The Lord of Blades



Alignment : Lawful Evil Race : Warforged (Machine),God Class : Swordsman, Beast,Overlord

Lore - The Lord of Blades is the leader of the Warforged race , once a great warrior and a machine of war created by Human artificers , he was discarded by his Human masters once their wars on Eberon were over . Being a sentinent being with no Souls the Warforged lost their way becoming enslaved by the Humans , this the Lord of Blades could not stand. Leading a rebellion of his people against Humanity , he has since become worshipped as a God in the Mournlands , as he promises his followers vengeance against the Humans who had robbed them of their freedom so long ago...

1. Jagged Spikes - The Lord of Blades can not be Grappled , he deals 10 damage per Turn at the end of each Turn to anyone he is Grappling . Passive

2. Bull Rush - Deals 30 damage to up to 3 targets ,if this attack hits 2 or more targets succesfully with or without dealing damage repeat it (only once per Turn) . Melee

3. Scythe and Claws - Deals 35 damage to a target and to all enemies that attack you in melee this Turn . Melee

4. Warforged Body - the Lord of Blades is completly immune to Poison and mind effecting abilities , he can not heal however except via abilities that specifically heal machines . The Warforged have no Soul and are immune to all abilities dealing with Souls.Passive

5. Artificer - The Lord of Blades starts with 120HP instead of 100HP , if used activelly he summons : a ) 2x 30/5 Warforged Hounds who have Speed Rating : 3 , b) 3x 20/20 Warforged soldiers . All his servants share his Warforged Body trait . Passive , Summoning

6 Oil of Mending - The Lord of Blades heals 20 from a target Machine character ( which can be himself) . Shield

7. Humanbane Trident - Deals 30 damage or 50 to a Human target . Melee

8. Crush - Grapples a target dealing 20 damage to it . Melee

Alternates

\*Alt : Necrotic Ray - Deals 20 necrotic to a target . Then the target gains 1 Stack of Tired if it was damaged (takes 10 damage more from all sources) . Ranged

\*Alt : Blade Barrier - Makes a circle of magical blades dance around the caster dealing 20 damage to all characters who attempt to strike him in Melee before their attack. Shield

\*Alt : Tactical Detonation - Launches a metacolour meteor at a target dealing 20 damage to them and forcing them to loose Flying if they had it . Ranged

\*Alt : Cometfall - a large meteor slams into the ground before the caster dealing 25 damage to all non-Flying enemies . Ranged