



Warlord

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Why This Is the Class for You: You like a playing a character who leads from the front, who fosters talent and helps your companions find success in all they do.

A warrior can learn much from history, for war stains its pages. Every conflict that has erupted between peoples, every battle that forged an empire, and every failure that led to that empire's fall prove instructive to those who study them. The warlord is a military leader, a skilled commander gifted with tactical genius, keen insight, an inspiring personality, or some other asset that convinces others to follow him or her into danger. Warlords draw from their experiences and the maneuvers and tactics used by their predecessors to dictate a battle's terms. Their commands compel others to action. Their plans can shatter an enemy's offensive. Even their mere words can stir hearts and ease wounds. With a warlord in charge, there's little an adventuring group cannot do.

Each warlord earns the right to command because he or she has a special talent. Tactical genius is enough for most. Others have personalities so strong they can convince others to adopt their cause. Some warlords favor brash action, while others have a knack for finding more subtle solutions to problems. Whatever form a warlord's leadership ability takes, it improves and emboldens those who fight at his or her side.

Some warlords are chieftains who work to raise their standing through their accomplishments in the field. Others take up the profession because they feel called to fight for some noble end and to attract like-minded people to fight at their side. Warlords can be found among mercenary bands, scouts, military units, militias, and just about anywhere where warriors gather to fight.

The type of warlord you can create with this book is the marshal, which first appeared in the *Player's Handbook* as the warlord.

MARSHAL

Martial Leader: You rally your companions with a mixture of shouted commands and cunning stratagems, leading them to victory through superior tactics.

Key Abilities: Strength; Intelligence or Charisma

When dark forces muster in the wilderness, when hosts of monsters assemble to sack civilization's last redoubts, it falls to the marshal to lead the warriors in defense of their lands. Marshals draw from their experience and passion to lend courage, skill, and hope to those under their command. A warlord forms the iron core of any unit of soldiers, uniting their purpose and bolstering their commitment to see the conflict to its conclusion.

A marshal's talents can come from many different aspects of personality or endeavor. Some depend on their bravado, goading their companions to take risks in order to reap great rewards. Others have keen insight into their enemies' minds. Some marshals specialize in hit-and-run tactics, and others are resourceful leaders who always have some trick up their sleeves. The most common marshals include those whose presence alone is enough to bind disparate heroes together and the tactical savants who spot weaknesses and exploit them.

Marshals develop specialized combat maneuvers called exploits. In their elementary form, they are strikes and commands designed to shift the battle toward a more favorable outcome. In addition to these exploits, marshals issue commands and orders that improve their allies' performance. Some of these commands can restore health and vigor, while others make allies more alert and ready for new challenges.

Most marshals have already had experience in the field, even if it came from leading a tiny expedition. Some are former military leaders who have relinquished their commands to seek their fortunes in the world. Others might have lost their units and be out for revenge against the enemy that brought them to ruin. Whatever the individual's triumphs or defeats were before becoming an adventurer, every marshal has the ability to lead, and lead well.

CREATING A MARSHAL

This section walks you through the steps of creating a marshal. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Dragonborn and human are particularly good choices for a marshal.

Dragonborn Every dragonborn inherits the legacy of Arkhosia, the memory of a once great and mighty empire founded on principles of excellence. Dragonborn marshals study the ancient fighting techniques their people used in the war against Bael Turath and improve on them to make sure they never fail again.

Dragonborn are strong enough to lead and have the personalities to inspire people to live up to their examples.

Dragonborn marshals who uphold justice and good often worship Bahamut, while those who fight for personal glory or treasure might favor Kord.

Human Natural adaptability is what makes humans so well suited to become marshals. An enemy's best plans go to waste against these ingenious leaders. Human marshals tend to hold positions of responsibility, leading knights and slayers into battle. Their keen minds prove to be powerful assets in the ongoing war against the encroaching darkness.

Bahamut appeals to many virtuous human marshals, while unaligned marshals favor Erathis.

Marshal Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +1 to Fortitude, +1 to Will

Healing Surges per Day: 7 + your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, light shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha)

Trained Skills: Four from the list of class skills

Commanding Presence

Warlords are powerful melee warriors in their own right, able to hold the front lines when they must. Where they truly shine, however, is in their leadership ability. A marshal's presence can shape a battle's outcome, help allies find new reserves, or reveal an opportunity to seize a swift victory. Your demeanor and your approach determine how you lead your allies, whether you inspire them to push harder and reach farther or you command them to take advantage of your enemies' vulnerabilities.

When you create a marshal, you choose one form of the Commanding Presence class feature. Before you make this decision, think about what kind of marshal you want to play. Inspiring Presence lets you lead by example, stirring courage in your ally's hearts and helping them win the day. If you want to be a cunning tactician, a brilliant warrior able to outwit any foe, then Tactical Presence is probably more suitable.

Choose one of the following forms of Commanding Presence. See page 5 for details on their benefits.

Inspiring Presence You lead by exhortation, encouragement, and inspiration. You lead by helping your allies shrug off their injuries and find new resources within themselves. An ally in your presence can overcome adversity, ignore injuries, and keep fighting well beyond the normal limit of his or her capabilities. Many dragonborn marshals favor the Inspiring Presence feature since it works well with their high Charisma.

Tactical Presence Quick thinking, cunning strategy, and tactical superiority define your command. You see the battlefield through trained eyes. You can spot openings and direct your companions to exploit them. Under your command, your allies can make extra attacks or find their weapons and spells hitting with far more force. You can also ensnare enemies in your plans, creating new chances to win when none before existed. If you chose eladrin as your race, this option is best for you.

Ability Scores

Determine your ability scores. Strength is your most important ability, since it is the ability you use to make attacks. Your second-highest ability score depends on the choice you made for Commanding Presence. A high Charisma combined with

Inspiring Presence helps your allies recover from their injuries more quickly. If you chose Tactical Presence, a high Intelligence helps your allies' accuracy when they make attacks from spending action points.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores help define your character's details. With a high Wisdom score, you might have once commanded a group of scouts or sentinels. Your sharp eyes served as a critical early warning mechanism for your community or allies. With a good Dexterity, you might have fought as a skirmisher, relying on light armor and speed to hit your enemies and escape before they could respond.

Skills

At 1st level, you choose four trained skills from the following list of class skills: Athletics, Diplomacy, Endurance, Heal, History, and Intimidate.

Your trained skills should reflect your interests and background. If, for example, you choose Athletics and Endurance, you might have spent your earlier life in the field, learning to lead by taking the battle to



A dwarf warlord

the enemy. Diplomacy and History suggest that you might have pored over manuscripts, spent time at court, or otherwise been associated with refined society.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Marshal Heroic Tier table.

Your choice for the Commanding Presence class feature is a good indicator of which powers you should start with. Choosing Inspiring Presence implies that you



An eladrin marshal stands ready for battle

lead by example.

Furious smash and *viper's strike* inspire allies to follow your lead. If you have a Charisma bonus of +2 or higher, *guarding attack* is a good choice for your encounter power.

For your daily power, consider *bastion of defense* to help protect your allies.

If you chose Tactical Presence, you are good at ferreting out openings and seizing the advantage. For at-will powers, look to *commander's strike* and *wolf pack tactics*, since they help you direct your allies to go and attack where you need them. *Warlord's favor* is a good

choice if you also have an Intelligence bonus of +2 or higher, and *lead the attack* bolsters your allies' accuracy when you need to secure a quick victory.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. When choosing your first feat, think about your role on the battlefield. If you plan to fight on the front lines, armor training and weapon training feats are good ones to consider. If you expect to spend most of your time behind the line, take a look at the quick reaction feats. These feats can boost your ability to respond to new threats and anticipate them before they attack.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, and chainmail. You can also use light shields. You have proficiency with the following weapon types: simple melee, military melee, and simple ranged.

