



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 passed, but hearing the poorly devised plan of the aspiring heroes had rekindled something inside his soul that he thought gone forever. The old man couldn't use a sword like he used to, but if his young companions took his advice, they may yet be able to survive the dangerous life an adventure for a few days.

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 too 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 wood elf quietly led her hunting party 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 use their knowledge of tactics and warfare to empower their allies and thwart the plans of their foes.

DECISIVE LEADERS

While Warlords are as varied as styles of leadership, they all share one thing in common: a commitment to their decisions. Once a true Warlord decides on a course of action, whether it was their idea or not, they will see the plan through to its end.

These natural-born leaders stand as stalwart figures in the face of danger and can rally their allies to overcome whatever obstacles may stand between them and their goals. Though they are not always formally appointed leaders, the presence of a Warlord, both on and off the field of battle, can motivate 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 capable of toppling empires. Known for their keen use of tactics and knowledge of warfare, a Warlord is able to draw out the true potential of their allies. Leaders to their core, a Warlord 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 mundane 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 sharp mind and a knack for leading others, maybe even 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 level in Warlord: light and medium armor, shields, simple weapons, and one gaming set.

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).



THE WARLORD

Level	PB	Class Features	Inspiring Word	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Leadership Style, Inspiring Word	3	—	—	—
2nd	+2	Fighting Style, Tactical Exploits	3	2	d4	2
3rd	+2	Academy of War	3	3	d4	2
4th	+2	Ability Score Improvement	4	3	d4	2
5th	+3	Extra Attack	4	4	d6	3
6th	+3	Academy Feature	4	4	d6	3
7th	+3	Valiant Leader	4	5	d6	3
8th	+3	Ability Score Improvement	5	5	d6	3
9th	+4	Rallying Cry (1)	5	6	d6	3
10th	+4	Unwavering Will	5	6	d6	3
11th	+4	Tactical Superiority	5	7	d8	4
12th	+4	Ability Score Improvement	5	7	d8	4
13th	+5	Rallying Cry (2)	6	8	d8	4
14th	+5	Academy Feature	6	8	d8	4
15th	+5	Exalted Leader	6	9	d8	4
16th	+5	Ability Score Improvement	6	9	d8	4
17th	+6	Rallying Cry (3)	7	10	d10	5
18th	+6	Academy Feature	7	10	d10	5
19th	+6	Ability Score Improvement	7	10	d10	5
20th	+6	Dauntless	7	10	d10	5

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, hand crossbows, longbows, longswords, rapiers, scimitars, and shortswords

Tools: One gaming set of your choice

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

As a Warlord, 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) five javelins
- (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, take the Noble background.

LEADERSHIP STYLE

At 1st level, you choose the Leadership Style of your Warlord, gaining the corresponding benefits and Leadership modifier:

CAPTAIN

You lead from the front with presence. You use Charisma as your Leadership modifier. You also gain proficiency in heavy armor and your choice of either Intimidation or Persuasion.

MENTOR

You counsel others with wise insights. You use Wisdom as your Leadership modifier. Also, whenever a creature within 15 feet misses with an attack or fails an ability check you can use your reaction to roll a d4 and add the result to its roll.

STRATEGIST

You guide others with cunning and wit. You use Intelligence as your Leadership modifier, and when you roll initiative you can switch places in initiative order with a willing creature.

INSPIRING WORD

Your words encourage others to fight on. At 1st level, you use a bonus action to shout an inspiring word at another creature that can hear you within 30 feet. It regains hit points equal to one roll of its Hit Die + your Leadership modifier. The target does not expend its Hit Dice as part of this ability.

You can use this feature the number of times indicated in the Inspiring Word column on the Warlord table. You regain all expended uses when you finish a short or 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.

ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +2 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.

DEFENSIVE FIGHTING

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your 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.

MOUNTED WARRIOR

While you are riding a controlled mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action on each of your turns to command your mount to make one attack or take one action from its stat block.

