

Male personality warforged warblade 5/warforged juggernaut 4/bloodclaw master 3/warblade +5

LE Medium construct (living construct)

Init +5; **Senses** Listen -5, Spot -6; low-light vision

Languages Common, Dwarven, Giant

AC 27, touch 14, flat-footed 26 (Dex +1, armor +11, deflection +3, natural +2); improved uncanny dodge

hp 209 (17 HD); **DR** 2/adamantine

Immune healing, fear, nonlethal damage, critical hits, death from massive damage, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), death effects, necromancy effects, poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, breathe

Resist cold 15 (max 150) (from armor augment crystal)

Fort +25, **Ref** +20 (+17 flat-footed), **Will** +6

Weaknesses unusual physical construction (ECS 23); cannot heal lethal damage naturally

Speed 20 ft. (4 squares); extended charge

Melee +1 keen human bane shock stunning surge kukri +25/+20/+15/+10 (1d4+7/15–20 plus 1d6 electricity) or +27/+22/+15/+12 (1d4+2d6+9/15–20 plus 1d6 electricity) against humans and
 +1 keen human bane corrosive dispelling kukri +25/+20/+15 (1d4+7/15–20 plus 1d6 acid) or +27/+22/+17 (1d4+2d6+9/15–20 plus 1d6 acid) against humans and
 +1 keen human bane flaming dislocator kukri +25/+20/+15 (1d4+7/15–20 plus 1d6 fire) or +27/+22/+17 (1d4+2d6+9/15–20 plus 1d6 fire) against humans and
 +1 keen human bane frost paralyzing kukri +25/+20/+15 (1d4+7/15–20 plus 1d6 cold) or +27/+22/+17 (1d4+2d6+9/15–20 plus 1d6 cold) against humans

Ranged +1 composite longbow +23/+18/+13/+8 (1d8+7/×3)

Base Atk +17; **Grp** +24

Atk Options Improved Bull Rush, Power Attack, Powerful Charge; armor blades, battle ardor (+3 to confirm critical hits), battle cunning (+3 damage versus flanked or flat-footed opponents), charge bonus, extended charge, superior bull rush, tiger claw synergy (stance)

Special Actions shifting 2/day (8 rounds, +2 Str)

Maneuvers Known (IL 15th, 6 readied):

Stances—blood in the water (1st), punishing stance (1st), thicket of blades (3rd), wolf pack tactics (8th)

Strikes—death from above (4th), disarming strike (2nd), irresistible mountain strike (6th), finishing move (7th), pouncing charge (5th), swooping dragon strike (7th), vanguard strike (3rd)

Boosts—girallon windmill flesh rip (8th), sudden leap (1st)

Counters—manticore parry (6th), moment of perfect mind (1st)

Other—iron heart surge (3rd)

Disciplines: Devoted Spirit, Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw

Abilities Str 24, Dex 21, Con 20, Int 16, Wis 11, Cha 18

SQ construct perfection, living construct traits, reserved, weapon aptitude

Feats Adamantine Body^F, Combat Reflexes^B, Greater Multiweapon Fighting, Improved Bull Rush, Improved Multiweapon Fighting, Martial Study (vanguard strike), Multiweapon Fighting, Power Attack^F, Powerful Charge^B, Robilar's Gambit, Stone Power^B

Flaws Weak Will, Inattentive

Trait Focused

Skills Balance +13, Bluff +0, Climb +2, Concentration +20, Diplomacy +8, Escape Artist +0, Gather Information +0 (+2 in the Mournland), Hide +0, Intimidate +24, Jump +24, Knowledge (history) +11, Knowledge (local) [The Mournland] +11, Martial Lore +7, Move Silently +0, Sense Motive +0, Sleight of Hand +0, Survival +3, Swim -3, Tumble +18

Possessions +1 composite longbow (+7 Str bonus) with *least crystal of return*, +1 keen human bane corrosive dispelling kukri, +1 keen human bane flaming dislocator kukri, +1 keen human bane frost paralyzing kukri, +1 keen human bane shock stunning surge kukri, +3 blurring composite plating with greater clasp of energy protection (cold), belt of battle and giant strength +6*, cloak of resistance +4, gloves of dexterity +4*, greater clasp of energy protection (fire), headband of intellect +2*, novice devoted spirit amulet of health +4 (attuned to thicket of blades)*, novice ring of diamond mind (attuned to moment of perfect mind)*, ring of freedom of movement and protection +3*, third eye dampening*, vest of natural armor +2*, winged boots*

* These possessions have been crafted into the Lord of Blades' body. This is a purely cosmetic effect.

Armor Blades (Ex) The Lord of Blades' body is covered with +1 *human bane adamantine blades* that deal 1d8+1 points of slashing damage (plus an additional 2d6+2 points of damage to humans) on a successful grapple attack. While the armor blades can't be removed, they can be affected by spells like any other weapon. (Most warforged juggernauts have adamantine armor spikes that deal piercing damage. The Lord of Blades' adamantine armor blades are unique variants.)

