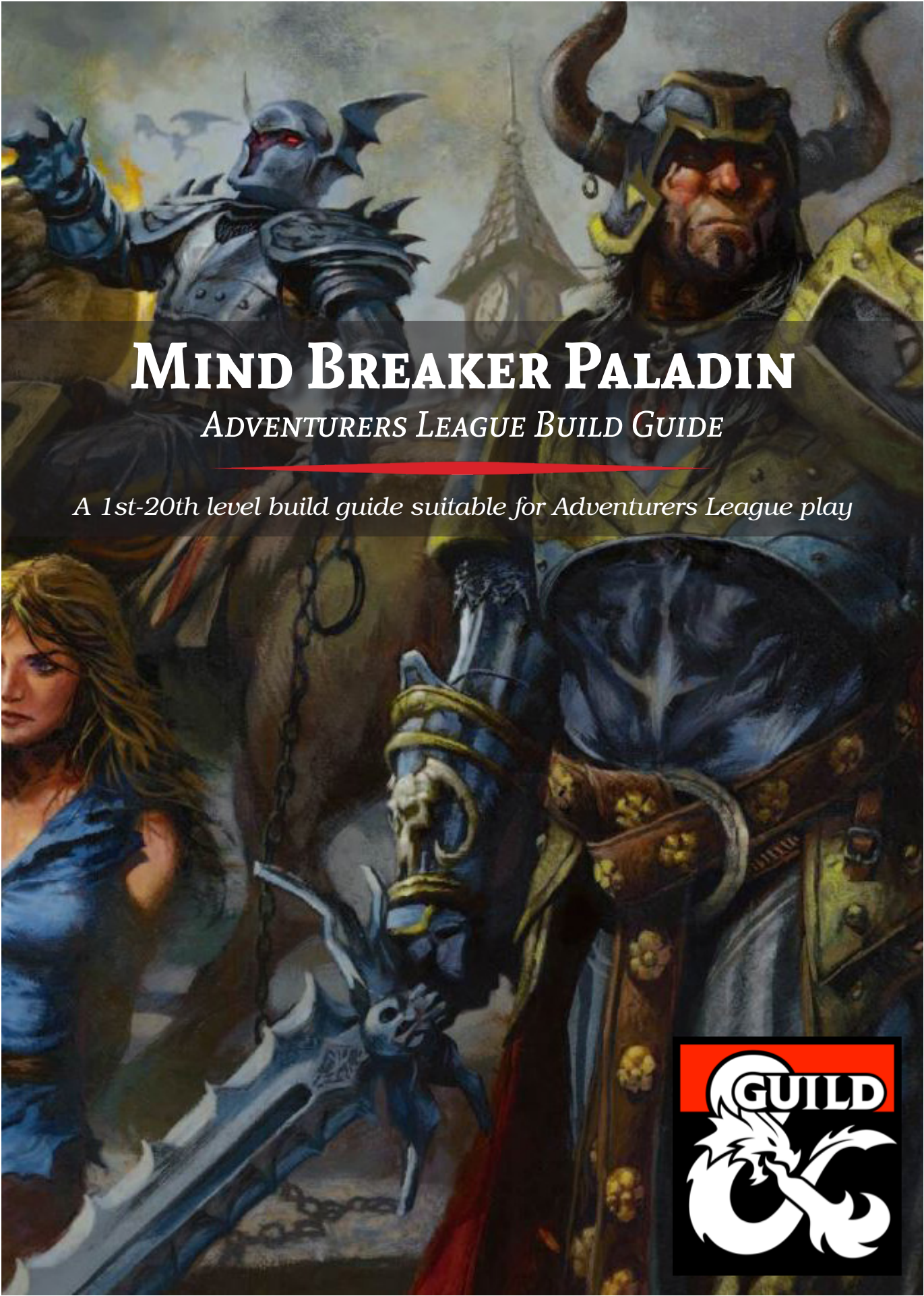




MIND BREAKER PALADIN

ADVENTURERS LEAGUE BUILD GUIDE

A 1st-20th level build guide suitable for Adventurers League play



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MIND BREAKER

Break your foes' mind, body and spirit with this Adventurers League legal half-elf paladin for 5th Edition Dungeons & Dragons. The Nerdarchy crew received a request to create a multiclass College of Whispers bard/paladin build. We discovered interesting synergies with the Oath of Conquest and built a warrior who dominates their enemies through fear, intimidation and psychic assaults.

— Nerdarchy

PHB +1

[Xanathar's Guide to Everything](#)

This is a great choice for your +1 when creating a character for Adventurers League, opening up a whole bunch of subclasses and spells.