PROTECTOR

When a creature you can see hits you, or a target within 5 feet, with a melee attack, you can use a reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or a melee weapon.

STANDARD BEARER

When a creature within 5 feet attacks another creature you can see, you can use a reaction to grant it advantage on its attack roll. You must be holding a standard or banner in your hand (and nothing else in that hand) to do so.

STRONGBOW

You can use your Strength modifier, in place of your Dexterity, for attack and damage rolls with longbows and shortbows. Whenever you do, you gain a +1 to damage rolls with those weapons.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or take the Use an Object action.

TACTICAL EXPLOITS

Your knowledge of warfare allows you to employ potent strategies in battle. At 2nd level, you learn to use Tactical Exploits as detailed below:

EXPLOIT DICE

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

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

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 a certain Warlord level.

Whenever you gain a Warlord level, you can replace one of the Exploits you know with a Tactical Exploit of your choice.

SAVING THROWS

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

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

ACADEMY OF WAR

At 3rd level, choose the Academy of War that best represents your Warlord: the Academy of Chivalry, Ferocity, Schemes, Skalds, or Tactics, each detailed at the end of this class.

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



ACADEMY EXPLOITS

Some Academies of War include a list of Exploits that all Warlords in the Academy learn at the levels in its description. These Exploits don't count against your total Exploits Known and can't be replaced when you gain a level. If you do not meet its prerequisites, you learn them regardless.

ABILITY SCORE IMPROVEMENT

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 any two ability scores of your choice by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

Starting at 5th level, when you take the Attack action, you can attack twice instead of once.

VALIANT LEADER

You have honed your Leadership Style with practice and study. Starting at 7th level, your Leadership Style grants you further benefits:

CAPTAIN

You can target creatures that are at 0 hit points, but not dead, with an Inspiring Word, even though they can't hear you and normally would not benefit from this feature.

MENTOR

When you use your Mentor reaction its range is 30 feet. Also, the bonus increases to match one roll of the die in the Exploit Die column for your level on the Warlord table.

STRATEGIST

You, and creatures of your choice within 15 feet of you gain a bonus to initiative rolls equal to your Intelligence modifier, so long as you are not surprised or incapacitated.

RALLYING CRY

You can encourage allies to find success when they otherwise would fail. Beginning at 9th level, when another creature that can see or hear you within 30 feet fails a saving throw, you can use your reaction to encourage it with a rallying cry. The creature immediately re-rolls its saving throw and adds your Leadership modifier (minimum of +1) to its result.

Once you use this feature you must finish a short or long rest before you can use it again. You gain an additional use of this feature when you reach 13th and 17th level in this class.

UNWAVERING WILL

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.

TACTICAL SUPERIORITY

Your leadership skills eclipse even those of other professional commanders. Starting at 11th level, when you roll in initiative you regain one use of both Inspiring Word and Rallying Cry.

Also, the range of your Inspiring Word, Rallying Cry, and any Tactical Exploits that you know are doubled.



EXALTED LEADER

You are a true master of your Leadership Style. At 15th level, your Leadership Style grants you the benefits listed below:

CAPTAIN

Whenever you target a creature with Inspiring Word, Rallying Cry, or a Tactical Exploit, you can grant one target temporary hit points equal to your Charisma modifier (minimum of +1)

MENTOR

When you use Inspiring Word on a creature you also end one of the following conditions affecting it (your choice): blinded, charmed, deafened, frightened, poisoned, or stunned.

STRATEGIST

When you use Inspiring Word on a creature it can move up to its walking speed without provoking opportunity attacks.

DAUNTLESS

You rival the great commanders and conquerors of legend. At 20th level, you can use Rallying Cry an unlimited number of times. Moreover, whenever you use Inspiring Word you treat the hit points it restores as the maximum possible result.



ACADEMY OF WAR

Choose the Academy of War that best represents the tactical training, philosophy, and leadership style of your Warlord: the Academies of Chivalry, Ferocity, Schemes, Skalds, or Tactics.

