Lord Soth



Alignment : Lawful Evil Race : Undead Class : Death Knight

Lore - Once a noble Knight of the world of Dragonlance , Lord Soth is set upon by a terrible curse for slaying his family in a fit of Lust for an elven slavegirl . Doomed to forever walk the world as a Dead thing , Soth is the very first Death Knight of DnD.

1. Blade of Soth - Deals 25 damage to a target. The target takes 5 necrotic damage at the start of his next turn and the turn after that , stacks with itself.If anyone but Soth holds this weapon he recieves -20 to all damage he deals as long as he holds it on all attacks. Melee

2. Fireball - Once per Game soth unleashes a 35 damage fireball against all enemies. Ranged

3. Ice Wall - Once per Game Creates a 0/40 wall that can not attack , Soth cant be targeted while it is alive. Summoning

4. Aura of Fear - anyone who attempts to strike Soth in melee rolls a 1d6 on a ,1, he must skip that attack . Passive

5. Song of Dread - Soth sings a dreaded song that makes all enemies fall into magical fear , all enemies must roll a 4, 5 , 6 on a 1d6 or recieve a -10 Dread to all damage they deal (Stack infinettly , 1x roll for all ) . Shield

6. Power Word : Once per Game in any variation

a) Kill - Choose a single target he rolls a 1d6 on a 1 or 2 he dies.Always works on Servants.

b) Blind - A chosen target is blinded forever , if he relied on his eyes for combat he can not target anybody but himself with his abilities

\*Alt : Control Undead - choose any number of Undead Servants you could target , you gain control of all of them. Shield

\*Alt : Disspel Magic - Choose a single effect (Stack, Attack , Shield ability) cast by a Wizard and negate it and/or its effect. Can be used 2x times per Game . Shield

Ultimate : Symbol 1.+5.+6. choose one : a)Fear , all enemies who can see deal -20 damage

b) Pain ,all enemies that can see recieve 20 damage more from all sources . Shield