Blackhand The Destroyer, 4th-Level Fighter, 10th-Barbarian, 10th-Level Raider



First Warchief of the Horde; Warchief of the Blackrock Clan; Leader of the Sythgore Arms Raiders

Medium Humanoid

Hit Dice:	4d10+10d12+10d10+192 (334 hp)
Initiative:	+8 (+4 Dex, +4 Imp. Init.)
Speed:	30 ft. (6 squares)
Armor Class:	27 (+4 Dex, +8 armor, +5 deflection) touch 19, flat-footed 23
Base Att/Grapple:	+22/+30
Attack:	*Sythgore* +35 melee (1d12+18/19-20 x3 plus decaptation)
Full Attack:	*Sythgore* +35/+30/+25/+20 melee (1d12+18/19-20 x3 plus decaptation)
Space/Reach:	5 ft./5 ft.
Special Attacks:	*+1 attack vs. humans*
Special Qualities:	Low-light vision, orc traits, rage 3/day, fast movement, illiteracy, trap sense +3, improved uncanny dodge, DR 2/—, special mount, mounted expertise, improved mounted combat 3/round, mounted command 4/day, woodland ride, shock charge.
Saves:	Fort +18, Ref +8, Will +8
Abilities:	Str 26, Dex 19, Con 26, Int 12, Wis 12, Cha 17
Skills:	Climb +10, Diplomacy +8, Handle Animal (dire wolf) +20, Intimidate +17, Jump +10, Knowledge (military tactics) +13, Listen +11, Ride (dire wolf) +28, Survival +11, Swim +10
Feats:	Animal Affinity, Battle Cry, Collective Fury, Cleave, Improved Critical (greataxe), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride-By-Attack, Spirited Charge, Trample, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	24
Treasure:	*Sythgore (+4 vorpal greateaxe, belt of giant strength +6, +5 hide armor, ring of protection +5*

Alignment:	Chaotic evil
Advancement:	—
Level Adjustment:	—

This imposing orc is broad and well-muscled, sitting atop a massive black wolf and wielding a large greataxe. Tangles of black hair stick out from beneath a half-mask bearing spiked antlers. He proudly bears several battle scars, and fresh blood drips from his tusks.

Description

Blackhand was a brutal and fearsome Raider Captain of the Sythgore Arm. Though he was intelligent in terms of combat, he was easily corrupted, and susceptible to greed and a lust for power. Due to his ferocity in battle, his respected position as a Sythgore Raider and as a formidable warrior, he was the perfect pawn for Gul'dan and the Shadow Council. Thus, Gul'dan appointed Blackhand WarChief of the Horde, and the Horde assembled under his banner.

Blackhand gained some victory over Stormwind (Doomhammer would eventually finish the job), conquered Blackrock Spire, and formed the Blackrock Clan. He was ruthless, and even had his own daughter Griselda executed (along with Turok and the ogre band) to serve as any example. Eventually, Doomhammer was warned by Durotan of the Frostwolf Clan that Gul'dan and the Shadow Council were pulling the strings behind the Horde. When Gul'dan slipped into a coma (when Medivh was killed), Doomhammer seized the opportunity to slay and behead Blackhand.

Combat

Blackhand is a brutal and straight-forward combatant. He prefers entering a rage and charging into melee combat, but he does possess knowledge of tactics and how best to win a battle.

Special Mount: Blackhand can call an unusually intelligent, strong, and loyal dire wolf mount to serve him. Should Blackhand's mount die, he cannot call another until 30 days have passed. (This condition applies even if the current mount is somehow returned from the dead.) Blackhand suffers a -1 penalty on attack and weapon damage rolls during this 30-day period. The new mount has all the accumulated abilities due a mount of Blackhand's level.

Mounted Expertise: Blackhand is highly skilled at fighting while mounted. He can modify his melee attack rolls and Armor Class, suffering a penalty to one to enhance the other. Before making any rolls when using the attack action or the full attack action while mounted in melee, he may shift points between his attack roll and his Armor Class. A penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. This number may not exceed his base attack bonus. The changes to attack rolls and AC last until his next action.

Improved Mounted Combat: Blackhand may attempt a Ride check (as a reaction) three times per round to negate a successful hit on his mount.

Mounted Command (Ex): Blackhand can direct ten allied mounts. These mounts must be within 100 feet of him and must be dire wolves. He makes a Ride chek for each of the other mounts instead of the mount's own rider doing so; this check applies even if a mount lacks a rider. If the other mount's rider tries to keep control of the mount, resolve using a wrestle for control (opposed Ride checks). Otherwise, the mount can be directed to perform the following maneuvers: fight with warhorse, leap, spur mount, and wrestle for control. Blackhand may also bring a panicked mount under control, except if the panic is the direct result of a spell (such as fear and the like). Using mounted command is a standard action. This ability may be used 4/day.

Woodland Ride (Ex): Blackhand may ride through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similiar terrain) at his mount's normal speed and without taking damage of suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the mount, however.

Shock Charge (Ex): Blackhand can deliver a devastating mounted attack. When mounted and using the charge action, he gains an additional +2 bonus on the attack roll and his threat range is doubled. These bonuses stack with any other modifiers to attack and threat range.

Blackhand's Mount, Large Dire Wolf Companion: CR 7; Large animal; HD 14d8+56; hp 119; Init +2; Spd 50 ft.; AC 24, touch 11, flat-footed 22; Base Atk +10; Grp +24; Atk bite +20 melee (1d8+15); Full Atk bite +20 melee (1d8+15); Space/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent, extra tricks, improved evasion, share saving throws, blood bond; AL N; SV Fort +13, Ref +11, Will +5; Str 30, Dex 15, Con 18, Int 9, Wis 12, Cha 10

Skills: Hide +0, Listen +8, Move Silently +7, Spot +8, Survival +1

Feats: Alertness, Run, Track, Weapon Focus (bite).