John Irenicus



Alignment : Neutral Evil Race : Elf Class : Wizard , Avatar

*I cannot be caged. I cannot be controlled. Understand this as you die, ever pathetic fools*

Lore - An ancient Faerunian Archmage of the Elven race , he commited a grave offence against the Elven gods by attempting to become a God himself (by stealing their immortality) , he has since been cast out of elven society his ears permanently burned of as an eternal reminder of his folly . Now Irenicus plans to abduct the child of the dead god Baal and from its soul steal the immortality he has long since waited for.

1. Create Clones - Creates a clone of each enemy Hero, each with a third of the originals health and damage. They copy the originals last action used(if he skips a turn they skip as well). Lasts 2 turns after the one summoned in ,can act on the Turn after being summoned.Only once per game. Summoning

2.Rapture of the father - Destroys all lesser beings , all summoned creatures (including the ones summoned by Irenicus) instantly die. Shield

3.Banshee Vail -All enemies that can heer are effected , each one rolls a 2d6 and takes that roll x5 damage , on a double ,1, rolled the character drops dead instantly . Can be used 2x times per Game . Ranged

4. Time Stop - During Irenicuses next Turn everyone else is Stuned , Irenicus takes 2 Actions instead of one that turn one after another . 2x per Game . Shield

5. Gate Demons - Gates in 4x 20/20 Demons . 1x per Game . Summoning

6. Sphere of Invulnerability - Irenicus places an invulnerable globe on himself , all magical abilities that deal less than 50 damage are ignored by him untill the end of the Round . Shield



Ulti : Slayer Form - From Round 2 , requires no combo , skip this Turn and announce that you are transforming , being Stuned wont stop your transformation only death will prevent it . At the end of the next Turn you become a Ravager-an Avatar of Baal , you instantly gain 50HP (this is not healing) , you may only use abilities listed below . Mode

1. Rend and Maim - Make 4x 20 damage attacks . Melee

2. Avatar of Bhaal - you can not be Stuned , imprisoned , have your attack damage reduced , you are immune to all spells with ,,Missile,, in their name (Magic Missile , Acid Missile...) . At the start of each new Round of combat if you are already in this form you take 10,20,40,80,160... pure damage that can not be prevented in any way. Passive

3. Magic Resistance - if a magical ability would effect you roll 1d6 on a ,5, or ,6, you ignore it . Passive