



Ultimate Commander

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ULTIMATE PLUG-INS





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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the 5e SRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the roleplaying game fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE ULTIMATE COMMANDER

This book bridges the gap between hero-level small-group adventuring and large-scale battlefield action, bringing you a brand-new character class, the **general**! These great leaders are capable of wielding a squad of soldiers like a living weapon, trained in complex tactics and with extraordinary acumen on the battlefield. At the same time, they are fully integrated with the kingdom-building and mass combat rules introduced in *Kingdoms (5E)* and expanded and enriched in *Ultimate Rulership*, *Ultimate Battle*, and *Ultimate War* from Legendary Games! *Ultimate Commander* includes an amazing array of class abilities and specialized stratagems, feats of command and leadership, and alternate favored class bonuses. It also brings you over a dozen archetypes for the general, from the criminal kingpin to radical revolutionary and the righteous redeemer to the marauding warbringer! It also presents the general's evil opposite, the **hordelord**, commanding a relentless zombie horde on their path of depravity! Whether your characters lead the armies of heaven or stand in the vanguard of villains, *Ultimate Commander* opens up a whole new route to victory and conquest!

Legendary Games was founded on the principle of delivering first-class product for your gaming experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



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FROM THE BATTLEFIELD TO THE DUNGEON

Over the course of multiple generations of roleplaying games, many attempts have been made to create a class or mechanics that really captures the flavor of an officer in an army, leading his troops. Of the intelligent and charismatic leader, deftly guiding her charges into perilous combat, and returning unscathed thanks to genius planning. Many of these classes worked on granting new abilities to those around them, such as the cavalier. Some would focus on increasing the bonuses granted in certain tactical situations. Still others would focus on the intelligent fighter, the wily fighter whose keen mind and situational awareness was as important as her razor-sharp blade. For many of these classes and rules systems, the rest of the party was a proxy for the commander's troop. Rather than having a number of warriors under his command, he would instead have a rogue, a wizard, a cleric, and a bard, or any other combination. While the rules were often couched in terms of commands, at the end of the day, they were really just suggestions.

That is where the general (and the hordelord alternate class) steps in. The general is a unique class in that where others have explored the rules space around the ever-popular leader of soldiers concept, the general does exactly what the concept is about: you gain a troop of armed men and women under your command, and they live and die by your strategy, bravery, and decisions.

The concept of this class is rooted in the idea of the swarm, the mob, the troop; whatever you want to call it, a band of lesser creatures working together to become more than the sum of their parts. This principle for using a company of soldiers as opponents suggested a similar path for using soldiers as part of the player characters' arsenal. That is to say, if the main problem facing the leader-of-soldiers archetype was the headache-inducing number of warriors to keep track of, why not abstract them away? Why not give them all the trappings of numerous warriors, the drilled tactics, the intricate maneuverability that is so essential to the archetype, but make it so that it fits the confines and assumptions of the 5E?

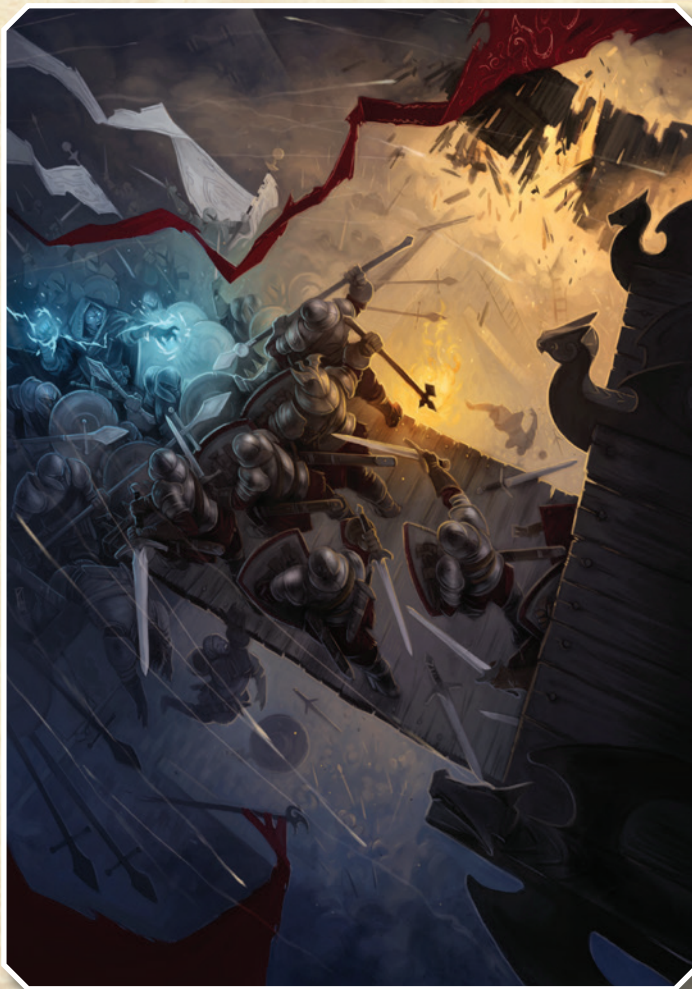
The general is therefore a class built around working with a troop of soldiers called a **squad**, in a way very similar to druids or rangers and their animal companions. Like those companions, the general's squad does not precisely follow the standard rules and statistics for a troop of creatures of its kind. Instead, its capabilities are built to scale with the class level of the player character. Unlike an animal companion, however, a troop represents an abstracted mass of functionally interchangeable soldiers rather than a single pet. Rather than equipping each individual soldier, their gear is assumed to exist as part of the skills and resources of their leader and the tactics that she teaches her troops. Their wounds, and to a lesser extent the number of soldiers in the troop, are abstractions. Admittedly, this is a somewhat gamist approach to class design, but it is a class that straddles the border between the mild abstraction of standard 5E gameplay and the highly abstract nature of the mass combat rules introduced in *Kingdoms (5E)* and expanded in *Ultimate Battle* and *Ultimate War* from Legendary Games. As such, it requires a certain suspension of disbelief, but no more so than the magic and mystery already inherent in the game.

TROOPS IN A CAMPAIGN

The general is a unique class with a number of people under her control. This puts the class at odds with a few of the assumptions of **5th Edition**, and this requires some special rules and guidelines. In

the interest of making the class fun to play, it requires a certain level of suspension of disbelief in how the troop interacts with the world. The game would slow to a crawl if the player of the general had to micromanage every single soldier and extraordinary soldier under her command.

The general works best when you view her squad as a single creature, rather than as a group of individuals. It's generally best to try to prevent the squad from needing to "disband", or not work as a group, or to be able to be broken down into single soldiers each doing different things. The squad has its own skill bonuses, which represent its ability to work together to notice threats or handle obstacles. For example, when the party is camping for the night, rather than keeping track of exactly which members of the squad are awake and asleep, rolling individual Perception checks, and applying penalties to the





sleeping squads, the squad rolls a single Perception check to represent the soldiers who are alert.

Eventually, a case will come up with the squad must be split up. Even so, the individual members of the squad become noncombatants at all times when split from the rest of the squad easily slain by any enemy that sets its mind to attack them. Most of the rules presented in the squad ability are for combat, and the GM and players are expected to have the squads act in a normal fashion when outside of combat: the members of the squad do not need to move contiguously at all times when going through a bar. For ambushes, this may mean that the squad needs a short time to assemble into a unit, but this generally shouldn't take longer than a round.

