

THE WARLORD



A Martial Support Class



THE WARLORD

A MARTIAL SUPPORT CLASS

Introduction: A powerful leader and support class, the Warlord is also a strong secondary front line combatant. Drawing inspiration from the 4th Edition class and the 5th Edition Fighter Battlemaster archetype, the Warlord specializes in buffing allies, granting temporary hit points, and adding tactical flexibility to any party. As an Eldritch Knight is to a Wizard, the Battlemaster is to a Warlord, superiority dice fuel many of the class's strongest abilities. Contained within is a complete 20 level class with three thematically distinct archetypes: The Brilliant Tactician, a master of unexpected gambits and surprise maneuvers. The Fearsome Commander, a tyrant that terrorizes those who would oppose you. And the Inspiring Captain, a paragon who brings out the best in those around him. Whether you seek a great non magical support option for your party, or inspiration for a flexible and powerful foe to level against the PCs, the Warlord is a valuable addition to your arsenal.

A NEW CLASS OPTION FOR PLAYERS AND DUNGEON MASTERS ALIKE

BY CHRISTOPHER DORNAN



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WARLORD

There are those that serve. There are those that lead. The warlord is a fearsome opponent on the battlefield, not just for his martial prowess, but the strength he inspires in his allies and the terror in his enemies. Stealth, strength, and sorcery all have their place on the battlefield, but the warlord is a master of the one element that masters them all, the ability to make or break the resolve of the warrior.

A shining general leading atop his steed with lance and shield leads the crucial charge to break the enemy line, his men inspired into almost supernatural resilience by his courage and valor.

A dwarven sergeant, her crossbow and shortsword in hand, personally leads a strike team through contested mines, clearing each hall and tunnel methodically.

A halfling guerrilla leader orchestrates a hit and run on a supply train, coordinating his allies into quick strikes and fading away before any organized resistance can be mustered.

An orcish warchief descends upon an isolated settlement, through fear and terror whipping her horde up into a disciplined and vicious killing machine, each blow of their mighty waraxes pushing them into further heights of frenzy.

All of these heroes are examples of warlords. While formidable opponents on their own, they shine when supported by and supporting their allies. They can wield any weapon and armor with skill and ease. They are skilled with all forms of warfare, from small skirmishes to grand sieges and pitched battles. While the fighter may be the true master of weaponry, the warlord is the master of those that wield the weapons.

BORN LEADERS

Will is the driving trait of any warlord. The will to power. The will to fight. The will to win. And how to make or break that will in those around them. All warlords are skilled with bow and blade, sword and spear, plate and shield. Beyond those basic skills are those that distinguish the warlord. Adaptability. Inspiration. Terror. Either adapt to the battlefield, or change the battlefield you fight on. Some master the blade. Others master magic. You master will. And you will have victory.

CREATING A WARLORD

As you build your warlord, consider what drives him. Ambition is the defining characteristic of a warlord. But all ambition needs an outlet, a focus. Leading a rebellion. Crushing an ancestral enemy. Forging a kingdom. Leading a grand crusade. Think on what your longer term drives your character forward, as when a warlord is brings the world forward with him.

Consider also where you came from. Perhaps you got your training in the village militia. Maybe you are a noble born son or daughter, or a knight born to a life of leadership and war. Or the offspring of a powerful tribal chieftain. You have military training or familiarity with command, and that rarely develops in a vacuum. You were at one point a part of a greater whole.

Think on why you have turned to a life of adventure. Perhaps you are on a quest given by your king or queen to prove themselves worthy.

Alternatively, your kingdom may have fallen to invaders, and you fled as one of the few surviving remnants of the defending armies. Maybe adventuring is only a means to an end, and you are gathering the funds and support for a greater quest, perhaps a war or revolution.

QUICK BUILD

You can make a warlord quickly by following these suggestions. First, make either Strength or Dexterity your primary ability score depending on whether you want to focus on melee combat or ranged combat and finesse weapons. Charisma should be your next highest score, followed by Constitution. Second, choose the soldier background. Finally, choose the *Rally* and *Press Forward* maneuvers.