Battle Ardor (Ex) The Lord of Blades gains an insight bonus equal to his Intelligence bonus (normally +3) on rolls made to confirm critical hits.

Battle Clarity (Ex) As long as the Lord of Blades is not flat-footed, he gains an insight bonus equal to his Intelligence bonus (normally +3, maximum +10) on his Reflex saves. This is already in the statistics above.

Battle Cunning (Ex) The Lord of Blades gains an insight bonus equal to his Intelligence bonus (normally +3) on melee damage rolls against flat-footed or flanked opponents.

Weapon Aptitude (Ex) The Lord of Blades qualifies for feats that require a minimum number of fighter levels as if he had a fighter level equal to 8. He can also spend 1 hour in weapon practice to change the designated weapon for any feat he has that applies to only a single weapon (such as Weapon Focus); the newly designated weapon must be available during his practice session.

Charge Bonus (Ex) The Lord of Blades gets an extra +2 bonus on his attack roll when charging (total bonus +4).

Claws of the Beast (Ex) When attacking with two daggers or Tiger Claw weapons (such as his kukris), he adds his full Strength bonus to damage rolls made for his off-hand weapons.

Extended Charge (Ex) The Lord of Blades' speed is 25 feet when making a charge.

Pouncing Strike (Ex) The Lord of Blades can take a standard action to make a single melee attack with each weapon. Each attack is made at his highest attack bonus. He can also make an attack with each weapon at the end of a charge. When he uses a pouncing strike, he loses the use of one Tiger Claw strike he has readied for the encounter, just as if he had initiated the strike (except he does not also gain the strike's normal effect). Once he uses this ability, he can recover the maneuver he expended and use it normally.

Reserved The Lord of Blades takes a -5 penalty on Bluff, Diplomacy, Gather Information, and Sense Motive checks (which is already calculated into the statistics block above).

Shifting (Su) The Lord of Blades can shift into a more intimidating warforged form twice per day, entering a state superficially similar to a barbarian's rage. His appearance becomes more skeletal and pointed, looking somewhat like a warforged titan (ECS 302-303). While shifting, he gains a +2 bonus on Strength and grows pincers that can be used as natural weapons. These deal 1d4 points of damage with each successful attack. Shifting is a free action that lasts for 8 rounds.

Superior Bull Rush (Ex) The Lord of Blades gains a +4 bonus on Strength checks when making a bull rush attempt, defending against a bull rush, or breaking down doors. In addition, when he makes a successful bull rush against an opponent, he deals an extra 1d8+8 points of damage with his +1 *human bane adamantine armor blades* (in addition to the normal results of the bull rush). If the bull rush was made as part of a charge, he deals an extra 1d8 points of damage (from the Powerful Charge feat).

Superior Multiweapon Fighting (Ex) When the Lord of Blades attacks with four daggers or Tiger Claw weapons (such as his kukris), he does not take the -2 penalty on attack rolls for fighting with multiple weapons.

Tiger Claw Synergy (Ex) While the Lord of Blades is in a Tiger Claw stance, he can choose to gain either a +1 dodge bonus to Armor Class or a +10-foot bonus to his base speed. He makes this choice when he enters the stance.

When under the effects of a (caster-level ≥ 19) *giant size*, the Lord of Blades has the following changed statistics:

LE Colossal construct (living construct)

Init +4

AC 31, touch 6, flat-footed 30 (Dex +1, armor +11, deflection +3, natural +14, size -8)

hp 413

Fort +31, **Ref** +19 (+16 flat-footed)

Melee +1 *keen human bane shock stunning surge kukri* +33/+28/+23/+18 (3d6+24/15–20 plus 1d6 electricity) or +35/+30/+25/+20 (3d6+2d6+26/15–20 plus 1d6 electricity) against humans and
+1 *keen human bane corrosive dispelling kukri* +33/+28/+23/+18 (3d6+24/15–20 plus 1d6 acid) or +35/+30/+25/+20 (3d6+2d6+26/15–20 plus 1d6 acid) against humans and
+1 *keen human bane flaming dislocator kukri* +33/+28/+23/+18 (3d6+24/15–20 plus 1d6 fire) or +35/+30/+25/+20 (3d6+2d6+26/15–20 plus 1d6 fire) against humans and
+1 *keen human bane frost paralyzing kukri* +33/+28/+23/+18 (3d6+24/15–20 plus 1d6 cold) or +35/+30/+25/+20 (3d6+2d6+26/15–20 plus 1d6 cold) against humans

Ranged +1 *composite longbow* +22/+17/+12/+7 (1d8+7/ $\times 3$)

Space 30 ft.; **Reach** 30 ft.

Grp +56

Abilities Str 56, Dex 19, Con 32

Skills Balance +12, Climb +18, Concentration +26, Escape Artist -1, Hide -1, Jump +40, Move Silently -1, Sleight of Hand -1, Swim 13, Tumble +17

Armor Blades (Ex) 6d6+1

Shifting (Su) 14 rounds

Superior Bull Rush (Ex) 6d6+24 armor blades, 6d6 from Powerful Charge