



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 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 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, 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 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
1st	+2	Academy of War, Inspiring Word	—	—	—
2nd	+2	Fighting Style, Tactical Exploits	2	d4	2
3rd	+2	Academy Feature	3	d4	2
4th	+2	Ability Score Improvement	3	d4	3
5th	+3	Extra Attack	4	d6	3
6th	+3	Academy Feature	4	d6	3
7th	+3	Rallying Word	5	d6	3
8th	+3	Ability Score Improvement	5	d6	4
9th	+4	Rested and Ready	6	d6	4
10th	+4	Unwavering Will	6	d6	4
11th	+4	Steadfast Leadership	7	d8	4
12th	+4	Ability Score Improvement	7	d8	5
13th	+5	—	8	d8	5
14th	+5	Academy Feature	8	d8	5
15th	+5	Valiant Leader	9	d8	5
16th	+5	Ability Score Improvement	9	d8	6
17th	+6	—	10	d10	6
18th	+6	Academy Feature	10	d10	6
19th	+6	Ability Score Improvement	10	d10	6
20th	+6	Warlord of Legend	10	d10	6

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 Academy of War. Second, choose the noble background.

ACADEMY OF WAR

At 1st level, choose the Academy of War that best represents your training: the Academies of Chivalry, Ferocity, Schemes, Skalds, or Tactics, each detailed at the end of this class.

Your Academy of War determines the ability score you will use as your Leadership ability score, and grants you features at 1st level, and again at 3rd, 6th, 14th, and 18th level.

INSPIRING WORD

Your words rally your allies. Starting at 1st level, you can use your action to shout at a creature that can hear you within 30 feet. As a reaction, it can expend one of its Hit Dice to regain hit points equal to its Hit Die roll + your Leadership modifier.

When you reach 11th level in this class, you can use this feature as a bonus action, and its range increases to 60 feet.

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.

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 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.

ADDITIONAL FIGHTING STYLES

The warlord is also compatible with all the Fighting Styles presented in *Tasha's Cauldron of Everything*.

TACTICAL EXPLOITS

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

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.

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.

SIGNATURE EXPLOITS

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

SAVING THROWS

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

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



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

EXTRA ATTACK

A good military leader knows how to hold their own in battle. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RALLYING WORD

Beginning at 7th level, your words inspire your comrades to find success. As a reaction when a creature that can hear you within 30 feet makes an ability check or saving throw, you can add your Leadership modifier to the result of its roll.

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

At 11th level, the range of this feature becomes 60 feet.

RESTED AND READY

Like any commander worth their salt, you ensure that those who follow you are in top fighting condition. Beginning at 9th level creatures that spend a short rest with you and spend at least one Hit Die to regain hit points regain additional hit points equal to your Leadership modifier (minimum of 1).

Moreover, any creature that spends a short rest with you can expend a Hit Die to reduce its exhaustion level by 1.

UNWAVERING WILL

You do not have the luxury of succumbing to your instincts. Starting at 10th level, you have advantage on saving throws you make to resist being charmed, frightened, or stunned.

STEADFAST LEADERSHIP

Your ability to lead your allies in battle has advanced. At 11th level, the range of your Tactical Exploits becomes 60 feet.

Moreover, when you make an ability check that uses your Leadership ability, you can treat a roll of 9 or lower as a 10.

VALIANT LEADER

The presence of your allies inspires you to take heroic action in battle. Beginning at 15th level, if you use a Tactical Exploit as part of your action, you can make a single weapon attack as a bonus action on that turn.

WARLORD OF LEGEND

You rival the heroic commanders and conquerors of legends, and those you command would follow you into any conflict. Upon reaching 20th level, when you begin your turn with no Exploit Dice remaining, you instantly regain one Exploit Die.

Also, when a creature that can see or hear you within 60 feet fails an ability check or saving throw, you can use your reaction to have the creature succeed on their roll 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.

A legendary Warlord prepares to issue a command!



ACADEMIES 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 select the Academy of Chivalry often hail from the ranks of the nobility and are most 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 join this Academy at 1st level, you are trained in the classical skills of knighthood. You gain proficiency with heavy armor, all martial weapons, one musical instrument of your choice, and in either Performance or Persuasion.

As a chivalric knight, you use your Charisma whenever a warlord ability mentions your Leadership ability score, and your Charisma modifier for your Leadership modifier.

ADDITIONAL ACADEMIES OF WAR

Interested in additional options for the warlord? Support me on [Patreon](#) for access to two exclusive options: the psionic *Academy of Battleminds*, and the ruthless and feared *Academy of Dreadlords*.