The general need not—and, for the sake of simplicity and abstraction, cannot—purchase gear or supplies for her squad. Outfitting the entire squad with gear and providing all of the supplies that the squads requires using standard 5E rules would be time consuming, and require the general's player to juggle gear for dozens of indistinct characters. In addition, unusual purchases (such as riding tigers for every member of the squad) would disrupt the balance of the squad. Many of the extraordinary tactics and class abilities are done in such a way to lessen the need for gear. While exceptions to the rule of not

buying gear can be made at the GM's discretion, any gear bought should generally only be for out of combat purposes. This class relies upon abstractions more than most others, so the GM and player should determine a plausible explanation for the constant supplies that the squad receives.

Another topic to consider is how to handle squad death. Classes such as the ranger can easily regain a companion, and even if the companion is killed they generally have many other class abilities to fall back on if their companion is killed. The general has a few abilities she can use, but for the most part it she is reliant on her squad in one way or another. For this reason, it is generally better to assess most damage the squad takes to be of the form of injuries, rather than deaths or desertions, especially when the general will be far away from civilization for long periods of time. This isn't to say that the squad should be invincible, but the logistical issues inherent with such a class are worthwhile to keep in mind.

BASE CLASS: GENERAL

Role: A general bolsters allies and leads by example, but her signature ability is to inspire and train a squad of lesser warriors to assist her allies in battle.

CLASS FEATURES

As a general, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per general level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per general level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose three from Athletics, Insight, Investigation, Perception, and Stealth. Choose one of either Intimidation or Persuasion.

EQUIPMENT

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

(a) scale mail or (b) leather armor

(a) two shortswords or (b) two simple melee weapons

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

A longbow and a quiver of 20 arrows

SQUAD

At 1st level, the general gains a squad of people to lead. This squad is comprised of a number of people who all are outfitted with basic armor and weapons of war. As the general gains experience in commanding her forces, and her renown grows, her squad increases in power and in size. The squad does not blindly follow suicidal orders, and its members act as NPCs appropriate to the general's overall theme.

TABLE 1: GENERAL CLASS FEATURES

Level	Proficiency Bonus	Special	Tactics Known	Stratagems Known
1st	+0	Attack command, expert general, motivational speech, squad	0	0
2nd	+1	Extraordinary tactic, genius stratagem	1	0
3rd	+2	Archetype ability, swarm command	1	0
4th	+3	Attribute score increase	2	0
5th	+3	Genius stratagem	2	1
6th	+4	Extraordinary tactic, support command	3	1
7th	+5	Archetype ability	3	1
8th	+6	Ability score increase	4	1
9th	+6	Genius stratagem	4	2
10th	+7	Convincing greatness	5	2
11th	+8	Genius stratagem	5	3
12th	+9	Attribute score increase	6	3
13th	+9	Archetype ability	6	3
14th	+10	Vanguard	7	3
15th	+11	Assured success, genius stratagem	7	4
16th	+12	Attribute score increase	8	4
17th	+12	Fight to the death	8	4
18th	+13	Always ready	9	4
19th	+14	Attribute score increase	9	4
20th	+15	Greatness realized	10	5

During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up. These can be found in [Table 3](#).

The squad is something of an abstraction, in that the component creatures that make up the squad are mostly irrelevant; only the squad as a whole matters for the purposes of combat. Squads are generally assumed to be composed of similar members of the same race, and a general typically leads members of her own race. Even if there are a few members of other races, the squad is considered a member of the general's race and gains the same racial abilities as the general does. If it fits the general's backstory, with the permission of the GM, the general can choose another race instead.

Reducing the squad to 0 hit points or fewer causes it to break up, effectively destroying the squad, though the damage taken until that point does not degrade its ability to attack or resist attack.

The squad has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The squad makes saving throws as a single creature. The squad initially occupies 3 squares, though the actual size category of the squad is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the squad must remain in contiguous squares at all times, even during movement, to accurately reflect the teamwork of trained military units. The squad has a reach equal to that of the component creatures,

based on size. The squad can move through squares occupied by creatures and vice versa without impediment, although the squad provokes an opportunity attack if it does so. The squad can move through any area large enough for its component creatures. The exact number of a squad's component creatures varies based on the level of the general and some other factors, but is generally equal to 2 or 3 times the numbers of squares the squad takes up.

The squad is never reduced to a dying state by damage; it simply disperses instead.

The squad cannot be moved involuntarily, except by area effects that do so (like an avalanche, or *thunderwave*). However, a squad can grapple an opponent, and this does cause the squad to gain the grappled condition.

Squads are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the squad, and the squad uses up a number of targets equal to the number of soldiers in the squad. At the GM's discretion, the squad may be partially hindered by a spell that targets a high number of its members; for instance, if the squad fails a saving throw against an effect that would paralyze most of the soldiers in the squad, the GM might rule that part of the squad is affected by the spell.

The squad is weak to spells or effects that affect an area, taking +50% damage as usual. When a squad 0 hp, make a DC 10 Constitution save. On a failure, the squad may not be healed past 50% hp until the general has an opportunity to recruit new members.

To replace fallen soldiers, the general must enter a settlement of village size or larger and attempt a Charisma (Deception, Intimidation or Persuasion) skill check. The DC of this check depends on the type of settlement. The type of settlement she is in sets the base DC. As always, other factors as determined by the GM may change the DC (for instance, if a tiny village was founded by a platoon of war veterans, it might be easier to recruit there than normal). Each squad acquisition check takes 8 hours, and the general can attempt one such check per day. If she succeeds at the acquisition check, the squad recovers up to full hp and may continue to do so until reduced to 0 hp and failing its save again.

TABLE 2: SQUAD RECRUITMENT

Settlement Type	Population Range	Recruitment Base DC
Thorp	Fewer than 20	N/A
Hamlet	21-60	N/A
Village	61-200	20
Small Town	201-2,000	17
Large Town	2,001-5,000	15
Small City	5,001-10,000	12
Large City	10,001-25,000	10
Metropolis	More than 25,000	5

For example, a 2nd level general in a Village would have a recruitment DC of 20.

The squad attacks with a variety of weapons, so the squad attack as a whole counts as the following weapon:

Martial Melee Weapon	Damage	Type	Special
Squad Attack	1d8	B,P, or S	Versatile (1d10)

This weapon counts as a versatile weapon, and the squad can either wield it in one “hand” and carry shields (gaining a +2 bonus to AC) or wield it in both hands. The squad can change whether it is using the squad weapon attack in one hand with a shield or in both hands as a move. The squad can use any actions a PC could normally use.

EXPERT GENERAL

Unsurprisingly, a general serves particularly well as a kingdom’s general. As a kingdom’s general, she increases the kingdom’s loyalty score by 1 for every 5 general levels (minimum 1). Additionally, her increased leadership and logistical skills provide ever-increasing benefits in times of war. As a kingdom’s general, she decreases the time to train a new army by 2% per general level, increases the number of armies the kingdom can house by 2% per general level, decreases the consumption cost of the kingdom’s armies by 2% per general level, increases the number of elite soldiers the kingdom can have by 5% per general level, and increases the Movement score of armies under her command by 1.

SQUAD COMMAND

At 1st level, a general gains the ability to command her squad to greater effect. As an action, she can issue an attack command. This functions as the Help action when attacking an opponent, but the general does not need to be within 5 feet of either the squad or the opponent.

