

# Warlords

**Prime Requisite:** STR and CHA

**Requirements:** None

**Hit Dice:** 1d6

**Maximum Level:** 14

Many fighting men think of themselves as leaders, but only a few have both the ability to inspire and the vision to know what to do with that ability. These are the warlords: directing tactics on the battlefield, overseeing the grand strategy of the war, and giving the wounded the strength to fight on.

As trained fighting men, warlords are capable combatants. At first level, warlords hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Warlords increase their base damage roll from missile and melee attacks by +1 at 1<sup>st</sup> level and by an additional +1 at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> level. They may perform one cleave attack per level per round.

Warlords may wear any armor, and may fight with any weapon. They are masters of all fighting styles, and may wield a weapon and shield, a two-handed weapon, or one weapon in each hand. They may use any magic item usable by fighters.

However, their focus on tactics comes at a price: they have 1d6 hit points per level.

Every warlord begins his training at the individual level, learning to inspire one of his comrades. At 1<sup>st</sup> level, once per hour, a warlord may speak an **inspiring word** and restore 1d6+1 hit points to a comrade on the same battlefield. The warlord may only use inspiring word while fighting; the stirring words are motivational, not magical.

This action takes one round, and like a spell, must be declared at the beginning of the round. Also like a spell, it is interrupted (and cannot be attempted again for an hour) if the warlord takes damage during that round.



At 3<sup>rd</sup> level, the warlord learns **commander's strike**. They may give up their chance to attack in a given round and order a party member to fight in their stead. The party member's attack may be melee, missile, or a spell. This ability does not alter the number of cleave attacks that a party member may use during a round.

Warlord Attack and Saving Throws						
Level	Petrif. & Para.	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

When a warlord reaches 5<sup>th</sup> level (Lieutenant), his **battlefield prowess** inspires others to follow him. Any henchmen or mercenaries hired by the warlord gain a +1 morale bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the warlord's Charisma or proficiencies.

At 7<sup>th</sup> level, the warlord's already impressive **command presence** becomes a thing of legend. When the warlord spends a few moments speaking to his troops before a battle (one round), the warlord's allies within a 50' radius gain a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes (1 turn). Any given character can benefit from the warlord's command presence once per day per level of the warlord. A warlord's inspirational words have no effect on characters who are already engaged in combat; they must be delivered before the battle begins.

At 9<sup>th</sup> level (General), a warlord can build a castle and become a renowned military leader. When the warlord raises his banner, 1d4+1x10 0<sup>th</sup> level mercenaries and 1d6 fighters and warlords of 1<sup>st</sup>-3<sup>rd</sup> level will come seeking to join his war band. If hired, they must be paid standard rates for mercenaries. Warlord castles are otherwise identical to fighters' castles.

**Warlord Proficiency List:** Alertness, Animal Training, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder), Command, Diplomacy, Endurance, Fighting Style, Intimidation, Land Surveying, Leadership, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Seafaring, Siege Engineering, Skirmishing, Survival, Wakefulness, Weapon Finesse, Weapon Focus

**Border March Defender Template:** This pre-generated template represents a young commander on the border of civilization, leading a small squad in the defense of the crown. The template is ready for adventure. However, if your warlord's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like.

Template: <b>Border March Defender</b>	
Proficiencies:	Adventuring, Military Strategy, Riding
Starting Equipment:	Medium riding horse, well-used chain mail, lance, mace, stained thick woolen blanket, pouch, tinder box, backpack, 1 week's iron rations

Warlord Level Progression				
Exp.	Title	Level	Hit Dice	Damage Bonus
0	Corporal	1	1d6	+1
2,000	Sergeant	2	2d6	+1
4,000	Sergeant First Class	3	3d6	+2
8,000	Commander	4	4d6	+2
16,000	Lieutenant	5	5d6	+2
32,000	Captain	6	6d6	+3
65,000	Lieutenant Colonel	7	7d6	+3
130,000	Colonel	8	8d6	+3
250,000	General	9	9d6	+4
370,000	General, 10 <sup>th</sup> lvl	10	9d6+2*	+4
490,000	General, 11 <sup>th</sup> lvl	11	9d6+4*	+4
610,000	General, 12 <sup>th</sup> lvl	12	9d6+6*	+5
730,000	General, 13 <sup>th</sup> lvl	13	9d6+8*	+5
850,000	Battle Master	14	9d6+10*	+5
<i>*Hit point modifiers from constitution are ignored.</i>				

**Design Notes:** This is a weekend hack based, obviously, on the 4e Warlord. It has not been playtested but it's balanced by the character class generation rules.

Inspiring word is perhaps a bit overpowered. I added the restriction that it could only be used in battle with that in mind; you might be able to remove it without much issue. It's going to be pretty useful at low levels and less useful at higher levels. If you think it needs to be toned down, don't allow it to restore hit points to a character at or below zero hit points.

The clip art is from Karen's Whimsy Public Domain Images at <http://karenswhimsy.com/public-domain-images/>. The Warlord border typeface is Ravenna. The text typeface is Avenir Next. The layout program is Apple Pages.

Comments welcome at [durrell@innocence.com](mailto:durrell@innocence.com).

– Bryant Durrell

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-

free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Warlord Copyright 2013, Bryant Durrell.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

ACKS Player's Companion Copyright 2012, Autarch; Author Alexander Macris.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

Ankheg from the Basic Fantasy Field Guide Copyright 2010, Chris Gonnerman and Contributors, based on original material by Gary Gygax.

Cave Cricket from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Rot Grub from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.