THE LICH KING



,,*In the end you will all serve…The one true king…*,,

Alignment : Chaotic Evil

Race : Death Knight (Undead,Human) Class : Swordsman , Lich , Overlord , Necromancer

\*The Lich King is a Boss entity his HP is equal to the number of opposing players he faces times 100.Some of his abilities are more powerful when he faces more enemies.Whenever he gets injured he may enter another Stage,he begins at Stage 1 and progressively gains power thereafter,entering a new stage happens instantly when he would take enough damage to enter it,and the round continues as normal(the Lich king must now use a new set of abilities from his new stage,but he is still counted as if he had exhausted all Dice he had used during the previous stage in this round). Bosses take only 2 Turns in a Round (but they choose which) in boss battles there is always a Turn 4 each Round in which only Bosses may (normally) Act .

\*\*PN in the text is short for Player Number,meaning the number of opponents the Lich King faces(PN is determined at the start of a game,even if opposing Heroes die they still count for the PN number).

\*\*\*SERVANTS summoned by the Lich King summoned in one STAGE by the Lich King do not despawn at the beginning of another STAGE,but they only retain their attack/HP,all special abilities associated with them during the last STAGE can not be used in this STAGE.The Lich King can still skip his turn to attack normaly with them though.

Series-Warcraft,World of Warcraft

Description-The Dark Lord,The King of the Dead,Arthas and Ner Zhul,the Lich King has been called many names.Yet there is only one fact about him-he is a malicious entity akin to a god,which wants nothing more than to rule over the world where no living dwell.

STAGE 1(At 100%-76% HP)

1.Summon Ghouls-Summon PNx 10/10 Ghouls and one 20/20 Shambling Horror servants.**Summoning**

2.Necrotic Plague-Select a single opponent,at the start of each of his turns before his Action he takes 10 damage,after the third time this ability activates it is removed from the target and given to another Hero if able(the Lich Kings opponents choose which),if all other Heroes are dead the Plague stays on the current hero.Wheter it stays or jumps the plague now deals 20 damage instead of 10 damage,and repeats the process above,each time it repeats the process it grows for 10 damage more.If The Lich King enters STAGE 2 remove all Plague emediately.**Ranged Attack**

3.Infest-Deals 20 damage to all enemies. **Ranged Attack**

4.Shadow Trap-Choose a single opponent,if he doesn’t willingly skip his next action he takes 50 damage.**Shield Ability,Trigger**

STAGE 2(AT 75%-51% HP)

1.Remorseless Winter-Deals 10 damage to all enemies. **Ranged Attack**

2.Pain and Suffering-Deals PNx10 damage to all enemies. **Ranged Attack**

3.Ice Sphere-Summon a 0 attack/50 HP Servant.If it is still alive during The Lich Kings next action,he may skip his action to sacrifice it and deal 100 damage to a single target. **Summoning,Trigger**

4.Raging Spirit-Choose a single target and seal one of its ability dice of your choice,then summon a 30/30 spirit Servant.If the Servant is killed the Ability Die is returned to its appropriate Hero. **Summoning,Trigger**

STAGE 3(AT 50%-26% HP)

1.Soul Reaper-Deal 10 damage to a single target,if the Lich King is still in STAGE 3 at the beginning of the Next Round deal 100 damage to that Player,before taking any Actions. **Melee Attack,Trigger**

2.Defile-Choose up to two enemies,at the start of each of their actions they take 10+10x the number of actions in play damage(starts with 10,then 20 and so forth),unless they willingly skip their action,if they do this effect ceases to function(on the ones that skipped their action). **Shield Ability**

3.Infest-Deals 20 damage to all enemies. **Ranged Attack**

4.Summon Valkyr-Choose a single target,then summon a Val Kyr 0/40 Servant.As long as that Servant remains in play and the lich king is in Stage 3,the chosen target is considered Flying and is Stunned. **Summoning**

\****If the Lich King is Facing only 1 enemy this ability would obviously not be fair,The Lich King uses ability 4.b. instead,if he started the game with only 1 enemy.***

4.b.Life Siphon-Deals 20 damage to a single target and Heals the Lich King for 20 damage,this will not reset his STAGES backwards if he heals above 51% HP or more. **Ranged Attack**

STAGE 4(AT 25%-1% HP)

1.Soul Reaper-Deal 10 damage to a single target,if the Lich King is still in STAGE 4 at the beginning of the Next Round deal 100 damage to that Player,before taking any Actions. **Melee Attack,Trigger**

2.Defile-Choose up to two enemies,at the start of each of their actions they take 10+10xthe number of actions in play damage,unless they willingly skip their action,if they do this effect ceases to function(on the ones that skipped their action). **Shield Ability,Trigger**

3.Harvest Soul-All enemies of the Lich King individually choose one of the 2 effects:The Lich King deals PNx20 damage to them or they enter Frostmourne(STAGE 4B).Can only be used once per game if facing 1 or 2 enemies at the Start of the game or twice if facing 3 or more enemies at the start of the game.**Shield Ability**

Once This Ability is used up completely,switch it with ability 3.B.

**3.B.ARISE MY CHAMPIONS!-Hits Last,The Lich King Ressurects all enemy Heroes that have Died in this game,they are treated as his Allies(Ignoring the fact that Bosses can not have Allies),they are restored to 100HP and are controlled by the Lich Kings player taking Actions and resolving them as normal starting with the next Action.(All abilities that can be used only once are restored to the Ressurected Heroes,all Stacks and abilities affecting them that were on them prior to death disappear).They are not Servants to the Lich King and are treated as separate Heroes,but if the Lich King dies,they die as well.Shield Ability**

4.Vile Spirits-Creates ten 10/10 Vile Spirit Servants. **Summoning**

STAGE 4B(Frostmourne)

Enemies in this stage are considered in a separate Gamefield from the rest of their allies,they can not be damaged or deal damage to the Lich king,they can not interact in anyway with those in the other Gamefield(not even with AOE abilities).They remain in STAGE 4B for exactly 3 ACTIONS,at the start of each action before they act they are dealt 10 damage which can not be prevented by any means,also this damage is not considered an Ability and can not thus be stopped by abilities that stop or counter other abilities.The Heroes inside Frostmourne may still use their Actions inside Frostmourne,but only if they effect them or their allies which are also inside of Frostmourne.Once 3 ACTIONS pass,the Heroes inside Frostmourne are instantly transported to STAGE 4(even if they are Dead),and a new ACTION begins.If all his enemies are inside Frostmourne The Lich King must skip his turns until at least 1 appears in STAGE 4.If the Lich King dies while any of the Heroes are in STAGE 4,the Heroes inside STAGE 4B are instantly freed.**THIS IS NOT COUNTED AS AN ABILITY**.

If anyone dies from the effects of STAGE 4B Frostmourne ,the Leach King instantly Heals 100hp,this will not cause him to reset his STAGES Backwards if hes at 26% HP or more.

\*If the Lich King uses Arise my Champions,all those who are currently dead or had died while in Frostmourne,will be teleported back to the playing field,and be brought back to life(see above ability for details).