? Were they the star pupil of their kingdom's military academy? Or, did they slowly rise through the bloody ranks of a band of mercenaries, learning to lead through necessity?

Also, consider why your warlord would lead others rather than improve their own individual martial skill. Do they see value in teamwork and coordination? Does their age or some other impairment prevent them from fighting on their own? Have they always had a cunning mind from a young age?

### MULTICLASSING AND THE WARLORD

If your group uses the optional multiclassing rule, here is everything you need to know if you choose to take at least one level in the warlord class.

**Ability Score Minimum.** As a multiclass character, you must have at minimum a 13 in either Strength or Dexterity, and in either Intelligence, Wisdom, or Charisma in order to take a level in warlord, or to take a level in another class if you're a warlord.

**Proficiencies.** If warlord isn't your initial class, here are the proficiencies you gain when you take your first warlord level: light armor, medium armor, shields, all simple weapons and one skill of your choice from the warlord class skill list.

**Exploits.** If you have another feature that allows you to learn and perform Exploits, add all of your Exploit Dice together into one pool, and they all become the size of your largest Exploit Die. You can then use any of these Exploit Dice to perform any Martial Exploits you know from either source.



## THE WARLORD

Level	PB	Class Features	Exploits Known	Exploit Die	Exploit Dice	Order Range
1st	+2	Leadership Style, Inspiring Word	—	—	—	—
2nd	+2	Fighting Style, Tactical Exploits	2	d4	2	20 ft.
3rd	+2	College of War	3	d4	2	20 ft.
4th	+2	Ability Score Improvement	3	d4	3	20 ft.
5th	+3	Extra Attack	4	d6	3	30 ft.
6th	+3	College Feature	4	d6	3	30 ft.
7th	+3	Rallying Word	5	d6	3	30 ft.
8th	+3	Ability Score Improvement	5	d6	4	30 ft.
9th	+4	—	6	d6	4	30 ft.
10th	+4	Unwavering Will	6	d6	4	30 ft.
11th	+4	Exemplary Leadership	7	d8	4	40 ft.
12th	+4	Ability Score Improvement	7	d8	5	40 ft.
13th	+5	—	8	d8	5	40 ft.
14th	+5	College Feature	8	d8	5	40 ft.
15th	+5	Valiant Leader	9	d8	5	40 ft.
16th	+5	Ability Score Improvement	9	d8	6	40 ft.
17th	+6	—	10	d10	6	60 ft.
18th	+6	College Feature	10	d10	6	60 ft.
19th	+6	Ability Score Improvement	10	d10	6	60 ft.
20th	+6	Warlord of Legend	10	d10	6	60 ft.

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d8 per warlord level

**Hit Points at 1st Level:** 8 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per warlord level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, longbows, longswords, rapiers, scimitars, and shortwords

**Tools:** One gaming set of your choice

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Athletics, Deception, History, Insight, Intimidation, Investigation, and Persuasion

### EQUIPMENT

You start with the following equipment.

- (a) scale mail or (b) leather armor
- (a) a simple weapon, (b) a longsword, or (c) a rapier
- (a) light crossbow and 20 bolts or (b) a shield
- (a) a scholar's pack or (b) an explorer's pack

### QUICK BUILD

You can make a warlord quickly by using these suggestions. First, make Dexterity or Strength your highest ability score, followed by Charisma, Wisdom, or Intelligence, depending on your Leadership Style. Second, choose the noble background.

## LEADERSHIP STYLE

At 1st level, you choose one of the Leadership Styles below. Your choice will grant benefits to your allies, and determines the ability score you will use for your Leadership modifier.

### COMMANDER

You lead others by force of personality. You use Charisma for your Leadership modifier, and when you make a Charisma check you can treat a roll of 7 or lower on the d20 as an 8.

### MENTOR

You use your insights and years of experience to lead. You use Wisdom as your Leadership modifier, and when you take the Help action, the target can add 1d4 to the result of its rolls.

### STRATEGIST

You guide your allies using your knowledge of warfare. You use Intelligence for your Leadership modifier, and when you roll initiative and are not surprised, you can switch places in initiative with one willing creature that can see or hear you.

## INSPIRING WORD

Your words rally your allies. Starting at 1st level, you can use a bonus action to choose a creature that can hear you within 20 feet. As a reaction, it can expend one Hit Die to regain hit points equal to its Hit Die roll + your Leadership modifier.

