



## The Molten Swordwraith Horde [12]

Medium size, undead swarm, 12<sup>th</sup> level fighter, **CR 18**

Strength	20	+5
Dexterity	15	+2
Constitution	-	-
Intelligence	10	+0
Wisdom	12	+1
Charisma	8	-1

### Misc

HP **90** Base move **30** Initi. **+2**

AC 10 (flatfooted **18**) (touch **12**) (normal **20**)

### Saves

Fort **+8** Ref **+4** Will **+6**

### Feats:

Alertness, Iron Will, Weapon Focus: Bastard Sword, Improved Critical: Bastard Sword, Weapon Specialization: Bastard Sword, Monkey Grip, Combat Reflexes, Dual Strike, Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Exotic Weapon Proficiency: Bastard Sword

### Template and Class abilities:

*Elemental Shroud [Acid] (Su)*: The undead is granted +2 turn resistance, additional 1d6 points of acid damage when the undead strikes a foe, undead inflicts 1d6 points of acid damage when touched or struck by natural weapons. (*Book of Eldritch Might, page 19*), *Undead Traits, Strength Damage (Su)*: A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage, *Turn Resistance (Ex)*: A swordwraith has turn resistance +2 (bringing up the turn resistance to a total of +4 due to the *elemental shroud* effect), *Damage Reduction (Su)*: A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10 / +2. Despite their appearance, swordwraiths are not incorporeal, *undead swarm (Su)* an undead swarm cannot be turned until their leader has been turned or destroyed.

### Magical Items:

2 *Molten Horde* Bastard Swords [**cursed**] +3 marrowcrushing [1 point of Con damage whenever damage is done]

The curse of the Molten Horde bastard swords is simple – anyone slain while wielding one of these swords will immediately rise as a *swordwraith* himself, as well as gaining the *elemental shroud* power of the Molten Horde. Furthermore, the character will also be subservient to the Molten Horde leader, and will immediately try to return to wherever the leader is, homing in on the leader's location as long as the newly made swordwraith and the leader is on the same plane.

*Molten Horde* masterwork corrosive living metal banded mail [**cursed**] +2 lifebane [armor +8, max dex +2, ACP -4]

The curse of the Molten Horde armor is simple – anyone without the *swordwraith* template wearing this armor will take 1d6 points of acid damage per round (corrosive). Furthermore, any living creature wearing this armor will receive 2 negative levels [lifebane].

### Attack sequences [attack bonus | crit range and multiplier | damage and special notes]:

Bastard Sword +18 / +13 / +8 | 17-20 x2 | 1d10 +7 [+1d6 acid (elemental shroud), 1 point of damage (marrowcrushing)]

Off-hand Bastard Sword +18 / +13 | 1d10 +4 [same special as primary hand]

### Skills [+bonus (ranks) skill]:

None of consequence. Though not *unintelligent*, the Molten Horde always follows the directions of their leader, as he screams orders to them in an ancient, guttural language.