You have 100 gp with which you can purchase equipment. Unless you have a Dexterity of 16 or higher, purchase chainmail. If you prefer defense, you can also pick up a light shield and a one-handed weapon, preferably a high-accuracy weapon such as the longsword. If you want to be more aggressive, consider a long-spear. It's a reach weapon, so it lets you attack enemies from behind defenders. With your remaining funds, purchase one or two heavy thrown weapons.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +1 bonus to Fortitude and a +1 bonus to Will

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 7 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you hope to fight against evil, to rally the forces of good and make a stand against the darkness? You're probably lawful good or good. If you would rather fight to carve your name in history, for glory, or gold, you're probably unaligned.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

HEROIC MARSHAL

A marshal in the heroic tier has enough tactical and combat experience to apply it in useful ways on the battlefield. The powers you learn establish your preferred style and create a foundation for what's to come.

MARSHAL HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Combat Leader Commanding Presence <i>Inspiring word</i> At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	–	Encounter power
3,750	4	+1	Ability score increase
5,500	5	–	Daily power
7,500	6	+1	Utility power
10,000	7	–	Encounter power
13,000	8	+1	Ability score increase
16,500	9	–	Daily power
20,500	10	+1	Utility power

Level 1: Combat Leader

It's your job to assess the battlefield, to monitor your allies and enemies, and react as appropriate to the situation. Your vigilance translates into an urgency to face the enemy wherever it appears.

Benefit: You and each ally within 10 squares of you who can see and hear you gain a +2 power bonus to initiative.

Level 1: Commanding Presence

Your mere presence on the battlefield is enough to encourage your allies to push themselves beyond their limits and realize their true potential. How this presence manifests depends on your approach to command.

You gain one of the benefits described below, depending on your choice of Commanding Presence. Your choice also provides additional benefits to certain warlord powers, as detailed in those powers' descriptions.

Inspiring Presence You lead by helping your allies find courage and endurance within themselves. When your allies push themselves, they feel a swell of confidence to help them overcome their injuries.

Benefit: When an ally who can see you spends an action point to take an extra action, that ally also regains hit points equal to one-half your level + your Charisma modifier.

If the ally can see multiple warlord allies who have this class feature, the ally regains hit points from only one of them (the ally's choice).

Tactical Presence You enable your allies to perform with speed and accuracy, urging them to maneuver into position and take every advantage you point out to them. When your allies push themselves to make an extra strike, you point out the best place for them to attack.

Benefit: When an ally you can see spends an action point to make an attack, the ally gains a bonus to the first attack roll of that attack. The bonus equals half your Intelligence modifier.

If multiple warlord allies who have this class feature can see the ally, he or she gains the bonus from only one of them (the ally's choice).

Level 1: Inspiring Word

You grant your comrade additional resilience with nothing more than a shout of encouragement.

Benefit: You gain the *inspiring word* power.

Inspiring Word

Warlord Utility

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Encounter (Special) ♦ Martial, Healing

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Level 1: At-Will Powers

The first powers you learn are mastered through experience, skill, and daring. You have refined your tactics through trial and error and applied your experience to your weapon attacks and commands.

Benefit: You gain two 1st-level warlord at-will attack powers of your choice.

Commander's Strike Your keen eye scans the battlefield, looking for openings for your allies to attack. When you spot one, you can bark a signal letting your ally know the time to strike is now. With your guidance, a simple attack can deliver significant damage.

Commander's Strike

Warlord Attack 1

With a shout, you command an ally to attack an enemy within your reach.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Intelligence modifier.

Furious Smash When you lash out at an opponent, you can forego dealing some damage to channel your fury into a nearby ally. Your comrade can draw upon your example to gain accuracy and power for any attack he or she makes.

Furious Smash

Warlord Attack 1

You deliver a smashing blow to a foe that gets its attention more than harms it, encouraging an ally to hit the enemy where it hurts.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: Strength modifier damage. Choose an ally adjacent to you or to the target. The ally gains a power bonus to the next attack roll and damage roll that he or she makes against the target before the end of his or her next turn. The power bonus equals your Charisma modifier.

Viper's Strike Your tactical expertise comes into play whenever you attack. Using this exploit creates a trap for your enemy. If it tries to maneuver around you, your ally can spring into action.

Viper's Strike

Warlord Attack 1

You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Wolf Pack Tactics Positioning is vital to winning battles, as every warlord knows. *Wolf pack tactics* enables a nearby ally to move to a better spot. You can have an ally move into a flanking position to boost your or another ally's accuracy, or this power can let an injured companion retreat.

Wolf Pack Tactics

Warlord Attack 1

You attack your enemy with a well-placed blow, allowing a comrade to get into better position.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Effect: Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Level 1: Encounter Power

Special circumstances must arise before you can use more advanced stratagems. You know one exploit you can put into use once each battle.

Benefit: You gain a 1st-level warlord encounter attack power of your choice.

Guarding Attack A marshal must always be ready to support his or her allies, whether in the form of lending aid to their attacks or giving them a chance to catch their breath. With this exploit, you can smash an enemy that has one of your friends on the ropes and protect him or her from harm.

Guarding Attack

Warlord Attack 1

With a calculated strike, you knock your enemy off balance, granting a comrade some protection against the villain's attacks.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. One ally adjacent to you or to the target gains a +2 power bonus to AC against the target's attacks. The bonus lasts until the end of your next turn.

Inspiring Presence: The bonus equals 1 + your Charisma modifier.

Hammer and Anvil Many warlords lead by example, filling their allies' hearts with the courage to face terrifying enemies. A hit using *hammer and anvil* prompts an ally to follow your lead. Make the most of this exploit by flanking with a melee striker first.

Hammer and Anvil

Warlord Attack 1

You land a ringing blow against your foe, inspiring a nearby ally to do the same, but harder.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage. One ally adjacent to the target can make a melee basic attack against it as a free action, with a bonus to the damage roll equal to your Charisma modifier.

Leaf on the Wind Every battle line has its weak spots, and with *leaf on the wind* you can locate them. When your foes block your path to more vulnerable enemies, you can use this exploit to draw an enemy forward and let yourself or an ally slip through to the other side.

Leaf on the Wind

Warlord Attack 1

As if your enemy were a leaf caught in the autumn wind, your attack maneuvers it as you wish, forcing it to yield ground to one of your allies.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You (only if you are adjacent to the target) or one ally adjacent to the target can take a free action to swap places with it, sliding it 1 square and shifting 1 square.

Warlord's Favor You can assess the tactical situation with a glance and in doing so find ways to get the upper hand. A shout after you hit with *warlord's favor* shares your insight with a nearby ally so you can both concentrate your attacks in one place.

Warlord's Favor

Warlord Attack 1

With a calculated blow, you leave your enemy exposed to a comrade's attack.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Presence: The bonus equals 1 + your Intelligence modifier.

Level 1: Daily Power

When you use your daily attack power, you set in motion your plan to secure a swift victory. These exploits require time and opportunity to set up, and the chance to use one of them never arises more than once a day.

Benefit: You gain a 1st-level warlord daily attack power of your choice.

Bastion of Defense Standing in the battle's midst, you exhort your allies to find their courage, to remember the purpose for which they fight, as you treat an enemy to an exceptionally powerful attack. Your words and actions can focus your companions and steel their resolve.

Bastion of Defense Warlord Attack 1

You strike your foe a mighty blow, rallying your friends as they witness the path to glory.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Each ally within 5 squares of you gains a +1 power bonus to all defenses until the end of the encounter.

Effect: Each ally within 5 squares of you gains temporary hit points equal to 5 + your Charisma modifier.

