



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 long-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 styles of leadership, all warlords share one common train; 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 potent 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?

Lastly, consider why your warlord would choose to live a life of adventure rather than serve as an advisor or military commander. Are they an aging former adventurer who has run out of gold? Were they forced out of their former rank in disgrace? Or, do they simply think they have what it takes to organize a haphazard group of misfits into a party of heroes?

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 least a 13 in both Charisma and Strength (or Dexterity) 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.



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 shortswords

Tools: One gaming set of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, History, Insight, Intimidation, Investigation, Medicine, 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 Strength your highest ability score, followed by your Charisma. Second, choose the noble background.

BATTLEFIELD TACTICS

Beginning at 1st level, you can use your knowledge of warfare and strategy to direct your allies in battle. When you take the Attack action, you can issue an Order in place of one of your attacks, targeting a creature that can see or hear you within 10 feet. A creature only gains the benefits of the most recent Order it is targeted by. You cannot issue an Order to yourself.

At 1st level, you learn the following three Orders:

ATTACK ORDER

The next time the target of this Order takes the Attack action before the beginning of your next turn, they can make one additional weapon attack as part of their Attack action.

DEFENSIVE ORDER

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

MANEUVERING ORDER

The target of this Order can move up to half its movement speed as a reaction without provoking opportunity attacks.

CUNNING INSIGHT

In order to gain every strategic advantage possible, you have a passing knowledge of all types of obscure lore. Starting at 1st level, you can share these small insights with a creature within 5 feet that can hear you. Once during the next minute, the creature can add a d4 to the result of one ability check of its choice. They can add this bonus after they roll, but before they know if they succeed or fail on their ability check.

Only one creature can benefit from this ability at a time.

THE WARLORD

Level	PB	Class Features
1st	+2	Battlefield Tactics (10 feet), Cunning Insight
2nd	+2	Eye for Talent, Fighting Style
3rd	+2	College of War
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Advanced Tactics (20 feet)
6th	+3	Iron Sharpens Iron
7th	+3	College Feature
8th	+3	Ability Score Improvement
9th	+4	Unwavering Will
10th	+4	Rested and Ready
11th	+4	Expert Tactics (30 feet)
12th	+4	Ability Score Improvement
13th	+5	College Feature
14th	+5	Ability Score Improvement
15th	+5	Steel Sharpens Steel
16th	+5	Ability Score Improvement
17th	+6	Mythic Tactics (60 feet)
18th	+6	College Feature
19th	+6	Ability Score Improvement
20th	+6	Dauntless Leader

EYE FOR TALENT

Starting at 2nd level, you can measure the martial ability and leadership potential of others in comparison to yourself. As an action, choose a creature you can see within 60 feet. You then learn if the creature is your equal, superior, or inferior in regards to one of the following attributes of your choice:

Armor Class	Strength Score
Maximum Hit Points	Dexterity Score
Proficiency Bonus	Intelligence Score
Warlord Levels	Charisma Score

Once you learn something about a creature, you can't use this feature on that creature again until you finish a long rest.

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 you are wielding a finesse weapon and nothing else, you gain a +2 bonus to both your attack rolls and to your Armor Class so long as you are not wearing heavy armor.





DEFENSE

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

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

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 using a shield to use this reaction.

STANDARD BEARER

When a creature within 5 feet of you attacks a target you can see and misses, you can use your reaction to allow them to repeat their attack. You must be carrying a flag, banner, or standard in your hand in order to use this reaction.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can make a shove attack or unarmed strike as a bonus action.

You can choose to wield your weapon one or two-handed until the start of your next turn. One-handed you gain a +1 bonus to attack rolls and to your Armor Class. Two-handed you gain a +2 bonus to damage rolls with that weapon.

COLLEGE OF WAR

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

Your College of War grants you features at 3rd level, and again when you reach 7th, 13th, and 18th level in this class.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one of your ability scores 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

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 your attacks.

When you issue more than one Order on your turn you can issue a different Order each time you do so.

ADVANCED TACTICS

Your experience has given you insights into those who follow you, allowing you to rally them to greater heights. Starting at 5th level, you can target a creature up to 20 feet away with an Order, and you learn the following three Orders:

INSIGHTFUL ORDER

The next time the target of this Order makes an attack roll before the beginning of your next turn, they gain a bonus to their roll equal to your Charisma modifier (minimum of +1).

