



## Skull Reaver, leader of the Molten Horde

Lawful Evil undead (former human) Fighter level 22 [CR 25]

Templates: swordwraith, swordwraith captain

6' 7" tall, 193 lbs. heavy, ash grey skin

Strength	20	+5	+5	+6	<b>36</b>
Dexterity	20			+6	<b>26</b>
Constitution	-				<b>-</b>
Intelligence	14				<b>14</b>
Wisdom	16				<b>16</b>
Charisma	20				<b>20</b>

### Misc

HP <b>219</b>	Base move <b>60</b>	Initiative <b>+16</b>
AC <b>30</b>	(flatfooted <b>32</b> )	(touch <b>24</b> )
		(normal <b>41</b> )

### Saves

Fort	<b>+18</b>	Ref	<b>+23</b>	Will	<b>+17</b>
------	------------	-----	------------	------	------------

### Feats

Alertness (swordwraith bonus), Iron Will (swordwraith bonus), Lightning Reflexes (swordwraith captain bonus), Ambidexterity (human bonus), Two-Weapon Fighting (fighter 1<sup>st</sup>), Power Attack

(1<sup>st</sup>), Weapon Focus: Scimitar (fighter 2<sup>nd</sup>), Dodge (3<sup>rd</sup>), Weapon Specialization: Scimitar (fighter 4<sup>th</sup>), Mobility (6<sup>th</sup>), Spring Attack (fighter 6<sup>th</sup>), Improved Critical: Scimitar (fighter 8<sup>th</sup>), Improved Two-Weapon Fighting (9<sup>th</sup>), Expertise (fighter 10<sup>th</sup>), Improved Disarm (fighter 12<sup>th</sup>), Combat Reflexes (12<sup>th</sup> level), Blind Fight (fighter 14<sup>th</sup>), Blindsight 5' radius (15<sup>th</sup>), Quick Draw (fighter 16<sup>th</sup>), Whirlwind Attack (fighter 18<sup>th</sup>), Close Quarters Battle (18<sup>th</sup>), Greater Two-Weapon Fighting (fighter 20<sup>th</sup>), Perfect Two-Weapon Fighting (Epic 21<sup>st</sup>), Superior Initiative (fighter Epic 22<sup>nd</sup>)

### Class and Race abilities:

Templates: *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*, *Vile Strength Damage (Su)*: A creature struck by a swordwraith captain's melee weapon takes 1 point of temporary Strength damage as well as 1 point of Vile damage, *Turn Resistance (Ex)*: A swordwraith captain has turn resistance +4 (bringing up the **turn resistance** to a total of **+6** due to the *elemental shroud* effect), *Damage Reduction (Su)*: A swordwraith captain's insubstantial-appearing body is tough, giving the creature damage reduction 15 / +3. *Stalwart captain (Su)* any swordwraiths under the captain's command is considered an undead swarm, i.e. that they cannot be turned or destroyed through turning unless their captain is first disabled, turned or destroyed, *Swordwraith Captain (Ex)* A swordwraith captain's orders to 'its' swordwraiths will always be obeyed at the best of those swordwraiths' abilities  
*Special: Skull Reaver* was reanimated in an area with a strengthened *unhallow* effect, granting it a +2 hp / HD bonus.

### Magical Items:

137 500	Tome of Strength +5	36 000	Gauntlets of Strength +6
36 000	Girdle of Dexterity +6	50 000	Shoulderpad ( <i>amulet slot</i> ) of Natural Armor +5
2 000	Boots of Striding and Springing	50 000	Tooth vest of resistance +5 ( <i>cloak slot</i> )
144 000	2x <b>Crow Talon</b> <i>cursed</i> (+0) +5 <i>keen</i> (+1) scimitars, <i>wielder must be undead else the weapons are but +1 keen scimitars</i>		

**Curse**: Anyone slain by either **Crow Talon** will immediately rise as a *swordwraith* under **Skull Reaver's** command.

- **Ward of the Reaver**: *masterwork spiked foulsteel lifebane half plate* +5 of *grace* [+1] [**cursed**] [*minor artifact*]

**Curse [enhancement]**: Anyone living slain while wearing the **Ward of the Reaver** will rise as a *swordwraith captain*, **Lifebane [enhancement]**: Any living creature wearing this armor will receive two negative levels while wearing the armor, **Foulsteel [material]**: Any undead creature wearing a *foulsteel* armor is immune to turning or command attempts of characters of equal or lower character level.

60 000 **Skullfang**: *Helmet of protection* +5 and *biting* [+10 000, natural bite attack 1d6 points of damage ½ Str bonus]

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

Crow Talon (primary)	+41 / +36 / +31 / +26   14-20 x2   1d6 +20 [+1d6 acid] +1 Vile +1 Strength drain
Crow Talon (off-hand)	+41 / +36 / +31 / +26   14-20 x2   1d6 +13 [+1d6 acid] +1 Vile +1 Strength drain
Skullfang	+35   20 x2   1d6 +6 [+1d6 acid] +1Vile +1 Strength drain

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

+	Balance	+22 (10)	Hide	+29 (10)	Intimidation
+21 (8)	Jump	+13 (8)	Listen	+22 (10)	Move Silently
+15 (8)	Sense Motive	+17 (12)	Spot	+14 (6)	Tumble