Lead the Attack The quickest way to disorganize an enemy is to defeat its leaders or champions. You single out the most important foe in the combat and engage it. Allies who are near you recognize your intent and are better able to help defeat this key opponent.

Lead the Attack Warlord Attack 1

Under your direction, arrows hit their marks and blades drive home.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Pin the Foe A perfect exploit for containing a mobile opponent, *pin the foe* works only when you have at least one other ally involved. Before making the attack, make sure you have flanking with a defender or a melee striker. This way, you have a better chance to hit the first time, and you both can make opportunity attacks if the foe tries to escape.

Pin the Foe Warlord Attack 1

Your attack positions your enemy so that no matter where it turns, one of your allies is waiting.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

White Raven Onslaught Many tactics that warlords use derive from ancient fighting traditions. The White Raven school was one of history's famous institutions, and it created a whole generation of battle leaders who extolled the value of teamwork.

White Raven Onslaught Warlord Attack 1

You deliver a slashing blow, moving your foe as you wish about the battlefield and showing your comrades how to take advantage of your enemy's poor positioning.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you can slide an ally adjacent to you 1 square. Until the end of the encounter, immediately after you or an ally within 10 squares of you hits with an attack, that attacker can slide an ally adjacent to him or her 1 square.

Miss: Choose an ally within 10 squares of you. Until the end of the encounter, immediately after the ally hits with an attack, he or she can slide an ally adjacent to him or her 1 square.

Level 2: Utility Power

As your experience on the battlefield grows, you develop a new way to aid your allies and outmaneuver your enemies.

Benefit: You gain a 2nd-level warlord utility power of your choice.

Aid the Injured An ally beset by injuries has nothing to fear when you're nearby. A soothing word, a quick patch, and your companion is almost as good as new.

Aid the Injured

Warlord Utility 2

Your presence is both a comfort and an inspiration to an ally.

Encounter ♦ **Healing, Martial**

Standard Action **Melee 1**

Target: You or one ally

Effect: The target can spend a healing surge.

Crescendo of Violence A good leader rewards his or her charges when they succeed. An ally's remarkable performance elicits a word of praise to encourage that ally to keep on fighting.

Crescendo of Violence

Warlord Utility 2

When one of your allies delivers a telling blow on a foe, you offer encouragement to help your friend finish the fight.

Encounter ♦ **Martial**

Immediate Reaction **Ranged 5**

Trigger: An ally within 5 squares of you scores a critical hit.

Target: The triggering ally

Effect: The target gains temporary hit points equal to your Charisma modifier.

Knight's Move Plans change as new developments on the battlefield arise. Anticipating these changes and directing your allies is crucial to keeping pressure on your opponents. *Knight's move* enables you to give up your move action to let an ally in range get into position.

Knight's Move

Warlord Utility 2

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

Encounter ♦ **Martial**

Move Action **Ranged 10**

Target: One ally

Effect: The target can take a move action as a free action.

Shake It Off No matter what hurts you sustain, what injuries you accumulate, your objective should always be fixed in your mind. An exhortation can help you or an ally regain clarity, stanch a bleeding wound, or overcome some other dangerous effect.

Shake It Off

Warlord Utility 2

You offer strong words of encouragement to offset a debilitating effect.

Encounter ♦ **Martial**

Minor Action **Ranged 10**

Target: You or one ally

Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

Level 3: Encounter Power

Throughout your initial adventures, you observe and conceive of new battlefield techniques to aid your allies in battle, giving you another weapon in your arsenal.

Benefit: You gain a new warlord encounter attack power of your level or lower.

Hold the Line When the shrieking hordes come tumbling out from the darkness, it falls to you to keep your team fighting as a unit, to hold the battle line and not budge from your spots. If you give an inch, you might as well give the enemy a mile. Using a polearm with this power lets you attack from behind tough defenders and melee strikers.

Hold the Line

Warlord Attack 3

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, allies gain both a +2 power bonus to AC and cannot be pulled, pushed, or slid while adjacent to you.

Inspiring War Cry You are such a strong leader that your battle cries alone are enough to help allies shake off troubling conditions and keep fighting. The saving throw an ally can make could also be a death saving throw, giving a fallen companion another chance to regain his or her feet. However, this is risky since a failure counts toward the limits on failed death saving throws.

Inspiring War Cry

Warlord Attack 3

As you strike, you shout a fierce war cry that heartens a nearby ally, jolting your friend out of succumbing to his or her troubles.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: One ally who can hear you and is within 5 squares of you can make a saving throw.

Steel Monsoon What looks like an aggressive attack is nothing more than a ruse to maneuver your allies to where they can be most effective. Any marshal can use this exploit, but those with Tactical Presence can put it to maximum benefit.

Steel Monsoon

Warlord Attack 3

You leap into the fray with a wild, whirling attack, but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square as a free action.

Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

Warlord's Strike How your allies perceive your enemies plays into your opponents' strength. When you reveal that your foes can bleed, feel pain, and perhaps even suffer, you give your allies the needed inspiration to take the monster down.

Warlord's Strike

Warlord Attack 3

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.

Inspiring Presence: The bonus equals 1 + your Charisma modifier.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Your focus on advance stratagems rewards you with a new and powerful exploit useful against even the toughest enemies.

Benefit: You gain a new warlord daily attack power of your level or lower.

Stand the Fallen Bad luck, poor choices, and overwhelming numbers can all dash your plans. The trick is not to let your setbacks demoralize you. With *stand the fallen*, you rally your allies and restore their confidence that they can indeed win this fight.

Stand the Fallen

Warlord Attack 5

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

Daily ♦ **Healing, Martial, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Each ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Turning Point Your attack can salvage a disastrous situation to save yourself or an ally from a debilitating effect. The strike presses the enemy enough so that you or a companion can douse flames or overcome a charm. Given what happens on a miss, you should try to save this power for use against enemies that can bestow effects a save can end and that have these effects in play.

Turning Point

Warlord Attack 5

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off a hindering effect.

Daily ♦ Martial, Weapon**Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

Hit: 2[W] + Strength modifier damage. You or one ally within 5 squares of you can make a saving throw.

Miss: You or one ally within 5 squares of you can make a saving throw against one effect that the target caused and that a save can end.

Villain's Nightmare Containment is often the way to victory. *Villain's nightmare* lets you step into the defender's role by shutting down an enemy's movement.

Villain's Nightmare

Warlord Attack 5

You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing it from moving away from you.

Daily ♦ Martial, Weapon**Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Level 6: Utility Power

The more battles you fight and win, the more tricks and techniques you come up with to aid you down the road.

Benefit: You gain a new warlord utility power of your level or lower.

Guide the Charge Your ally speeds toward an enemy, barreling across the battlefield to speed the foe to the grave. You see an opening and shout out advice to your companion so that when he or she hits, the foe will fall back after being hit with the strike you guided.

Guide the Charge

Warlord Utility 6

You direct your ally's charge, allowing him or her to strike a deadly blow that pushes the foe backward.

Encounter ♦ Martial**Immediate Interrupt** **Ranged 10****Trigger:** An ally within 10 squares of you charges a creature.**Target:** The triggering ally

Effect: If the charge attack hits, the target gains a bonus to the damage roll equal to your Intelligence modifier, and he or she pushes the charged creature up to 2 squares. The target can then shift up to 2 squares to a square adjacent to the creature.

Inspiring Reaction Taking hits is all part of the combat experience.

You simply can't stop every attack—but what you can do is prevent one from dropping an indispensable ally. Use this exploit to keep a defender from taking so much damage that he or she can't continue the fight.

Inspiring Reaction

Warlord Utility 6

As soon as an ally is wounded, you spring forward to keep your friend standing.