If you target a living creature with 0 hit points, it does not need to use its reaction, but does gain 1 level of exhaustion.





## FIGHTING STYLE

At 2nd level, you adopt a Fighting Style that best reflects your training. You cannot select a Fighting Style more than once, even if a feature allows you to select another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

### CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to both your attack rolls and to your Armor Class so long as you are not using heavy armor or a shield.

### DEFENSE

While wearing armor you gain a +1 bonus to Armor Class.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

### PROTECTION

When a creature that you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a melee weapon or a shield in order to use this reaction.

### STANDARD BEARER

When a creature within 5 feet of you makes an attack against a creature you can see, you can use your reaction to grant it advantage on its attack roll. You must be carrying a banner, flag, or battle standard in your hand to use this reaction.

### VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. Wielding it two-handed you gain a +2 bonus to your damage rolls.

## TACTICAL EXPLOITS

Your study of war and experience in battle allow you to issue commands to those who follow you. At 2nd level, you learn to use Tactical Exploits that represent your leadership abilities.

### EXPLOITS KNOWN

You know two Tactical Exploits of your choice from the list at the end of this class description. The Exploits Known column of the Warlord table shows when you learn more Exploits. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or warlord level. Finally, each time you gain a level in this class, you can replace one Exploit you know with another Tactical Exploit of your choice.

### EXPLOIT DICE

The Warlord table shows how many Exploit Dice you have to perform the Exploits you know. Some Exploits require you to expend these dice in order to use them. You can only use one Exploit per attack, ability check, or saving throw. You regain all of your Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Warlord table.

### ORDERS

Some Tactical Exploits you can learn are Orders. When you take the Attack action, you can issue an Order you know in place of an attack, targeting a creature that can see or hear you within range, as indicated in the Order Range column of the Warlord table. A creature only benefits from its most recent Order, and you cannot issue an Order to yourself.

### SAVING THROWS

If one of your Tactical Exploits requires a creature to make a saving throw, your Exploit save DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Leadership modifier}$$



## COLLEGE OF WAR

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At 3rd level, you choose a College of War that represents your training: the Colleges of Chivalry, Ferocity, Schemes, Skalds, or Tactics, each of which is detailed at the end of this class.

Your College of War grants you features at 3rd level, and again when you reach 6th, 14th, and 18th level in this class.

### SIGNATURE EXPLOITS

Each College of War has a list of Signature Exploits that all members of that College learn at the warlord levels noted in the College's description. These Exploits don't count against your number of Exploits Known and they can't be switched out for other Exploits when you gain a level. If you don't meet a Signature Exploit's prerequisites, you learn it regardless.

### ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

### EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can issue an Order in place of one, or both, of these attacks.

When you issue more than one Order in a single turn, you can issue a different Order you know each time you do so.

### RALLYING WORD

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Your words inspire your allies to find success. Starting at 7th level, when a creature that can see or hear you within Order Range makes an ability check or saving throw, you can use your reaction to add your Leadership modifier to their roll.

You can use this reaction a number of times equal to your Leadership modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### UNWAVERING WILL

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As a leader, you do not have the luxury of succumbing to your base instincts. Beginning at 10th level, you have advantage on saving throws to resist being charmed, frightened, or stunned.

### EXEMPLARY LEADERSHIP

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By 11th level, your ability to lead has increased. You gain the feature below that corresponds to your Leadership Style.

### COMMANDER'S INSPIRATION

When you target a friendly creature with a Tactical Exploit it gains temporary hit points equal to your Leadership modifier.

### MENTOR'S GUIDANCE

You can use Rallying Word when a creature within range makes an attack roll, and you regain all expended uses of Rallying Word each time you finish a short or long rest.

### STRATEGIST'S CUNNING

At the end of each short or long rest, you can replace one Tactical Exploit you know with another Tactical Exploit of your choice for which you meet the prerequisites.

*A legendary Warlord prepares to issue a command!*



### VALIANT LEADER

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The presence of your allies inspires you to perform feats of heroism yourself. Beginning at 15th level, when you use a Tactical Exploit or issue an Order as part of your action, you can make one weapon attack as a bonus action on that turn.