ACADEMY OF CHIVALRY

Warlords that choose the Academy of Chivalry often hail from the ranks of nobility and are almost 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.

ANOINTED KNIGHT

3rd-level Academy of Chivalry feature

You have been trained in the classical skills of knighthood. You gain proficiency with all martial weapons, one musical instrument, and in either History, Performance, or Religion.

CHIVALRIC EXPLOITS

3rd-level Academy of Chivalry feature

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
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3rd	<i>attack order, commanding presence</i>
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5th	<i>hold the line, rejuvenating order</i>
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9th	<i>daring rescue</i>
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INSPIRING PRESENCE

3rd-level Academy of Chivalry feature

Your presence on the field of battle inspires those who fight beside you. When you roll initiative you can expend one use of Inspiring Word to grant a number of creatures equal to your Leadership modifier (minimum of 1) that can see or hear you within 30 feet temporary hit points equal to a roll of your Exploit Die + your Leadership modifier.

LEAD THE CHARGE

6th-level Academy of Chivalry feature

You lead best from the front lines. When you take the Attack action on your turn and make at least one melee attack, you can issue an *attack order* as a bonus action on that turn.

FLAMES OF HOPE

14th-level Academy of Chivalry feature

As an action, you can let forth a cry that inflames the hearts of allies and inspires terror in your foes. Creatures that can hear you within 30 feet gain one of the following effects:

- Friendly creatures gain temporary hit points equal to one roll of your Exploit Die + your Leadership modifier, and while they last, the creature cannot be frightened.
- Enemy creatures must succeed on a Wisdom saving throw against your Exploit Save DC or be frightened of you for 1 minute. Frightened creatures can repeat this saving throw at the end of each of their turns, and each time they take damage, ending the effect on a success.

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

PARAGON OF CHIVALRY

18th-level Academy of Chivalry feature

You stand as an exemplar of chivalric virtue, a shining beacon for those who follow you. You are immune to the frightened and charmed conditions, and creatures of your choice within 30 feet that can see you have advantage on saving throws to resist and end the charmed and frightened conditions.

ACADEMY OF FEROCITY

The Warlords that hail from this Academy rarely study in formal schools of war. In place of military theory, their tactics are based on the instincts of wild animals. These leaders are famous for ruthless treatment of foes, but would lay down their life for any member of their pack.





BESTIAL INSTINCTS

3rd-level Academy of Ferocity feature

You learn to track and hunt as well as the great predators of the wilds. You gain proficiency with martial weapons and in your choice of either Perception or Survival.

In addition, whenever you make a Wisdom (Survival) or a Wisdom (Perception) check based on your sense of smell or hearing, you can treat a roll of 7 or lower on the d20 as an 8.

FEROCIOUS EXPLOITS

3rd-level Academy of Ferocity feature

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>cunning instinct, maneuvering order</i>
5th	<i>crescendo of violence, wild charge</i>
9th	<i>pack tactics</i>

PACKLEADER

3rd-level Academy of Ferocity feature

You lead your allies in the hunt. As a bonus action, you can mark one creature you can see within 30 feet as your Prey. Any creature you target with an Inspiring Word or a Tactical Exploit has advantage on the first attack it makes against your Prey before the beginning of your next turn.

The mark ends early if your Prey is reduced to 0 hit points, if you mark another creature, or if you are incapacitated.

Once you mark a creature as Prey, you must finish a short or long rest before you can mark another. If you have no uses left, you can expend an Exploit Die to mark another creature.

PRIMAL AMBUSH

6th-level Academy of Ferocity feature

Under your leadership, your pack moves and hunts as one. You and creatures of your choice within 30 feet of you have advantage on your Dexterity (Stealth) checks and can travel stealthily while moving at a normal pace.

Also, while you have a creature marked as your Prey, you can issue a *maneuvering order* as a bonus action.

