



THE WARLORD CLASS

A commander that reshapes the battlefield

DEAN SPENCER

Core Warlord Traits

Primary Ability	Intelligence
Hit Point Dice	D10 per Warlord Level
Saving Throw	Intelligence and Wisdom
Proficiencies	
Skill Proficiencies	Chose 3: Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, or Persuasion
Weapon Proficiencies	Simple and Martial weapons
Armor Proficiencies	Light, Medium, and Heavy armor and Shields.
Starting Equipment	Choose A, B, or C: (A) chain mail, greatsword, flail, 8 javelins, dungeoneer's pack, and 4 GP; (B) studded leather armor, scimitar, shortsword, longbow, 20 arrows, quiver, dungeoneer's pack, and 11 GP; or (C) 155 GP

The Warlord rules the battlefield. They are defined by both their martial prowess and their military insight. They possess a potent combination of strength and intellect they use to win any battle they find themselves in.

They are intelligent, skilled, and versatile. Many are well read, educated, and possibly even noble-born, while others lead by virtue of strength alone. An experienced combatant, they are adept with every form of armor and weapon, with some achieving a level of mastery with their weapon of choice that rivals any warrior.

BECOMING A WARLORD

AS A LEVEL 1 CHARACTER

- ◆ Gain all the traits in the Core Warlord Traits table.
- ◆ Gain the Warlord's level 1 features, which are listed in the Warlord Features table.

AS A MULTICLASS CHARACTER

- ◆ Gain the following traits from the Core Warlord Traits table: hit point die, proficiency with martial weapons, and training with light and medium armor and shields.
- ◆ Gain the Warlord's level 1 features, which are listed in the Warlord Features table.

WARLORD CLASS FEATURES

As a Warlord, you gain the following class features.

LEVEL 1: MILITARY INSIGHT

You are an expert in battlefield strategy, constantly analyzing combat situations in search of a tactical advantage. This expertise is represented by a resource called insight, which you can use to grant your allies powerful benefits that swing the tide of battle.

Whenever you roll for initiative, you gain a number of insights equal to your Intelligence modifier. As an action on each of your following turns, you may gain that same number of insights again, but you can never have a number of insights at any given time greater than your Intelligence modifier. When combat ends, any unspent insights disappear.

You can use your insights to power the following procedures. In order to execute a procedure you must be able to see the target, which must be a willing creature that can hear you.

Reactive Adaptation. When another friendly creature within 60 ft. of you uses their reaction, you may use your reaction and spend an insight to grant the creature an additional reaction until the start of their next turn.

Evasive Maneuver. When another friendly creature within 60 ft. of you is hit by an attack, you may use your reaction and spend an insight to roll a d8 and increase the creature's AC against that attack by an amount equal to the number you roll.

Starting at level 11, if the attack still hits, the target has resistance against the attack's damage.

Immediate Adjustment. When another friendly creature within 60 ft. of you misses with an attack, you may use your reaction and spend an insight to allow the creature to reroll the attack.

Starting at level 11, if the target did not already have advantage on the attack, it may reroll the attack with advantage.



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Warlord Features

Level	Proficiency Bonus	Class Features	Invincible Will
1	+2	Military Insight, Command Style	0
2	+2	Battlefield Order, Fighting Style	0
3	+2	Warlord Subclass	0
4	+2	Ability Score Improvement	0
5	+3	Extra Attack, Insightful Order (1/turn)	0
6	+3	Warlord Subclass Feature	0
7	+3	Expertise	0
8	+3	Ability Score Improvement	0
9	+4	Invincible Will (one use)	1
10	+4	Warlord Subclass Feature	1
11	+4	Insightful Order (no limit), Military Insight (improved)	1
12	+4	Ability Score Improvement	1
13	+5	Invincible Will (two uses)	2
14	+5	Warlord Subclass Feature	2
15	+5	Stalwart Defiance	2
16	+5	Ability Score Improvement	2
17	+6	Invincible Will (three uses)	2
18	+6	For Glory	2
19	+6	Epic Boon	2
20	+6	Well of Insight	2

LEVEL 1: COMMAND STYLE

You specialize in one of the following Command Styles:

Proactive. The best way to study your enemy is by fighting them. The first time on each of your turns you hit a Creature with an attack, you recover one Insight.

