

ACADEMIES OF WAR

At 3rd level, a [warlord](#) chooses their College of War. The following Patreon Exclusive Colleges of War are available to a warlord along with those presented with the base class: The College of Battleminds and the College of Dreadlords.

ACADEMY OF BATTLEMINDS

Many commanders and conquerors wish to learn the abilities of a Battlemind, but only those who are determined to have a sufficient amount of psionic potential are trained. Through years of intense mental and physical training, these psychic commanders learn to use their wondrous minds to enhance their leadership skills with a variety of psionic abilities.

BATTLEMIND FEATURES

Warlord Level	Feature
1st	Mystic Leadership, Telepathy
3rd	Psionics, Telepathic Command
6th	Psionic Strikes
14th	Thought Shield
18th	Greater Thought Shield

MYSTIC LEADERSHIP

When you join this Academy at 1st level, your studies awaken the inner power of your mind. You gain proficiency in Insight, and Insight becomes an Intelligence-based skill for you.

As a psionic commander, you use your Intelligence when a warlord ability mentions your Leadership ability score, and use your Intelligence modifier for your Leadership modifier.

TELEPATHY

When you join this Academy of War at 1st level, You learn to telepathically communicate with any creature you can see within 30 feet. You do not need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

BATTLEMIND EXPLOITS

You learn certain Exploits at the warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched for other Exploits.

Warlord Level	Exploit
3rd	<i>scholar's insight, support order</i>
5th	<i>enlivening order, heroic will</i>
9th	<i>resilient order</i>

PSIONICS

At 3rd level, you awaken the psionic potential of your mind, and learn to manifest spells, much like a [psion](#) does.

Psi Points. The potential of your mind is represented by a pool of psi points. The Battlemind Psionics table shows how many psi points you have to manifest your spells of 1st-level and higher. To manifest a psion spell, you must expend psi points equal to the spell's level. You regain all of your psi points when you finish a short or long rest.

Mental Limit. Your warlord level limits the potency of spells you can manifest with your psionics. This limit is reflected in the Mental Limit column of the Psionics Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the psion spell list. The Spells Known column of the Psionics table shows when you learn more psion spells of 1st-level or higher. Any spell you learn must be of a level equal to your Mental Limit or lower.

When you gain a level in this class, you can choose one of the psion spells you know and replace it with a psion spell of your choice, of a level equal to your Mental Limit or lower.

Spellcasting Focus. Your mind itself is your spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you also must provide material components that are consumed by the spell or have a required gold cost. When you manifest a spell with your psionics, your body exhibits noticeable changes.

Spellcasting Ability. You use your Intelligence when a psion spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for a psion spell you know.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier



BATTLEMIND PSIONICS

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

TELEPATHIC COMMAND

You have learned to enhance your leadership ability with your psionic power. Also at 3rd level, when you use a warlord class feature or a Tactical Exploit that requires an allied creature to be able to hear you, you can do so using your Telepathy.

PSIONIC STRIKES

You can enhance the power of your allies' attacks with your mind. Beginning at 6th level, when you, or a creature within 30 feet hits a target with an attack, you can use your reaction to expend Psi Points, causing the attack to deal additional psychic damage equal to 1d4 per Psi Point you expend.

The maximum amount of Psi Points that you can expend at one time is equal to your Intelligence modifier.

THOUGHT SHIELD

The power of your mind is truly wondrous and difficult to penetrate. Starting at 14th level, your mind cannot be read unless you wish it to be, and when you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you gain a bonus to the roll equal to your Leadership modifier.

In addition, the range of your Telepathy becomes 60 feet.

GREATER THOUGHT SHIELD

Your mind is able to shield those who follow you from mental assaults. Beginning at 18th level, you can use your action to expend an Exploit Die and extend the benefits of Thought Shield to creatures of your choice within 30 feet.

This benefit lasts for 1 hour, and you must concentrate on your Thought Shield as if you were concentrating on a spell.



ACADEMY OF DREADLORDS

Where most warlords have a sense of appreciation and care for those that follow them, those known as Dreadlords only care for one thing - victory. These ruthless captains make use of any possible advantage, often using their enemy's greatest fears against them to turn the tide of the battle. These dark captains are often found leading hordes of orcs and undead.

DREADLORD FEATURES

Warlord Level	Feature
1st	Dark Captain, Dread Bearing
3rd	Ruthless Presence
6th	Fearful Command
14th	Destabilizing Strike
18th	Bastion of Dread

DARK CAPTAIN

When you join this Academy of War at 1st level, you learn to wield every weapon of war. You gain proficiency with heavy armor, all martial weapons, and in the Intimidation skill.

As you lead by fear, you use your Charisma whenever a warlord ability mentions your Leadership ability score, and your Charisma modifier for your Leadership modifier.

DREAD BEARING

You exude an aura of intimidation and fear that shakes all but the most stalwart heroes to their core. Beginning at 1st level, whenever you make a Charisma (Intimidation) check, you can treat a roll of 8 or lower on the d20 as a 7.

DREADLORD EXPLOITS

You learn certain Exploits at the warlord levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Warlord Level Exploit

3rd	<i>commander's presence, menacing shout</i>
5th	<i>intimidating command, wild charge</i>
9th	<i>war cry</i>

RUTHLESS PRESENCE

Both friend and foe can sense your willingness to sacrifice anything, or anyone, for the sake of your victory. Beginning at 3rd level, when a creature that can see you within 30 feet is forced to make a saving throw to resist being frightened, you can use your reaction impose disadvantage on its roll.

Upon reaching 11th level the range increases to 60 feet.

FEARFUL COMMAND

Those who follow you fear what will happen should they fail to achieve your goals. Starting at 6th level, when you target a creature with a Tactical Exploit, you can expend an Exploit Die to grant it temporary hit points equal your Exploit Die.

When a creature that has temporary hit points from you hits with a weapon attack, it can expend any amount of its temporary hit points, adding them to its damage roll.

MERCILESS STRIKES

You command those who follow you to strike down the weak. Beginning at 14th level, both you, and allied creatures under the effects of your Exploits, have advantage on any attack roll they make against a creature that is currently frightened.

BASTION OF DREAD

You stand as a monument to all those who have tried, and failed, to stop your iron conquest. At 18th level, you gain the following benefits that reflect your intimidating presence:

- You are immune to the frightened condition.
- When you force a creature within 60 feet to make a saving throw to resist being frightened, it has disadvantage on its saving throw if it can see you.
- Creatures that are frightened of you have their speed reduced to 0 so long as they can see you.
- Once per turn, you can use your Fearful Command feature without expending an Exploit Die.



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