Gromph D Baenre



Alignment : Neutral Evil Race : Drow (Dark Elf ) Class : Wizard (Diviner)

Lore - the Archmage of Menzoberanzan of the Forgotten Realms and son of Matron Baenre , he is perhaps THE most influential Male Drow to have ever lived , Gromph often bargains with Demons and uses his Divination powers to plot and scheme against his rivals.

1. Rod of Acidic Globe - Deals 25 acid damage to all enemies . Ranged

2. Rod of Restraining Globe - the target hit is Stuned untill it is damaged , if it is freed by any other ability (other than this one) it takes 40 damage but can act the same turn it is freed . Only 1x per Game . Ranged

3. True Strike - Bless a Character its next attack can not be Dodged/Ignored . Shield

4. Precognition - Gromph blesses himself , he Dodges / Ignores all attack passivelly and rolls a 1d6 at the start of each Turn on a 4,5,6 he passivelly Predicts that Turn on all characters (Friendly and enemies except Himself) . This lasts untill the end of the Round . Shield

5. True Sight - Bless a character , untill the end of the Game it can target Invisible enemies as if they were visible . Shield

6. Commune - Ask any 3 Questions anyone who knows the answer must answer them truthfully , non-certain outcome questions are not answered (ex. Will I win?). Shield

Ulti : Daemonic Contract - reduce your own HP maximum by 30 , you summons 3x 20/20 Flying Demons or 1x 40/20 always Invisible Stalker its attacks are also always Invisible , select a target . When they attack the Demons may only attack the selected target and will Despawn if the target dies . This Ultimate can be used from Turn 1 , and any number of times per Game (but once per Round) . Summoning

Alt Ulti : Tensers Transformation - Can be used from Round 2 Turn 3 as a basic ability , Turns a Wizard into a Warrior , you can not use any non-weapon abilities from now on (except the Broach of Rememberance) but keep the effects already cast on you . You gain the Basic Abilitiy Souldraining Axe - Deal 35 damage to a target , if you deal 20 or more damage with this attack it drains the targets soul and it dies instantly and can never be reviwed . When he enters this Mode Gromph gains 30HP and looses them when he leaves it (this can not kill him) . Lasts untill the end of the 3rd Turn after the Turn it was used . Mode

Alt : Brooch of Youth - you can not be magically Aged . Passive

Alt : Broach of Rememberance - Use any spell you cast during this Game , even if it is once per Game , then the broach is depleted and is Sealed . As copied spell type

Alt : Mindcloud - Deals 10 psychic damage to a target , if it tried to use a Magic type ability Negate it . Ranged

Alt : ESP - Reads a targets mind Predicting the next 2 Turns on him . Shield

Alt : Archmage Piwafi - Immune to arrows , quarrells , bolts of Mundane variety as well as the Magic Missile spell . If used activelly the user is considered Invisible for the purpose of being targeted by Ranged attacks this Turn . Passive , Shield