Encounter ♦ Healing, Martial**Immediate Reaction** **Melee 1****Trigger:** You or an ally adjacent to you takes damage.**Target:** The character who takes the damage

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Quick Step When you use *quick step*, you urge an ally to move faster, to push himself or herself harder to go where you need.

Quick Step

Warlord Utility 6

You spur an ally to move faster.

Daily ♦ Martial**Minor Action** **Ranged 10****Target:** One ally

Effect: The target gains a +2 power bonus to speed until the end of the encounter.

Stand Tough As injuries mount and battle lines are pushed to the point of breaking, you can use this exploit to help allies stand fast and keep fighting. Your words diminish their pain and help your friends ignore the wounds they've sustained.

Stand Tough

Warlord Utility 6

You fortify your allies with a few words of encouragement.

Daily ♦ **Healing, Martial**

Minor Action **Close burst 5**

Target: You and each ally in the burst

Effect: Each target regains hit points equal to 10 + your Charisma modifier.

Level 7: Encounter Power

No matter how you lead, whether by inspiration or superior tactics, your leadership qualities evolve, and you add another exploit to your bag of tricks.

Benefit: You gain a new warlord encounter attack power of your level or lower.

Lion's Roar There are times for caution, and then there are times for action. Once you set up your tactics, you can throw yourself into the battle. Your roar can lift your spirits or those of an ally. This power is best used midway or late in a battle when the healing is most needed.

Lion's Roar

Warlord Attack 7

With a bloodcurdling roar, you attack your foe, breaking through its defenses. The ferocity of the attack reinvigorates you or an ally in need.

Encounter ♦ **Healing, Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You or one ally within 5 squares of you can spend a healing surge.

Inspiring Presence: If an ally spends the healing surge, he or she gains additional hit points equal to your Charisma modifier.

Sunder Armor As talented as you are in assessing battlefield conditions, you are especially good at finding vulnerabilities in your enemies. A hit using *sunder armor* exposes a weak spot long enough for you and your allies to exploit it.

Sunder Armor

Warlord Attack 7

You probe the defenses of your foe until you can land a blow that momentarily leaves it susceptible to other attacks.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and your allies can score a critical hit against the target on a roll of 18-20.

Surprise Attack One route to victory is to defeat your enemies' expectations through ambush, surprise, and cunning tactics. With this exploit, you set up an ally to make an attack from an unexpected direction. To concentrate your attacks, consider using this power while you have an ally adjacent to a target. If the ally is a rogue, wait for a round in which he or she hasn't yet used Sneak Attack.

Surprise Attack

Warlord Attack 7

As you attack amid the chaos of battle, you take an opportunity to direct an ally to attack a distracted foe.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. One ally within 5 squares of you can take a free action to make a basic attack with combat advantage against a creature of his or her choice.

Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Surround Foe The more allies you put around an enemy, the fewer the avenues by which it can escape. When possible, use this power to set up an ally to flank with a different ally, especially in situations where they both can act before the target does so.

Surround Foe

Warlord Attack 7

*You contain your foe, enabling one of your allies to move behind it.***Encounter** ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**Effect:** You slide one ally adjacent to the target up to 5 squares to another square adjacent to the target. You can slide the ally through the target's space.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

You have been victorious throughout your career, and from your achievements you have learned a new exploit to carry you into the paragon tier.

Benefit: You gain a new warlord daily attack power of your level or lower.

Iron Dragon Charge An excellent opening move, *iron dragon charge* lets you close on a foe and bring an ally with you. Your enthusiasm proves infectious, and when you charge, your allies feel driven to join you in the slaughter.

Iron Dragon Charge

Warlord Attack 9

*Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.***Daily** ♦ **Martial, Weapon****Standard Action** **Melee weapon****Effect:** You charge and make the following attack in place of a melee basic attack.**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage.**Effect:** Until the end of the encounter, when you charge a creature, choose an ally within 5 squares of where you start the charge. That ally can charge the same creature as an immediate reaction.

Knock Them Down You can turn the tide of battle by using this maneuver. *Knock them down* delivers an attack that not only sends your enemy to the ground but inspires your allies to move and topple their enemies as well. One by one the enemies fall, and until they regain their feet, your companions can dispatch them with ease.

Knock Them Down

Warlord Attack 9

*Seeing a weakness among your foes' defenses, you deliver a low, sweeping blow that knocks your enemy off its feet. Your allies follow your lead.***Daily** ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and the target falls prone. In addition, each ally within 10 squares of you can take a free action to move up to 3 squares and make a melee basic attack. If that attack hits, its target takes no damage, but falls prone.**Miss:** Half damage, and the target falls prone.

White Raven Strike Another example of the White Raven methods, this exploit breeds courage and confidence in your companions.

White Raven Strike

Warlord Attack 9

*You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.***Daily** ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage.**Effect:** Up to two allies within 10 squares of you gain 15 temporary hit points apiece.

If you reduce the target to 0 hit points with this attack, the allies gain additional temporary hit points equal to your Charisma modifier.

Level 10: Utility Power

At the pinnacle of the heroic tier, you develop yet another way to tip the scales of battle in your favor.

Benefit: You gain a new warlord utility power of your level or lower.

Defensive Rally The marshals who lose battles are the ones who don't recognize that their plans have begun to unravel. When resources flag and your companions waver, you can deliver a stirring speech to convince them to stand fast.

Defensive Rally Warlord Utility 10

You address your comrades with instructions to help them prevail.

Daily ♦ Healing, Martial

Standard Action Close burst 5

Target: Each ally in the burst

Effect: Each target can spend a healing surge and make a saving throw against one effect that a save can end. In addition, each target gains a +2 power bonus to all defenses until the end of your next turn.

Ease Suffering With you at their side, your allies can withstand incredible punishment. They ignore the flames licking their hides, the acid burning their flesh, and the blood spilling from their wounds.

Ease Suffering Warlord Utility 10

Your nearby presence is enough to soften the plight of your allies.

Daily ♦ Martial

Minor Action Personal

Effect: Until the end of the encounter, allies ignore ongoing damage on any turn they start adjacent to you, neither taking the damage nor making saving throws to end it.

Tactical Shift Your keen intellect helps you minimize the effect of disasters on the battlefield. When you see an attack about to hit a friend, you shout a warning so the imperiled ally can get out of the way. If the ally ends up getting a stronger position against a different foe, all the better.

Tactical Shift Warlord Utility 10

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.

Daily ♦ Martial

Immediate Interrupt Ranged 10

Trigger: An ally is hit by a melee or a ranged attack

Target: The triggering ally

Effect: The ally can take a free action to shift a number of squares up to 1 + your Intelligence modifier.

PARAGON MARSHAL

By the time you enter the paragon tier, you have made such a name for yourself that people everywhere know of your tactical genius and astonishing leadership ability. Military commanders might seek your advice, while nobles might recruit you to help refurbish their troops and protect their lands. You, however, look ahead to greater battlefields to find challenges worthy of your skill.

At 11th level, you choose a paragon path (see pages 25-30 for a selection of warlord paragon paths).

MARSHAL PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	–	Encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Paragon path feature Utility power
83,000	17	–	Encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

Looking back at your early exploits, you see flaws in your methods, holes in your plans. You shore up your tactics and improve upon them.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Beat Them into the Ground As your prowess grows, you find opportunities to use your best tactics more frequently. *Beat them into the ground* enables you to derive similar tactical benefits to those offered by *knock them down*, except that you can use this new power once per battle instead of once per day.

Beat Them into the Ground

Warlord Attack 13

You sweep the legs out from under your adversary and knock it to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and the target falls prone. In addition, each ally within 5 squares of you can take a free action to make a basic attack. If that attack hits, its target takes no damage, but falls prone.