### WARLORD OF LEGEND

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Your leadership inspires feats of legendary heroism in those who follow you into battle. At 20th level, you gain the feature below that corresponds to your Leadership Style:

### DAUNTLESS COMMANDER

Your voice inspires all those who hear your commands. When you use a Tactical Exploit that targets a single allied creature, creatures of your choice within 5 feet of the target creature also gain the benefits of that Tactical Exploit.

### EXALTED MENTOR

You encourage your allies to snatch victory from the jaws of defeat. When a creature that can see or hear you within your Order Range fails a saving throw, you can use your reaction to have the creature succeed on that saving throw instead.

You can use this reaction a number of times equal to your Leadership modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### LEGENDARY STRATEGIST

You are never caught unawares, and always have a plan. When you begin your turn with no Exploit Dice remaining you instantly regain one of your expended Exploit Dice.



## COLLEGES OF WAR

Choose the College of War that best represents the martial training, philosophy, and leadership style of your warlord: the Colleges of Chivalry, Ferocity, Schemes, Skalds, or Tactics.

### COLLEGE OF CHIVALRY

Warlords that join the College of Chivalry often hail from the ranks of the nobility and are nearly always formal knights. As leaders, they hold themselves and those who follow them to a lofty code of conduct. These knights stand as beacons of fair play, honor, and justice, both on and off the field of battle.

#### CHIVALRIC PURSUITS

When you adopt this College at 3rd level, you are trained in the classical skills of knighthood. You gain proficiency with heavy armor, halberds, lances, one musical instrument of your choice, and in the Persuasion skill.

Also, whenever you would make a Charisma (Persuasion) check, you can choose to make that Persuasion check with your Leadership ability score, instead of your Charisma.

#### CHIVALRIC EXPLOITS

You learn certain Exploits at the warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level	Exploit
3rd	<i>commander's presence</i>
5th	<i>hold the line</i>
9th	<i>stand the fallen</i>

#### EMBOLDENING PRESENCE

Your presence inspires your allies. Starting at 3rd level, allied creatures within your Order Range have advantage on saving throws to resist being charmed or frightened.

Moreover, when you succeed on a saving throw, you can choose one allied creature who was subjected to the same saving throw to automatically succeed on their roll.

### NOBLE ASPIRATIONS

Your words inspire others to acts of greatness. Beginning at 6th level, when you target an allied creature with an Exploit, you can expend an Exploit Die to instill one target with noble motivation. The next time it makes an ability check, attack roll, or saving throw it can add your Exploit Die to its roll.

#### RALLYING CRY

Beginning at 14th level, you can let forth a rallying cry as an action. You, and a number of creatures of your choice equal to your Leadership modifier (minimum of one) that can hear you gain temporary hit points equal to your warlord level.

While these temporary hit points last, a creature cannot be charmed or frightened, and its speed increases by 10 feet.

Once you use this feature you must finish a short or long rest before you can use it again.

#### PARAGON OF CHIVALRY

You stand as a beacon of everything noble and chivalrous in the world. Starting at 18th level, you are immune to both the charmed and frightened conditions, and you can use Noble Aspirations without expending one of your Exploit Dice.

### COLLEGE OF FEROCITY

Warlords who hail from this College rarely come from formal schools of war. In place of using military theory, their tactics are based on the instincts of wild predators. These leaders are famous for their ruthless treatment of their foes, though they would lay down their life for any member of their pack.

#### FEROCIOUS EXPLOITS

You learn certain Exploits at the warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level	Exploit
3rd	<i>survivalist's craft</i>
5th	<i>crescendo of violence</i>
9th	<i>pack tactics</i>





### PRIMAL INSTINCT

When you adopt this College at 3rd level, you gain proficiency with martial weapons and in either Intimidation or Survival.

Also, you have advantage on Wisdom (Survival) checks to track creatures that are below their hit point maximum.

### THRILL OF THE HUNT

You lead your allies as an alpha wolf leads its pack. Starting at 3rd level, you can expend an Exploit Die as a bonus action to mark a creature that you can see within your Order Range. You, and any creature under the effects of your Exploits, have advantage on your first attack against that creature each turn.

This mark lasts for 1 minute. It ends early if the creature is slain, you are incapacitated, or you mark another creature.