At 3rd level, she can instead issue a swarm command as an action. When she issues this command, the squad can attack wildly in all directions as its action, dealing damage equal to the general’s class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a

bonus action. When she issues this command, the squad focuses on supporting the general. This functions as the Help action, except the general receives advantage on all attack rolls, not only the first, against that foe.

MOTIVATIONAL SPEECH

The general’s rousing words bolster her squad before combat, giving them an edge for when things turn sour. Once per short rest if the general delivers a speech to her squad and rolls hit dice to heal, she may select 1 hit die to give to her squad. She does not gain the healing from this hit die, but the squad heals an amount equal to that hit die times half the general’s level.

EXTRAORDINARY TACTIC

At 2nd level and every 2 levels thereafter the general’s training enhances the capabilities of her squad, augmenting and modifying

its abilities to better suit the focus of the general’s training. While called extraordinary tactics, these may represent the teachings of the general, intense training with specialized teachers (for example, with a sorcerer on how to mitigate fire), or with a trained person joining the squad and dispersing their knowledge throughout the squad. She selects squad tactics from the list on page 7, and she can only select a squad tactic once.

GENIUS STRATAGEM

At 2nd level, the general learns how to read battlefields and coordinate plans of attacks to best make use of the situation, allowing her to choose one of the stratagems from the list below. As she levels, she learns more stratagems at the specified levels on table 1.

As a move, the general can deploy her stratagem, granting an ally other than

herself or her squad within 30 feet who can see and hear her that stratagem’s benefits. This ability is a single target effect. Once the general deploys a stratagem, it lasts for a number of rounds equal to her Intelligence modifier (minimum 1) or until she deploys another stratagem, whichever comes first. The general’s stratagems take into account potential variables, so they remain active for their duration even if she becomes unconscious or unable to take actions, unless the nature of the battle changes so fundamentally that the general’s previous stratagem could not



possibly help (typically only when a new initiative is rolled). The general can use this ability any number of times per day, but her stratagems only work when she can adapt them to the specifics of the current battle, so she can't use them before a fight break loose.

- *Area Avoidance:* The general takes careful stock of the battlefield, directing her ally to locations ideal for avoiding area of effect attacks. The ally gains advantage on Dexterity or Constitution saving throws against spells or effects that affect an area, such as a dragon's breath attack or a rockslide.
- *Defensive Bulwark:* The general coordinates her stratagem to protect her ally from harm. This grants attackers attacking the ally disadvantage on their attacks, as if the ally had taken the Dodge action.
- *Exploit Openings:* The general's stratagem involves a formidable offense that leaves no reprieve and exploits every flaw in the opponents' defenses. Her ally gains advantage on their next opportunity attack they make before the stratagem expires.
- *Logistical Mastery:* The general deduces a cunning way for the ally to choose his path and gain just a bit more speed, granting that ally a +5 foot bonus to movement speed and allowing the ally to ignore one square of difficult terrain during his movement each round.
- *Perfect Offensive:* The general uses her knowledge of the battlefield to direct her ally on the perfect offensive, hitting every enemy in their weak spot. If she takes the Help action to give advantage to an ally's attack roll, it applies to all attack rolls against that foe, not only the first.
- *Psychological Preparation:* The general uses her own knowledge of her ally's psychology to prepare that ally for assaults that prey on his emotions or fears. The ally gains advantage on Wisdom or Intelligence saving throws against fear or emotion effects.
- *Take Prisoners:* The general's plan works best with prisoners, and she finds the weaknesses in her opponents' defenses to allow her ally to subdue them without killing them. When her ally would reduce a creature to 0 hp, they may choose whether that creature is killed or left stable but unconscious.

ARCHETYPE

There are as many leadership styles among generals as there are

generals, but these styles can usually be divided into a few broad categories. These can include and be influenced by their personal history and squad history, past military service, attitude towards leadership, and the environments, foes, and tactics they've encountered in the past. Your choice of archetype reflects the direction you're leading your squad, not necessarily its past.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

CONVINCING GREATNESS

At 10th level, when the general attempts a Charisma (Deception, Persuasion, or Intimidation) skill check to influence the attitude of someone or convince someone to help her, she gains advantage.

LEAD THE CHARGE

At 11th level, the general's bravado inspires her allies to action. If the general moves at least 10 feet in a straight line and attacks an opponent, she can take the Help action as a bonus action to grant advantage against that opponent.

VANGUARD

At 14th level, the general's soldiers are so loyal that they will sacrifice their own lives to defend her. When the general is adjacent to one of the squad's squares and is attacked with a

melee attack, the squad can take a reaction to take the damage from the attack as if it were the original target.

ASSURED SUCCESS

At 15th level, once per long rest when rolling a saving throw, the general can, as a reaction, gain advantage on that saving throw.

FIGHT TO THE DEATH

At 17th level, the general is able to inspire her squad to fight on, even when faced with certain death. As a reaction, when the squad would take damage that would reduce them to 0 damage,



ALWAYS READY

At 19th level, a general is never caught without a backup plan. After rolling a d20 roll, but before the results are revealed, she can roll again, switching instantly to her contingency plan. She must take the result of the second roll, even if it is worse. She can use this ability once per short rest. She can also use her superb planning to assist her allies.

GREATNESS REALIZED

At 20th level, the general's renown has spread far and wide. Anyone who succeeds on a DC 10 Intelligence (History) check has heard of her. Against those who know of her reputation, she gains advantage on all Charisma (Intimidation or Persuasion) checks checks that leverage her status. When using genius stratagem, she doubles its duration.

THE GENERAL'S SQUAD

STARTING STATISTICS

Speed: 30 ft, **Ability Scores:** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQUAD SKILLS

A squad has d8 HD. The squad has proficiency in 2 of the skills the General has proficiency in.

Class Level: This is the character's general level.

HD: This is the total number of eight sided (d8) Hit Dice the squad possesses, each of which gains a Constitution modifier, as normal.

Armor Bonus: The squad has an armor bonus to AC equal to the number in this column.

Str/Con Bonus: Add this modifier to the squad's Strength and Constitution scores.

Squares: This is the maximum number of squares the squad can occupy.

Soldiers: This is the usual range of number of soldiers in the squad for the given level.

Ability Score Increases: A squad adds +1 to one of its ability scores at 1st level and every 4 levels thereafter.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the reach of a squad or within its reach requires a concentration check (DC 8 + proficiency bonus).

See the section [Troops In A Campaign](#) for additional rules and suggestions on how to incorporate the general and squad into campaigns.

SQUAD TACTICS

The general can choose from the following extraordinary tactics for his squad.

Advancing tactics: The squad learns how to advance towards their foes more efficiently and at less risk to themselves. The squad's base speed increases by 5 feet per round.

Aiding tactics: The aiding tactic teaches the squad how to best aid their compatriots in battle, giving them the edge they need to succeed. If the squad takes the Help action, they may also take the Help action that turn as a bonus action.