Tactical Presence: Each ally gains a bonus to the attack roll equal to your Intelligence modifier.

Bolstering Blow You are a beacon on the battlefield, and each successful attack you make builds hope and confidence in your allies. When a companion witnesses your attack strike home, he or she finds the courage to meet the challenge you all face.

Bolstering Blow

Warlord Attack 13

Your overwhelming attack against your enemy inspires a nearby ally to continue the fight.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you gains 10 temporary hit points.

Inspiring Presence: The temporary hit points equal 10 + your Charisma modifier.

Denying Smite The foes you face in the paragon tier are better able to thwart even your best-laid plans. When an enemy slips through the front lines to strike at your less protected allies, you can move in and draw the foe's attention long enough for your allies to adjust their positions.

Denying Smite

Warlord Attack 13

No matter how your enemy maneuvers, something comes between it and its quarry—and that something is you.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee or ranged attacks until the end of your next turn.

Fury of the Sirocco Your commands and aid might draw unwanted attention from the enemy. If you find yourself surrounded, you can use this exploit to scatter your enemies and give you room to maneuver.

Fury of the Sirocco

Warlord Attack 13

The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy you can see in the burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can slide the target 1 square.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

As you climb through the paragon tier, you face ever more dangerous foes. You realize the exploits you learned in the heroic tier are no longer sufficient to meet these new challenges.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Make Them Bleed Marshals might offer commands to keep their allies in top shape, yet they can also instruct, describing a better way to fight. *Make them bleed* shows your allies how to strike at a foe to deliver bleeding wounds. Even as the enemy stanches one wound, an ally's attack delivers another.

Make Them Bleed

Warlord Attack 15

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Effect: Until the end of the encounter, when you or an ally hits the target, it takes ongoing 5 damage (save ends).

Renew the Troops When your allies' confidence begins to flag, bold action is required. With this exploit, you smash into an enemy to show your friends that all hope is not lost. *Renew the troops* is best used late in a battle when hit points are running low.

Renew the Troops

Warlord Attack 15

Seeing your enemy quail before your onslaught gives your allies the courage to fight on.

Daily ♦ Healing, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Each ally who can see you regains hit points equal to his or her healing surge value + your Charisma modifier.

Miss: Each ally who can see you regains hit points equal to 10 + your Charisma modifier.

Warlord's Gambit A dangerous ploy under any circumstances, *warlord's gambit* makes you the bait in a trap designed to destroy a tough enemy. This power works best when the party's defender is occupied. You want the target to attack you so that your strikers can pile on the damage. Grant these attacks to defenders only when you can't take any more damage.

Warlord's Gambit

Warlord Attack 15

You provoke your adversary with a bold stroke. Each time it lunges at you, it recklessly sets up your forces for victory.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, the target gains a +2 bonus to attack rolls and damage rolls against you, and whenever it attacks you, choose an ally within a number of squares of you equal to your Intelligence modifier. That ally can make a basic attack against the target as an immediate interrupt.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

From your time fighting powerful creatures, you have come up with a new way to foil their attacks or protect your companions.

Benefit: You gain a new warlord utility power of your level or lower.

Hero's Defiance Your enemies in the paragon tier can bestow a number of crippling effects upon you and your friends. High ongoing damage as well as stunning, dominating, or weakening effects can take an ally out of the action. Use this power to free an ally from one of these afflictions.

Hero's Defiance

Warlord Utility 16

You fight off an adverse condition or enable an ally to do the same.

Daily ♦ **Martial**

Standard Action Ranged 10

Target: You or one ally

Effect: The target can end one effect on it that a save can end.

Warlord's Banner You find new ways to keep your allies fighting. Warlord's banner gives you another method for enabling your allies to recover from injuries and renewing their focus on defeating the enemy.

Warlord's Banner

Warlord Utility 16

You rally your comrades before sending them into battle.

Encounter ♦ **Healing, Martial**

Standard Action Close burst 5

Target: Each ally in the burst

Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

White Raven Formation The White Raven discipline taught students to monitor soldiers under their command, to always adjust and alter their tactics to respond to changes on the battlefield. This power reflects that awareness and your ability to maneuver allies where they can be more effective.

White Raven Formation

Warlord Utility 16

You forego attacks to focus on redirecting your allies' positioning.

Daily ♦ **Martial**

Standard Action Close burst 5

Target: Each ally in the burst

Effect: Each target can take a move action as a free action.

Level 17: Encounter Powers

You discard a lesser exploit in favor of one better suited for the dangers you face.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Battle On You take the bite out of debilitating effects when you use *battle on*. A shout and a strike are all you need to help your allies to shake off the worst your enemy can deliver.

Battle On

Warlord Attack 17

You rally your forces with a battle cry and a calculated blow against the enemy.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and each ally within 5 squares of you can make a saving throw.

Inspiring Presence: Each ally gains a bonus to the saving throw equal to your Charisma modifier.

Hail of Steel You lead a concentrated attack against a single target. The more allies that are around you, the more effective the attack becomes. Be sure you have all your allies in position before using this power.

Hail of Steel

Warlord Attack 17

You deliver a well-placed strike against your foe and call your comrades to do the same. They pelt the enemy with attacks.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each ally within 5 squares of you can make a basic attack against the target as a free action.

Thunderous Fury By using this exploit, you encourage allies to focus their attacks against a single target by staggering that enemy with a potent strike.

Thunderous Fury

Warlord Attack 17

You strike your enemy with a furious blow that creates a momentary lull in the fighting, giving you a chance to direct your allies to victory.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Tactical Presence: Until the end of your next turn, each of your allies gains a power bonus to attack rolls against the target equal to your Intelligence modifier.

Warlord's Rush This power is useful when you need to shift the party's focus to a different enemy or to enable allies to move into more advantageous positions. After you hit, everyone who can see you springs into motion.

Warlord's Rush

Warlord Attack 17

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along by the force of your wrath.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and each ally who can see you can move up to his or her speed as a free action.
Miss: One ally who can see you can move up to his or her speed as a free action.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

Nearing the peak of the heroic tier, you can bring to bear some of the most innovative and effective stratagems available.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Break the Tempo Your party's defender can't be everywhere at once. At times, you have to step into his or her role. With *break the tempo*, you commit yourself to frustrating an enemy's attacks long enough for help to arrive.

Break the Tempo

Warlord Attack 19

You deliver a punishing blow to your foe and then watch how it reacts, striking again when it leaves itself open and throwing it off balance.

Daily ♦ **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Effect: Until the end of your next turn, you can use an immediate interrupt to move up to 4 squares and make a melee basic attack against the target if it makes an attack roll. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.

Sustain Minor: The effect persists until the end of your next turn.

Victory Surge An aggressive and effective technique, *victory surge* helps your allies strike with greater frequency to hack and hew through the remaining foes. This exploit is useful for reaching the tipping point in a battle, letting you mop up the few lingering foes in short order.

Victory Surge

Warlord Attack 19

With a triumphant roar, you urge your allies to seize every opportunity and fight like never before.

Daily ♦ **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the start of your next turn, each ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Miss: Until the start of your next turn, one ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Sustain Minor: Until the start of your next turn, one ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.

Windmill of Doom One shout from you, and the allies surrounding your enemy strike as one. To realize the full benefit of *windmill of doom*, you must have your companions in position. A strong combination is to lead off with *warlord's rush* and spend an action point to use this power.

Windmill of Doom

Warlord Attack 19

You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.

Daily ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

Hit: 3[W] + Strength modifier damage, and each ally of yours adjacent to the target can make a melee basic attack against it as a free action.