### SAVAGE AMBUSH

You lead your pack to hunt as efficiently as the best natural predators. At 6th level, you gain the following benefits:

- You, and any creature under the effects of your Exploits, deal bonus damage equal to your Exploit Die the first time you attack a creature that has not yet acted in combat.
- You and any companions within your Order Range can travel normally at a stealthy pace and have advantage on Dexterity (Stealth) checks in natural environments.

### HUNTER'S FRENZY

The thrill of a successful hunt drives you into a blood frenzy. Beginning at 14th level, when a creature marked by Thrill of the Hunt is slain, you gain temporary hit points equal to your Leadership modifier (minimum of 1 temporary hit point), and you can use your reaction to mark another creature with your Thrill of the Hunt feature without expending an Exploit Die.

### APEX PREDATOR

Starting at 18th level, your speed increases by 10 feet, and your weapon attacks score a critical hit on a roll of 19 or 20.

Moreover, any allied creature that begins its turn within 10 feet of you gains these benefits until the start of its next turn.

## COLLEGE OF SCHEMES

Warlords who join the College of Schemes are committed to securing victory at any cost. These leaders have no scruples about how they achieve their goals and are willing to cheat, deceive, and sacrifice whatever is necessary to find success. Often distrustful of strangers, these utilitarians always have a backup plan should things not work out as they predicted.

### CHEAP SHOT

At 3rd level, you learn various tricks to ensure your victory, even when you are outmatched. Once per turn when you hit a creature with a weapon attack, you can force the target to make a Constitution saving throw against your Exploit save DC, in addition to the normal damage of your attack.

On a failure, it is blinded, deafened, silenced, or its speed is reduced by a number of feet equal to 5 times your proficiency bonus (your choice) until the beginning of your next turn.

### SCHEMING EXPLOITS

You learn certain Exploits at the warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level	Exploit
3rd	<i>charlatan's guile</i>
5th	<i>surprise attack</i>
9th	<i>warlord's gambit</i>

### UNDERHANDED INGENUITY

When you adopt this College at 3rd level, you gain proficiency with hand and heavy crossbows, and two of the following: Disguise kits, Forgery kits, Poisoner's kits, or Thieves' Tools.

### DEVIUS TACTICS

Starting at 6th level, any creature under the effect of one of your Exploits has advantage on the first attack it makes against a creature suffering the effects of Cheap Shot.



## RUTHLESS PARRY

Also at 6th level, when a creature hits you with an attack, you can use your reaction to cause another creature within 5 feet (other than the attacker) to become the target of the attack.

## CALCULATED RETREAT

You have no qualms about leaving others to fight. Starting at 14th level, when you use an Exploit as part of your action, you can take the Dash or Disengage action as a bonus action.

Also, a creature suffering the effects of your Cheap Shot cannot take reactions until the beginning of your next turn.

## MARKED FOR DEATH

You are ruthless in pursuing the destruction of your enemies. Starting at 18th level, when a creature fails its saving throw against Cheap Shot, you can forgo the normal conditions and instead mark that creature for death. The first attack that hits a target marked in this way becomes an automatic critical hit.

Once you mark a creature in this way you must finish a short or long rest before you can use this mark again.

## COLLEGE OF SKALDS

Warlords who join the College of Skalds are keenly aware of the power music and song have to inspire soldiers. When they combine their bardic magic with their understanding of strategy, these commanders can turn even the most unskilled rabble into a heroic fighting force. The Skalds of legend were said to be able to turn the tide of the most desperate battles, fanning the flames of hope in all who heard their warsong.

## SPELLCASTING

At 3rd level, you learn how to shape reality with music and song, producing wondrous spells much as a bard does.

**Cantrips.** You learn two cantrips from the bard spell list.

You learn a third bard cantrip when you reach 10th level.

**Spell Slots.** The Skald Spellcasting table shows how many spell slots you have to cast your bard spells of 1st-level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *heroism* and have a 1st and a 2nd-level spell slot available, you can cast *heroism* using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st-level spells of your choice from the bard spell list. The Spells Known column of the Skald Spellcasting table shows when you learn more spells of 1st-level or higher. Any spells you learn must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell of your choice from the bard spell list, which also must be of a level for which you have spell slots.

**Spellcasting Focus.** You can use any musical instrument you are proficient in as a spellcasting focus for your spells.

**Spellcasting Ability.** You use your Leadership modifier when setting the saving throw DC or making a spell attack roll for any bard spells you know through this feature.