TABLE 3: GENERAL'S SQUAD BASE STATISTICS

Class Level	HD	Proficiency Bonus	Armor Bonus	Str/Con Bonus	Squares	Soldiers
1st	1	+2	+2	+1	3	6-9
2nd	2	+2	+2	+1	3	6-9
3rd	3	+2	+3	+1	3	6-9
4th	4	+2	+3	+1	3	6-9
5th	5	+3	+3	+2	4	8-12
6th	6	+3	+4	+2	4	8-12
7th	7	+3	+4	+2	4	8-12
8th	8	+3	+4	+2	4	8-12
9th	9	+4	+5	+3	4	8-12
10th	10	+4	+5	+3	5	10-15
11th	11	+4	+5	+3	5	10-15
12th	12	+4	+6	+3	5	10-15
13th	13	+5	+6	+4	5	10-15
14th	14	+5	+6	+4	5	10-15
15th	15	+5	+7	+4	6	12-18
16th	16	+5	+7	+4	6	12-18
17th	17	+6	+7	+5	6	12-18
18th	18	+6	+8	+5	6	12-18
19th	19	+6	+8	+5	6	12-18
20th	20	+6	+8	+5	6	12-18

Area denial tactics: The area denial tactic equips the squads with a number of light thrown projectiles that can impede movement. The squad can spend a full-round action to pelt a 5-foot radius area, within 60 feet and within line of effect, with stones or other projectiles for 1 round. During that time, the area counts as difficult terrain, and creatures in the area gain disadvantage on concentration checks and skill checks as the constant rain of light projectiles impedes their abilities. A creature can choose to ignore these penalties, but must succeed at a Dexterity saving throw (DC 8+proficiency bonus+dexterity of the squad) or take 1d8+str damage from the rocks.

Brawling tactics: The brawling tactic allows the squad to better fight in unconventional ways. The squad gains a martial maneuver and a martial die to use it with, as the Fighter archetype.

Chaos tactics: The chaos tactic makes it even more difficult to concentrate in and around the squad. The DC of any concentration check caused by Chaos of Combat is increased by 1.

Crossbow tactics: The squad learns how to use, and gains, crossbows. In addition to a one-handed weapon with a shield or a two-handed weapon, the squad can use crossbows. When using crossbows as their squad attack, the squad attack acts as if the squad were using a light crossbow, with all the rules using a ranged weapon entails.

Crossbow volley tactics: Building upon prior lessons, the general trains her squad in the use of crossbows for volley fire. As an action when their squad attack is the crossbow,

the squad can make a volley fire attack. The squad targets a single square within 80 feet of itself, and all creatures and objects within a 5 foot radius of that square are peppered with arrows. Each such target must succeed at a Dexterity save (DC 10 + proficiency bonus + dex) or suffer 1d8 points of piercing damage.

Defilading tactics: The defilading tactic gives the squad the skills and knowledge necessary to fight closer together. As a bonus action, the squad can enter a reduced state, reducing the number of squares it takes by up to 2, to a minimum of 3 squares. It can return to its normal size as a bonus action. If a squad also has the enfilading tactic, it must return to its normal size before entering an expanded state.

Dirty fighting tactics: The dirty fighting tactic teaches the squad how to create openings in their foes for their allies to take advantage of. The squad gains Sneak Attack (1d6) as a rogue. The squad's weapons count as finesse weapons.

Elemental Mitigation tactics: The general chooses either air, earth, fire, or water when selecting this extraordinary tactic: As an action, the squad can gain resistance against the chosen element.

Enfilading tactics: The enfilading tactic helps the squad best use its constituent members, stretching them thin at no reduction in capabilities. As a bonus action, the squad can enter an expanded state, increasing the number of squares it takes up by 1 square. It can return to its normal size again as a bonus action.

Fluid tactics: The fluid tactic allows the squad to adapt to new challenges as they arrive. The squad can change what type of weapon their squad attack is (one-handed with shield, two-handed, or with crossbows or long spears if the general selected the relevant tactics) as a bonus action. In addition, if an extraordinary tactic requires a bonus action to activate, the squad can choose to use the ability as a move instead.

Hard hitting tactics: The general instructs her squad on to how best wield their multitude of weapons so they strike true. The squad can spend a bonus action to utilize these lessons, causing all of the squad's attacks to gain a +2 bonus on damage rolls until the beginning of the squad's next turn.

Hunter tactics: The hunter tactic outfits the squad with the knowledge and tools necessary to more efficiently hunt and gather from beasts. The squad gains a +2 bonus on damage rolls against animals and vermin. In addition, the hunter tactic grants the squad advantage on any Wisdom (Survival) checks to track and to survive in the wilderness.

Light-foot tactics: The light-foot tactic assists the squad's movement through natural undergrowth and difficult terrain. The squad ignores the first square of difficult terrain it traverses each turn.

Long spear tactics: The squad is trained in the use of coordinated

long spears and other long weapons. When selecting the squad attack weapon type, they can choose to use a two-handed weapon with the reach property.

Mitigation tactics: The mitigation tactic teaches the squad how to react to blows they cannot avoid, mitigating their effects. As a bonus action, the squad can prepare to mitigate damage, reducing the amount of damage that either the squad (or the general if she is adjacent to the squad) takes from one hit in the following round by 1d6.

Resolve tactics: This tactic bolsters the resolve of the squads, allowing them to fearless face foes and shrug off minor blows. The squad gains advantage on saving throws against fear and emotion effects.

Sapper tactics: The general teaches her squad knowledge of makeshift fortifications and the use of shovels to create or destroy these efficiently. This allows the squad to take a number of actions to be able to raise or lower an earthen square the squad is in by 5 feet. This takes 1 minute of effort from the squad and displaces dirt and soil as normal. Raising the earth creates difficult terrain in the adjacent squares.

Siege tactics: With the siege tactic, the squad gains an understanding of siege engines and engineering, allowing the squad to man a siege engine as if they were a number of Medium creatures equal to the total size of the squad. They may also add their proficiency bonus to any roll to construct, repair, or demolish siege weapons.

Skilled tactics: The squad has spent time learning the ins-and-outs of a skill. The squad gains any one skill proficiency.

Shield breaker tactics: The squad receives training on how to better use pilums and other weapons whose purpose is shield breaking. Once per round, when the squad uses a melee weapon to deal damage to a shield-bearing enemy, the opponent loses the AC bonus from that shield until he takes an action to pry the remnants of the pilum from the shield.

Supply tactics: The supply tactic helps the squad with the upkeep and supply of their weapons. When the general teaches this extraordinary tactic, their weapons are treated as silver and adamantite for purposes of overcoming resistance.

Squad's strike: This extraordinary tactic enhances the attacks of the squad. As a bonus action, the squad can treat their squad attack as a magic weapon for one round.

ARCHETYPES

The general has a number of archetypes listed below.

CRUSADER

Devoted to certain faith, the crusader leads holy warriors on a sacred quest for justice or unholy minions on warriors on a path profane.



FAITH'S REWARD

At 3rd level, once per short rest, the crusader's squad can use divine smite, as if they had sacrificed a first level spell slot.

CRUSADER'S BLESSING

Starting at 7th level the crusader can call on her deity to bless her and her squad as an action once per long rest. At any point in the next minute, the squad and the crusader can each advantage on an ability check, attack roll, saving throw, or skill check. They each must decide to use this bonus before rolling the check.

DIVINE PROTECTION

At 14th level, the crusader's squad's AC bonus increases by 2.

GUERRILLA

The guerrilla specializes in hit and run tactics, expertly leading her light-footed squad on raids.

STEALTH

At 3rd level the guerrilla and her squad gain Stealth proficiency.