Miss: One ally of your choice adjacent to the target can make a melee basic attack against it as a free action.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

EPIC MARSHAL

You are among the greatest commanders the world has ever known. Instead of kings seeking your guidance, you might find the gods themselves summoning you to lead their legions. The battlefields of the epic tier are far different from those you have faced before, and thus they demand new ideas and new exploits.

When your warlord reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

MARSHAL EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

You have planned for every eventuality and develop a technique aimed at thwarting whatever your enemy can throw at you.

Benefit: You gain a new warlord utility power of your level or lower.

Heart of the Titan You call forth the champion that you know lives within your heart or that of an ally. Your target becomes an unstoppable warrior, able to ignore attacks and shrug off conditions and effect that would undo a lesser warrior. Since the effect wears off when the target loses temporary hit points equal to the ones gained, even if the target later gains more temporary hit points, be sure to track these temporary hit points separately.

Heart of the Titan

Warlord Utility 22

With great words of encouragement about glorious victory, you turn yourself or an ally into a battle-hardened juggernaut.

Daily ♦ Martial

Standard Action **Ranged 10**

Target: You or one ally

Effect: The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power, the target gains a bonus to damage rolls equal to your Charisma modifier and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.

Heroic Surge Any ground your enemy gains against you is instantly undone when you use *heroic surge*. You'll want to save this power until around the middle of a fight, after you and your allies have taken significant damage.

Heroic Surge

Warlord Utility 22

The sight of one of your allies being harmed fills you with resolve and compassion, and you turn that dark moment into a heroic surge toward triumph.

Daily ♦ Healing, Martial

Immediate Reaction **Close burst 5**

Trigger: You or an ally within 5 squares of you takes damage.

Target: You and each ally in the burst

Effect: Each target can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Own the Battlefield Your tactical prowess becomes so great that you can adjust your tactics on the fly. One command is all it takes to move nearby enemies to where your allies can set upon them.

Own the Battlefield

Warlord Utility 22

Like a puppet master, you position your enemies exactly where you want them.

Daily ♦ Martial

Standard Action **Close burst 5**

Target: Each enemy you can see in the burst

Effect: You slide the target a number of squares up to your Intelligence modifier, but not into hindering terrain.



A warlord and his archers give the mantichore a taste of its own medicine

Level 23: Encounter Power

You abandon the last exploit from your time in the heroic tier to focus on tactics you need to survive the epic tier.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Great Dragon War Cry Just as you can inspire others with your battle cries and your combat skill, so too can you demoralize those who stand against you. Your enemy shrinks back, seeing its death reflected in your eyes.

Great Dragon War Cry

Warlord Attack 23

You shout a terrifying battle cry as you attack, driving a wedge of doubt into your foe's mind. Your comrades, sensing the enemy's will breaking, redouble their efforts.

Encounter ♦ **Fear, Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is weakened until the end of your next turn.

Inspiring Presence: Until the end of the encounter, your allies gain a power bonus to attack rolls against weakened enemies. The bonus equals your Charisma modifier.

Pillar to Post As you battle your opponent, your ally slips into a flanking position. You seize upon the enemy's momentary panic to strike and send the foe back into your waiting ally's weapon, who in turn shoves it back to you for a second strike. When using this exploit, pair up with a melee striker such as a barbarian, hexblade, or rogue.

Pillar to Post

Warlord Attack 23

You strike your foe and send it stumbling into a waiting ally, who drives the foe back toward you.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature flanked by you and an ally

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make the secondary attack against the target.

Secondary Attack

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Rabbits and Wolves As evidence of your growing battle awareness and quick thinking, you send a strike into your foe and call forth needed reinforcements to shore up the battered front. This exploit is useful for freeing injured allies to attend to their wounds or for concentrating your party's attacks against a troublesome foe.

Rabbits and Wolves

Warlord Attack 23

Between swings and parries, you direct beleaguered allies to safety while calling in assistance from across the field.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Choose one or two allies within 10 squares of you. Each of those allies can shift up to his or her speed as a free action.

Sudden Assault You have worked with your companions long enough for them to know your signals and act accordingly. In keeping with your plan, your strike is the call to action needed to put your tactic into motion.

Sudden Assault

Warlord Attack 23

*Your quick, slashing blow against your enemy spurs an ally into action.***Encounter ♦ Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 1[W] + Strength modifier damage, and one ally within 5 squares of you can take a standard action as a free action.**Tactical Presence:** The ally gains a power bonus to attack rolls against creatures adjacent to you. The bonus equals your Intelligence modifier and applies only to attack rolls made using the standard action granted by this power.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Daily Power

You prove you are equal to the perils found in the epic tier by devising an even more effective and deadly exploit.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Relentless Assault Caution has its place, but a wise marshal knows when to let loose the hounds and let the bloodlust take over. You give into your wrath by making a savage attack. Your allies respond in kind, surrendering to their rising anger.

Relentless Assault

Warlord Attack 25

*You deliver a punishing strike that leaves your foe reeling. Your allies can see its distress and are inspired to greater heights of battle fury.***Daily ♦ Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 5[W] + Strength modifier damage.**Effect:** Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as an opportunity action.

Stir the Hornet's Nest The dragon flies overhead, refusing to engage you. Rather than face another blast of fire, you shout a challenge at the beast and hurl your weapon. If you hit, you impair the monster enough to give your allies a chance at bringing it down. Even if you miss, one of your friends sends up a missile to follow your first effort.

Stir the Hornet's Nest

Warlord Attack 25

*You make a vicious strike against your foe, wounding it badly and making it an easy target for your allies' ranged attacks.***Daily ♦ Martial, Weapon****Standard Action** **Ranged weapon****Requirement:** You must make this attack with a heavy thrown weapon.**Target:** One creature**Attack:** Strength vs. AC**Hit:** 6[W] + Strength modifier damage. Until the end of the encounter, each of your allies gains a power bonus to the damage rolls of ranged attacks against the target. The bonus equals your Intelligence modifier.**Miss:** One of your allies can make a ranged basic attack against the target as a free action, with a power bonus to the damage roll equal to your Intelligence modifier.

White Raven's Call You and your teammates have fought enough battles together that you are almost of one mind and one will. When you throw yourself at your enemy, you and your allies find it within yourselves to overcome any effects that hold you back.

White Raven's Call

Warlord Attack 25

You release a deluge of brutal attacks upon your foe while calling out to your allies to stand their ground and shake off their weariness.

Daily ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

Hit: 6[W] + Strength modifier damage, and you and each ally within 10 squares of you can make a saving throw against one effect that a save can end.

Miss: Each of your allies within 10 squares of you can make a saving throw against one effect that the target caused and that a save can end.

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

As you advance toward your ultimate destiny, your combat maneuvers and tactics continue to improve.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Chimera Battlestrike Your enemies recognize the threat you pose when you issue commands and bolster your companions. You, however, are ready for them when they converge on you. Like the monster for which this exploit is named, you lash out in a flurry of attacks, driving back each enemy you strike.

Chimera Battlestrike

Warlord Attack 27

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter ♦ **Martial, Weapon****Standard Action** **Close burst 1****Target:** Each enemy you can see in the burst**Attack:** Strength vs. Reflex

Hit: 3[W] + Strength modifier damage, and you slide the target up to 2 squares.

Tactical Presence: The distance of the slide is up to 1 + your Intelligence modifier.

Devastating Charge You see the path to victory and embark on it by charging into the thick of the battle. When you smash your weapon into your opponent, your allies feel drawn to follow you to glory. This is a great power to use at the start of a battle if you get in one of the earliest attacks, or later, when you need to close on a distant foe.

Devastating Charge

Warlord Attack 27

You rush forward and furiously assault your enemy, encouraging all who see your courage to do the same.