THRILL OF THE HUNT

14th-level Academy of Ferocity feature

A successful hunt stokes your blood lust. When your Prey is reduced to 0 hit points you can use your reaction to mark another creature, and you gain one of the following benefits:

- You gain temporary hit points equal to your Warlord level.
- You regain one expended use of Inspiring Word.
- You regain one expended Exploit Die.

APEX PREDATOR

18th-level Academy of Ferocity feature

Your primal bearing invigorates your pack mates. Your speed increases by 10 feet, and your weapon attacks against your Prey deal bonus damage equal to a roll of your Exploit Die.

Moreover, any creature you target with an Inspiring Word, Rallying Cry, or one of your Tactical Exploits also gains the benefits above until the beginning of your next turn.

ACADEMY OF SCHEMES

Warlords of the Academy of Schemes will secure their victory at any cost. They do not care how they achieve their goals and they will cheat, deceive, and sacrifice whatever they believe is necessary to succeed. These ruthless utilitarians always have a backup plan should things not work out as they predicted.

CHEAP SHOT

3rd-level Academy of Schemes feature

You are not above dishonorable tricks to secure your victory. Once per turn when you hit a creature with a weapon attack, you can force it to make a Dexterity saving throw against your Exploit Save DC in addition to the damage of your attack.

On a failure, the creature's speed is halved and it can't take reactions until the start of your next turn, and on its next turn it can only take one action or one bonus action, but not both.

DASTARDLY TALENTS

3rd-level Academy of Schemes feature

You will use any method necessary to achieve your aims. You gain proficiency in Deception, Disguise Kits, and Poisoner's Kits. You can make Leadership Ability (Deception) checks in place of the normal Charisma (Deception) check.



SCHEMING EXPLOITS

3rd-level Academy of Schemes feature

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

Warlord Level Exploit

3rd	<i>insightful order, subtle con</i>
5th	<i>exposing strike, surprise attack</i>
9th	<i>perilous gambit</i>

RUTHLESS FOCUS

6th-level Academy of Schemes feature

You encourage allies to prey upon the weak. Any creature you target with an Inspiring Word or a Tactical Exploit adds your Leadership modifier to the first attack roll it makes against a creature suffering from the effects of Cheap Shot before the start of your next turn.

Also, whenever you use a Tactical Exploit as part of your action, you can take the Disengage or Hide action as a bonus action on that turn.

DEVIOS TACTICS

14th-level Academy of Schemes feature

You have no qualms about leaving others in danger. When a creature you can see targets you with an attack, you can use your reaction to force another creature within 5 feet to make a Dexterity saving throw against your Exploit Save DC. On a failed save, you switch places with the creature and it becomes the target of the attack that triggered the reaction. A creature can willingly fail this saving throw.

INSCRUTABLE MIND

18th-level Academy of Schemes feature

Your thoughts and dreams cannot be read by magical means, unless you allow it. If a creature attempts to read your mind you can present false thoughts and motivations by making a Leadership Ability (Deception) check.

MARKED FOR DEATH

18th-level Academy of Schemes feature

You relentlessly pursue the destruction of your foes. When a creature fails its saving throw against Cheap Shot, you can choose to mark the creature for death. The first attack to hit that creature before the beginning of your next turn becomes an automatic critical hit.

Once you mark a creature for death you must complete a short or long rest before you can use this feature again.

SCHEMING ADVENTURERS

When playing a character with questionable morals and motivations, like a Warlord of the Academy of Schemes, it is important to remember that D&D is a team game where cooperation is expected.

Masters of schemes leverage any advantages at their disposal, including the abilities of their allies. Make sure to include the other players in any plans your Schemes Warlord may have. Remember that a Warlord is nothing without comrades to command!



ACADEMY OF SKALDS

Warlords of the Academy of Skalds wield the power of music and song to inspire their comrades. When they combine their bardic magic with their understanding of strategy, they can turn even an unskilled rabble into a heroic fighting force.

