Teron Gorefiend, 6th-Level Sorcerer, 4th-Level Warlock, 10th-Level Necromancer

The Death Knight

Medium Undead

Hit Dice:	20d12+20 (150 hp)
Initiative:	+8 (+4 Dex, +4 Imp. Init.)
Speed:	30 ft. (6 squares)
Armor Class:	22 (+4 Dex, +2 natural, +3 deflection, +3 profane) touch 20, flat-footed 18
Base Att/Grapple:	+10/+13
Attack:	Touch attack +14 melee (1d8+7); or spell +13 melee touch, or +14 ranged touch.
Full Attack:	Touch attack +14/+9 melee (1d8+7), or by spell.
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death touch, fear aura, touch of darkness, spells.
Special Qualities:	Darkvision 60 ft., low-light vision, rage 1/day, summon familiar, enhanced conjuring, demonic companion, improved ally, animate minions, turn resistance +8, damage reduction 15/bludgeoning and good, immunity to cold, electricity, and fire, *animate dead* 5/day, *death pact* 3/day, *create undead* 2/day, *create greater undead* 1/day, undead traits.
Saves:	Fort +6, Ref +10, Will +20
Abilities:	Str 17, Dex 18, Con --, Int 20, Wis 18, Cha 25
Skills:	Bluff +15, Concentration +26, Decipher Script +15, Diplomacy +26, Hide +22, Intimidate +22, Knowledge (arcana) +24, Knowledge (the planes) +17, Knowledge (undead) +18, Listen +12, Move Silently +12, Ride +12, Search +13, Sense Motive +12, Spellcraft +26, Spot +12
Feats:	Augment Summoning, Combat Casting, Educated, Improved Initiative, Spell Focus (necromancy), Sudden Widen, Sudden Maximize, Weapon Focus (touch attack)
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	22
Treasure:	*Belt of magnificence +2, cloak of writhing shadows, dark wrappings, ring of protection +3.*
Alignment:	Neutral Evil
Advancement:	—
Level Adjustment:	—

This figure wears a dark cloak around him, the hood drawn up over his head. Upon another look, most of his face and body are obscured by black wrappings. From the darkness of his hood, two points of crimson light shine out with hatred.

Description

Teron Gorefiend was once a powerful orc warlock, and member of Gul'dan's Shadow Council. When Doomhammer learned of the vile warlocks, he had them all slain, Teron Gorefiend amongst them.

However, his haunted spirit was only too willing to come to the beckons of Gul'dan when he created his death knights. Gorefiend's tormented spirit was instilled within the corpse of a once-noble knight of Azeroth. Gorefiend served Gul'dan well, but silently, and so it was easy for him to switch allegiances when Gul'dan and his followers were utterly slain at the Tomb of Sargeras. He remained hidden with the Bleeding Hollow Clan until their crossing over into Draenor.

Always self-serving, Gorefiend had discerned many of the secrets of the Dark Portal during his time in the Second War. He leant Ner'zhul his dark services in exchange for a world of his own when the rifts were opened. After assisting the Shadow Moon Clan in acquiring the items he would need for the vile ritual, Gorefiend returned to Draenor. He aided Ner'zhul in opening the rifts into the Twisting Nether, and fled into one of the rifts, to flee the dying world.

Ner'zhul would later be captured within the Twisting Nether by Kil'jaeden and the Burning Legion. Whether or not Gorefiend was with him is not known; but it is believed he was not, and now either roams Outland or an entirely unknown world.

Combat

Teron is a cunning opponent, and prefers to avoid combat whenever possible. He uses a combination of summoned minions and undead to attack his opponents. When circumstances require his direct intervention, he leads off combat with spells such as crushing despair to cripple his opponents, then uses his devastating touch attacks to finish them off one by one.

Animate Minions (Su): Teron Gorefiend may control up to 100 HD of undead creatures. If he exceeds this amount, additional undead are not controlled, but will not impede Teron or his minions.