THE WARLORD

Level	Proficiency Bonus	Features	Superiority Dice	Maneuvers Known
1st	+2	Combat Superiority (d6)	3	2
2nd	+2	Leadership	4	3
3rd	+2	Combat Superiority (d8, short rest), Martial Archetype	5	4
4th	+2	Ability Score Improvement	5	4
5th	+3	Extra Attack	5	4
6th	+3	Improved Leadership	5	4
7th	+3	Assess the Enemy	6	6
8th	+3	Ability Score Improvement	6	6
9th	+4	Archetype Feature	6	6
10th	+4	Archetype Maneuver, Combat Superiority (d10)	6	8
11th	+4	Greater Leadership	7	8
12th	+4	Ability Score Improvement	7	8
13th	+5	Archetype Critical	7	8
14th	+5	Legendary Leadership	7	8
15th	+5	Legendary Maneuvers	8	10
16th	+5	Ability Score Improvement	8	10
17th	+6	Archetype Feature	8	10
18th	+6	Combat Superiority (d12), Font of Heroism	8	10
19th	+6	Ability Score Improvement	8	10
20th	+6	Natural Leader	8	10

CLASS FEATURES

As a Warlord, you gain the following 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: All armor and shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Athletics, History, Insight, Intimidate, Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather, longbow, 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes

- (a) a dungeoneer's pack or (b) an explorer's pack

COMBAT SUPERIORITY

Those who aspire to lead as a Warlord employ a number of martial techniques and traditions. No matter whether a great general or a lowly sergeant, Warlords build a large catalog of practiced drills and combat maneuvers to help their comrades overcome even the greatest of challenges. These maneuvers are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, listed under the "maneuvers" section below. Maneuvers accomplish a wide variety of effects, but for those that enhance attacks, only one superiority die may ever be used per attack.

You learn additional maneuvers according to the Warlord table. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long rest. You gain additional superiority dice according to the Warlord table.

Saving Throws. Some of your maneuvers require your target to make a saving throw. The saving throw DC is calculated as follows:

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

LEADERSHIP

At 2nd level, your presence can inspire those around you to incredible acts of bravery, heroism, and skill. Once per day you can draw out the inner reserves of strength your troops never knew they had.

As an action, you may target up to three friendly creatures within 30 ft. For the next minute any time they roll an attack roll or saving throw they may add a d4 to the roll provided they can hear and understand you. If you and the targets share a sign language, they may benefit if they can see you provided you have at least one hand free.

This effect requires Concentration and ends if the Warlord is incapacitated. A creature may only benefit from one Leadership or Bless die at a time. This ability refreshes on a short or long rest.

IMPROVED COMBAT SUPERIORITY

Starting at 3rd level, you recover your superiority dice after a short or long rest and roll d8s instead of d6s for your Superiority Dice. At 10th level, your superiority die turn into d10s. At 18th level, they turn into d12s.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Brilliant Tactician, Fearsome Commander, or Inspiring Captain, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

IMPROVED LEADERSHIP

At 6th level, your leadership skills improve. Your leadership ability now affects all friendly creatures within 30 ft. and you can use the ability twice between short rests.

ASSESS THE ENEMY

Starting at 7th level, if you spend at least 1 minute observing or interacting with a group of creatures, you can learn information about their capabilities and organization. The DM will reveal two of the following pieces of information:

- The leader of the group of creatures.
- The difficulty class of the encounter (Easy, Medium, Hard, or Deadly per p 82. in the Dungeon Master's Guide.)

- The morale of the enemy (likely to run or surrender, unlikely to run or surrender, will never run or surrender.)
- Total class levels or hit dice of a single target (inferior, equal, or superior to your own)

GREATER LEADERSHIP

Starting at 11th level, your Leadership class feature extends out to 60 ft. and lasts 10 minutes. Additionally, you have advantage on Concentration checks to maintain Leadership.

LEGENDARY LEADERSHIP

At 14th level, your Leadership class feature can now affect any number of friendly creatures within 1000 ft. that can understand and either see or hear you.

You can now use Leadership three times between short rests.

LEGENDARY MANEUVERS

The maneuvers you learn at 15th level may come from the legendary maneuver or the regular maneuver list.

