Kilrogg Deadeye, 10th-Level Fighter, 5th-Level Healer, 10th-Level Shaman

Chieftain of the Bleeding Hollow Clan

Medium Humanoid

Hit Dice:	10d10+5d8+10d8+125 (247 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 ft. (4 squares)
Armor Class:	27 (+2 Dex, +10 armor, +5 deflection), touch 17, flat-footed 25
Base Att/Grapple:	+19/+27
Attack:	+5 *shocking burst greatsword* +34 melee (2d6+15/19-20) or +5 *flaming burst javelin* +26 ranged (1d6+13) or +5 *icy burst javelin* +26 ranged (1d6+13); or spell +27 melee touch or +21 ranged touch.
Full Attack:	+5 shocking burst greatsword +34/+29/+24/+19 melee (2d6+15/19-20) or +5 flaming burst javelin +26/+21/+16/+11 ranged (1d6+13) or +5 icy burst javelin +26/+21/+16/+11 ranged (1d6+13); or by spell.
Space/Reach:	5 ft./5 ft.
Special Attacks:	+1 attack rolls vs. humans, battle rage, elemental mastery.
Special Qualities:	Low-light vision, blind in one eye, elemental companion, evil touch, spontaneous casting (inflict spells), weather sense.
Saves:	Fort +23, Ref +13, Will +23.
Abilities:	Str 27, Dex 14, Con 21, Int 20, Wis 31, Cha 21.
Skills:	Handle Animal (wolf) +8, Heal +23, Intimidate +16, Knowledge (military tactics) +21, Knowledge (nature) +16, Profession (military commander) +28, Spellcraft +12.
Feats:	Brew Potion, Cleave, Devoted Leadership, Endurance, Enduring Leadership, Great Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Leadership, Lightning Reflexes, Power Attack, Ruthless Command, Skill Focus (Knowledge [military tactics]), Spell Focus (evocation), Weapon Focus (greatsword), Weapon Specialization (greatsword).
Epic Feats:	Epic Wisdom
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	25
Treasure:	*+5 shocking burst greatsword, +5 arcanite breastplate (50% fortification), ring of protection +5, two +5 flaming burst javelins, two +5 icy burst javelins, belt of might, hood of cunning.*
Alignment:	Lawful Neutral
Advancement:	—
Level Adjustment:	—

This aging orc has clearly seen many battles. A massive scar runs from the center of his forehead to the base of his jaw, neatly bisecting the milky orb that was once his right eye. His hair and beard are adorned with small skulls, as it the pommel of the giant sword strapped to his back. His armor is adorned with a stylized eye that weeps blood.

Description

Kilrogg Deadeye is the Chieftain of the Bleeding Hollow Clan. Among the first of the Orcs to set foot upon the world of Azeroth, He and the ogre-mage Cho'gall lead the initial attack on Stormwind Keep. Mistrustful of Gul'dan and the Shadow Council, He became a strong supporter of Ogrim Doomhammer after Blackhand's Death. A creature of cunning and guile, Kilrogg managed to survive the second war with his forces relatively intact. Following the Orcish defeat, Kilrogg used his shamanistic rapport with the forces of nature to mask the presence of his clan, and then to cover the carefully planned retreat through the Dark Portal back into Draenor.



Once on the other side of the Portal, Kilrogg assisted his fellow shaman Ner'zhul in his bid to open new portals using the book of Medivh. During the Dark Portal conflict, the Bleeding Hollow clan provided intelligence and support to the Shadowmoon, Warsong, and Shattered Hand clans, and unsuccessfully defended the fortress of Achindoun against Turalyon's Armies. Along with Grom Hellscream, he led many his people through the Dark Portal just before the power-mad and paranoid Ner'zhul opened his rifts and tore the Draenor apart. When confronted with an overwhelming human presence on the opposite side of the portal, Kilrogg promptly and prudently surrendered, proving that he is, if nothing else, a survivor.