SKALDIC EXPLOITS

3rd-level Academy of Skalds feature

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>commanding presence, attack order</i>
5th	<i>enlivening order, heroic will</i>
9th	<i>stand the fallen</i>

WARRIOR POET

3rd-level Academy of Skalds feature

You combine martial skill and musical talent to inspire your allies. You gain proficiency in martial weapons, two musical instruments of your choice, and in Performance.

You also have advantage on any Charisma (Performance) checks you make that incorporate a martial weapon.





SPELLCASTING

3rd-level Academy of Skalds feature

Your talent in poetry and music allows you to produce spells, much like the **Bard** does. You gain the following benefits:

Spell Slots. The Skald Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and 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 *thunderwave* spell and have both a 1st and a 2nd-level spell slot, you can cast *thunderwave* using either spell 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 Bard spells of your choice of 1st-level or higher. Any Bard spell you learn through this feature must be of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Bard Spell List. The spell must also be of a level for which you have spell slots.

Spellcasting Focus. You can use any musical instrument you are proficient with as a spellcasting focus for your Bard spells. Skalds are known for using one-handed instruments, like war horns, while holding a weapon in their other hand.

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

GALLANT CHARGE

6th-level Academy of Skalds feature

When you roll initiative, you can expend a use of Inspiring Word to rally a heroic charge. You, and any creatures of your choice within 15 feet that can hear you gain a bonus to your initiative rolls equal to one roll of your Exploit Die. You cannot use this feature if you are surprised or incapacitated when rolling initiative.

SONGS OF WAR & PEACE

6th-level Academy of Skalds feature

Your music can soothe and inspire. Creatures that spend a short rest with you have advantage on their Hit Die rolls.

Also, whenever you use your action to cast a Bard spell of 1st-level or higher or expend an Exploit Die to use a Tactical Exploit, you can make one weapon attack as a bonus action.

WARSONG

14th-level Academy of Skalds feature

You inspire your comrades to stand and fight against all odds. When you target a friendly creature with an Inspiring Word, a Rallying Cry, or Tactical Exploit, it has advantage on the first saving throw it makes before the start of your next turn.

SKALD OF LEGEND

18th-level Academy of Skalds feature

The Skalds of legend were said to be able to turn the tide of the most desperate battles. When you use a Tactical Exploit you can grant one target temporary hit points equal to your Leadership modifier (minimum of 1 temporary hit point).

Also, when you take the Attack action on your turn, you can cast a Bard spell in place of one of your weapon attacks.

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



ACADEMY OF TACTICS

Warlords of this Academy most often come from the ranks of formal organizations that serve the elite. Tacticians are highly educated commanders and are known for their dedication to those who follow them. Their understanding of how to best utilize each of their allies' strengths and avoid weaknesses makes them especially deadly opponents on the battlefield.

ADVANCED TACTICS

3rd-level Academy of Tactics feature

Your ability to learn and execute strategies in combat exceeds that of most commanders and even other trained Warlords. You gain the following benefits to your Warlord features:

Exploits. You learn two 1st-degree Tactical Exploits of your choice from the list at the end of this class. These Exploits do not count against your total number of Exploits Known.

You learn additional Tactical Exploits following the same rules at certain levels: at 5th level you learn two 2nd-degree Exploits, and at 9th level you learn one 3rd-degree Exploit.

Exploit Dice. Your total number of Exploit Dice increases by 1, and all of your Exploit Dice increase to become d6s.

At certain Warlord levels your Exploit Dice increase again; at 5th level (d8), at 11th level (d10), and at 17th level (d12).

THE ART OF WAR

3rd-level Academy of Tactics feature

You have studied the great histories of warfare and combat. You gain proficiency in History and with two gaming sets of your choice. Whenever you make an ability check with any of these proficiencies you can double your proficiency bonus.

STRATEGIC ADJUSTMENTS

3rd-level Academy of Tactics feature

You are constantly adapting to meet any challenge. When you complete a long rest, you can replace one Tactical Exploit you currently know with a Tactical Exploit of your choice of the same degree.