Encounter ♦ **Martial, Weapon****Standard Action** **Melee weapon****Effect:** You charge and make the following attack in place of a melee basic attack.**Target:** One creature**Attack:** Strength vs. AC

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, if any ally can see you when he or she charges, the ally gains a bonus to the damage roll of the charge attack. The bonus equals your Charisma modifier.

Incite Heroism A rousing cry accompanies your successful attack, your words and actions uplifting your companions. The confidence you exude insulates your friends from harm.

Incite Heroism

Warlord Attack 27

You deliver a great blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.

Encounter ♦ **Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

Hit: 4[W] + Strength modifier damage, and each ally you can see gains 20 temporary hit points.

Inspiring Presence: Each of the allies gains additional temporary hit points equal to your Charisma modifier.

Warlord's Doom Your attack's fury is so intense that your enemy cannot recover from it in time to shake off some other condition affecting it. Since you're denying a saving throw with this attack, save it for a potentially deadly condition such as high ongoing damage, stunned, or dazed.

Warlord's Doom

Warlord Attack 27

You break your adversary's resolve with a ferocious strike.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you can choose an effect on the target that a save can end. The target fails its next saving throw against that effect.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You have reached the lofty heights of the epic tier. As you ready yourself to embark on your final quest, you learn an exploit unlike anything the world has ever before seen.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Defy Death Your bond with your companions ensures that you watch out for their best interests. If an enemy strikes at a beleaguered ally, you are there to deliver a punishing strike that causes the foe either to miss or to draw back at the last moment.

Defy Death

Warlord Attack 29

You leap to your ally's side, sparing your comrade from the jaws of death.

Daily ♦ **Healing, Martial, Weapon**

Immediate Interrupt **Melee weapon**

Trigger: A creature attacks your ally.

Effect: You move up to twice your speed to a square where you can reach the triggering creature with your melee weapon. Your move doesn't provoke opportunity attacks. You then make the following attack.

Target: The triggering creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and the target's attack misses the ally.

Miss: Half damage, and the target's attack deals only half damage if it hits the ally.

Effect: The ally can spend a healing surge immediately after the target's attack.

Stand Invincible By this point in your career, you have faced off against myriad enemies, eked out victories against overwhelming odds, and have led your companions to glory, fame, and power beyond imagining. When your need is greatest, you can call upon these experiences to both destroy an enemy and to remind your allies of what you have accomplished and what you will accomplish in the days ahead,

Stand Invincible

Warlord Attack 29

You throw everything you have at your enemy, delivering a punishing blow to your foe and showing your allies that together you stand invincible.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Effect: Until the end of your next turn, you and each ally within 5 squares of you gain resist 5 to all damage and a +4 power bonus to all defenses.

Sustain Minor: The benefits persist until the end of your next turn.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

WARLORD PARAGON PATHS

Warlord paragon paths help you further develop and distinguish your leadership style to better command the battlefield. You might take charge up front, draw from your experiences for give aid, or inspire your companions to greater heroics.

BATTLE CAPTAIN

Prerequisite: Warlord

You become the epitome of the combat leader in action, an inspiring battle captain who easily flows from issuing commands to engaging the enemy and back again as conditions on the battlefield warrant. As a leader who fights as well as he leads, you have earned the loyalty and respect of your allies, and together you have been forged into a cohesive combat team.

Level 11: Battle Action

Your excellence in battle offers encouragement to your friends. When you push beyond your normal limits, you inspire those who can see you to do the same.

Benefit: When you spend an action point to take an extra action, your allies gain a +1 bonus to attack rolls until the start of your next turn. To gain this bonus an ally has to see and hear you when you spend the action point.

Level 11: Force Retreat

Some leaders guide their companions from behind the front ranks. You are not one such. You leap into the fray to knock an enemy back and into its allies.

Benefit: You gain the *force retreat* power.

Force Retreat

Battle Captain Attack 11

You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. Reflex

Hit: 1[W] damage, and you push the target a number of squares up to your Intelligence modifier. Make the secondary attack.

Secondary Attack

Secondary Target: Each enemy that was adjacent to the primary target before the push, is its size or smaller, and is within your melee reach

Attack: Strength vs. Fortitude

Hit: 2d6 + Strength modifier damage, and you can push the secondary target 1 square.

Level 11: Cry Havoc

A stirring shout urges your allies to take the offensive. Their opening attacks dictate how this battle will be fought.

Benefit: On the first round of combat (or both the first round and the surprise round if your allies act during the surprise round), any ally who starts his or her turn within 10 squares of you gains a +2 bonus to attack rolls.

Level 12: Bolt of Genius

You're always examining the battlefield, looking for openings and new opportunities. With this power, you spot such an opening and inspire your ally to take it.

Benefit: You gain the *bolt of genius* power.

Bolt of Genius

Battle Captain Utility 12

You share a moment of brilliant clarity with a close comrade.

Daily ♦ **Martial**

Standard Action **Ranged 5**

Target: One ally

Effect: The target regains the use of an encounter attack power that he or she has already used during this encounter.

Level 16: Battle Inspiration

Your encouraging words can fill your allies with renewed purpose. As their injuries fade, they spring back to the front lines, eager to join the fight.

Benefit: When you heal an ally with your *inspiring word*, the ally gains a +1 power bonus to attack rolls and speed until the end of your next turn. If you have the Tactical Presence class feature, the bonus equals your Intelligence modifier.

Level 20: Cunning Flurry

As enemies gather around you, their proximity works to their detriment. You launch an aggressive attack that scatters and drops your foes to all sides.

Benefit: You gain the *cunning flurry* power.

Cunning Flurry

Battle Captain Attack 20

You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy you can see in the burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you either push the target 1 square or knock it prone.

Miss: Half damage.

COMBAT VETERAN

Prerequisite: Warlord

You are a veteran of many battles, and it shows. You have learned tricks and techniques that can be picked up only on the field of battle, and you have learned more than just how to survive—you have learned how to win. Moreover, your combat skills and innate leadership translate to those who fight beside you. You make those around you better, and your allies are happy to have you fighting at their side.

Level 11: Combat Veteran's Action

Your aggressive action draws enough attention that an ally can spring into motion, either to join the fray or to fall back and catch his or her breath.

Benefit: When you spend an action point to take an extra action, one of your allies within 10 squares of you can take a move action as a free action.

Level 11: Skirmish Ploy

From your battlefield experience, you have learned several tricks to outwit and undermine your opponents. *Skirmish ploy* lets you turn an enemy aside for a nearby ally to dispatch.

Benefit: You gain the *skirmish ploy* power.

Skirmish Ploy

Combat Veteran Attack 11

You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you slide the target up to 2 squares, and an ally within 2 squares of you can shift 1 square closer to the target as a free action.

Level 11: Tough as Nails

You're accustomed to fighting on the front lines. Injuries don't trouble you. You are rugged and ready to face off against any opponent.

Benefit: You gain an extra healing surge. In addition, whenever you spend a healing surge to regain hit points, add your Constitution modifier to the hit points you regain.

Level 12: Miss Me Once

An enemy's foiled attack draws your notice. Reading that target helps you pick out weaknesses and vulnerabilities invaluable to making your next attack.

Benefit: You gain the *miss me once* power.

Miss Me Once

Combat Veteran Utility 12

You dodge an enemy's attack, then look at him as though he were already dead.

Encounter ♦ Martial

Immediate Interrupt Ranged 10

Trigger: An enemy within 10 squares of you that you can see misses you with an attack.

Effect: The enemy grants combat advantage until the start of its next turn.

Level 16: Battle Healer

Allies under your ministrations not only overcome their injuries, they can shake off harmful effects.

Benefit: When you use your *inspiring word*, the target can also make a saving throw.

Level 20: Superior Tactics

If your time on the battlefield has taught you anything, it was to always adapt to the circumstances. You learn to adjust your plans on the fly, striking quickly and recruiting another ally to realize the benefit of your tactical genius.