Additionally, you may use the mastery properties of two kinds of weapons of your choice with which you have proficiency. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Analytical. You are adept at quickly evaluating the ebb and flow of battle. You may take a bonus action on each of your turns to gain one insight. Additionally, the maximum insight you can have at a time is increased by an amount equal to half your proficiency bonus (rounded up).

LEVEL 2: BATTLEFIELD ORDER

Your powerful voice carries orders across the battlefield. When you would make an attack as part of the attack action, you may instead issue a Battlefield Order to a single creature within 60 feet that can hear you. That creature may make a single attack with its reaction.

LEVEL 2: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice.

LEVEL 3: WARLORD SUBCLASS

You gain a Warlord subclass of your choice. A subclass is a specialization that grants you features at certain Warlord levels. For the rest of your career, you gain each of your subclass's features that are of your Warlord level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Warlord levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn. You can use Battlefield Order in place of one or both of these attacks.

LEVEL 5: INSIGHTFUL ORDER

When you issue a Battlefield Order on your turn, you may spend one insight to allow the target of your order to make two attacks with their reaction instead of one. You may only issue one Insightful Order per turn.

Starting at 11th level, you may instead issue any

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number of Insightful Orders per turn.

LEVEL 7: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice.

LEVEL 9: INVINCIBLE WILL

You have advantage on all saving throws to avoid being Frightened or Charmed.

Additionally, whenever you fail an Intelligence, Wisdom or Charisma saving throw, you may choose to succeed instead. You cannot do so again until you finish a long rest, but gain additional uses at 13th and 17th level.

LEVEL 15: STALWART DEFIANCE

Whenever you would be reduced to 0 hit points but not killed outright, you instead regain all spent insight and half of your maximum hit points. You can't use this feature again until you finish a long rest.

LEVEL 17: FOR GLORY

As an action, you inspire your allies to glory. Choose any number of creatures within 30 feet of you. They do not need to be able to hear you, or even be conscious.

Each affected creature regains one hit point and gains temporary hit points equal to your level in this class. Any creature affected by this ability additionally gains resistance to all damage until the start of your next turn, and may immediately end one condition affecting itself.

Once you use this feature, you must finish a long

rest before you can use it again.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Fate is recommended.

LEVEL 20: WELL OF INSIGHT

The maximum insight you can have at a time is doubled. Whenever you would gain insight, gain twice that amount instead.

WARLORD SUBCLASSES

A Warlord subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Exemplar, Tactician, and Warchief.

Different warlords choose different approaches to leading soldiers in battle. The Warlord subclass you choose reflects your approach.

Warlords as Statblocks

If you want to introduce a warlord as an NPC villain or ally in your adventure, you could consider adding the following features to a preexisting statblock to make it feel like a Warlord character:

ACTIONS

Order. An allied creature within 60 feet that can hear the warlord can use their reaction to move up to their speed without provoking opportunity attacks and make an attack roll.

Steady the Troops (1/Day). Allied creatures within 60 feet gain hit points equal to the Warlord's CR.

Charge (1/Day). Allied creatures within 60 feet can use their reaction to move and make a melee attack roll.

REACTIONS

Maneuver. An allied creature within 60 feet that can hear the warlord can use their reaction to move up to their speed without provoking opportunity attacks and make an attack roll.

LEGENDARY ACTIONS

Reorganize (1/Round). Allied creatures within 60 feet that can hear the warlord can use their reaction to move 15 feet without provoking opportunity attacks and make a melee weapon attack.



EXEMPLAR

Carry the battle standard to the front-line.

"A trained soldier will follow any man brave enough to act gallantly and with elegance. Chivalry was created to lead men to war."