FONT OF HEROISM

Starting at 18th level, your brimming confidence allows you to shrug off minor blows as if they were nothing. You gain temporary hit points equal to your Charisma modifier at the beginning of each of your turns. You don't gain this benefit if you have 0 hit points.

NATURAL LEADER

When you reach 20th level, so long as you are not surprised you may use your Leadership feature as a free action when you first roll initiative. This does not expend a use of your Leadership feature.



MARTIAL ARCHETYPES

There are many approaches to leadership. The martial archetype you choose to emulate reflects your approach.

BRILLIANT TACTICIAN

Some leaders are always one step ahead of their opposition. The archetypal Brilliant Tactician always has plans within plans. A contingency for every possibility. He sees opportunity where others only see calamity.

TIDES OF BATTLE

When you choose this archetype at 3rd level, you gain the ability to read the battlefield and take every advantage that fortune throws your way. As a bonus action, roll on this table using your superiority die and you may take the result. Any friendly creatures must be able to see and hear you to benefit from this ability.

Roll Result

- 1 The Tides of Battle yield no advantage. Gain nothing.
- 2 Aid - An ally gains advantage on their next attack.
- 3 Brawl - An ally may immediately use their reaction to make a Grapple or Shove attack to prone.
Regroup - A target ally may move 5 ft ignoring attacks of opportunity. Any enemy creatures threatening it may choose to move 5 ft to follow.
- 4 Scramble - An ally may take the Dodge or Hide action.
- 6 Search - You make take the Search action to spot hidden enemies or traps.
- 7 Speed - An ally may move half their speed.
- 8 Strike - An ally may make a basic weapon attack.
- 9 Quick Cast - An ally may cast a cantrip.
- 10 Insight - Any option above of your choice.
- 11 Fortune - Reroll twice using d10s.
- 12 Swiftess - You may reroll your Initiative with advantage.

ONE STEP AHEAD

Starting at 9th level, you gain the ability to take opponents by surprise with your ability to order your allies to strike with speed and unpredictability. As a reaction, you may target a friendly creature that can see or hear you. The target expends their reaction and takes an action or bonus action out of turn.

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

ARCHETYPE MANEUVER

When you reach 10th level, you may replace a maneuver you know with either the Overwhelming Speed or Versatile Command maneuver.

VERSATILE CRITICAL

When you reach 13th level, when you roll a natural 20 with a ranged or melee weapon attack, you may take a Shove action against the target as part of the attack.

ACTION SURGE

Starting at 17th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, either a regular action or bonus action, on top of your regular action and a possible bonus action.

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

FEARSOME COMMANDER

Some warriors are experts at breaking their enemies will to fight. The archetypal Fearsome Commander terrifies and intimidates the battlefield, controlling through fear and sheer dominance. It does not matter if your opponent can outwit or outfight you. Without the will to oppose you, it is irrelevant.

INSPIRE BLOODLUST

When you choose this archetype at 3rd level, those under your command are driven to exult in the thrill of combat and the utter defeat of their foes. When a friendly creature that can see or hear you reduces an opponent to 0 hit points, you can choose to grant the friendly creature temporary hit points equal to your superiority die + your Charisma modifier.

Once a creature is affected by this feature, it cannot benefit from it again until it takes a short or long rest.

INTIMIDATING PRESENCE

Beginning at 9th level, when a creature you can see within 30 ft of you makes an attack roll against you or targets you with a single target spell, you can use your reaction to divert the attack with sheer force of will. The attack must make a Charisma saving throw against your maneuver save DC. On a failed save, the attacker must either choose a new target or instead take no action. If the attack was a spell or ability, it remains unspent if no new target is selected. The creature may finish moving before choosing a new target. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be frightened are immune to this effect.

ARCHETYPE MANEUVER

When you reach 10th level, you may replace a maneuver you know with either the Greater Warcry or Thousand Cuts maneuver.

BRUTAL CRITICAL

When you reach 13th level, when you roll a natural 20 with a ranged or melee weapon attack, the target makes a Wisdom saving throw against your maneuver save DC. On a failed saving throw, the target is frightened of you until your next turn ends.