**Spell save DC** = 8 + your proficiency bonus  
+ your Leadership modifier

**Spell attack modifier** = your proficiency bonus  
+ your Leadership modifier

## WARRIOR POET

When you adopt this College at 3rd level, you gain proficiency in martial weapons, two musical instruments of your choice, and Performance. Skalds often make use of instruments that allow them to wield a weapon in their off-hand in battle.

## SOOTHING PERFORMANCE

Beginning at 6th level, your presence assuages the wounds and worries of your allies better than most leaders. When a creature spends one or more Hit Dice to recover hit points during a short rest with you, they regain additional hit points equal to your Leadership modifier (minimum of 1 hit point).

## SWORD AND SONG

Also at 6th level, you weave your spells, Exploits, and attacks as one song. When you use your action to cast a spell, you can make a single weapon attack or issue one Order you know as a bonus action on that turn.

## FLAMES OF HOPE

Your presence inspires your allies to stand and fight against all odds. Beginning at 14th level, when you target a friendly creature with an Exploit or a bard spell of 1st-level or higher it has advantage on its next saving throw.

## SKALD OF LEGEND

Your legend is known throughout the land. Starting at 18th level, when you take the Attack action on your turn, you can cast a bard spell in place of one of your weapon attacks.

Additionally, any creature that spends a short rest with you can regain an expended spell slot by expending a number of its Hit Dice equal to the level of the spell slot they recover.

## SKALD SPELLCASTING

Warlord Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1





## COLLEGE OF TACTICS

Warlords of this College often hail from formal organizations that serve the will of the ruling class. These commanders are highly educated, and most have spent time serving as military advisors and strategists. These tacticians are known for their dedication to those who follow them, and they work tirelessly to best utilize the strengths of each of their companions.

### THE SCIENCE OF WAR

When you adopt this College at 3rd level, your studies grant you insights into the strategy of war. You gain proficiency in Investigation, History, and two gaming sets of your choice.

You also add double your proficiency bonus to any ability check that uses your proficiency with gaming sets. Tacticians pride themselves on their skill in strategy games of all kinds.

### TACTICAL PREPARATION

You excel at learning and employing new strategies in battle. At 3rd level, your studies grant you the following benefits:

- When you finish a long rest, you prepare a number of Tactical Exploits, for which you meet the prerequisites, equal to your number of Exploits Known. These prepared Tactical Exploits replace your normal Exploits Known.
- You, and allied creatures of your choice within Order Range, add your Leadership modifier to initiative rolls.

### BRAINS OVER BRAWN

You wield your comrades as others wield weapons. Starting at 6th level, when you use your action to use a Tactical Exploit or issue an Order in place of each attack you could make, you gain the following benefits until the start of your next turn:

- You gain a bonus to your Armor Class equal to your Leadership modifier (minimum of +1 Armor Class).
- You can issue one additional Order as a bonus action.
- Your speed increases by 10 feet, and any opportunity attacks targeting you are made with disadvantage.

## GIFTED STRATEGIST

Starting at 14th level, you cannot be surprised while you are conscious, and when you roll initiative, you gain a special action that you take at the start of combat before any other creature has a chance to act. This special action can only be used to use a Tactical Exploit or to take the Ready action.

### SECRET GAMBIT

Never to be outdone, you always have a plan for when things go south. Beginning at 18th level, you can reveal one of your previously undisclosed plans to your allies, making an ability check relevant to the plan to determine its effectiveness.

Once you use this feature you can't use it again for 7 days.