When you reach 6th level in this class, you can do so whenever you finish a short or long rest.

BRAINS OVER BRAWN

6th-level Academy of Tactics feature

You wield your comrades as other warriors wield weapons. If you use a Tactical Exploit as your action, or use a Tactical Exploit in place of each attack you can make, you can use a bonus action on that turn to take the Disengage action, or to use one Order Exploit (such as *attack order*) that you know.

KNOW YOUR ENEMY

6th-level Academy of Tactics feature

You evaluate the potential of others at a glance. As an action, choose a creature you can see within 60 feet. You learn if it is your equal, superior, or inferior in one of the following areas:

Armor Class	Intelligence Score
Current Hit Points	Wisdom Score
Walking Speed	Charisma Score

Once you use this feature on a creature you cannot use it on that creature again until you finish a short or long rest.

GIFTED STRATEGIST

14th-level Academy of Tactics feature

You cannot be surprised while you are conscious, and when you roll initiative, you gain a special action that you can 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 you know or to take the Ready action.

MASTER TACTICIAN

18th-level Academy of Tactics feature

You have a plan in place for every eventuality. You learn the *contingency plan* Exploit, but it doesn't count against your total number of Exploits Known. At the end of a long rest, you can use *contingency plan* without expending an Exploit Die to put the plan in place. You can only have a single *contingency plan* in place at any one time.



TACTICAL EXPLOITS

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 when you meet the prerequisites.

1ST-DEGREE EXPLOITS

Tactical Exploits of the 1st-degree represent minor strategies and techniques that can be learned by a Warlord of any level.

ATTACK ORDER

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. The next time that creature takes the Attack action before the start of your next turn, it can make one additional weapon attack as part of its Attack action.

COMMANDING PRESENCE

Prerequisites: Charisma or Strength of 11

Whenever you make a Charisma (Persuasion) or Charisma (Intimidation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed.

Also, whenever you would make a Charisma (Intimidation) check, you can make a Strength (Intimidation) check instead.

CUNNING INSTINCT

Prerequisites: Wisdom of 11

Whenever you make a Wisdom (Perception) or a Wisdom (Survival) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

DEFENSIVE ORDER

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. That creature gains the benefits of the Dodge action until the beginning of its next turn.

FEINT

As a bonus action, you can expend one Exploit Die to feint, forcing a creature that can see you within 15 feet to make a Wisdom saving throw. On a failed save, you have advantage on your attacks against it until the end of your current turn.

FIRST AID

As an action, you can touch a creature that has at least 1 hit point and expend Exploit Dice (up to your proficiency bonus), roll those dice, and that creature regains a number of hit points equal to the total roll + its Constitution modifier.

HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or a Constitution saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

INQUISITIVE EYE

Prerequisites: Intelligence or Wisdom of 11

When you make an Intelligence (Investigation) or a Wisdom (Insight) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

INSIGHTFUL ORDER

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. The first attack roll it makes before the beginning of your next turn is made with advantage.

LIGHTSTEP

Prerequisites: Dexterity of 11

Whenever you make a Dexterity (Acrobatics) or a Dexterity (Stealth) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

MANEUVERING ORDER

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. That creature can use its reaction to move up to its speed without provoking opportunity attacks.

PARRY & RIPOSTE

Prerequisites: Dexterity of 11

While you are wielding a finesse or versatile weapon, and a creature you can see hits you with a melee attack, you can use your reaction to expend one Exploit Die, roll it, and add it to your Armor Class against that attack. Should this cause the attack to miss, you can make one melee weapon attack against your attacker as part of the same reaction.

RUSTIC INTUITION

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

SCHOLARLY RECALL

Prerequisites: Intelligence of 11

Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

STEADFAST ORDER

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. Until the start of your next turn, that creature can add your Leadership modifier (minimum of +1) to all Strength, Dexterity, or Constitution saving throws.

