Swordwraith Captain (Template) – Open Game Content

Some mercenaries are so dedicated to a life of war that they rise from death to continue the battle, prowling the site of their deaths or the places of their burial and looking for foes to put to the sword. These creatures are called *swordwraiths*.

However, every now and then, a leader of such battle-hardened men falls and rise from death to continue commanding his men in undying battle. Such a creature is called a *swordwraith captain*, and possesses abilities far exceeding the swordwraiths that the captain is commanding.

Swordwraith captains appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. A swordwraith captain's eyes glow noticeably in dim light or darkness. A swordwraith captain usually possesses some mark of rank that distinguishes it from its brethren – a captain's tabard, a rank insignia on the shield or armor, or finer weaponry than that of its brethren.

Creating a Swordwraith Captain

First, apply the swordwraith template to any humanoid or monstrous humanoid creature with levels in fighter. The swordwraith template can be found on the Wizards of the Coast website. Then apply this template to create the swordwraith captain.

Hit Dice: Increase to d12.
Speed: As the base creature.
AC: Same as the base creature.
Special Attacks:
Vile Strength Damage (Su): A swordwraith captain's melee damage is more potent than that of a swordwraith. A creature struck by a swordwraith captain's melee weapon takes 1 point of Strength damage and 1 point of Vile damage. Vile damage cannot be healed except by magical means, as described in *the Book of Vile Darkness. This ability replaces the swordwraith strength damage attack.*
Special Qualities:
Damage Reduction (Su): A swordwraith captain is even more resistant to damage than a swordwraith. Increase the damage reduction of a swordwraith captain to 15 / +3.
Turn Resistance (Ex): A swordwraith captain has turn resistance +2. This stacks with the swordwraith's turn resistance, giving a net turn resistance of +4.
Swordwraith Captain (Ex): A swordwraith captain's orders to 'its' swordwraiths will always be obeyed at the best of that swordwraith's ability, and will never be misinterpreted.
Stalwart Captain (Su): Any swordwraiths under the swordwraith captain's command will be considered an *undead swarm*, i.e. that they cannot be turned or destroyed through turning unless their captain is first disabled, turned or destroyed.
Saves: Same as the base creature
Abilities: Str +2, Cha +2. As undead creatures, swordwraith captains have no Constitution score.
Skills: Swordwraith captains receive a +4 racial bonus to Sense Motive and Intimidation checks.
Feats: Swordwraith captains gain the Lightning Reflexes feat.
Climate / Terrain: 1 (solitary), company (commanding 2-8 swordwraiths) or squadron (commanding 11-20 swordwraiths).
Challenge Rating: +1
Treasure: Standard
Alignment: Always evil component, usually lawful evil
Advancement: By character class.