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EBERRON

THE LORD OF BLADES AWAITS



Lords of Oblivion

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LORD OF BLADES

A SNEAK PEAK AT EBERRON'S METAL MESSIAH

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Mystery surrounds the enigmatic Lord of Blades, whose reality is wrapped in legend, and whose very existence threatens the future of the common races of Eberron. The Lord of Blades, a powerful and charismatic warforged, gathers followers from among the living constructs and seeks to build an empire upon the ruins of Cyre, deep in the desolate region now known only as the Mournland. His enclave rises above the broken land as a beacon to other warforged who have grown disenchanted with life among the common races.

Some speak of the Lord of Blades as a great philosopher and teacher. Others describe him as a power-mad warlord and self-styled prophet who wishes to challenge the weaker, flesh-bound races for supremacy of Khorvaire. His hidden enclave follows a strict regiment that crosses theocratic ideals with the power of a military dictatorship; the Lord of Blades serves as both god and king to his followers. In his camp, the Lord of Blade's word is law. The warforged that have joined him must accept his rule or be destroyed.

Where did the Lord of Blades come from? Some tales proclaim that he led the warforged armies of Cyre in the Last War. Contradictory stories paint him as a newer warforged, perhaps even the last to emerge from the Cannith creation foundries before they were dismantled as required by the Thronehold Accords. One dark and disturbing legend explains that the Lord of Blades caused the destruction of Cyre and warns that he plans to repeat this act in each of the Five Nations. Whatever the truth, the Lord of Blades has emerged as a messiah to that segment of the warforged population that seeks to embrace their construct heritage over their living heritage. The vast

majority of warforged, however, consider the Lord of Blades to be a false or deluded prophet, or even an abomination that must be destroyed.

The Lord of Blades has a small but devoted band of fanatical warforged in his camp. He preaches an apocalyptic vision of a future wherein the warforged inherit the world by blade and blood. His most-trusted followers, his lieutenants and apostles, have adopted names that honor the Lord of Blades and place them at the head of his band—names such as Saber, Falchion, and Scimitar. His followers hang upon his every word and sermon, memorizing his proclamations and prophecies as part of their daily devotion.

In battle, the Lord of Blades has few equals. Usually, adventurers must contend with his followers and lieutenants, for to face the Lord of Blades directly is to invite death. His many blades, sharp and deadly, surround him like armor and form a whirlwind of blood and steel when he charges into battle. The only reason he has not spread his campaign of conquest beyond the Mournland, many believe, is because his army is still too small. A relatively small faction of warforged is attracted to his teachings, and not all of these zealots have been able to yet reach his side. Rumors persist that the Lord of Blades seeks to recover a creation forge and rediscover the secret of warforged creation, but it doesn't appear that he has yet mastered the ability to churn out new warforged on a regular basis.

In the meantime, the Lord of Blades' agents attack Karnath and Thrane outposts to free warforged slaves, raid Cannith strongholds in search of information on warforged creation, and search distant Xen'drik for artifacts that may have some ties to modern warforged. His followers have no fear of dying for their cause; they believe the Lord of Blades can repair them and raise them up again in time for the final battle against the flesh-bound races.

➤ **The Lord of Blades, Warforged (Male Personality) Fighter 2/Artificer 5/Warforged Juggernaut 5:** CR 12; Medium construct (living construct); HD 2d10+6 plus 5d6+15 plus 5d12+15; hp 121; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 22; BA +8/+3; Grap +12; Atk +12 melee (1d4+4, slam) or +13 melee (1d8+5/17–20, +1 keen adamantine two-bladed sword) or +12 ranged (1d8+5 plus special/x3, masterwork longbow with +1 bane arrow); Full Atk +12/+7 melee (1d4+4, slam) or +11/+6 melee (1d8+5/17–20, +1 keen adamantine

two-bladed sword) and +11 melee (1d8+3/17–20, +1 keen adamantine two-bladed sword) or +12/+7 ranged (1d8+5 plus special/×3, masterwork longbow with +1 bane arrow); SA Armor blades, artificer infusions, charge bonus, extended charge, superior bull rush; SQ Construct perfection, craft homunculus, craft reserve, DR 2/adamantine, disable trap, healing immunity, item creation, living construct traits, reserved, resistance to fire 10 (granted by armor), retain essence; AL LE; SV Fort +11, Ref +4, Will +5; Str 18, Dex 15, Con 16, Int 14, Wis 11, Cha 16.

