

Abomination, Anaxim Battleguard

Cogs and gears, metal plates, and jagged weapons litter the rusting plain. This place, this acrid ruin, saw the gods' own armies wage war against the elemental host in a time before time, when the world was still new. A metallic shriek breaks the stillness. All around, shattered remnants gather up into whirring, groaning constructs, each unfolding into vague humanoid shapes. These monstrous creations, born from a god's wrath and charged with slaughtering all in their path, lurch into motion once more.

Anaxim Battleguard Level 25 Soldier
 Medium immortal animate (construct) XP 7,000
 HP 225; Bloodied 112 Initiative +21
 AC 41, Fortitude 39, Reflex 37, Will 35 Perception +17
 Speed 7, fly 4 Darkvision

Immune disease, fear, poison

TRAITS

☛ Whirling Blades ◆ Aura 1

Any enemy that starts its turn in the aura takes 10 damage.

Regeneration

The anaxim regains 10 hit points whenever it starts its turn and has at least 1 hit point. If the anaxim takes lightning damage, regeneration ends until the end of the anaxim's next turn.

STANDARD ACTIONS

⊕ Slashing Blades ◆ At-Will

Attack: Melee 1 (one creature); +30 vs. AC (+32 against a slowed target)

Hit: 4d6 + 9 damage, the battleguard can slide the target 1 square, and the target is slowed (save ends).

⚡ Crackling Discharge (lightning) ◆ Recharge ☹ ☹ ☹

Attack: Close burst 5 (one creature in burst); +30 vs. Reflex

Hit: 2d10 + 9 lightning damage, and the target is blinded (save ends). Each enemy adjacent to the target takes 5 lightning damage.

⚡ Blade Flurry ◆ Recharge with hit using slashing blades

Attack: Close burst 1 (enemies in burst); +28 vs. Reflex (+30 against a slowed target)

Hit: 6d6 + 9 damage, and ongoing 15 damage (save ends).

TRIGGERED ACTIONS

⚡ Renewed Energy ◆ At-Will

Trigger: The anaxim takes lightning damage.

Effect (No Action): Crackling discharge recharges and the anaxim uses it.

Str 29 (+21) Dex 25 (+19) Wis 21 (+17)

Con 27 (+20) Int 10 (+12) Cha 18 (+16)

Alignment unaligned Languages Supernal

Source *Epic Level Handbook* (v. 3.0), page 158

Lore

Religion DC 31: Moradin designed the anaxim to serve as foot soldiers in the war against the primordials. He and his exalted helpers fashioned an entire legion, girding each in godforged steel and fitting them all with terrifying weapons from spinning blades, razor-sharp swords, spikes, and other dire devices intended to tear and grind.

No new anaxim battleguards have been made since the Dawn War. They proved unreliable constructs, given to wreak as much havoc among their own kind as they did to their enemies. The broken, damaged remnant have not surrendered to their fate, though, and survive in the remote reaches of the Astral Sea, where they prowl detritus for raw materials to make repairs or to fashion lesser spawn in some strange need to perpetuate their kind.

Encounters

The battleguards are programmed for war. Left behind, many haunt the old battlefields still, sometimes sparking to life to chew through a hapless creature or ambitious treasure hunter before becoming inert once more. There are whispers that Moradin keeps a legion hidden in a vault deep below his mountain on Celestia.

Anaxim Battleguard in Combat

The anaxim battleguard is fearless. It strides toward the thickest cluster of foes and winnows down their numbers with its relentless attacks. Each time it strikes, energy builds within, energy it must release in lashing arcs lest it damage the components that give it life's semblance.