INSPIRING ORDER

The target of this Order gains temporary hit points equal to your Charisma modifier (minimum of 1) + your proficiency bonus. These temporary hit points last for 1 minute.

STEADFAST ORDER

The target of this Order gains a bonus to Strength, Dexterity, and Constitution-based ability checks and saving throws equal to your Charisma modifier (minimum of +1) until the beginning of your next turn.

IRON SHARPENS IRON

Beginning at 6th level, the presence of allies motivates you to find success where you would normally fail. When you miss an attack roll or fail an ability check or a saving throw, you can grant yourself a bonus to the roll equal to the number of friendly creatures you can see within 30 feet. The bonus you gain cannot exceed your Charisma modifier (minimum of +1).

Once this feature turns a failure into a success, you must finish a short or long rest before you can use it again.

UNWAVERING WILL

As a leader, you do not have the luxury of succumbing to your base instincts. Beginning at 9th level, you have advantage on saving throws to resist being charmed, frightened, or stunned.



RESTED AND READY

Starting at 10th level, you ensure that all who follow you are always well-rested. Any creature that spends a short rest with you and spends one or more of their Hit Dice to regain hit points regains extra hit points equal to your warlord level.

Additionally, any creature that spends a short rest with you can spend one of their Hit Dice to reduce their exhaustion level by 1. Each creature can only do so once per long rest.

EXPERT TACTICS

Your understanding of military strategy and tactics surpasses that of most living creatures. Beginning at 11th level, you can target creatures up to 30 feet away with your Orders, and you learn the Orders listed below. Unlike previous Orders, these Orders can be issued as a reaction.

FORTIFYING ORDER

When a creature takes bludgeoning, piercing, or slashing damage you can issue this Order. The target gains resistance to that damage type until the beginning of your next turn.

RESILIENT ORDER

When a creature fails an Intelligence, Wisdom, or Charisma saving throw, you can issue this Order. The target can re-roll their saving throw, possibly turning a failure into success.

STEEL SHARPENS STEEL

Starting at 15th level, the support of your allies motivates you to perform martial feats beyond your normal skill. Once per turn, you can add your Charisma modifier (minimum of +1) to one weapon attack roll or damage roll that you make.

MYTHIC TACTICS

You stand amongst the great conquerors and commanders of legend, and you inspire others to feats of impressive heroism. Beginning at 17th level, you can target creatures up to 60 feet away with your Orders, and you learn the two Orders listed below. You can issue each Order once, then you must finish a long rest before you can issue that Order again.

HEROIC ORDER

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

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

DAUNTLESS LEADER

Your leadership inspires legendary feats. At 20th level, when a creature within range of your Orders fails a saving throw, you can use your reaction to have them succeed instead.

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



COLLEGES OF WAR

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

COLLEGE OF CHIVALRY

Warlords who join the College of Chivalry often hail from the ranks of the nobility and are almost always formal knights. As leaders, they hold themselves and those who follow them to a lofty code of conduct and stand as beacons of fair play, honor, justice, and mercy, 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, and one musical instrument of your choice. You also gain proficiency in Persuasion. If you are already proficient in Persuasion, you gain proficiency in your choice of either History, Performance, or Religion.

EMBOLDENING PRESENCE

Your presence inspires your allies to fight through adversity. Starting at 3rd level, creatures of your choice within range of your Orders have advantage on saving throws to resist being charmed or frightened so long as they can see you.

In addition, when you succeed on a saving throw, you can choose one other friendly 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 7th level, when you issue an Order, you can instill the target with noble motivation. The next time that target makes an ability check, attack roll, or saving throw before the start of your next turn they roll a d6 and add it to their roll.

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

CHIVALRIC BEARING

Also at 7th level, you carry yourself with a level of grace that makes others more open to you. When you make a Charisma (Persuasion) check, you roll a d6 and add it to your roll.

RALLYING CRY

Beginning at 13th level, you can let forth a rallying cry as an action on your turn. You, and a number of creatures equal to your Charisma modifier (minimum of one) who can hear you each gain temporary hit points equal to your warlord level.

While a creature has the temporary hit points from this feature, they are immune to the charmed and frightened conditions and their movement 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. At 18th level, you gain immunity to the charmed and frightened conditions, and the bonus from your Noble Aspirations and Chivalric Bearing features become 2d6.