SQUAD

At 7th level the guerrilla's squad has different base abilities than normal, focusing less on long confrontational battles and instead on hit and run tactics. The squad's starting Strength score is 13, and their starting Dexterity score is 15. Instead of gaining Constitution as the general increases in level, as noted in the Str/Con Bonus column of the squad table, the squad gains the bonus to its Dexterity score. The

squad's base move speed is equal to 35 feet.

HIT AND RUN

At 14th level, the guerrilla's squad can use disengage as a bonus action.

KINGPIN

The kingpin has some less-than-forthright desires, and knows that one must fight dirty to get an advantage in this world. The kingpin teaches that people are either wolves or sheep, and her squad is full of those who don't want to be sheep.

UNDERCOVER (EX)

The kingpin realizes that a leader and a squad of soldiers stick out like a sore thumb, highly undesirable for her kind of work. She trains with her squad to blend in. Whenever the kingpin or her squad are in area with plenty of people, they can blend into the crowd while still being ready to mobilize for a fight at a moment's notice. In such a situation, the kingpin adds half her general level to Stealth and Deception checks to avoid notice, and the squad suffers no penalty to such checks for being a giant cohesive squad. The kingpin can use Stealth and Deception to blend in with her own squad. After doing so, as long as she takes no other action than to keep moving in the squad's squares, opponents can't determine that she is important enough to target unless they defeat her Dexterity (Stealth) or Charisma (Deception) check with a Wisdom (Perception) or Wisdom (Insight) check respectively, preventing them from targeting her or making an attack roll specifically against her. If the kingpin makes an attack against an opponent who doesn't notice her within her squad, on a hit, she deals an additional 1d6 damage, but at that point, she has taken an action, so the enemy automatically notices her.

TRUTH FOIL (EX)

At 7th level, the kingpin repeats her mantras of deceit until even her own mind is malleable to her will. Anyone who uses a magical effect against the kingpin that would detect her lies or force her to speak the truth, must succeed at an ability check using their spellcasting ability against a DC of 8 + the kingpin's proficiency bonus + the kingpin's Intelligence modifier, or the effect does not detect the kingpin's lies or force her to speak only the truth, but the caster is convinced that the magic is still working.

PUPPETMASTER WITHOUT A NAME (EX)

At 15th level, the kingpin has erased her own name from the records and replaced it with an alias, and she spreads misinformation and misdirection into the minds of so many people, that even magic begins to pick up the wrong information. When someone wishes to use a spell or effect to gather information about her through divination magic, they must succeed at the check described in Truth Foil or pick up misinformation based on the kingpin's alias (perhaps seeing a false vision when *scrying*).

MINDBENDER

The mindbender has with her a group of thralls she's enslaved into service using her magical guiles.

MIND MELD (SU)

At 3rd level, the mindbender can communicate with her squad in a weakly telepathic way. This means the squad does not need to see or hear the mindbender, as she sends the commands straight to their minds. When the general gives a command using mind meld, until the beginning of her next turn, the mindbender can communicate telepathically with her squad, as long as the squad is within 100 feet. The squad can communicate back with the mindbender until the beginning of her next turn.

HIDDEN AND SUBTLE TELLS (EX)

At 7th level, by reading small expressions and mannerisms, combined with her latent telepathy, the mindbender gains certain benefits when interacting with creatures. She gains advantage on any check to determine if a creature is being influenced by mind or emotion affecting magic (e.g. *charm person*, *suggestion*, or *cause fear*). She further gains advantage on any roll to notice and decode hidden signals being passed between creatures (e.g. a subtle nod that means "cut her purse while we're chatting").

PSYCHIC INTERFERENCE (SU)

At 13th level, the mindbender can cause her squad to capitalize on the chaotic energy of fighting to distort the minds of those around the squad, making them easier to influence magically. As an action,

the squad can cause all creatures within its chaos of combat to gain disadvantage on Wisdom saving throws. This does not affect the mindbender or her squad. Since it relies on the chaotic enterprise of combat, it can only be used during combat encounters.

NOBLE

The noble's highborn breeding provides her avenues available to few others, and she trained under the finest tutors in the land. It is no surprise, then, that her skill as a general combines the styles favored by the great generals she read about in her studies to create something all her own.

NOBLE SCHOOLING

At 3rd level, the quality schooling that the noble received taught her more than her lower-born peers at the military academy about a variety of topics. She gains proficiency in any one skill of her choice.

NOBLESSE OBLIGE

At 7th level, the noble is a consummate and beloved patron of the arts, and her family's vast estates allow her to provide generous endowments. She may maintain the endowments for one building, allowing the kingdom to ignore the consumption cost of those endowments. This does not require the use of an Endowment Edict, as described in *Ultimate Rulership* from Legendary Games.

FRIENDS IN HIGH PLACES

At 13th level, the noble's influence reaches far. In any town of village size or larger, the noble knows at least one person of prominence and influence, or several at the GM's discretion.



RALLIER

Some generals focus on presenting a strong front in the face of fear, and ensuring their squads are able to help where is needed, no matter the threat.

MARCHER

At 3rd level, the rallier's presence, encouragement, and guidance allows her and her allies to travel with confidence. The rallier and her squad are considered to have the movement, alertness, and navigation benefits of the ranger's Natural Explorer ability in all terrain, but does not gain the benefits related to tracking, foraging, or stealth.

BRAVERY

At 7th level, the rallier's squad gains immunity to the frightened effect.

FORWARD IN THE FACE OF FEAR

At 13th level, any time an enemy subjects the rallier's squad to a fear causing effect, the squad gains advantage on attack rolls and saving throws until the end of their next turn.

REAYER

The reaver eschews directing her allies, believing that they need to pull their own weight. She focuses instead on using her squad to confound and catch foes off-guard.

SQUAD STRATEGY

At 3rd level, the reaver excels at using her squad to create advantageous situations. At 3rd level, the general's squad may use the reaver's Genius Stratagem ability, but may only choose the general as its target.

OPPORTUNISTIC FIGHTER

At 7th level, if the general is attacking an enemy within her squad's reach, she may add 1d6 additional damage once per turn.

CHARGE THROUGH

At 13th level the reaver trains her squad to obscure her charges against foes, and then quickly follow up on her attacks. If the reaver moves through her squad and attacks a target, if the squad threatens the foe, the squad can make an attack with against the foe. This ability can be used once per long rest.

REDEEMER

The redeemer truly believes that there is good in everyone, and she will go to any length to give others a second chance. Her squad is proof of her vision, as each member left behind a dark past for the brighter future the redeemer offered him.

Support Network: Not everyone the redeemer helps joins her squad, and when taken together, she leaves behind a trail of friends and potential future contacts, able to help when needed. In any settlement of village size or larger, the redeemer can find several friendly inhabitants willing to provide information and comfort, but it is up to GM discretion if any of them are willing to go beyond that.

WITHHELD BLADE

At 7th level, the redeemer gains take prisoners as a bonus stratagem. If she already knows this stratagem, she may select any other.

VOICE OF COMFORT

At 15th level, the redeemer can converse with someone for an hour and help them find their path in the darkness. This removes any mind or emotion affecting effect afflicting the person. This cannot remove curses.

REVOLUTIONARY

The revolutionary wants to overthrow the status quo and replace the current regime. Her squad is filled with hope for her vision of a bright tomorrow.

VIVE LA REVOLUTION

At 3rd level, when the general would be reduced to 0 hit points, if the general's squad is not at 0 hit points, the general instead ignores the damage that would be suffered. This ability can be used once per long rest.