DEMORALIZING PRESENCE

When you reach 17th level, when you use your Leadership feature, you can expend a second use to also provoke a Wisdom save against your maneuver save DC from every enemy creature within 60 ft that can see or hear you. On a failed save, whenever a creature rolls an attack roll or saving throw they roll a d4 and subtract it from the result.

Immunity or advantage on saves against being frightened grants the same benefit against this ability.

INSPIRING CAPTAIN

Some leaders inspire fanatic devotion and loyalty. The archetypal Inspiring Captain rallies one's allies against even hopeless odds to stand firm. Unwavering, unbreakable, and resolute; as long as you stand your troops will rally to your side.

INSPIRING WORD

When you choose this archetype at 3rd level, you can inspire reserves of strength and determination from those under your command. When a friendly creature that can see or hear you is reduced to or already at half its hit points or less, you may take a reaction to inspire it to stand firm. The creature gains temporary hit points equal to your superiority die plus your Charisma modifier.

Once a creature is affected by this feature, it cannot benefit from it again until it takes a short or long rest.

HEROIC PRESENCE

Beginning at 9th level, you exude an aura of confidence and command. All friendly creatures within 30 ft. that understand you and can see or hear you have advantage on saving throws against being charmed, confused, or frightened.

ARCHETYPE MANEUVER

When you reach 10th level, you may replace a maneuver you know with either the Greater Rally or the Stand Fast maneuvers.

INSPIRING CRITICAL

When you reach 13th level, when you roll a natural 20 with a ranged or melee weapon attack, you or a target friendly creature that understands and can see or hear you gains a number of temporary hit points equal to your Charisma modifier.

GREATER INSPIRING WORD

Starting at 17th level, your Inspiring Word feature becomes stronger. Targeted creatures now gain temporary hit points equal to 2 superiority dice plus your Charisma modifier. Additionally, Inspiring Word now removes the charmed, exhausted, frightened, and stunned conditions.

MANEUVERS

Maneuvers are presented in alphabetical order.

Back to Back. On your turn, if you are adjacent to an ally you can use a bonus action and expend a superiority die to take up a defensive stance with your comrades. You gain the benefits of the Dodge action, and a number of friendly creatures of your choice that can either see or hear you up to your proficiency bonus may take the Dodge action as a bonus action or reaction until your next turn ends. This benefit only applies while you or the friendly creature has an ally adjacent.

Commander's Strike. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Covering Strike When you hit a creature with a weapon attack, you can expend a superiority die to distract the target and provide opportunity for your allies to escape their grasp. You add the superiority die to the attack's damage roll, and the target must make a Wisdom save. On a failed save you choose whether it loses its reaction or releases any creatures it has grappled.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Focus Fire. On your turn, you can use an action and expend a superiority die to order a barrage unleashed at a specific enemy. Choose a number of friendly creatures that can see or hear you up to your proficiency bonus. Those creatures may spend their reaction to make a ranged weapon attack against a target of your choice. You may include yourself as a friendly creature.

Goaded Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Honor Guard. As a reaction to an attack you can see, you may expend a superiority die to order a friendly creature that can see or hear you interpose itself in between the attacker and the target. Choose a friendly creature adjacent to the target to act as bodyguard. The attacker may either choose to attack his original target but does so with disadvantage and provokes an attack of opportunity from the bodyguard, or the attacker may choose instead to attack the bodyguard. In either circumstance, the attacker subtracts your superiority from their damage roll.

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Overwatch. On your turn, you can use an action and expend a superiority die to give orders coordinating your party to advance in stages providing overlapping fields of cover. All friendly creatures within 60 ft. that can see or hear you add your Proficiency bonus to their Initiative rolls, and may add your superiority die to weapon damage rolls against a creature that has not yet acted this combat.

Press Forward. On your turn, you may use your action and expend a superiority die to command your allies to shove the enemy back. Target yourself and a number of friendly creatures that can see or hear you up to your proficiency bonus. Each target may make a shove attack, adding your proficiency bonus to their total.