SUBTLE CON

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, roll it, and add it to your ability check. You can do so after you roll, but before you know the result.

SUPPORT ORDER

When you take the Attack action, you can issue this Order in place of one attack, targeting another creature that can see or hear you within 30 feet. That creature can immediately take the Help, Hide, Search, or Use an Object action.





2ND-DEGREE EXPLOITS

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 another creature that can see or hear you within 30 feet scores a critical hit, you can use your reaction to expend Exploit Dice (up to your proficiency bonus), roll those dice, and grant that creature a number of temporary hit points equal to the total you rolled + your Leadership modifier.

Temporary hit points from this Exploit last for 1 minute and are instantly dispelled if the creature is incapacitated.

ENLIVENING ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. Until the beginning of your next turn, the creature's speed increases by a number of feet equal to 5 times your Leadership modifier (minimum of 5 feet), its long and high jump distances are doubled, and it has advantage on all Dexterity (Acrobatics) and Strength (Athletics) checks.

EXPOSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to weaken it temporarily. The first attack made against that creature before the beginning of your next turn has advantage, and on hit, that attack deals additional damage equal to one roll of your Exploit Die.

HEROIC WILL

Prerequisite: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

HOLD THE LINE

Prerequisite: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die to form your allies into a defensive position. You and allied creatures within 10 feet that are wielding a weapon or shield gain the benefits of half cover, which also apply to ability checks and saving throws made to avoid being moved against your will.

The benefits of this Exploit instantly end if you leave your space, and they have no effect on incapacitated creatures.

INTIMIDATING COMMAND

Prerequisite: 5th level, Charisma of 13

As a bonus action, you can expend an Exploit Die to shout a one-word command at one creature that can hear you within 30 feet. It must succeed on a Wisdom saving throw, or it is compelled to obey your command to the best of its ability on its next turn unless its actions would be directly harmful to it.

REJUVENATING ORDER

Prerequisites: 5th level

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. That creature can instantly repeat a saving throw to end one condition currently affecting it.

RESILIENT ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. Until the start of your next turn, that creature adds your Leadership modifier (minimum of +1) to all Intelligence, Wisdom, and Charisma saving throws.

SURPRISE ATTACK

Prerequisite: 5th level, Intelligence of 13

As an action, you can expend one Exploit Die to command another creature that can see or hear you within 30 feet to instantly make one weapon attack with advantage. On hit, it deals bonus damage equal to one roll of your Exploit Die.



WILD CHARGE

Prerequisite: 5th level

As an action, you can expend one Exploit Die and choose another creature that can see or hear you within 30 feet. The creature can instantly move up to its speed toward a hostile creature and make one melee weapon attack against it.

On hit, it deals additional damage equal to one roll of your Exploit Die, and if the target is equal to its size or smaller, it must succeed on a Strength saving throw or fall prone.

3RD-DEGREE EXPLOITS

Exploits of this degree are masterful strategies that can only be learned by Warlords of 9th level or higher. Each Exploit of 3rd-degree can only be used once per short or long rest.

DARING RESCUE

Prerequisite: 9th level

When a creature you can see within 30 feet is reduced to 0 hit points, you can use your reaction to expend one Exploit Die and move up to twice your speed. However, you must end this movement within 5 feet of the creature.

The creature instantly regains hit points equal to one roll of your Exploit Die + your level. It also gains temporary hit points equal to one roll of your Exploit Die for each opportunity attack you provoked moving to the target.

INSPIRATIONAL SPEECH

Prerequisites: 9th level, Charisma of 15

You can expend one Exploit Die and spend 1 minute giving an inspirational speech to a number of creatures that can hear you equal to 1 + your Charisma modifier. At the end of which, targets gain temporary hit points equal to your level.

While the temporary hit points from this Exploit last, the creatures have advantage on Wisdom saving throws.