SURGING PASSIONS

At 7th level, the revolutionary's ideals surge through all through



follow her like wildfire, leaving little room for other ideas or emotions. The revolutionary and her squad advantage on saving throws against fear and emotion altering effects.

REVOLUTIONARY ZEAL

At 13th level, the revolutionary's squads believe in her cause, even to the death, and they fear failure or capture more than dying. When the squad would reach 0 hit points, the general may use her reaction to immediately restore the squad to 50% hp. The squad is considered to have reached 0 hp, and thus may not be healed past 50% until the general has recruited additional squad members.

STRATEGIST

Most generals ensure they are in the thick of things with their squad, themselves no stranger to visceral glory. The strategist prefers to keep her distance, watching the battlefield unfold before her before making decisive orders.

SQUAD COMMAND

At 3rd level the strategist gains the ability to use Genius Stratagem as a bonus action. When used in this way, the strategist must target her squad.

HIGH-VALUE TARGET

At 7th level with a simple command, the strategist is able to focus the full might of her squad. At 7th level, the

strategist can designate a high value target by giving an attack command. In addition to its normal effects, the command causes the squad to deal an extra 1d6 damage per hit to that target until the end of combat.

LASTING STRATEGY

At 13th level, the bonuses from Genius Stratagem last for 2 rounds.

TACTICIAN

While other generals are inspiring orators or intimidating tyrants, the tactician is a genius on the battlefield. People follow her because when it comes to battle, it's safest and most effective to have the most cunning and effective commander around.

INCREDIBLE TACTICS

At 3rd level, a tactician gains an extra tactic. This extra tactic can be swapped for any other tactic after a long rest.

FLEXIBLE TRAINING

Starting at 7th level, the tactician has trained her squad for two different sets of tactics, with her squads learning how to cover multiple roles. The tactician can choose two legal sets of extraordinary tactics, and during a short rest her squad can switch between them. As she gains more extraordinary tactics, she continues to grow both of her sets.

CONTINGENCY PLAN

At 13th level, the tactician plans four steps ahead. At any time, she can ready an action to deploy her contingency plan, which, when triggered allows her to grant any ally, including her squad, an extra action or move. She can use this ability once per long rest.

TYRANT

Fear is a tool. It can be as protective as plate mail and as penetrating as a quarrel in flight. The tyrant realizes that it is more effective for a general to be feared than loved.

TRAUMATIC FEAR

At 3rd level, the tyrant understands how to strike fear into the hearts of others that persists in their nightmares; after all, she practices this technique on her own squad every day. She gains intimidating presence, as the Barbarian ability.

NIGHTMARE STRIKE

At 7th level, the tyrant can use her squad to menace her foes. Whenever the tyrant gives the attack command, as a bonus action, she can use traumatic fear ability against the squad's target.

FRIGHTFUL PRESENCE

At 13th level, lesser foes dare not fight against the tyrant and her squad. Any hostile creature of Challenge less than half the general's level who attempts to attack the tyrant or her squad must save against the tyrant's traumatic fear ability first, or be affected by it as normal.





WARBRINGER

Some generals fight for principles, to defend their homeland, or to make peace, but for a warbringer, war is in her blood, and she wouldn't know what to do with herself if there weren't battles to fight and enemies to crush. The soldiers who follow her share in her unquenchable bloodlust.

BLOOD RAGE

At 3rd level, the warbringer's love of war and blood can strengthen her during battle. She gains the Rage ability as a Barbarian, but her damage bonus and rages per long rest never increase from 2.

ENERGIZING DEATH

At 7th level, any time during an encounter that the warbringer reduces an opponent to 0 hit points, she gains advantage on her next attack roll.

CHAOS OF ME

At 13th level, a warbringer brings the chaos of war with her wherever she goes. She projects a 30 foot aura that has the same effect as her squad's chaos of combat ability.

ALTERNATE CLASS: HORDELORD

The hordelord sends forth groups of undead to do her nefarious bidding.

CLASS FEATURES

As a hordelord, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per hordelord level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per general level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Charisma, Constitution

Skills: Choose three from Insight, Investigation, Perception, Religion and Stealth. Choose one of either Intimidation or Persuasion.

EQUIPMENT

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

- (a) studded leather armor or (b) leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack
- two simple melee weapons

CLASS FEATURES

The following are class features of the hordelord.

At 1st level, the hordelord gains a zombie horde consisting of 6 humanoid zombies of the same original race as the hordelord. The horde acts in aggregate, with no single member more important than the rest. The statistics of the hordelord's horde follow a set guideline and advance as she levels up. These can be found in

Table 3. During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up. These can be found in Table 3.

The horde is something of an abstraction, in that the component creatures that make up the horde are mostly irrelevant; only the horde as a whole matters for the purposes of combat. Hordes are generally assumed to be composed of similar members of the same race, and a hordelord typically commands members of her own race. Even if there are a few members of other races, the horde is considered a member of the hordelord's race and gains the same racial abilities as the hordelord does. If it fits the hordelord's backstory, with the permission of the GM, the hordelord can choose another race instead.

Reducing the horde to 0 hit points or fewer causes it to disperse, effectively destroying the horde, though the damage taken until that point does not degrade its ability to attack or resist attack.

The horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The horde makes saving throws as a single creature. The horde initially occupies 3 squares, though the actual size category of the horde is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the horde must remain in contiguous squares at all times, even during movement, to accurately reflect a zombie horde. The horde has a reach equal to that of the component creatures, based on size. The horde can move through squares occupied by creatures and vice versa without impediment, although the horde provokes an opportunity attack if it does so. The horde can move through any area large enough for its component creatures. The exact number of a horde's component creatures varies based on the level of the hordelord and some other factors, but is generally equal to 2 or 3 times the numbers of squares the horde takes up.

The horde is never reduced to a dying state by damage; it simply disperses instead.

The horde cannot be moved involuntarily, except by area effects that do so (like an avalanche, or thunderwave). However, a squad can grapple an opponent, and this does cause the horde to gain the grappled condition.

Hordes are immune to single target spells (such as invisibility). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the horde, and the horde uses up a number of targets equal to the number of zombies in the horde. At the GM's discretion, the horde may be partially hindered by a spell that targets a high number of its members; for instance, if the horde fails a saving throw against an effect that would paralyze most of the zombies in the horde, the GM might rule that part of the horde is affected by the spell.

The horde is weak to spells or effects that affect an area, taking

TABLE 4: HORDELORD CLASS FEATURES

Level	Proficiency Bonus	Special
1st	+2	Ravenous death, zombie horde
2nd	+2	Fell tactic, path of depravity
3rd	+2	
4th	+2	Fell tactic
5th	+3	
6th	+3	Fell tactic
7th	+3	
8th	+3	Fell tactic
9th	+4	Path of depravity
10th	+4	Fell tactic
11th	+4	
12th	+4	Fell tactic
13th	+5	
14th	+5	Fell tactic
15th	+5	Arise
16th	+5	Fell tactic, path of depravity
17th	+6	
18th	+6	Fell tactic
19th	+6	
20th	+6	Master of undeath, fell tactic

+50% damage as usual. When the horde reaches 0 hp, they are dispersed; the horde consists of 0 zombies if this happens.