Aurix Encandren,
King of Brightwell

Art by Brimnún Birta



When battle breaks out you charge headfirst into the fray, heedless of any danger. Your martial prowess paired with your inspiring guidance will shape the front line of any combat you encounter.

LEVEL 3: GUIDING STRIKE

When you hit an enemy with a melee weapon attack, you may spend one insight to issue a Battlefield Order to a friendly creature within 30 feet that can hear you. Any attack made as part of that Battlefield Order must target the creature you just attacked.

LEVEL 3: BEACON OF INSPIRATION

Whenever you issue a Battlefield Order, you may grant the target temporary hit points equal to your proficiency bonus.

LEVEL 6: MOMENT OF VALOR

When a friendly creature that you can see within 30 feet of you is hit by an attack, you may use a reaction and spend one insight to move up to your speed towards the attacking creature and make a single melee weapon attack against it if it is within your reach.

LEVEL 10: HOUR OF NEED

Whenever a friendly creature that you can see within 60 ft. of you is reduced to 0 hit points, you immediately gain a number of insights equal to half your Intelligence modifier (rounded up).

LEVEL 14: HEARTS AND STEEL

Whenever you spend insight, add a number of d8s equal to the amount of insight you spent into a special pool of dice. The maximum number of dice that can be in this pool is equal to your Intelligence modifier.

Whenever you hit a hostile creature with a melee weapon attack, you may roll any number of dice from this pool and add the result to the attack's damage. Any rolled dice are then removed from the pool.

Add Firearms to Your Warlord!

Enjoying the Warlord? Consider adding a bit of renaissance to your fantasy by adding firearms! They're available on the Mystic Arts Patreon!

TACTICIAN

Deploy stratagems to adapt to evolving situations.

"Every battle could be made unwinnable with poor tactics; same logic follows that any battle could be won by tactics alone."

*Chancellor Wallace Credge,
Field Marshal of the Imperial Army*

While some Warlords lead by example, others lead with their mind. You may not be the best combatant in the party, but your intellect and command over the order of battle will help you lead your party to victory.

LEVEL 3: MASTER STRATEGIST

When you pick this subclass, you learn 2 stratagems from "Tactician Stratagems" later in this subclass's descriptions.

Activating Stratagems. When you roll initiative, and whenever you take an action to gain insight equal to your intelligence modifier, you may choose one stratagem to be your active stratagem. You only have the benefits of your active stratagem, and only one stratagem can be active at a time.

Learning New Stratagems. You learn an additional stratagem at 6th, 10th and 14th level, and each time you gain a level in this class you may replace one stratagem you know with a different one from this feature.

If a stratagem has a level requirement, you must be at least that level in this class to learn the stratagem.

LEVEL 3: WAR FOOTING

When you roll initiative, you may add your Intelligence modifier to the roll.

Before rolling initiative, as long as you are not incapacitated or surprised, you may choose a number of allies within 30 ft. of you, equal to half your proficiency bonus (rounded down). If they can hear you, they gain a bonus to their initiative roll equal to your Intelligence modifier, and if they were surprised, they are no longer surprised.

LEVEL 6: ADAPTIVE TACTICS

As a bonus action, you may immediately activate a second stratagem. Until the end of your turn, you gain the benefits of both stratagems, and when your turn ends, you may choose which stratagem remains active.



LEVEL 10: PATIENT OBSERVATION

Whenever you take an action to gain insight equal to your Intelligence modifier, you gain an extra reaction. If you do not spend it before the start of your next turn, it is lost.

After you use a procedure from the Military Insight ability to affect a friendly creature, you may immediately issue a Battlefield Order to that creature as part of the same reaction.

Resolve that order after resolving the action that triggered the procedure.

LEVEL 14: TACTICAL OPPORTUNIST

After you use a procedure from the Military Insight ability to affect a friendly creature, you may immediately issue a Battlefield Order to that creature as part of the same reaction.

Resolve that order after resolving the action that triggered the procedure.

Flavor Your Stratagems!

The stratagems in this class are named to be serviceable for everyone, but you could choose to give them a unique spin based off your backstory, your character's overall flavor or memorable moments in the adventure.