Death Touch (Sp): Teron Gorefiend's death touch is a death effect. Teron must suceed at a melee touch attack against a living creature. When he touches, roll 10d6. If the total is greater than or equal to the creature's current hit points, it dies. Teron may use this effect three times per day.

Fear Aura (Su): Teron Gorefiend is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at him must succeed on a Will save or be affected as though by a fear spell cast by a 20th-level sorcerer. A creature that successfully saves cannot be affected again by Teron's aura for 24 hours.

Demonic Companion (Su): Teron Gorefiend may summon an imp companion. This summoned demon follows the same rules as an improved imp familiar, as detailed under "Familiars" in the DMG, Chapter 6: Characters.

If the demonic companion is destroyed or if Teron dismisses it, he must attempt a DC 15 Fortitude save. If the saving throw fails, Teron loses 800 XP; success reduces the loss to half that amount. A destroyed or dismissed demonic companion cannot be replaced for a year and a day.

Each time Teron loses a demonic companion, he gains a mark of chaos: burning red eyes, strange sigils marked on his skin, and so on. These marks apply a -1 penalty to any Charisma-related checks when dealing with anyone who can see the deformities and who does not also serve demonkind.

Enhanced Conjuring: Upon becoming a warlock, Teron increased his devotion to the conjuration school. In exchange, he sacrificed study in two schools, just as if he were a specialist. He can never again learn spells from either prohibited school. He can still use any prohibited spells he knew prior to becoming a warlock, including using items that are activated by spell completion or spell trigger.

In return, Teron can prepare on additional conjuration spell per spell level each day.

Improved Ally: Teron Gorefiend is adept at convincing creatures from other planes to do his bidding. When he casts a planar ally spell (including the lesser and greater versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If Teron's Diplomacy check adjusts the creature's attitude to helpful, the creature will work for 50% of the standard fee, as long as the task is one that does not go against its nature.

Teron's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the him. Teron may only have one such ally at a time, but he may bargain for tasks from other planar allies normally.



Spells: As a 20th-level sorcerer.

Arcane Spells Known (6/8/8/7/7/7/7/6/6, save DC 17 + spell level) 0-*detect magic, ray of frost, read magic, touch of fatigue, ghost sound, mage hand, message, prestidigitation, disrupt undead*; 1st-*chill touch, true strike, magic missile, expedious retreat, charm person*; 2nd-*spectral hand, darkness, summon swarm, frost armor, unholy frenzy*; 3rd-*magic circle against evil, deep slumber, summon monster III, death coil*; 4th-*crushing despair, arcane eye, greater death coil, contigaton*; 5th-*contact other plane, shadow conjuration, carrion swarm, symbol of pain*; 6th-*veil, mislead, eyebite*; 7th-*limited wish, greater teleport, summon monster VII*; 8th-*horrid wilting, greater prying eyes, demand*; 9th-*gate, dominate monster, shades*.

Typical Conjuration Spells Prepared (save DC 17 + spell level): 2nd-*summon swarm*; 3rd-*summon monster III*; 4th-*summon monster III*; 5th-*carrion swarm*; 6th-*shadow conjuration*; 7th-*summon monster VII*; 8th-*summon monster VII*; 9th-*summon monster VII*.

Touch of Darkness (Su): Teron's touch attack deals negative energy damage to living creatures; a Will save (DC 25) halves the damage. In addition, living creatures hit by Teron's touch attack (or any other natural weapon he might possess) gain two negative levels. For each negative level bestowed, the Teron gains 5 temporary hit points. Teron can use his touch of darkness ability once per round.

Notes: A *belt of magnificence* increases all of a character's ability scores by 2. The 'sudden' metamagic feats can be applied to a spell during casting, without a change in casting time or spell level; they can only each be used 1/day, however. The *dark wrappings* worn by Teron count as a shirt when determing magic item slots. They provide him with +1 bonus HP/HD, a +3 profane bonus to AC, and a +4 enhancement bonus to his turn resistance. In addition, any non-undead creature wearing them must make a Fortitude save (DC 25) each day, or contract *mummy rot*.