Step-by-step character build guide

Each step of the way, this guide will show you the choices made that are significant to this character build. Options that are of particular importance to this character's effectiveness are in **bold**.

Step 1 — Race

Half-elf

Race option from the [Player's Handbook](#).

This build is a martial melee character who also relies on Charisma to fuel their abilities. The flexibility with ability scores and the extra skills gained from being a half-elf help optimize this character mechanically. In addition to the +2 Charisma, we put the other points into Strength and Constitution.

For roleplaying, being a half-elf lends itself to perhaps being ostracized in society, which this character rises above through conquest and domination of its foes. The Perception and Survival skills help round out this character's capabilities.

Proficiencies

Armor: None

Weapons: None

Tools: None

Skills: Survival, Perception

Step 2 — Class

1st level

Start with paladin. We are looking to go Oath of

Conquest from Xanathar's Guide to Everything. This will allow us to have a strong start and higher survivability than starting with Bard instead. Also there are benefits to taking Bard second, you will gain any one skill while if you take paladin second you have the third skill but lose access to heavy armor. This particular build we will have a low dexterity making it important to have access to heavy armor proficiency.

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Athletics, Intimidation

Step 3 — Ability Scores

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Step 4 — Background

Urchin

Skills: Sleight of Hand, Stealth

Languages: None

Tools: Disguise kit, thieves' tools

The Vicious Underdog. We went with urchin to give a bit more dimension to our otherwise violent and straightforward build. It might be something they are proud of. They started as nothing and then clawed their way up from the bottom of society. It could be a secret, something they want to forget that constantly weighs on them and influences their current attitude and actions. Either way this mutt came from nothing but is aiming to be top dog.

Step 5 — Class and Level Progression

Level	Class	Gains
1	Paladin	Divine Sense, Lay on Hands
2	Paladin	Fighting Style — Great Weapon Fighting, Spellcasting, Divine Smite
3	Bard	Bardic Inspiration (d6), Spellcasting, Skill — Insight
4	Bard	Jack of All Trades, Song of Rest
5	Bard	Bardic College — College of Whispers, Psychic Blades (2d6, Words of Terror, Expertise — Athletics, Intimidation

6	Paladin	Divine Health, Sacred Oath — Oath of Conquest, Oath spells, Channel Divinity
7	Paladin	Feat — Great Weapon Master
8	Paladin	Extra Attack
9	Paladin	Aura of Protection
10	Bard	Ability Score Increase — Charisma +2
11	Bard	Psychic Blades (3d6) , Bardic Inspiration (d8), Font of Inspiration
12	Paladin	Sacred Oath Feature — Aura of Conquest
13	Paladin	Ability Score Increase — Strength +2
14	Paladin	
15	Paladin	Aura of Courage
16	Paladin	Improved Divine Smite
17	Paladin	Feat — Inspiring Leader
18	Paladin	
19	Paladin	Cleansing Touch
20	Paladin	Sacred Oath Feature — Scornful Rebuke

Conclusion

Final Ability Scores

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: Disguise kit, drum, thieves' tools

Saving Throws: Wisdom, Charisma

Skills: Athletics (Expertise), Intimidation (Expertise), Sleight of Hand, Stealth, Survival

Further Resources

Character creation, build, roleplaying tips and backstory elements are discussed in a video on the Nerdarchy YouTube channel [here](#).

In the video description, you can find a link to this character build on D&D Beyond.

You'll see on the sheet we've created this character with lawful evil alignment. We felt this was thematic for the character, who uses fear and mental

assaults against their foes. It also fit the concept we imagined of an urchin who grew up in the gutter but carved their own path to the top but did so within the bounds of the law. Sort of thumbing their nose at society by mastering it.

According to current Adventurers League character creation guidelines, a character with lawful evil alignment would have to belong to either the Zhen-tarim or Lords' Alliance factions.

That being said, this character build can be of any alignment, and part of the fun is imagining your own ways to roleplay and account for these harsh tactics.

For Dungeon Masters

We thought it would be fun and useful to take our player character builds and create a version of them as a creature stat block for Dungeon Masters.

This character can be used as an ally, villain, or colorful NPC to engage the adventurers in your own home games.