So long as the horde has at least the minimum number of zombies in it equal to the minimum number in the zombies column for the hordelord's level, the horde takes no penalties. If the horde has less zombies than the minimum number, the horde loses all benefits of fell tactics until its numbers are replenished. If the horde has fewer zombies in it than 1-1/2 times the number of squares the horde occupies, it is treated as dispersed until the hordelord replenishes the number of zombies in the horde.

The horde attacks with a variety of claws, bites, slams, and decrepit weapons, so the horde attack as a whole counts as the following weapon:

Martial Melee Weapon	Damage	Type	Special
Horde Attack	1d8	B,P, or S	—

This weapon counts as a two-handed weapon. If the hordelord has selected a fell tactic that gives a new option for the horde attack, the horde can change between types of horde attacks as a move.

Some abilities of the hordelord allow her to sacrifice members of her horde. When this happens, she selects one zombie within her horde and severs the necrotic energy that was allowing it un-life. The selected body turns to dust instantly, and it reduces the number of zombies in the horde by 1.

The hordelord replenishes the zombies in her horde through a specialized ritual that is like animate dead. This ritual takes 1

minute to perform, and requires the body to be reanimated and an onyx gem worth 25 gp. Upon completion, the zombie rises and joins the horde as a member. Regardless of the size and shape of the original corpse, the zombie arises as a humanoid zombie. At GM's discretion, larger sized corpses could arise as multiple zombies. If her horde of zombies is at the maximum allowed amount, the hordelord cannot use the ritual until there is room in the horde.

When the hordelord gains a level where the minimum number of zombies in her horde increases, she gains those additional zombies for free, so long as there are corpses that can be used.

RAVENOUS DEATH

At 1st level, once per turn when the hordelord or the horde reduces a creature to 0 hit points, the horde regains 4 times the creature's challenge rating hit points.

FELL TACTICS

The hordelord gains the extraordinary tactic ability of the general, except as listed below. The extraordinary tactics are not tactics, but instead are behaviors that the hordelord infused her zombies with, granting special power that mimics the capabilities of normal extraordinary tactics. The hordelord cannot select the following extraordinary tactics: fluid tactics, hunter tactics, long spear tactics, or skilled tactics. The hordelord can select from the following additional fell tactics.

Fearful presence tactics: The hordelord modifies her zombie horde to be more fearsome to those within range of the horde. Creatures with the frightened condition also treat the horde as the source of its fear for purposes of movement.

Necrophage tactic: The necrophage fell tactic infects the horde with a ravenous appetite for flesh. As a full-round action, the horde can devour a corpse that is in a square it occupies. This gives the horde +2 strength until the next time the hordelord rests. This bonus does not stack with itself.

Essence conduit tactic: The negative energy conduit fell tactic infuses the horde with a bit of the hordelord's necrotic energy. When the horde would gain hit points from its ravenous death ability, the hordelord may gain the benefit of that healing instead.

SPELLCASTING

Spell List: The hordelord spell list consists of all wizard spells of up to 6th level in the Necromancy school.

Cantrips: You know one cantrip from the hordelord spell list.

Spell Slots: The Hordelord table below shows how many spell slots you have to cast spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish a long rest.

Spells Known of 1st level and Higher: You know two 1st level spells of your choice from the hordelord list. The Spells Known column on the table shows when you learn more hordelord spells of your choice. Each of these spells must be of a level for which you have spell slots.

In addition, whenever you gain a level in this class, you may choose one of the hordelord spells you know and replace it with another hordelord spell, which must also be of a level for which you have slots.

Spellcasting Ability: Charisma is your casting ability for hordelord spells. Your magic comes from the innate ability you have to magically commune with the dead. When a spell refers to your spellcasting ability, you use Charisma. In addition, you use your Charisma to determine the save DC of any hordelord spell which requires one, and when making an attack roll with one.

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

Spell attack modifier= your proficiency bonus + your Charisma modifier

Ritual Casting: You may cast any hordelord spell you know as a ritual if it has the ritual tag. A spell cast as a ritual takes an additional 10 minutes to cast, but does not require you to expend a spell slot.



TABLE 5: HORDELORD SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	1	—	—	—	—
6th	4	2	—	—	—	—
7th	4	2	1	—	—	—
8th	4	2	2	—	—	—
9th	4	3	2	—	—	—
10th	4	3	2	1	—	—
11th	4	3	3	1	—	—
12th	4	3	3	2	—	—
13th	4	3	3	2	1	—
14th	4	3	3	2	2	—
15th	4	3	3	3	2	—
16th	4	3	3	3	2	1
17th	4	3	3	3	2	1
18th	4	3	3	3	3	1
19th	4	3	3	3	3	2
20th	4	3	3	3	3	2

TABLE 6: HORDELORD SPELLS KNOWN

Level	Spells
1st	2
2nd	3
3rd	4
4th	5
5th	6
6th	6
7th	7
8th	7
9th	8
10th	8
11th	9
12th	9
13th	10
14th	10
15th	11
16th	11
17th	12
18th	12
19th	12
20th	12

HORDE COMMAND (Ex)

At 1st level, a hordelord gains the ability to command her horde to greater effect. As an action, she can issue an attack command. This functions as the Help action when attacking an opponent, but the hordelord does not need to be within 5 feet of either the horde or the opponent.

At 3rd level, she can instead issue a swarm command as an action. When she issues this command, the horde can attack wildly in all directions as its action, dealing damage equal to the general's class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a bonus action. When she issues this command, the squad focuses on supporting the hordelord. This functions as the Help action, except the hordelord receives advantage on all attack rolls, not only the first, against that foe.

PATH OF DEPRAVITY

There are many paths to mastery of undeath, and each hordelord follows one best suited for her individual goals. At 2nd level, the hordelord chooses a single path of depravity. This path grants her a number of special abilities as she gains levels. See page 17 for the list of *paths of depravity*.

ARISE

At 15th level, the hordelord is able to weave her own necrotic energy with the animating principles of the reanimation spells. If a creature would die while affected by one of the hordelord's spells, she may use her reaction to cause it to rise as a zombie and join her horde.

MASTER OF UNDEATH

The hordelord's mastery is complete. At 20th level, the hordelord may bolster his horde's necrotic essence as an action. They are immediately restored to full hit points, and any negative conditions on them are removed. Once the hordelord uses this ability, she must complete a long rest before using it again.



THE ZOMBIE HORDE

STARTING STATISTICS

Speed: 20 ft, **Ability Scores:** Str 15, Dex 13, Con 14, Int 3, Wis 12, Cha 14

Class Level: This is the character's hordelord level. Only levels in the hordelord class count for the purposes of the horde's abilities.

HD: This is the total number of eight sided (d8) Hit Dice the horde possesses, each of which gains a Constitution modifier, as normal.

Proficiency Bonus: This is the horde's proficiency bonus.

Armor Bonus: The horde has an armor bonus to AC equal to the number in this column.

Str/Con Bonus: Add this modifier to the horde's Strength and Constitution scores.

Squares: This is the maximum number of squares the horde can occupy.

Zombies: This is the range of number of zombies in the horde.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the reach of a horde or within its reach requires a concentration check (DC 8 + proficiency bonus).