### TACTICAL MASTERMIND

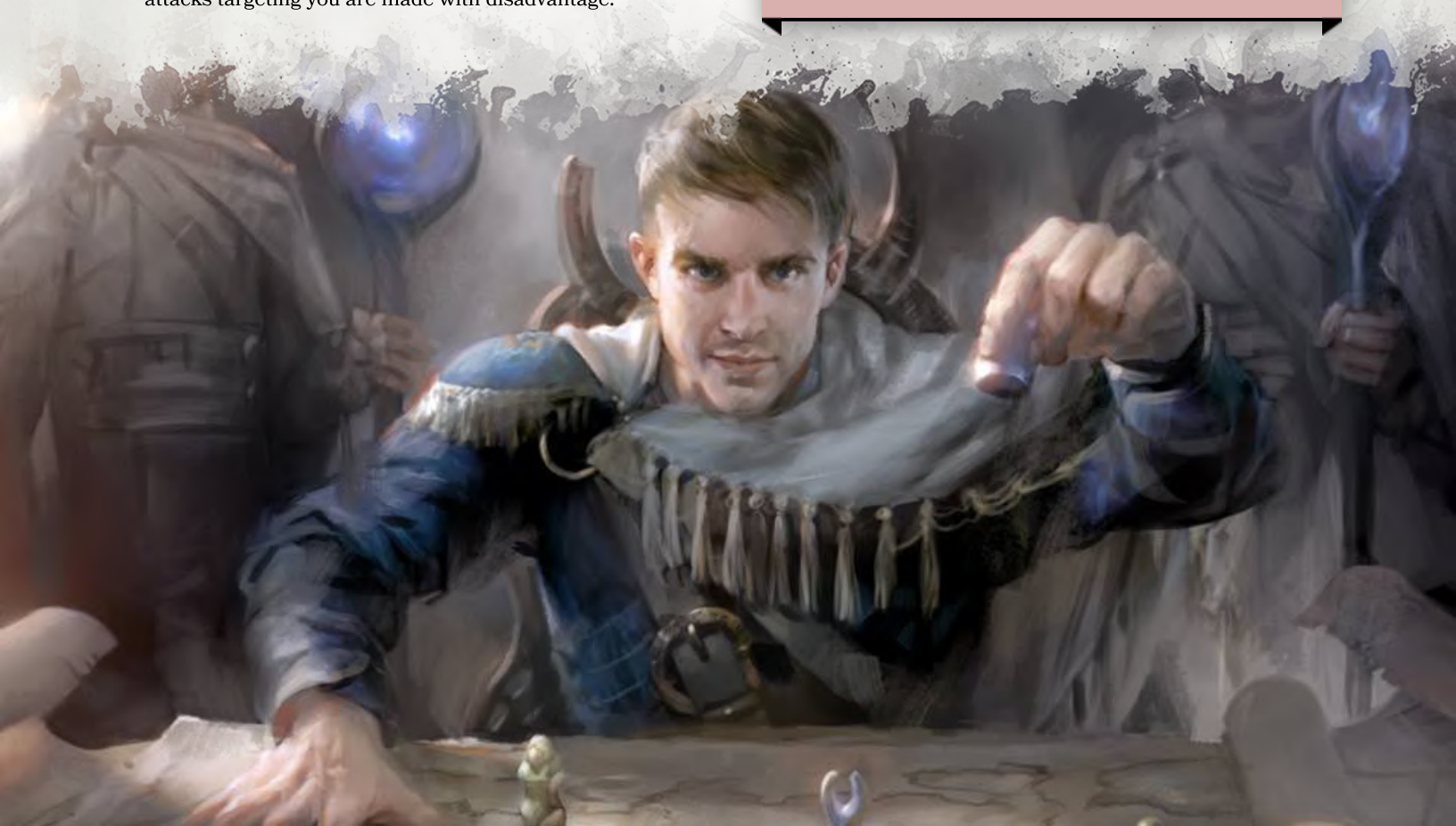
You are able to react to the battlefield at supernatural speeds. At 18th level, you gain an additional reaction that you can use each round. This second reaction can only be used at the end of another creature's turn, and you can only use it to issue an Order that would normally be issued in place of an attack.

### TACTICIANS & SECRET GAMBITS

Tactician warlords strive to remain one step ahead of their foes, that is why their abilities allow them to alter the flow of combat by adjusting initiative and using more Exploits than other warlords.

Their Secret Gambit ability is meant to reflect their near supernatural preparedness and predictive talents. The DM sets the DC and chooses a relevant skill check, but keep in mind that this feature is meant to rival 9th-level spells in power and effect.

For example, a warlord may reveal that they arranged for a mercenary company to arrive with reinforcements at a pivotal moment. They make a Charisma (Persuasion) check to determine when and how many mercenaries will come to aid them.



# TACTICAL EXPLOITS

Listed below are the Tactical Exploits available to warlords. If an Exploit has a prerequisite, like a minimum Ability Score or your level, you can learn it at the same time you meet the prerequisites. Prerequisite levels refer to your warlord level.

