

Undead Warlord

"The living fear death. I command it."

Class Features

As an Undead Warlord, you gain the following class features.

Hit Points

- **Hit Dice:** 1d12 per Undead Warlord level
- **Hit Points at 1st Level:** 12 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d12 + your Constitution modifier per Undead Warlord level

Proficiencies

- **Armor:** Light armor, medium armor, heavy armor
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Constitution, Charisma
- **Skills:** Choose two from Arcana, History, Intimidation, Persuasion, and Religion

Equipment

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

- (a) A longsword or (b) two shortswords
 - (a) chain mail or (b) leather armor, a longbow, and 20 arrows
 - (a) A dungeoneer's pack or (b) an explorer's pack
 - A necromancer's tome containing dark rituals
 - If you are using starting wealth, you have 5d4 × 10 in funds.
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The Undead Warlord

Level	Features	Skeleton Control Limit	Skeleton Summon Rate
1st	Bone Legion, Demon Dragon's Form	20-30	2 × Level (Min 20)
2nd	Death March, Drakith's Sustenance, Spellcasting	40+	4 × Level
3rd	Undead General, Dark Proclivity	60+	6 × Level
4th	Ability Score Improvement	80+	8 × Level
5th	Endless Horde, Greater Form	100+	10 × Level
6th	Unholy Resilience, Dark Proclivity Feature	150+	15 × Level
7th	Greater Bonecraft, Draconic Control	200+	20 × Level
8th	Ability Score Improvement	300+	30 × Level
9th	Unstoppable Tide	500+	50 × Level
10th	Master of the Dead, Superior Form	1,000+	No Limit
11th	Army of the Damned, Dark Proclivity Feature	5,000+	No Limit
12th	Ability Score Improvement	10,000+	No Limit
13th	Bone Giants	20,000+	No Limit
14th	Dark Dominion, Exemplary Form, Dark Proclivity Feature	30,000+	No Limit
15th	Skeletal Colossi, Limitless Power	50,000+	No Limit
16th	Ability Score Improvement	70,000+	No Limit

17th	Bone Titan Legion	100,000+	No Limit
18th	World Ender, Dark Proclivity Feature, Annihilation	500,000+	No Limit
19th	Ability Score Improvement	1,000,000+	No Limit
20th	Bone Emperor, True Form	Unlimited	Unlimited

Class Features

Bone Legion (1st Level)

From the start, you command an undead force. As an action, you may **raise a number of skeletons equal to twice your Undead Warlord level** (minimum 20).

- These skeletons obey your mental commands.
- You can issue a single command to all of them at once.
- They take their turns on your initiative.

At 1st level, you can command **20-30 skeletons** at all times.

Death March (2nd Level)

Your undead never stops growing.

- You can **reanimate any humanoid as a skeleton instantly** when it dies within 30 feet of you.
- The range of your undead control **increases to 1 mile**.

Your skeletons now gain **advantage on saving throws against Turn Undead and similar effects**.

Undead General (3rd Level)

You can now **delegate** control of your skeletons to **lieutenants** (stronger undead you create). This allows you to split your army into **independent squads**, each following preset orders.

Endless Horde (5th Level)

Your army swells into **hundreds**.

- You can control **100+ skeletons** at all times.
 - Your skeletons gain **Multiattack (two attacks per turn)**.
 - You can **reanimate up to 10 skeletons per action**.
 - You can now summon Death Knight (5 skeletons) and Death Knight Aspirant(3 skeletons).
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Unholy Resilience (6th Level)

Your undead gain increased durability:

- All skeletons under your control gain **+3 AC**.
 - They have **resistance to nonmagical bludgeoning, piercing, and slashing damage**.
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7th Level – Aura of Dread

Your mere presence unnerves the living.

- **Enemies within 30 feet of you** have **disadvantage on Wisdom saving throws** against your spells and undead abilities.
- **Creatures that start their turn in this aura** must make a **Wisdom saving throw (DC = 8 + proficiency + Charisma modifier)** or become **frightened for 1 minute**.
- If a creature succeeds on the save, they are immune to this aura for 24 hours.

Your army now numbers **300 undead**.

Unstoppable Tide (9th Level)

Your skeletons now fight as a true **army**:

- You can **resurrect up to 100 skeletons per action**.
 - Your control limit increases to **500+ skeletons**.
 - You gain **immunity to necrotic damage**.
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Master of the Dead (10th Level)

There is no longer a hard cap on your undead. You can now raise **unlimited** skeletons, though you can only issue **direct orders** to **(Undead Warlord level × 100) skeletons at once**.

Your influence **spreads across entire battlefields**.

11th Level – Master of Undeath

You are now a true general of the dead, able to command vast legions effortlessly.

- You can now **mentally control all of your undead simultaneously**, giving them **complex orders** that they follow without needing direct actions from you.
- You can **see and hear through any of your undead** within **1 mile**.
- Your **Raise Dead** spells no longer require components.

Your army now numbers **2,000 undead**.

Bone Giants (13th Level)

You can summon **Skeletal Ogres, Minotaurs, and Giants** in addition to normal skeletons.

These **count as 5 skeletons** each for your control limit.

Dark Dominion (14th Level)

Your army now **stretches across entire nations**.

- You can communicate telepathically with **all your undead at any distance**.
 - You can **permanently reanimate slain creatures**.
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Skeletal Colossi (15th Level)

You can now summon **Skeletal Dragons, Undead War Machines, and Colossal Bone Constructs**.

- Each **counts as 50 skeletons** in your control limit.

Your undead forces now **number in the tens of thousands**.

Limitless Power

The power of dragons flows through you. Beginning at 15th level, when you fail a saving throw whilst transformed, you can choose to succeed instead. You can use this feature two times and by the 18th level three times, regaining use upon finishing a long rest.

Bone Titan Legion (17th Level)

You can now **bind the bones of titanic creatures** into **massive undead horrors**. Your undead are nearly unstoppable.

Your skeletons gain **resistance to magical weapons**.

World Ender (18th Level)

You are a force of **global destruction**.

- **Raise 500,000 skeletons instantly.**
 - Your undead **never decay**.
 - You are **immune to all damage except radiant**.
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Bone Emperor (20th Level)

You are no longer mortal. You have become **undying necrotic energy given form**.

- **Your army is limitless.** You can control as many undead as you want.
- If you die, your body **reforms in 1d10 days** unless every skeleton under your control is destroyed.
- Your skeletons now **attack three times per turn**.
- You can **reanimate an entire battlefield's worth of dead as a free action**.

At this level, you are **an unstoppable force**, ruling over a **planet-sized undead horde**.