PACK TACTICS

Prerequisites: 9th level, Wisdom of 15

As a bonus action, you can expend one Exploit Die to signal your allies to fight as a pack. Until the end of your next turn, creatures of your choice that can see or hear you within 30 feet have advantage on attack rolls, so long as a conscious allied creature is within 5 feet of their target.

You can use a bonus action on your next turn to extend the Exploit's effects to the end of your turn after that, though you do not need to expend an Exploit Die when you do so.

You cannot maintain this Exploit longer than 1 minute.

PERILOUS GAMBIT

Prerequisite: 9th level

As a bonus action, you can expend one Exploit Die to force a creature within 30 feet to make a Wisdom saving throw. On a failed save, it suffers the following effects for the next minute:

- It has advantage on any attack roll it makes against you, but it has disadvantage on all other attack rolls.
- If it moves, it must end its movement closer to you.
- Any creature that you target with an Inspiring Word or a Tactical Exploit has advantage on attack rolls against this creature until the beginning of your next turn.

The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This effect instantly ends if the creature cannot see or hear you.



STAND THE FALLEN

Prerequisites: 9th level

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) and let forth an inspiring shout. A number of creatures equal to your Leadership modifier (minimum of 1) that can hear you within 30 feet regain a number of hit points equal to one roll of your Exploit Die for each Die you spent + your Leadership modifier.

If you target a living creature with 0 hit points, it doesn't need to hear you, but it does gain 1 level of exhaustion.

TACTICAL REPOSITION

Prerequisite: 9th level, Intelligence of 15

As an action, you can expend one Exploit Die and dictate a strategic course of action to a number of creatures equal to your Leadership modifier (minimum of 1) within 30 feet that can see or hear you. Creatures 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 one Exploit Die and let forth a mighty cry, forcing creatures of your choice that can hear you in an adjacent 30-foot cone to make a Wisdom saving throw. On a failed save, they drop whatever they are holding and are frightened of you for 1 minute. If a frightened creature ends its turn and does not have line of sight to you, it can repeat the saving throw, ending the effect on a success.



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 Exploit can only be used once per short or long rest.

HEROIC ORDER

Prerequisite: 13th level

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. Until the start of your next turn, that creature has advantage on every attack roll, ability check, and saving throw it makes and is resistant to all damage.

REVITALIZING ORDER

Prerequisite: 13th level

When you take the Attack action, you can issue this Order in place of an attack, targeting a creature within 30 feet that has died within the last minute. It regains hit points equal to your level + your Leadership modifier and can stand up.

This Tactical Exploit cannot return a creature to life that has died of old age, nor can it restore missing body parts.

VICTORY SURGE

Prerequisite: 13th level

As an action, you expend one Exploit Die and drive an ally to fight as never before. Another creature of your choice within 30 feet that can see or hear you can use its reaction to move up to its full speed and take a single action or 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 5th-degree Exploit you know can only be used once per long rest.

CONTINGENCY PLAN

Prerequisites: 17th level, Intelligence of 19

At the end of a long rest, you can expend one of your Exploit Dice to put an undisclosed contingency plan into place. Until you activate this Exploit again you cannot regain this Exploit Die. You can only have one contingency plan at a time.

As an action, you can reveal your previously undisclosed plan (which you make up at the time of its reveal) and make a DC 20 Intelligence check. You may add a skill the DM deems appropriate to your plan. On a success, your secret plans and preparations take effect perfectly as you described them.

The cost to execute your plan cannot exceed the equivalent of 5,000 gp, and the effects cannot exceed a 7th-level spell.

For example, you may reveal that you secretly purchased the perfect spell scroll last time you were in a town, or that you paid a mercenary band or airship to come to your rescue.

FINAL STRIKE

Prerequisite: 17th level

As an action you expend one Exploit Die and order your allies to strike at a foe of your choice. Creatures of your choice (up your Leadership modifier) within 30 feet that can see or hear you can immediately take the Attack action (including Extra Attacks), or cast a spell of 5th-level or lower with a casting time of one action. All attacks and spells much target the foe that you designate when you use this Exploits.





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