## 1ST-DEGREE EXPLOITS

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Exploits of the 1st-degree represent minor strategies that can be used by anyone with a basic understanding of warfare. They can be learned by any warlord and have no level prerequisite.

### ATTACK ORDER

The next time the target of this Order takes the Attack action before the beginning of your next turn, it can make a single additional weapon attack as part of its Attack action.

### COMMANDER'S PRESENCE

*Prerequisites: Intelligence or Charisma of 11*

Whenever you make a Charisma (Intimidation), Charisma (Persuasion), or Intelligence (History) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### CHARLATAN'S GUILF

*Prerequisites: Dexterity or Charisma of 11*

When you make a Dexterity (Sleight of Hand), a Charisma (Deception), or a Charisma (Performance) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know the roll's result.

### INSIGHTFUL ORDER

The next time the target of this Order makes an attack roll before the start of your next turn, it gains a bonus to its roll equal to your Leadership modifier (minimum of +1).

### HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### KEEN OBSERVATION

*Prerequisites: Intelligence or Wisdom of 11*

Whenever you make an Intelligence (Investigation), Wisdom (Insight), or a Wisdom (Perception) check you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### MANEUVERING ORDER

The target of this Order can use its reaction to immediately move up to its speed without provoking opportunity attacks.

### MENACING SHOUT

*Prerequisites: Charisma of 11*

As a bonus action, you can expend an Exploit Die and force a creature within your Order Range that can see or hear you to make a Wisdom saving throw. On a failure, it is frightened of you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The fear effect ends early for the target if the frightened creature sees you take damage of any kind.

## SCHOLAR'S INSIGHT

*Prerequisites: Intelligence of 11*

Whenever you make an Intelligence (Arcana), an Intelligence (Nature), or an Intelligence (Religion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## SURVIVALIST'S CRAFT

*Prerequisites: Wisdom of 11*

Whenever you make a Wisdom (Animal Handling), Wisdom (Medicine), or Wisdom (Survival) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## 2ND-DEGREE EXPLOITS

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Exploits of this degree represent the peak of tactical skill that is achievable without a dedicated education in the art of war. They can be learned by any warlord of 5th level and higher.

### CRESCENDO OF VIOLENCE

*Prerequisite: 5th level*

When a creature within your Order Range scores a critical hit, you can use your reaction to grant it temporary hit points equal to twice your Leadership modifier (minimum of 2).

### DEFENSIVE ORDER

*Prerequisite: 5th level*

The target of this Order gains a bonus to its Armor Class equal to your Leadership modifier (minimum of +1) until the beginning of your next turn.

### ENLIVENING ORDER

*Prerequisite: 5th level*

The target of this Order has its speed increased by a number of feet equal to 5 times your Leadership modifier (minimum of 5 feet) until the beginning of your next turn.

### HEROIC WILL

*Prerequisite: 5th level*

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### HOLD THE LINE

*Prerequisite: 5th level*

As a bonus action, you can expend an Exploit Die to set your feet. Until you move, you, and creatures of your choice within 5 feet, gain a bonus to their Armor Class and to Strength and Dexterity saving throws equal to your Leadership modifier.

### INTIMIDATING COMMAND

*Prerequisite: 5th level, Charisma of 13*

As a bonus action, you can expend an Exploit Die and shout a one-word command at creature that can hear you within 30 feet, forcing the target to make a Wisdom saving throw. On a failed save, it obeys your command on its next turn, unless it is directly harmful to it or impossible to follow.

### REJUVENATING ORDER

*Prerequisite: 5th level*

The target of this Order can immediately repeat a saving throw to end one condition that is currently effecting it.



## STEADFAST ORDER

*Prerequisite: 5th level*

Until the start of your next turn, the target of this Order adds your Leadership modifier (minimum of +1) to all Strength, Dexterity, or Constitution ability checks and saving throws.

## SURPRISE ATTACK

*Prerequisite: 5th level, Intelligence of 13*

As an action on your turn, you can expend an Exploit Die to command a willing creature within range of your Orders to attack. The target immediately makes a single weapon attack with advantage, adding your Exploit Die to the damage roll.

## 3RD-DEGREE EXPLOITS

Exploits of this degree are only able to be utilized in battle by leaders who dedicate their lives to the study of war. They can only be learned by warlords of 9th level or higher, and each of these Exploits can only be used once per short or long rest.