Combat

Kilrogg is, above all, cunning. He is a tactical genius and will do everything he can to gain the advantage in combat. He follows no set combat style, switching between melee, ranged, and magical combat as he deems necessary.

Blind in One Eye (Ex): All attacks made by Kilrogg are made as if the opponent had one-quarter concealment. This does not prevent Kilrogg from taking actions which are not normally allowed against targets with concealment. In addition, Kilrogg has a 25% chance of being unaffected by spells and special attacks that require the target to have sight.

Elemental Companion (Su): Kilrogg has a Small air elemental companion named Rakshar. Rakshar cannot be turned, rebuked, or commanded by any third party. She serves as a companion to and can communicate with Kilrogg. If Rakshar is destroyed or if Kilrogg dismisses her, he must attempt a DC 15 Fortitude save. If he fails, Kilrogg loses 1200 XP. A successful saving throw reduces the loss by half. A destroyed or dismissed elemental cannot be replaced for a year and a day.

Elemental Mastery (Su): The spirits of the elements are Kilrogg's to command. He rebukes and controls elements the same as a 14th-level PHB evil cleric rebukes or commands undead. Apply the relevant elemental Hit Dice to the undead HD chart (PHB, Chapter 8: Combat, "Turn or Rebuke Undead"). Kilrogg may also bolster elementals he controls in the same way that a PHB evil cleric bolsters undead. Kilrogg may attempt to control elementals 5/day.

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

Spells: As a 15th-level healer, with access to the shaman spell list.

Divine Spells (6/8/8/7/6/6/5/3/2; save DC 20 + spell level)

Weather Sense (Su): Kilrogg gets a +10 circumstance bonus to his DC 15 Survival check to know what the weather will be like for the next 24 hours.



Rakshar, Small Air Elemental Companion: CR --; Small elemental (air, extraplanar); HD 6d8; hp 27; Init +7; Spd fly 100 ft. (perfect); AC 22, touch 15, flat-footed 18; Base Atk +4; Grp +1; Atk +9 melee (1d4+1, slam); Full Atk +9 melee (1d4+1, slam); Space/Reach 5ft./5ft.; SA air mastery, whirlwind; SQ Darkvision 60 ft., devotion, elemental type, evasion, share spells; AL LN; SV Fort +2, Ref +9, Will +2; Str 12, Dex 19, Con 10, Int 4, Wis 11, Cha 11.

Skills: Listen +2, Spot +7

Feats: Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack rolls and damage rolls against Rakshar.

Devotion (Ex): Rakshar's devotion to Kilrogg is so complete that she gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Rakshar is subject to an attack that normally allows a Reflex saving throw for half damage, she takes no damage if it makes a successful saving throw.

Share Spells (Ex): At Kilrogg's option, he may have any spell he casts upon himself also affect Rakshar. Rakshar must be within 5 feet of him at the time of casting to receive this benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Rakshar if she moves farther than 5 feet away and will not affect her again, even if she returns to Kilrogg before the duration expires. Additionally, Kilrogg may cast a spell with a target of "You" on Rakshar (as a touch rage spell) instead of on himself. Kilrogg and Rakshar can share spells even if the spells normally do not affect elementals.

Whirlwind (Su): Once every 10 minutes, Rakshar may transform into whirlwind for 1 round; 5-foot base, up to 30-foot top, 10-20 feet tall. She moves at her normal fly speed.

Tiny or smaller creatures must succeed on a DC 11 Reflex save or take 1d4 points of damage, and must make a second DC 11 Reflex save to avoid being picked up and held. A flying creature can attempt a Reflex save to escape (but still takes damage). Rakshar can eject carried creatures at any time.

If the base of the whirlwind touches the ground, it creates a swirling cloud of debris centered on the elemental, with a diameter half the whirlwind's height. This obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment (see page 152 of the Player's Handbook). Those caught in the cloud must succeed on a DC 11 Concentration check to cast a spell.

Elemental Type: Immune to poison, sleep, paralysis and stunning; not subject to critical hits or flanking.