HONORABLE BEARING

You carry yourself with a level of grace befitting of the most noble knights. Beginning at 1st level, whenever you make a Charisma (Performance) or Charisma (Persuasion) check, you can treat a roll of 7 or lower on the d20 as a 8.

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>attack order, commander's presence</i>
5th	<i>steadfast order, hold the line</i>
9th	<i>daring rescue</i>

EMBOLDENING PRESENCE

Your presence inspires your allies. Starting at 3rd level, you and creatures of your choice within 30 feet have advantage on saving throws to resist being charmed or frightened.

Moreover, when you succeed on a saving throw, you can use your reaction to choose one creature within 30 feet that can see or hear you, that was subjected to the same saving throw, to automatically succeed on their saving throw.

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 Charisma 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. At 18th level you gain the following benefits:

- You are immune to being charmed and frightened.
- The range of Emboldening Presence becomes 60 feet.
- Once per turn, you can use Noble Aspirations without expending one of your Exploit Dice, allowing the target creature to add a d6 to its roll in place of an Exploit Die.

ACADEMY OF FEROCITY

Warlords who hail from this Academy rarely study at 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.

BESTIAL HUNTER

When you join this Academy at 1st level, You learn to track and hunt as the predators of the wild. You gain proficiency with martial weapons and in either Perception or Survival.

As a primal hunter, you use your Wisdom whenever a warlord ability mentions your Leadership ability score, and your Wisdom modifier for your Leadership modifier.

PRIMAL INSTINCT

Once you wound a foe there is little it can do to escape your grasp. Beginning at 1st level, whenever you make a Wisdom (Perception) or Wisdom (Survival) check to track a creature that is below its hit point maximum, you can treat a roll of 7 or lower on the d20 as an 8.

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>maneuvering order, survivalist's craft</i>
5th	<i>crescendo of violence, enlivening order</i>
9th	<i>pack tactics</i>





THRILL OF THE HUNT

You lead your allies as an alpha wolf leads its pack. Starting at 3rd level, you can use your bonus action to mark a creature that you can see within 30 feet. You, and any creatures under the effects of your Tactical Exploits, have advantage on your first attack against the marked 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.

Once you mark a creature you must finish a short or long rest before you can do so again. When you have no uses left, you can expend an Exploit Die to mark another creature.

SAVAGE AMBUSH

You lead your pack to hunt as efficiently as wild predators. Beginning at 6th level, both you and allied creatures of your choice within 30 feet of you, gain the following benefits:

- You have advantage on your initiative rolls.
- The first time you hit a creature that has not yet acted in combat, you deal bonus damage equal to your Exploit Die.
- You travel normally at a stealthy pace and have advantage on Dexterity (Stealth) checks in natural environments.

HUNTER'S FRENZY

Beginning at 14th level, the thrill of a successful hunt drives you into a frenzy. As a reaction when the creature marked by Thrill of the Hunt is slain, you can grant yourself temporary hit points equal to your warlord level and immediately mark another creature without expending an Exploit Die.

APEX PREDATOR

You lead your comrades as well as an apex predator leads its pack. Starting at 18th level, both you and creatures within range of Savage Ambush gain the following benefits:

- Your movement speed increases by 10 feet.
- Your weapon attacks score a critical hit on a roll of 19-20.

ACADEMY OF SCHEMES

Warlords who join the Academy of Schemes are committed to securing victory at any cost. They 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.

CUNNING INGENUITY

When you join this Academy at 1st level, you learn to use any method necessary to achieve your aims. You gain proficiency with hand and heavy crossbows, Deception, and two of the following: Disguise kits, Poisoner's kits, or Thieves' Tools.

As a scheming mastermind, you use your Intelligence when a warlord ability mentions your Leadership ability score, and your Intelligence modifier for your Leadership modifier.

DECEITFUL BEARING

You are adept at hiding your true intentions and loyalties. Starting at 1st level, creatures have disadvantage on Wisdom (Insight) checks to discern your true intentions or feelings.

Also, you can choose to make Intelligence (Deception) checks in place of the normal Charisma (Deception) check.

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 *charlatan's guile, insightful order*

5th *crescendo of violence, surprise attack*

9th *warlord's gambit*



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 it to make a Constitution saving throw in addition to the normal damage.

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.

RUTHLESS FOCUS

You instruct those that follow you to prey upon the weakest of your foes. Beginning at 6th level, you, and any creature under the effects of your Exploits, has advantage on its first attack against a creature suffering from the effects of Cheap Shot.

Also, creatures that fail their saving throw against Cheap Shot cannot take reactions until the start of your next turn.