Skills: Concentration +8, Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Disable Device +7, Intimidate +13, Jump +19, Knowledge (arcana) +7, Search +7, Spellcraft +9 (+11 to decipher a spell on a scroll), Use Magic Device +8 (+10 to blindly activate a wondrous item, +12 to activate a spell on a scroll).

Feats: Adamantine Body†, Brew Potion[®], Cleave, Craft Magic Arms and Armor[®], Craft Wondrous Item[®], Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Powerful Charge[®]†, Improved Bull Rush, Legendary Artisan†, Power Attack, Powerful Charge[®]†, Scribe Scroll[®], Two-Weapon Fighting.

†This feat is presented in the *Eberron Campaign Setting*.

Languages: Common, Dwarven, Giant.

Artificer Infusions: 4/4/1; save DC 12 + infusion level.

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.)

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

Construct Perfection (Ex): The Lord of Blades has fully embraced his construct heritage. He is not subject to nonlethal damage or extra damage from critical hits. Furthermore, he gains immunity to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), death effects, necromancy effects, ability damage, and ability drain.

Craft Homunculus (Ex): The Lord of Blades can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements as normal for making a magic item, and he must pay all the usual gold cost and 75% of the normal XP cost (although he can spend points from his craft reserve; see below). He can also upgrade an existing homunculus that he owns, adding 1 HD at a cost of 2,000 gp and 120 XP (to a maximum of 10 HD). If the homunculus has more than 6 Hit Dice, it becomes a Small creature and advance as described in the *Monster Manual* (+4 Str, –2 Dex, damage increases to 1d6); it also gains 10 extra hit points for becoming a Small construct.

Craft Reserve: The Lord of Blades has a pool of points that he can spend instead of XP when crafting a magic item. Currently, he has no craft points in his reserve, but he can increase his craft reserve upon gaining a level in artificer or using the retain essence ability (described below).

Disable Traps: The Lord of Blades can use the Search skill to locate traps when the task has the Difficulty Class higher than 20. He can use the Disable Device skill to disarm magic traps; if he beats a trap's DC by 10 or more with a Disable Device check, he can study the trap, figure out how it works, and bypass it (with his party) without disarming it.

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

Healing Immunity: The Lord of Blades is immune to the effects of spells from the healing subschool. In addition, he cannot benefit from the effects of consumable spells and magic items, such as *heroes' feast* and potions.

Item Creation (Ex): The Lord of Blades can create a magic item even if he doesn't have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate the spell normally required to make the item, and he must make a successful check for each prerequisite for each item he makes. If he fails a check, he can try again each day until the item is complete. If he comes to the end of the crafting time and he has still not successfully emulated one of the powers, he can make one final check—even if he has already made a check that day. If that check also fails, the creation process fails and the time, money, and XP expended to craft the item are lost.

For purposes of meeting an item's prerequisites, the Lord of Blades has an effective caster level of 7th. If the item duplicates a spell effect, however, the caster level drops to 5th. Costs are determined using the item's minimum caster level or the Lord of Blades' artificer level (5th), whichever is greater.

The Lord of Blades can make Use Magic Device checks to emulate nonspell requirements, including alignment and race, using the normal DCs for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites. He must meet the caster level prerequisite, including the minimum level to cast a spell he stores in a potion, scroll, or wand.

The Lord of Blades' infusions do not meet spell prerequisites for creating magic items.

Living Construct Traits: The Lord of Blades is immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain. He cannot heal damage naturally. Although he does not need to sleep, the Lord of Blades must still rest for 8 hours before preparing spells. When reduced to 0 hit points, he is disabled just like a living creature. He can take only a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 or greater than –10, the Lord of Blades is inert. He is unconscious and helpless, and he cannot perform any actions. In this state,

he does not lose additional hit points unless more damage is dealt to him, as with a living creature that is stable.

Reserved: The Lord of Blades takes a -5 penalty on Bluff, Diplomacy, Gather Information, and Sense Motive checks.

Retain Essence (Su): The Lord of Blades can salvage the XP from a magic item and use those points to create another magic item. He must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the Lord of Blades may add the XP it took to create the item to his craft reserve.

