

## SHARDSOUL SLAYER

Level 5 ♦ Shardsoul • Construct

AC 21  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 40  
BLOOD 20

**ATTACK ACTIONS**  
Ⓢ Slam: +12 vs. AC; 10 damage.  
◀ Disorienting Aura: Free action, use only at end of this creature's turn: (burst 1) +10 vs. Will; Confused.

**POWERS**  
Immune Poison  
Death's Release: Use when this creature is destroyed: The nearest ally to this creature has +2 Attack and +10 Damage until end of its next turn. If that creature is a Shardsoul, it makes a Ⓢ attack as an immediate action.  
Powerful Charge 10: Whenever this creature hits with an attack while charging: +10 damage on that attack.

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## WARFORGED CAPTAIN

Level 12 ♦ Warforged • Construct • Martial

CR 2

AC 28  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
Ⓢ Greataxe: +19 vs. AC; 15 +5 lightning damage AND Construct target is Slowed (save ends).

**POWERS**  
Battlefield Focus: (Aura 5) Each Warforged ally in Aura has Immune Confused.

**CHAMPION POWERS** □ □  
♦ Use at start of round: Choose 1 enemy. Each ally has +2 Attack and +5 Damage against that enemy until end of round.  
♦ Use after: an ally hits with a Ⓢ attack: If the attack roll was a natural 18-20, target is also Stunned.

None are more composed on the battlefield.

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## LORD OF BLADES

Level 13 ♦ Warforged • Construct • Martial (Unique)

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 5  
HP 85  
BLOOD 40

**ATTACKS**  
Ⓢ Sword: +18 vs. AC; 15 damage.  
Ⓢ Slashing Blades: Make 2 Ⓢ attacks.

**POWERS**  
Human Slayer: +10 Damage against Human targets.  
Bladed Carapace: Attacker takes 5 damage whenever this creature is missed by a Ⓢ attack.  
□ Juggernaut: Use when this creature declares a charge: +2 Speed and +10 Damage until end of that charge. □ when a Warforged ally is destroyed.

**CHAMPION POWERS** □ □  
♦ Use at start of round: Each Construct ally and each Warforged ally has +2 Attack and +10 Damage until end of round.  
♦ Use when a Construct or Warforged ally destroys an enemy: That ally heals 30 HP.  
Warband Building: Construct creatures of any faction and alignment are legal in your warband.

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## PSYCHIC SENTINEL

Level 12 ♦ Construct • Psionic

AC 27  
FORT 25  
REF 23  
WILL 24  
SPEED 7  
HP 75  
BLOOD 35

**ATTACKS**  
Ⓢ Slam: (reach 2) +19 vs. AC; 20 damage.  
Ⓢ Double Strike: Use only while bloodied: Make 2 Slam attacks, each against the same target.  
Ⓢ Ruby Beam: (range 10) +16 vs. Reflex; 15 damage.  
Ⓢ Twin Beam: Use only while not bloodied: Make 2 Ruby Beam attacks, each against the same target.

**POWERS**  
Resist 10 Psychic  
Psionic Killer: +5 Damage against Psionic targets.  
Mind Lock: (Aura 2) Enemies that start a turn in aura cannot take a move action on that turn until after making an attack against this creature.

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## CURSED: LODESTONE

Level 7+ ♦ Any • Non-flying • Non-burrowing.

**POWERS**  
Encumbering: When this creature is subjected to push, pull, slide or teleport forced movement, it moves one fewer square than indicated in the power.  
Very, Very Slow: This creature has speed -1 and may not gain flight, burrow or become a rider. This creature has speed 1 while slowed.

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