Obould ,,Many Arrows,, the XVII



Alignment : Chaotic Evil Race : Orc , Echar Class : Swordsman, Barbarian, Avatar,Overlord

Lore - Obould is the first Orc King of Faerun , a chosen of the orcish supreme deity Grumsh , Obould has survived a thousand battles and created a kingdom for the Orcs having died of ripe old age many decades later . He has fought Drizzt Do Urden in single combat and won , a feat of which no other Orc alive can boast.

1. Greatsword of Flame - Deals 25 physical and 10 fire damage to a target . **Melee**

2. Crown of Fireballs - Deals 30 Fire damage to all enemies . **Ranged**

3. War Gods Blessing - Bless any character by saying its name , its next Attack can not miss or be blocked , ignored /dodged etc... But the damage can. War Gods blessing does not stack with itself. **Shield**

4.Destructive Wrath - Bless any character by saying its name , its damage and non-damaging effects will always go off at 100% power and may not be reduced (absorbed), ignored or negated in any way untill the end of this Round if the attack itself is not dodged. **Shield**

5. Many Arrows - Obould can take a hundred arrows to the back and still keep on fighting , Ranged attacks deal only 1/2 damage to Obould . **Passive**

6. Boots of Frost - the user is immune to all Ice / Cold damage and effects. **Passive**

7. Warriors Surge - If Obould kills a target with a Melee attack , he heals for 25HP and may instantly repeat that Melee attack , keep doing this as long as he kills something. **Passive**

8. The Blood Moon - When Obould attacks a character with less than or exactly 50HP he deals +10 damage to him with all attacks , each time Obould is above 50HP at the start of a Turn and is reduced below 50HP by an attack he instantly makes a Greatsword of Flame attack (even if Exausted) at a target who damaged him, the attack is not Exausted if it was not previously Exausted (he can not do this if he is Stuned). **Passive**