Implacable Front could then become, for example, the Volkiard Defense. Names like the Spiffing Retreat or the Blackguard Ruse can both give the character an air of authenticity, and make it easier to discuss tactics in character:

"Alright everyone, we'll do that trick we did against Jormundgandur!"

TACTICIAN STRATAGEMS

The Stratagems are presented here in alphabetical order.

CULL THE WEAK

The first time you drop a creature to 0 hit points or cause a creature to become bloodied on your turn with an attack, you may issue a Battlefield Order as a bonus action.

Whenever you use Battlefield Order and the target of your order drops a creature to 0 hit points or causes a creature to become bloodied, they regain the reaction they spent on that order.

IMPLACABLE FRONT

As a bonus action, you plant your feet in an unwavering stance. Until the start of your next turn, you cannot be moved along the ground against your will, and you have advantage on opportunity attacks.

Whenever you use Battlefield Order, the target of your order has advantage on attacks against creatures within 5 feet of you.

MOBILE WARFARE

As a bonus action, you may move up to half your speed. Any opportunity attacks this movement provokes are made at disadvantage.

Whenever you use Battlefield Order, the target of your order may move up to half their speed as part of the same reaction.

PATIENT PRECISION

As a bonus action, you can give another creature within 10 feet of you that you can see and that can hear you advantage on the next attack they make before the start of your next turn.

Whenever you use Battlefield Order and the target of your order makes an attack with advantage as part of that order, that attack deals 1d6 additional damage.

INSTINCTIVE ACTION (6TH LEVEL OR HIGHER)

As a bonus action, you gain blindsight out to a range of 30 ft. until the start of your next turn.

Whenever you use Battlefield Order the target of your order may ignore one source of disadvantage for any attack it makes as part of the reaction.

SPELLBREAKER PROTOCOL (6TH LEVEL OR HIGHER)

As a bonus action, you give yourself advantage on the next saving throw you make against a spell before the start of your next turn.

Whenever you use Battlefield Order and the target of your order deals damage to a creature

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WARCHIEF

Charge into the frey and show the others how it's done.

"There's no cure for slack as potent as seeing your superior suffering at the hands of hard work. Give your men your sweat and your toil, and they will provide the blood and fury."

*Bukha Torgan,
The Orc Duke*



DEORIC
LOCKLEER

Art by Brimrún Birta

Armed with a ferocious spirit, you make yourself a terrifying presence to your foes on the battlefield. You inspire your allies to throw themselves into battle, confident you will prevail at any cost.

LEVEL 3: LEAD BY EXAMPLE

When you issue a Battlefield Order on your turn, you may spend one insight to make a single weapon attack as part of the same action, dealing an additional 1d6 damage on a successful hit.

This additional damage die changes when you reach level 6 (1d8), 10 (1d10) and 14 (1d12).

LEVEL 3: IMPOSING BLOWS

The first time on each of your turns you hit a target with a melee weapon attack, you may choose to exert your imposing presence over them, demanding their attention.

Until the start of your next turn, the target has disadvantage on attacks against all creatures except you, and creatures other than you have advantage on attacks against the target.

If a creature other than you deals damage to the target, this effect ends.

LEVEL 6: FEEL NO PAIN

Whenever another creature deals damage to you, you may use a reaction and spend one insight to roll $1d8 +$ your Constitution modifier and gain temporary hit points equal to the result. The die you roll changes when you reach level 10 (1d10) and 14 (1d12).

In addition, you gain proficiency in Constitution saving throws.

LEVEL 10: UNSTOPPABLE FORCE

During each of your turns, immediately after you or the target of your Battlefield Order score a critical hit with a weapon attack or reduce a creature to 0 hit points with one, you gain one insight.

LEVEL 14: CONTAGIOUS FEROCITY

Any weapon attacks you or the target of your Battlefield Order make during your turn score a critical hit on a roll of 19 or 20, and roll one additional weapon damage die when determining the extra damage for a critical hit.

CREDITS

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Keep studying the Mystic Arts!

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