# Arthas Menethil, 6th-Level Fighter/1st-Level Healer/10th-Level Death Knight

## King of Lordaeron

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| | **Medium Undead (Independent)** |
| **Hit Dice:** | 17d12 (116 hp) |
| **Initiative:** | +5 |
| **Speed:** | 30 ft. (6 squares) |
| **Armor Class:** | 30 (+5 Dex, +2 natural, +13 armor), touch 15, flat-footed 25 |
| **Base Att/Grapple:** | +16/+24 |
| **Attack:** | *Frostmourne* +30 melee (1d10+17/17-20 and wound), or spell +24 melee touch, or +21 ranged touch |
| **Full Attack:** | *Frostmourne* +30/+30/+25/+20/+15 melee (1d10+17/17-20 and wound), or spell +24 melee touch, or +21 ranged touch |
| **Space/Reach:** | 5 ft./5 ft. |
| **Special Attacks:** | *Contagion* 5/day, *death coil* 3/day, *greater death coil* 1/day, spells, undead minions 3/day, unholy aura 3/day |
| **Special Qualities:** | Darkvision 60 ft., +1 attack versus orcs, evil touch, life stealing, spell resistance 27, spontaneous casting (*inflict wounds* spells), true evil, undead traits |
| **Saves:** | Fort +19, Ref +15, Will +14 |
| **Abilities:** | Str 27,Dex 21,Con --,Int 12,Wis 14, Cha 17 |
| **Skills:** | Climb +16, Concentration +13, Diplomacy +17, Gather Information +5, Intimidate +11, Jump +16, Knowledge (military tactics) +11, Knowledge (nobility and royalty) +3, Knowledge (religion) +4, Ride +25, Swim +14 |
| **Feats:** | Bash, Brew Potion, Devoted Leadership, Exotic Weapon Proficiency (bastard sword), Leadership, Mounted Combat, Power Attack, Trample, Weapon Focus (bastard sword), Weapon Focus (battleaxe), Weapon Focus (warhammer), Weapon Specialization (warhammer) |
| **Environment:** | Any land or underground |
| **Organization:** | Unique |
| **Challenge Rating:** | 20 |
| **Treasure:** | *Frostmourne, plate of the damned, gauntlets of might, cloak of resistance +5* |
| **Alignment:** | Chaotic evil |
| **Advancement:** | — |
| **Level Adjustment:** | — |

*This figure wears heavy black armor, ornately adorned with skulls. Long white hair falls over his shoulders, while his face bears a wicked grin. His thick furry boots and long dark cloak suggest a man used to freezing weather, while his massive runeblade gives off a chill like that of death itself.*

### Description

Son of Terenas, King of Lordaeron, Prince Arthas was trained in all manners of weapons from a young age, by Muradin Bronzebeard. His brief affair with the sorceress Jaina Proudmoore ended when they both had to focus on their studies, and Arthas was made a Knight of the Silver Hand at the age of 19. Under the leadership of his mentor, Uther Lightbringer, Arthas rose through the ranks of the paladins, and was at the forefront of the battles when the Cult of the Damned began to infiltrate Lordaeron. Tracking the plague to its source, Arthas was forced to raze an entire village of innocent (but soon to be undead) townsfolk. When Uther refused to take part in this purge, Arthas sent him and his men away, labelled as traitors. Ignoring advice from Medivh and Jaina, Arthas set sail to Northrend, to confront Mal'Ganis, the dreadlord he believed to be behind the plague. There he met Muradin Bronzebeard, who was searching for an artifact named *Frostmourne*. When Mal'Ganis forces were closing in, Arthas sought out and claimed *Frostmourne*, at the expense of Muradin's life. Arthas used the runeblade's powers to destroy the dreadlord, but the Lich King began to corrupt him.

Returning triumphantly to Lordaeron, Arthas used the cursed sword to slay his own father. When next he was seen, he was leading the undead Scourge across Lordaeron and into Quel'Thalas, which was razed in order to revive the necromancer Kel'Thuzad as a lich. Kel'Thuzad was then able to summon Archimonde, initiating the invasion of the Burning Legion. When the Legion was defeated at the Battle of Mount Hyjal, Arthas returned to reclaim his lands. Unfortunately, Ner'zhul's powers began to wane, and Arthas was forced to flee Lordaeron after several assassination attempts. He journed to Northrend, and with the help of the spider king Anub'arak, was able to defeat Illidan Stormrage, who sought to destroy the Frozen Throne. Arthas then ascended to the throne himself, and crowned himself with the *Helm of Domination* - fusing with Ner'zhul's spirit to create the new Lich King.

## Combat

Arthas uses his powers to animate and heal the undead that accompany him into battle, while he charges into melee himself with the might of Frostmourne.

**Contagion (Sp):** Arthas has the ability to inflict disease upon a touched target, as per the spell *contagion*. This ability may be used 5/day. Arthas casts *contagion* as a 10th-level sorcerer.

**Death Coil (Sp):** As per the *death coil* spell, Arthas may project a beam of necromantic energy that unerringly strikes its target. Living creatures struck by the *death coil* suffer 2d8+10 points of damage (although only half damage is taken if the target makes a successful Will save); similarly, undead creatures are healed of a like amount of damage when struck by the *death coil*. Arthas may use this ability 3/day. He casts *death coil* as a 10th-level sorcerer.

**Evil Touch (Ex):** Arthas may prepare spells from the evil domain as divine spells and casts evil spells at +1 caster level.

**Greater Death Coil (Sp):** As per the *greater death coil* spell, Arthas may project a beam of necromantic energy that unerringly strikes its target. Living creatures struck by the *death coil* suffer 3d8+10 points of damage (although only half damage is taken if the target makes a successful Will save); similarly, undead creatures are healed of a like amount of damage when struck by the *death coil*. Arthas may use this ability 1/day. He casts *greater death coil* as a 10th-level sorcerer.

**Life Stealing (Su):** Arthas may leech the life force of those he slays in combat. For each living creature he kills, Arthas recovers hit points equal to one of the slain creature's Hit Dice (ie., if Arthas slays an ogre, he recives 8 hit points). These hit points cannot raise Arthas' total hit points above his normal maximum.

**Spells:** As a 1st-level healer.

*Typical Divine Spells Prepared* (3/2; save DC 12 + spell level): 0-*detect magic* (2), *read magic*; 1st-*cause fear, command*.

**True Evil (Ex):** Arthas is immune to attempts to alter his alignment magically. Holy weapons and spells that specifically target those of evil alignment (such as *holy smite*), however, deal 1.5 times their normal damage to Arthas.

**Undead Minions (Su):** Arthas may summon the dead to fight alongside him in combat. This ability is similiar to the *animate dead* spell, cast as a 10th-level sorcerer. Arthas may use this ability 3/day.

**Unholy Aura (Su):** Arthas may project an aura in 10-foot radius that will heal 3d8 points of damage to any undead controlled by Arthas and/or those of evil alignment allied to Arthas, divided among those in the area of the aura's effect as chosen by Arthas. Arthas can also heal himself. Those of good alignment take damage instead, unless succeeding at a Will save (DC 18); this damage is allocated from the same pool of dice used for healing undead or those of evil alignment.