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.

PRIMAL INSTINCT

When you adopt this College at 3rd level, you gain the primal instincts of a wild beast. You gain proficiency with all martial weapons. You also gain proficiency in both Intimidation and Survival. If you are already proficient in either skill, you gain proficiency in either Nature, Perception, or Stealth.

Also, you have advantage on Wisdom (Survival) checks to track creatures that are not at their hit point maximum.

THRILL OF THE HUNT

You lead your allies in battle as the alpha wolf leads its pack. Beginning at 3rd level, when you damage a creature with a weapon attack, you can mark that creature as the target of your hunt. Both you, and any creature under the effects of your Orders have advantage on the first attack roll they make against the marked target each turn.

The creature remains marked for 1 minute. Your mark ends early if you are incapacitated, if the creature is slain, or if you mark another creature as the target of your hunt.

SAVAGE AMBUSH

Starting at 7th level, you and your pack hunt as ruthlessly as the best natural predators. During the first round of combat, the first time you and each creature under the effects of your Orders hit a creature that has not yet acted during combat with an attack, they deal an extra 2d6 damage to the target. If the target is surprised, this damage becomes 2d10.

Also, you and your companions can travel normally at a stealthy pace, and you have advantage on Dexterity (Stealth) checks made to conceal yourselves in natural environments.

HUNTER'S FRENZY

The thrill of a successful hunt drives your pack into a frenzy. Starting at 13th level, when a creature marked as the target of your hunt is slain, you gain temporary hit points equal to your warlord level. Moreover, you can use your reaction to mark another creature within 60 feet as the target of your hunt, and immediately issue one Order of your choice.





APEX PREDATOR

Upon reaching 18th level, your primal leadership empowers both you and the members of your pack with supernatural ferocity. Your movement speed increases by 10 feet and your attacks score a critical hit on a roll of 19 or 20 on the d20.

Any friendly creature that begins its turn within 10 feet of you also 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.

UNDERHANDED INGENUITY

When you adopt this College at 3rd level, you gain a unique skill set. You gain proficiency in hand and heavy crossbows, and with two of the following tools of your choice: Disguise kits, Forgery kits, Poisoner's kits, or Thieves' Tools.

You also gain proficiency in Deception, and whenever you make a Charisma (Deception) check to hide your intentions, you can treat a roll of 7 or lower on the d20 as an 8.

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 Cheap Shot save DC, in addition to the normal damage of your attack.

Cheap Shot save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

On a failed save, you choose whether the target is blinded, deafened, silenced, or has its base movement speed reduced by a number of feet equal to 5 times your proficiency bonus. This effect lasts until the beginning of your next turn.

DEVIUS TACTICS

You direct those who follow you to prey upon the weakest of your foes. Beginning at 7th level, creatures under the effects of your Orders have advantage on the first attack they make against a creature suffering the effects of your Cheap Shot.

RUTHLESS PARRY

Also at 7th level, you can avoid injury at the cost of those around you. As a reaction when a creature hits you with an attack, you can cause another creature within 5 feet of you (other than the attacker) to become the target of the attack.

CALCULATED RETREAT

You have no qualms about leaving allies to fight in your place. Starting at 13th level, when you issue an Order, you can take the Dash or Disengage action as a bonus action on that turn.

Also, a creature suffering the effects of your Cheap Shot cannot take reactions until the start 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 the saving throw against your Cheap Shot ability, you can choose to forgo the normal conditions and mark that creature for death.

The first attack to hit a creature marked in this way before the start of your next turn becomes an automatic critical hit.

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

COLLEGE OF SKALDS

Warlords who join the College of Skalds are keenly aware of the power that music and song have to inspire mortals. When they combine their bardic magic with their understanding of military strategy, these leaders can turn the most unskilled rabble into a heroic fighting force. Skalds of old were known to have turned the tides of even the most desperate battles, fanning the flames of hope in all who heard their warsong.

WARRIOR POET

When you adopt this College at 3rd level, you gain the skills to stir the hearts of your allies in battle. You gain proficiency with martial weapons and two musical instruments of your choice. Skalds often use war horns and other instruments that allow them to wield a weapon in their off-hand.