Rally. On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Scattering Blow. When you hit a creature with a weapon attack, you can expend one superiority die to drive it and its allies back. You add the superiority die to the attack's damage roll, and any creatures of your choice within your reach must make a Strength saving throw. On a failed save they are pushed 10 ft. away from you. If you successfully knocked back the original target, you may advance into the space it vacated and provoke new Strength saves from any creatures of your choice now within your reach.

Sweeping Advance. On your turn, you can use a bonus action and expend a superiority die to issue a command to charge. Both you and any friendly creature who can see or hear you may use their reaction to move up to half its speed toward an enemy they can see.

Suppression Fire. When you make a ranged weapon attack, you may expend a superiority die as you issue a command to your allies to launch a volley around the target. If you hit, you add your superiority die to the damage roll. The target and every enemy creature within 10 ft. of you may then make a choice: provoke an opportunity attack from one of your allies wielding a ranged weapon or they must move up to half their speed towards a square with cover and fall prone if they cannot reach one. For the purposes of this ability, allies only provide cover if they are a size category larger or more.

Take Cover. As a reaction, you may expend one superiority die in response to a ranged attack or area of effect ability to warn allies of the incoming barrage. You may choose a number of friendly creatures up to your proficiency bonus. They may spend their reaction to move up to half their speed away from the targeted square. If an attack roll, the incoming attack has disadvantage. If an area effect ability, the ally has advantage on the saving throw, and if they are able to move out of the area of effect entirely also gain resistance against any damage from the ability.

War Cry. On your turn, you can use an action and expend a superiority die to terrify a number of enemies. Choose a number of enemies that can see or hear you equal to your proficiency bonus. Each must roll a Wisdom saving throw. On a failed save, the targets are frightened of you until the end of your next turn.

LEGENDARY MANEUVERS

Legendary maneuvers are presented in alphabetical order.

Greater Rally. On your turn, you can use a bonus action and expend two superiority dice to bolster the resolve of your companions. When you do so, all friendly creatures within 60 ft. who can see or hear you gain temporary hit points equal to the superiority die roll + your Charisma modifier.

Greater Warcry. On your turn, you can use an action and expend two superiority dice to terrify all foes near you. Target all enemies that can see or hear you within 60 ft. Each must roll a Wisdom saving throw. On a failed save, the targets are frightened of you until the end of your next turn. Once per turn per target, when one of your attacks hits a creature affected by this maneuver, you add your superiority die to the damage roll and the target must roll a new Wisdom saving throw or the ability is extended until the end of your next turn.

Overwhelming Speed. On your turn, you can use an action and expend two superiority dice to command your allies forward in a blitz of speed. Target a number of friendly creatures up to your proficiency modifier that can see or hear you. (You can target yourself). Each creature targeted may spend its reaction to move up to its speed and take an immediate action. The action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Stand Fast. On your turn, you can use a bonus action and expend two superiority dice to inspire your allies to withstand any assault. Both you and all allies that can understand and see or hear you within 60 ft. gain resistance to all damage and advantage on all saving throws and ability checks to avoid forced movement until your next turn ends. This effect ends on any target if it moves, willingly or otherwise.

Thousand Cuts. On your turn, you can use a bonus action to order coordinate a targeted assault on a target creature. All friendly creatures that can understand and see or hear you, including yourself, may add your superiority die to damage rolls against the targeted creature once per turn. This effect ends if you are frightened or fall unconscious.

Versatile Command. On your turn, you can use your bonus action and expend two superiority dice to command your allies to engage at their discretion. Target a number of friendly creatures that can understand and see or hear you up to your proficiency bonus. Each target may treat your superiority die as if it were a granted Bardic Inspiration die until the end of your next turn. (After rolling a d20 for an ability check, attack roll, or saving throw it makes but before the DM says the roll succeeds or fails the creature may roll the Bardic Inspiration die and add it to the total.)

DIVIDE CONQUER UNITE

Drawing inspiration from the 4th Edition Warlord, this class is designed to allow a player to support his party with a variety of martial tactical options on the battlefield. Fully capable of serving as a secondary frontline, the Warlord truly excels when he is surrounded by capable allies. Lead your party to victory.

Inside you will find three separate paths for the Warlord: the Brilliant Tactician, the Fearsome Commander, and the Inspiring Captain.