DEVIOS TACTICS

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

Also, when a creature hits you with a melee attack, you can use your reaction to force the attacker to target a creature of your choice (other than itself) within its reach, instead of you.

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.

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.

SWORD AND SONG

When you join this Academy at 1st level, you gain proficiency in martial weapons, a musical instrument, and Performance.

As a battlefield performer, you use your Charisma when a warlord ability mentions your Leadership ability score, and use your Charisma modifier for your Leadership modifier.

WARRIOR POET

You utilize your martial skill to enhance your performances. Beginning at 1st level, you have advantage on any Charisma (Performance) check you make that uses a martial weapon.

SKALDIC 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 *charlatan's guile, support order*

5th *enlivening order, rejuvenating order*

9th *stand the fallen*

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 Charisma modifier when setting the saving throw DC or making a spell attack roll for any bard spells you know through this feature.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} \\ + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} \\ + \text{your Charisma modifier}$$

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



SOOTHING PERFORMANCE

Beginning at 6th level, your presence assuages the worries of your allies allowing them to rest. Any creature that spends a short rest with you has advantage on their Hit Die rolls.

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

WARSONG

Also at 6th level, you can weave spells, Exploits, and attacks as one song in battle. Whenever you use your action to cast a bard spell, you can make a weapon attack as a bonus action.

FLAMES OF HOPE

You inspire your comrades to stand and fight against all odds. Starting at 14th level, when you target a creature with a spell of 1st-level or higher, or an Exploit, it has advantage on the first saving throw it makes before the start of your next turn.

SKALD OF LEGEND

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. Beginning at 18th level, when you expend an Exploit Die to use one of your Tactical Exploits, the targets of that Exploit gain temporary hit points equal to your Charisma 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.

ACADEMY OF TACTICS

Warlords of this Academy most often come from the ranks of formal organizations that serve the elite. These tacticians are highly educated, and most have spent time serving as military advisors or strategists. They are known for their dedication to those they command, and their understanding of how best to utilize each of their allies' strengths and weaknesses. A true tactician will have a plan for every eventuality, always striving to stay one step ahead of their enemies.

THE SCIENCE OF WAR

When you join this Academy at 1st level, your studies grant you insights into the strategy of war. You gain proficiency in History, Investigation, and two gaming sets of your choice.

As a strategic commander, you use your Intelligence when a warlord ability mentions your Leadership ability score, and use your Intelligence modifier for your Leadership modifier.

TACTICAL MIND

Your knowledge of warfare and strategy has its benefits both on and off the battlefield. Starting at 1st level, when you roll initiative, you can switch your place in initiative order with a willing creature, so long as neither of you is surprised.

You also add double your proficiency bonus to any ability check that uses your proficiency with gaming sets, or any Intelligence (History) or Intelligence (Investigation) check that has to do with the strategy, tactics, or history of war.

STRATEGIC 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 for other Exploits.

Warlord Level	Exploit
3rd	<i>keen observation, maneuvering order</i>
5th	<i>defensive order, surprise attack</i>
9th	<i>tactical reposition</i>

CALCULATED PREPARATIONS

You excel in adapting your tactics to best meet the challenge before you. At 3rd level, you gain the following benefits:

- Each time you finish a short or long rest, you can replace one Exploit you know with another Exploit of your choice.
- You and allied creatures of your choice within 30 feet gain a bonus to their initiative rolls equal to your Intelligence modifier (minimum of +1).





BRAINS OVER BRAWN

You wield your comrades as others wield weapons. Starting at 6th level, when you use your action to use an Exploit, or use an Exploit 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 Intelligence modifier (minimum of +1 Armor Class).
- You can use an Exploit that can be used in place of an attack (such as *defensive 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.

TACTICIANS & SECRET GAMBITS

Secret Gambit is meant to reflect the tactician's supernatural talent for prediction. The DM sets the DC and chooses a relevant skill, but keep in mind that this feature is meant to rival 9th-level spells.

For example, a tactician 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 their aid.

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 warlords of any level.

ATTACK ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The next time the target takes the Attack action before the start of your next turn, it can make one 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 do so after you roll, 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 one of your attacks, targeting a creature that can see or hear you within 30 feet. The next time the target 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.

LIGHTSTEP

Prerequisites: Dexterity of 11

Whenever you make a Dexterity (Acrobatics) or Dexterity (Stealth) check, or roll initiative you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

MANEUVERING ORDER

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target can use its reaction to 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.

SUPPORT ORDER

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

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

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 30 feet scores a critical hit, you can use your reaction to grant it temporary hit points equal to your Exploit Die + your Leadership modifier (minimum of 1).