You also gain proficiency in Performance. If you are already proficient in Performance, you gain proficiency in your choice of Acrobatics, History, or Persuasion.



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. Charisma is your spellcasting ability for your bard spells, so you use your Charisma when a spell refers to your spellcasting ability. You also use your Charisma modifier when setting the saving throw DC or making a spell attack roll for any bard spells you know.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SOOTHING PERFORMANCE

Beginning at 7th level, you can assuage the wounds and worries of your allies better than most traditional leaders. When a creature spends one or more Hit Dice to recover hit points during a short rest with you, they can roll each Hit Die they expend twice and take the higher result.

SWORD AND SONG

You are able to seamlessly weave spells, commands, and attacks in battle. Beginning at 7th level, when you use your action to cast a spell, you can make one weapon attack or issue one Order as a bonus action on that turn.

FLAMES OF HOPE

Your presence in battle inspires your allies to stand and fight against all odds. Beginning at 13th level, when you target a creature with an Order or a bard spell of 1st-level or higher, they have advantage on any saving throw they make before the beginning of your next turn.

SKALD OF LEGEND

You are known throughout the land as a warrior poet of great renown, and your story will be sung for generations. Starting at 18th level, when you take the Attack action, 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 of their choice by spending a number of Hit Dice equal to the level of that spell slot.



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

The College of Tactics claims to be the eldest and truest of the schools a warlord can join. More often than not, they are formal organizations that serve the will of the ruling class, and warlords who join this College often spend time serving the military as advisors, commanders, and strategists.

These meticulous leaders strive to have a plan for every possible eventuality and will work tirelessly to understand the strengths and weaknesses of anyone who follows them.

THE SCIENCE OF WAR

When you adopt this College at 3rd level, your years of study grant you exceptional insights into the strategy of warfare. You gain proficiency with three gaming sets of your choice, and you can add double your proficiency bonus to any check you make related to strategy games of any kind.

You also gain proficiency in both Investigation and History. If you're already proficient in either skill, you gain proficiency in either Insight, Medicine, Persuasion, or Sleight of Hand.

ASTUTE INSIGHTS

Starting at 3rd level, you can take the Help action as a bonus action on your turn. When you take the Help action to aid an ally in attacking a creature, their target can be up to 30 feet away from you so long as the attacker can see or hear you.

STRATEGIC DEPLOYMENT

Also starting at 3rd level, you prepare those who follow you to remain calm and react swiftly when facing danger. When you roll initiative, both you and any friendly creature within range of your Orders gain a bonus to their initiative roll equal to your proficiency bonus, so long as they are not surprised.

Moreover, when you roll initiative, you can switch places in initiative with a willing creature within range of your Orders.

BRAINS OVER BRAWN

You wield your comrades as a warrior wields their weapon. Starting at 7th level, when you take the Attack action on your turn and issue an Order in place of each attack, you gain the following benefits until the beginning of your next turn:

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

GIFTED STRATEGIST

It is exceptionally rare for you to be caught off guard, and you are able to devise effective combat strategies at a moment's notice. At 13th level, you gain the following benefits:

- You cannot be surprised while you are conscious.
- When you roll initiative, you gain a special action at the beginning of combat before any other creature has a chance to act. This special action can only be used to issue an Order or to take the Ready or Search actions.
- The target of an ally's attack can be up to 60 feet away from you when you take the Help action to aid them.

SECRET PREPARATIONS

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.

For example, you may reveal you arranged for a mercenary company to arrive with reinforcements at a pivotal moment, making a Charisma (Persuasion) check to determine when and how many mercenaries you organized to aid you.

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

TACTICAL MASTERMIND

You are able to process and adapt to the battlefield around you at supernatural speeds. Upon reaching 18th level, you gain a special second reaction that you can use each round. This special reaction can only be used at the end of another creature's turn, and it can only be used to issue an Order.

VARIANT ABILITY: INTELLIGENCE

While most warlords lead with their unwavering force of personality, some would rather rely on their intellect and cunning. If your warlord uses their knowledge of battlefield strategy to lead, consider replacing Charisma with Intelligence for your saving throw proficiency, your warlord class abilities, and your College of Tactics abilities.



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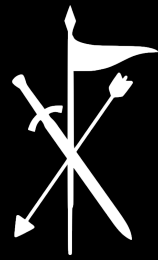
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