Superior Bull Rush (Ex): The Lord of Blades gains a +5 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 additional 1d8+5 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 +2d6 points of extra damage (from the Greater Powerful Charge feat).

Possessions: +4 *composite adamantine plating of fire resistance*, +1 *human bane adamantine armor blades*, +1 *keen*/+1 *keen adamantine two-bladed sword*, masterwork composite longbow (+4 Str), 6 +1 *dwarf bane arrows*, 6 +1 *elf bane arrows* 6 +1 *gnome bane arrows*, 6 +1 *halfling bane arrows*, 6 +1 *human bane arrows*, *embedded wand of magic missile* (7th level; 30 charges), *ring of improved jumping*, *oil of repair serious damage* (3d8+5 points), *oil of resist fire*, 3 vials of mineral ointment (500 gp each, *armor enhancement* material component), pouch of diamond dust (250 gp; *stone construct* material component).

TACTICS AND ALLIES

Against poorly armored foes, the Lord of Blades uses Power Attack, taking a -4 penalty on attack rolls to gain a +4 bonus on damage rolls. This tactic adjusts his melee combat statistics as follows: Atk +8 melee (1d4+8, slam) or +9 melee (1d8+9/17-20, +1 *keen adamantine two-bladed sword*); Full Atk +8/+3 melee (1d4+8, slam) or +7/+2 melee (1d8+9/17-20, +1 *keen adamantine two-bladed sword*) and +7 melee (1d8+7/17-20, +1 *keen adamantine two-bladed sword*).

The Lord of Blades enjoys charging and bull rushing his opponents, for obvious reasons. Less a fan of ranged combat, the Lord of Blades usually instructs one of his obedient warforged minions to carry his masterwork composite longbow until needed. (In combat, this trained minion maintains a readied action to hand the bow to his master when so ordered.) Deprived of his favorite ranged weapon, the Lord of Blades relies on his embedded *wand of magic missile* to snuff unreachable foes; however, he must make a successful Use Magic Device check (DC 20) to activate the wand.

Although the Lord of Blades surrounds himself with zealous warforged, he also relies on a pair of crafty homunculi

named Hilt and Pommel. Advanced to Small size and sheathed in studded leather armor, they remain near the Lord of Blades at all times, using aid another actions or flanking to help their master gain bonuses on his attack rolls. They count on the Mobility feat to protect them from attacks of opportunity while maneuvering around foes. If either homunculus is destroyed, the Lord of Blades takes 2d10 points of damage. If the Lord of Blades dies, Hilt and Pommel turn to dust, leaving behind their armor and amulets.

Given sufficient preparation time before a battle, the Lord of Blades casts the following infusions on himself: *armor enhancement* (casting time 1 minute, grants resistance to electricity 10, duration 50 minutes), and *stone construct* (casting time 1 round, grants DR 10/adamantine, duration 50 minutes or maximum 50 points of damage), *bull's strength* (+4 to Strength, duration 5 minutes), and *shield of faith* (+2 deflection bonus to AC, duration 5 minutes). He then places the following infusions upon Hilt and Pommel: *shield of faith* (see above for effect and duration) and *cat's grace* (+4 to Dexterity, duration 5 minutes). He saves his two remaining 1st-level infusion slots for casting *repair light damage* spells (each repairs 1d8+5 points of damage) on himself or his minions after the fight.

The Lord of Blades and his homunculi together have a combined EL of 13. The Lord of Blades surrounds himself with other warforged as well (although none as powerful as him).

Hilt and Pommel (advanced homunculi): CR 6; Small construct; HD 10d10+10; hp 65 each; Init +1; Spd 15 ft. (20 ft. base), fly 40 ft. (good); AC 17, touch 12, flatfooted 15; BA +5; Grap +0; Atk/Full Atk +7 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; SV Fort +3, Ref +6, Will +4; Str 12, Dex 13, Con —, Int 10, Wis 12, Cha 7.

Skills: Hide +15, Listen +9, Spot +9.

Feats: Armor Proficiency (light), Dodge, Lightning Reflexes, Mobility.

Possessions: +1 *studded leather armor*, *amulet of natural armor* +1.

Poison (Ex): Injury, Fortitude DC 17, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Construct Traits: A homunculus has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

For more information on the warforged, the Mourntland, and the evil Lord of Blades, check out the Eberron Campaign Setting, available in June wherever you buy DUNGEONS & DRAGONS.