



LE

## LORD OF BLADES

COMMANDER 1

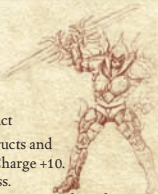
EPIC  
260  
POINTSLEVEL  
(SAVE)

12

**MELEE ATTACK**  
+18/+18 (20 magic)**RANGED ATTACK**  
+16/+11 (10 magic)

SPEED

4

**TYPE:** Construct – Living Construct**COMMANDER EFFECT:** Constructs and Living Constructs gain Powerful Charge +10. Living Constructs also gain Fearless.**WARBAND BUILDING:** Living constructs of any faction are legal in your warband.**SPECIAL ABILITIES:** **Cleave;** **Extended Charge +2** (Speed +2 when charging); **Fearless;** **Humanoid Slayer +10** (Melee damage +10 against Humanoid enemies);**Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep); **Powerful Charge +20** (Melee damage +20 when charging); **Reinforced 5** (Takes 5 less damage from melee and ranged attacks); **Resist 10 Fire****SPELLS:** 4th—*repair critical damage*  (touch; remove 30 damage, Constructs and Living Constructs only, ignore Spell Resistance); 2nd—*bane weapon augmentation*  (touch; choose ranged attacks or melee attacks and a creature type; damage +10 with the chosen attack against the chosen creature type)

AC

24

HP

140

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LEAGUE PROMO

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**LORD OF BLADES\*:** LE M Construct (Living Construct) Ftr2/Art5\*/Jug5\*



\*EBBERON™ Campaign Setting: Art = artificer class, Jug = warforged juggernaut prestige class

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