TABLE 7: ZOMBIE HORDE BASE STATISTICS

Class Level	HD	Proficiency bonus	Armor Bonus	Str/Con Bonus	Squares	Zombies
1st	1	+2	+2	+1	3	6-9
2nd	2	+2	+2	+1	3	6-9
3rd	3	+2	+3	+1	3	6-9
4th	4	+2	+3	+1	3	6-9
5th	5	+3	+3	+2	4	8-12
6th	6	+3	+4	+2	4	8-12
7th	7	+3	+4	+2	4	8-12
8th	8	+3	+4	+2	4	8-12
9th	9	+4	+5	+3	4	8-12
10th	10	+4	+5	+3	5	10-15
11th	11	+4	+5	+3	5	10-15
12th	12	+4	+6	+3	5	10-15
13th	13	+5	+6	+4	5	10-15
14th	14	+5	+6	+4	5	10-15
15th	15	+5	+7	+4	6	12-18
16th	16	+5	+7	+4	6	12-18
17th	17	+6	+7	+5	6	12-18
18th	18	+6	+8	+5	6	12-18
19th	19	+6	+8	+5	6	12-18
20th	20	+6	+8	+5	6	12-18



PATHS OF DEPRAVITY

PATH OF THE MASTER

Hordelords on the path of the master desire the means to drown their enemies in seas of undeath. Their abilities focus on enhancing their horde to cause their foes to tremble in fear.

TRUE HORDE

At 2nd level, the maximum size of the hordelord's zombie horde increases by 2 zombies and 1 square.

HEEDLESS RUSH

At 9th level, the zombie horde gains the ability to use the Dash action as a bonus action.

REPLENISHING HORDE

At 16th level, twice per day the hordelord can use the ritual to add a new basic zombie to her horde as an action, without the need for an onyx gem.

PATH OF THE NIGHT

Hordelords of the night focus on the necromatic effects they can inflict upon others, fascinated with the myriad possibilities.

NECROTIC MAGIC

At 2nd level, the hordelord can sacrifice a member of her zombie

horde to modify her spells. Select one Sorcerer metamagic option. Whenever the zombie horde is within 30 feet of the hordelord and she casts a spell, she can apply this metamagic to her spell by sacrificing a number of zombies equal to twice the sorcery points the metamagic would cost. This destroys the selected zombies.

FELLSURGE

At 9th level, the hordelord can use her latent necrotic energy in such a way as to bolster her horde. As a reaction action, she can expend a spell slot to add damage to her horde's attack, as Divine Smite, except the damage is necrotic.

FRIGHTFUL MAGIC

Whenever the hordelord casts a necromancy spell against a single target currently within her horde's chaos of combat, she can choose to cause the target to be frightened unless they succeed at a Wisdom saving throw whose DC is equal to DC of the spell she cast. This effect occurs after the spell is resolved.

PATH OF THE REAPER

Hordelords that follow the path of the reaper feast upon the fleeing souls.

REAPING

The hordelord gains proficiency with martial weapons.

DEADLY JUGGERNAUT

At 9th level, when the hordelord's zombie horde reduces an enemy to 0 hit points, they may immediately make another attack against any enemy in reach.

...WHAT YOU'VE SOWN

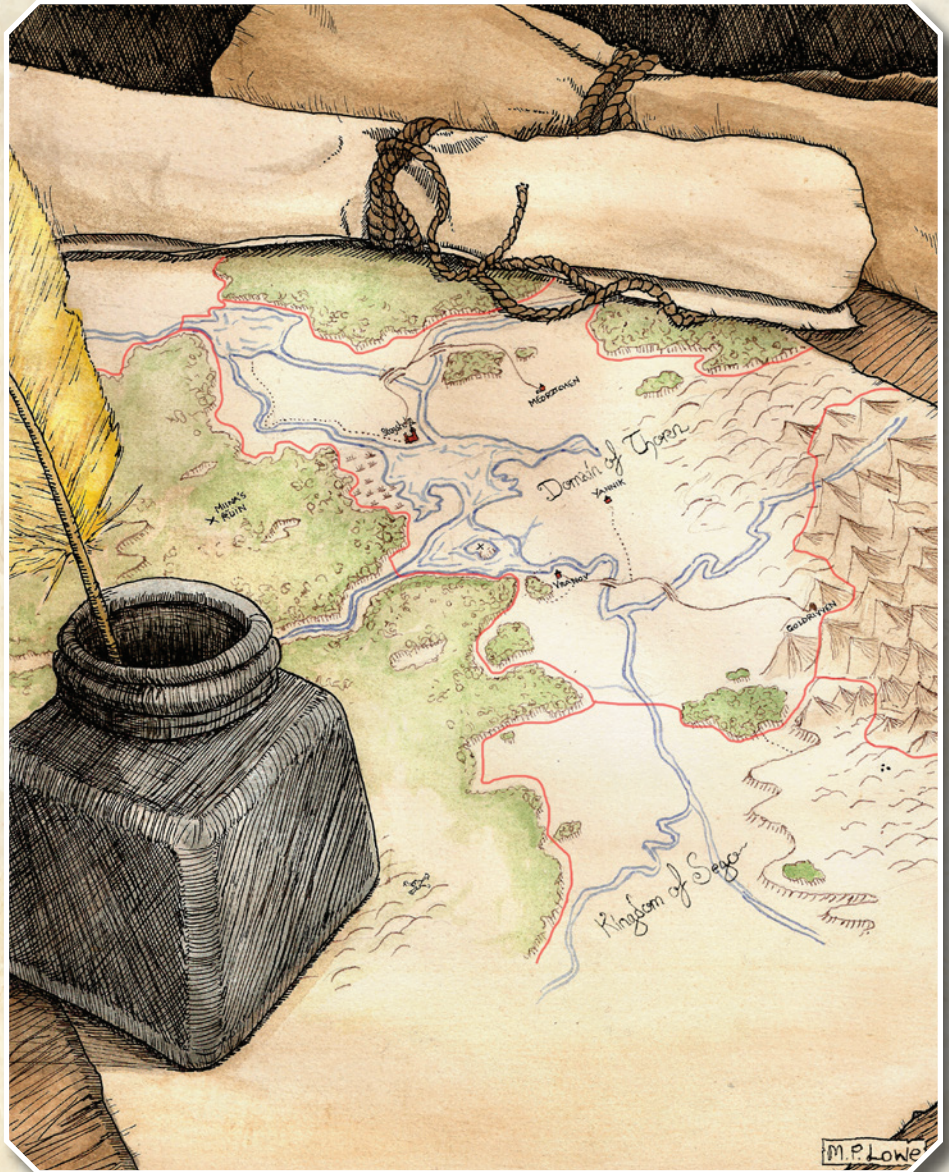
The hordelord's zombie horde becomes a tool of vengeful might. At 16th level, when an enemy attacks and misses the zombie horde, the horde may make an opportunity attack against that enemy.

APPENDIX A: FEATS OF COMMAND

The following feats complement the general and her troop, but are available to all who can meet the prerequisites.

EYE OF THE STORM

You've spent many hours with your compatriots in arms practicing against foes, allowing you to better utilize your superior coordination to overwhelm your foes.



You gain a +1 bonus to Strength.

You are not affected by Chaos of Combat ability of friendly squads or hordes.

WITHHELD STRIKES

You and your compatriots in arms are able to swarm your foes with precision missing from lesser troops.

You gain a +1 bonus to Charisma

Whenever you or an ally would reduce a foe to 0 hit points, you may choose for them to be considered unconscious but stable. If you do so when an ally reduces a foe to 0 hit points, you must spend your reaction to do so.

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