Mind Breaker

Medium humanoid, lawful evil

Armor Class 18 (plate armor)

Hit Points 175 (27d8 +54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	10 (+1)	12 (+1)	18 (+4)

Saving Throws Wisdom +5, Charisma +6

Skills Athletics +12, Intimidation +12, Sleight of Hand +3, Stealth +3, Survival +5

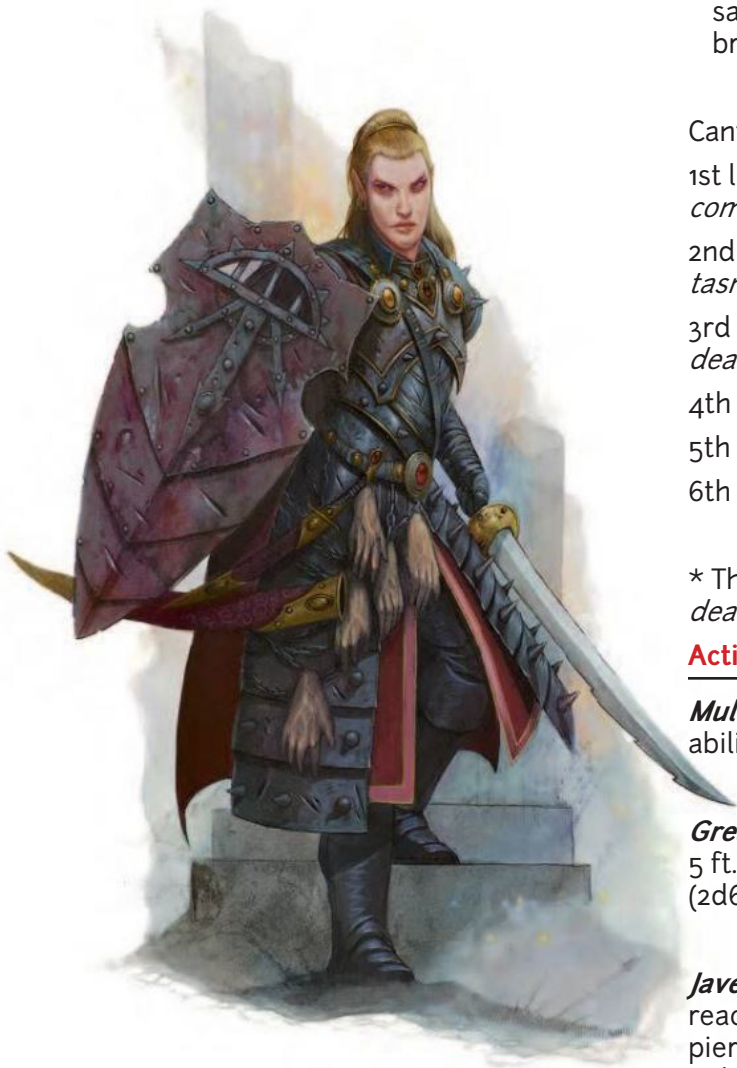
Senses passive Perception 11

Languages Common, Infernal

Challenge 12 (8,400 XP)

Whispering Weapon. The mind breaker's weapons are considered magical. Whenever the Mind Breaker hits with a melee weapon attack, it deals an additional 7 (2d6) necrotic damage and 7 (2d6) psychic damage.

Terrifying Aura. The mind breaker emanates a menacing aura extending 10 feet in every direction, but not through total cover. Frightened creatures in the aura have their speed reduced to 0, and take 5 psychic damage if they start their turn there.



Spellcasting. The mind breaker is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +8 to hit will spell attacks). The mind breaker has the following spells prepared:

Cantrips (at will): *blade ward, friends, vicious mockery*

1st level (4 slots): *armor of Agathys, bane, command, compelled duel, wrathful smite*

2nd level (3 slots): *branding smite, hold person, phantasmal force*

3rd level (3 slots): *blinding smite, fear, speak with dead*

4th level (3 slots): *death ward, staggering smite*

5th level (2 slots): *banishing smite, dominate person*

6th level (1 slots): *eyebite*

* The mind breaker casts *armor of Agathys* and *death ward* on itself before combat

Actions

Multiattack. The Mind Breaker uses its Frightful Gaze ability. It also makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., 1 target. Hit: 11 (2d6+4) slashing damage and 7 (2d6) necrotic damage and 7 (2d6) psychic damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., 1 target. Hit: 7 (1d6 +4) piercing damage and 7 (2d6) necrotic damage and 7 (2d6) psychic damage in melee, or 7 (1d6 +4) piercing damage at range.

Frightful Gaze. The Mind Breaker bends its will to conquer toward one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. If the saving throw fails by 5 or more, the target is paralyzed for 1 minute. The target may repeat the saving throw at the end of its next turn, ending the effect on a success.