

HIEROPHANT OF THE SEVENTH WIND
 CG EPIC
195
POINTS
 COMMANDER 4

LEVEL (SAVE)
12

SPEED
F8

AC
16

HP
145

MELEE ATTACK
+14/+14/+12 (15 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Each follower that hits 1 enemy with 2 or more of its melee attacks on the same turn gets damage +10 to the second attack.

Warband Building: Elementals and Magical Beasts of any alignment are legal in your warband.

SPECIAL ABILITIES
Flight. Beastmaster 20; **Elemental Master** 20 (As Beastmaster, but Elementals only); **Bear Form** (Swift: Attack +4, damage +10; cannot cast spells. These effects last until this creature ends them as a swift action.)
Nature's Loyalty (Animal, Elemental, and Magical beast followers within line of sight get morale save +4)
 Rend +20

SPELLS
 5th—*heal animal* (touch; remove all damage and remove Paralysis, Poison, and Stun from target Animal or Magical Beast); 4th—*spark of life* (sight; target creature loses Undead Traits and Construct Traits, ignore Spell Resistance; DC 18); 3rd—*legion's magic fang* (your warband; attack +1, Animal or Magical Beast only, ignore DR); 2nd—*binding winds* (sight; Entangle; DC 20)



D&D CAMPAIGNS LEAGUE PRORO DUNGEONS & DRAGONS ©2007 Wizards