DEFENSIVE ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. It 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

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target's speed increases by a number of feet equal to 5 times your Leadership modifier (minimum of 5 feet) until the start 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 a creature that can hear you within 30 feet, and force it to make a Wisdom saving throw. On a failure, it obeys your command on its next turn, unless the command is directly harmful to itself or impossible to follow.

REJUVENATING ORDER

Prerequisites: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target can immediately repeat a saving throw to end one condition currently affecting it.

STEADFAST ORDER

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. Until the start of your next turn, the target adds your Leadership modifier 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 creature within 30 feet that can see or hear you to attack. The target immediately makes one weapon attack with advantage, adding your Exploit Die to the damage roll.

WILD CHARGE

Prerequisite: 5th level

As an action, you can expend an Exploit Die and choose a creature within 30 feet that can see or hear you. The target can immediately move up to its full speed toward a creature within range of their movement and make a melee weapon attack against that. On hit, it deals additional damage equal to your Exploit Die, and if its target was a Large or smaller creature, it must succeed on a Strength saving throw against your Exploit save DC or be knocked prone.

3RD-DEGREE EXPLOITS

Exploits of this degree are masterful strategies that can only be learned by warlords of 9th level or higher. Each of these Exploits can only be used once per short or long rest.

DARING RESCUE

Prerequisite: 9th level warlord

As a reaction when a creature within 30 feet is reduced to 0 hit points, you can expend an Exploit Die and attempt to save It. You can immediately move up to twice your speed, so long as you end your movement within 5 feet of the downed ally.

Your ally can then expend one of its Hit Dice to instantly regain hit points equal to its Hit Die roll + your Leadership modifier + temporary hit points equal to one roll of your Exploit Die for each opportunity attack you provoked.



PACK TACTICS

Prerequisites: 9th level, Wisdom of 15

As a bonus action, you can expend an Exploit Die and signal your allies to fight as a pack. For 1 minute, creatures of your choice that can see or hear you within 30 feet have advantage on their attack rolls so long as an allied creature is within 5 feet of its target, and the ally isn't incapacitated.

You must use a bonus action on each of the following turns to continue signaling your allies, though you don't expend an Exploit Die each time. If you stop, this effect ends early.

RESILIENT ORDER

Prerequisite: 9th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. Until the start of your next turn, the target adds your Leadership modifier 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 shout. A number of creatures equal to your Leadership modifier (minimum of 1) that can hear you within 30 feet can use their reactions to expend one of their Hit Dice, immediately regaining hit points equal to its Hit Die roll + your Leadership modifier + your Exploit Die roll.

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 and dictate a course of action to a number of creatures within 30 feet that can see or hear you equal to your Leadership modifier (minimum of 1). The 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 a line of sight to you, it can repeat the saving throw, ending the effect on a success.

WARLORD'S GAMBIT

Prerequisite: 9th level

As a bonus action, you can spend an Exploit Die and force a creature within 30 feet to make a Wisdom saving throw. On a failure, the creature suffers the following effects for 1 minute:

- It has advantage on any attack roll it makes against you.
- It can use a bonus action on its turn to move up to its speed, so long as it ends this movement closer to you.
- Creatures under the effects of your Tactical Exploits have advantage on their attack rolls against this creature.

The creature can choose to repeat this saving throw at the end of each turn, ending the effect on a success. This effect immediately ends if the creature cannot see or hear you.

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

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target gains resistance to all bludgeoning, piercing, and slashing damage for 1 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 30 feet, that can hear you, can use their reaction to move up to 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 an ally to fight as never before. A creature of your choice within 30 feet that can see or hear you can use its reaction to move up to its speed and immediately take one 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 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 order your allies to strike at your foe. Creatures of your choice within 30 feet that can see or hear you equal to your Leadership modifier within 30 feet can immediately take the Attack action, or cast a spell of 5th-level or lower with a casting time of one action.

All attacks and spells that your allies use as part of this Tactical Exploit must target the creature you designate.

HEROIC ORDER

Prerequisite: 17th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature that can see or hear you within 30 feet. The target has advantage on every attack roll, ability check, and saving throw it makes and gains resistance to all damage until the start of your next turn.

REVITALIZING ORDER

Prerequisite: 17th level

When you take the Attack action, you can issue this Order in place of one of your attacks, targeting a creature within 30 feet that is at 0 hit points or has died within the last minute. The target regains hit points equal to your warlord level + your Leadership modifier and takes an action, bonus action, or move its speed without provoking opportunity attacks.





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