## PACK TACTICS

*Prerequisites: 9th level, Wisdom of 15*

As a bonus action, you can expend an Exploit Die to signal your allies to move as one. For the next minute, creatures of your choice that can see or hear you within your Order Range have advantage on attack rolls so long as an ally is within 5 feet of its target, and the ally isn't incapacitated.

You must use a bonus action to each of the following turns to continue signaling your allies, though you don't expend an Exploit Die each time. If you stop, the Exploit's effects end.

## RESILIENT ORDER

*Prerequisite: 9th level*

Until the start of your next turn, the target of this Order adds your Leadership modifier (minimum of +1) to all Intelligence, Wisdom, and Charisma ability checks and saving throws.

## STAND THE FALLEN

*Prerequisites: 9th level*

As an action on your turn, you can expend an Exploit Die and let forth an inspiring cry, shout, or speech. Creatures of your choice that can hear you within your Order Range can use a reaction to expend a Hit Die, regaining hit points equal to its Hit Die roll + your Leadership modifier + your Exploit Die.

If you target a living creature with 0 hit points, it does not need to use its reaction, but it gains 1 level of exhaustion.

## TACTICAL REPOSITION

*Prerequisite: 9th level, Intelligence of 15*

As an action, you can expend an Exploit Die to dictate a course of action to creatures of your choice that can hear you within Order Range. Targets can use their reaction to move up to their speed without provoking opportunity attacks.

## WAR CRY

*Prerequisites: 9th level, Charisma of 15*

As an action, you can expend an Exploit Die and issue a mighty war cry, forcing any creature in an adjacent 30 foot cone that can hear you to make a Wisdom saving throw. On a failed save, creatures drop whatever they are holding and are frightened of you for one minute. If a creature ends its turn in a location where it doesn't have line of sight to you, it can repeat the saving throw, ending the effect on a success.

## WARLORD'S GAMBIT

*Prerequisite: 9th level*

When you hit a creature with a melee weapon attack, you can spend an Exploit Die to taunt the creature, forcing it to make a Wisdom saving throw. On a failed save, it has advantage on attack rolls against you until the start of your next turn, but creatures under the effects of your Exploits have advantage on any attack rolls against it until the start of your next turn.

## 4TH-DEGREE EXPLOITS

Exploits of this degree are strategies only mastered by once in a generation genius commanders. These Exploits can only be learned by warlords of 13th level or higher, and each of these Exploits can only be used once per short or long rest.

## FORTIFYING ORDER

*Prerequisite: 13th level*

The target of this Order gains resistance to all bludgeoning, piercing, and slashing damage for the next minute.

## RALLY TO ME!

*Prerequisite: 13th level*

As an action, you can expend an Exploit Die to call your allies to you. Creatures of your choice within Order Range, that can hear you, can use their reaction to move up their full speed toward you without provoking opportunity attacks.

You, and creatures that end this movement within 5 feet of you, gain temporary hit points equal to your warlord level.

## VICTORY SURGE

*Prerequisite: 13th level*

As an action, you expend an Exploit Die and drive your allies to fight as never before. Until the beginning of your next turn, creatures of your choice within your Order Range can make an additional weapon or spell attack as a bonus action.

## 5TH-DEGREE EXPLOITS

Exploits of this degree are near supernatural feats of tactical skill that rival those of deities of war. These Exploits can only be learned by warlords of 17th level or higher, and each of these Exploits can only be used once per short or long rest.

## FINAL STRIKE

*Prerequisite: 17th level*

As an action you expend an Exploit Die and command your allies to strike your foe. A number of creatures equal to your Leadership modifier within Order Range can immediately make one weapon or spell attack against a target you choose.

## HEROIC ORDER

*Prerequisite: 17th level*

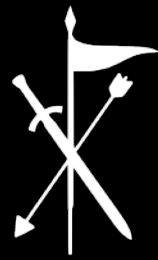
The target of this Order has advantage on attack rolls, ability checks, and saving throws, and gains resistance to every type of damage until the beginning of your next turn.

## REVITALIZING ORDER

*Prerequisite: 17th level*

You target a creature that is at 0 hit points or has died within the last minute. It regains hit points equal to your Leadership modifier (minimum of 1) + your warlord level. The creature can then immediately take one action, bonus action, or move up to its speed without provoking opportunity attacks.





# THE WARLORD

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