Benefit: You gain the *superior tactics* power.

Superior Tactics

Combat Veteran Attack 20

Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you grant an action point to an ally within 10 squares of you who has not spent an action point during this encounter. The action point disappears if it's not used by the end of the encounter.

Miss: One ally within 10 squares of you can make a basic attack as a free action.

KNIGHT COMMANDER

Prerequisite: Warlord, proficiency with heavy armor

Your path as a warlord has led you to assume the status of a knight commander, an armored epitome of leadership and combat who has no fear of leading from the front—and who has the requisite skills and abilities to handle that responsibility. You inspire by example, you press every offensive, and you rally your allies with powerful attacks and stirring tactics.

Level 11: Honor and Glory

You stand at your allies' core, a shining example of excellence and battle prowess. Those who fight at your side strike with greater accuracy.

Benefit: Allies gain a +2 power bonus to attack rolls while adjacent to you.

Level 11: Knight Commander's Action

You have no trouble fighting up front, taking charge of the battle's development. When you push yourself, you draw the enemy's attention from your allies to yourself, thus granting some protection to those who fight for your cause.

Benefit: When you spend an action point to take an extra action, your allies gain a +1 bonus to all defenses until the start of your next turn. To gain this bonus, an ally has to see and hear you when you spend the action point.

Level 11: Slash and Press

This power is best used when enemies close in from all sides. Whether or not your powerful strike hits, your nearby foes fall back to escape your fury.

Benefit: You gain the *slash and press* power.

Slash and Press

Knight Commander Attack 11

You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: After making the attack, you can push each enemy adjacent to you 1 square.

Level 12: Break Their Nerve

Protecting the innocent is your foremost concern. If the enemy troubles a nearby ally, you can grab that foe's attention and give your companion a reprieve.

Benefit: You gain the *break their nerve* power.

Break Their Nerve

Knight Commander Utility 12

You make your enemy second-guess its decision to face you and your comrades in battle.

Encounter ♦ Martial

Minor Action **Melee 1**

Target: One enemy

Effect: The target is marked until the end of your next turn.

Level 16: Press of Arms

Your battlefield presence and sense of command ensures that no opportunity is wasted. You guide your allies' attacks to deliver punishing damage.

Benefit: When you or an ally within 3 squares of you makes an opportunity attack, that attacker gains a bonus to the damage roll. The bonus equals your Charisma modifier.

Level 20: Control the Field

A risky power, but a valiant one, *control the field* establishes you as the most dangerous threat on the battlefield. Enemies that turn to face you find their resolve withering before your overwhelming countenance.

Benefit: You gain the *control the field* power.

Control the Field

Knight Commander Attack 20

You dominate the field of battle so strongly that enemies find your mere presence overwhelming.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Each enemy within 5 squares of you is marked until the end of your next turn, and each takes ongoing 10 damage (save ends). While adjacent to you, an enemy takes a penalty to saving throws against this ongoing damage. The penalty equals your Charisma modifier.

SWORD MARSHAL

Prerequisite: Warlord, proficiency with a heavy blade

You have extensively studied the use of light blades and heavy blades, and your weapon of choice has become a symbol of your power and leadership. You never enter a battle without your blade in hand, and your allies know to look for that gleaming weapon when they need help or inspiration.

Level 11: Blade Flurry

You demonstrate your mastery of the heavy blade with a series of swift strikes as you dance through the enemy's ranks.

Benefit: You gain the *blade flurry* power.

Blade Flurry

Sword Marshal Attack 11

You slash a foe, swoop to one side, and swing your blade against the same foe or another enemy within your reach.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a heavy blade.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can shift 1 square. Make the secondary attack.

Secondary Attack

Secondary Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 11: Disciplined Blade

A missed opportunity only firms your resolve to connect with your next attack. A foe might escape one strike, but it won't avoid the next.

Benefit: When you miss an enemy with a melee attack using a heavy blade, you gain a +2 bonus to your next attack roll with that weapon against the same enemy.

Level 11: Sword Marshal's Action

Rather than wait for the right time, you create opportunities to use your exploits. You have to work a little harder to regain an expended maneuver, but the effort is worth it.

Benefit: You can spend an action point to regain one warlord encounter attack power that you have already used during this encounter, instead of taking an extra action.

Level 12: Sword Marshal's Boon

The aid you would grant an ally also helps yourself. You take heart from assisting your companions, knowing that only together will you win the day.

Benefit: You gain the *sword marshal's boon* power.

Sword Marshal's Boon

Sword Marshal Utility 12

Warlord, help thyself!

Daily ♦ **Martial**

Free Action **Personal**

Trigger: You use a warlord utility power that can target you or an ally.

Effect: The power targets both you and the ally.

Level 16: Skewer the Weak

Your perfect attack is a prelude to your enemy's defeat. As the foe recoils from your strike, it is unable to protect itself well against incoming attacks.

Benefit: When you score a critical hit against an enemy with a heavy blade, you and your allies gain combat advantage against that enemy until the end of your next turn.

Level 20: Diamond Blade of Victory

You and your allies are a fighting unit. You each contribute unique strengths to the group and compensate for others' shortcomings. Leading the way, you assail your enemy, gaining greater effectiveness on your attack for each ally nearby.

Benefit: You gain the *diamond blade of victory* power.

Diamond Blade of Victory

Sword Marshal Attack 20

The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a heavy blade.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. For each ally within 2 squares of you, the target takes 1[W] extra damage (maximum 4[W] extra damage).

Miss: Half damage.

Addendum:

UPDATES IN BRIEF

Warlord Class Updates

(Player's Handbook/Class Compendium)

Inspiring Presence feature: Clarifies that allies can receive this benefit from only one warlord at a time.

Tactical Presence feature: Clarifies that the bonus to hit is to only the first attack roll of the action point attack, and that allies can receive this benefit from only one warlord at a time.

Commander's Strike power: Combined Attack and Hit lines into an Effect.

Leaf on the Wind power: The position swap in the Hit line now requires a free action.

Steel Monsoon power: The ally's shift in the Hit line now requires a free action.

Turning Point power: Miss line updated to reflect range limitation of Hit line.

Surround Foe power: Ally slide in Effect line can be up to 5 squares.

Warlord's Rush power: The movement granted by the Hit and Miss lines now requires a free action.

Own the Battlefield power: Range changed to close burst 5. Enemies cannot be slid into hindering terrain.

Rabbits and Wolves power: The allies' shift granted in the Hit line now requires a free action.

Stir the Hornet's Nest power: This power now targets AC, no longer grants a bonus to attack rolls, and now grants a power bonus to damage rolls. On a miss, the power now grants one ally a ranged basic attack.

Devastating Charge power: This power now grants a bonus to charge attacks, not just melee basic attacks made as part of a charge. Allies must be able to see you when they charge.

Warlord's Doom power: Clarified that choice occurs at the time of this power's use.

Defy Death power: Effect line's use of an immediate reaction removed. The ally now spends the healing surge immediately after the target's attack.

Warlord Paragon Path Updates

(Player's Handbook/Class Compendium)

Battle Captain

Bolt of Genius power: Now recharges encounter attack powers.

Combat Veteran

No changes

Knight Commander

Honor and Glory feature: Now a power bonus.

Control the Field power: Effect now gives marked enemies ongoing 10 damage (save ends), and adjacent enemies take a penalty to saving throws against this damage equal to your Charisma modifier.

Sword Marshal

Disciplined Blade feature: Requires that you use the same weapon for both attacks.

Sword Marshal's Action feature: Now recharges a warlord encounter attack power.

Sword Marshal's Boon power: Now triggers off the use of a warlord utility power that targets you or an ally.