Veerminard Lord of the Red



Alignment : Neutral Evil Race : Human Class : Cleric

Lore - One of the utmost powerful Clerics of the Dragon Godess Tekesis (Tiamat) , and a General of her Dragonarmies , Veerminard brings with him a massive red Drake into combat.

1. Nightbringer - Verminaard is both a master and slave of this great mace ,he deals 30 damage to up to 3 targets with it anyone striken by the Mace is Blinded and can not target anyone but himself untill the end of the round . While holding it Verminaard can not be mind-controled (loose control of his character) . Can not be replaced.Melee, Passive

2. Rage of Takisis - When Verminaard uses a melee attack he may give a +10 damage bless before the attack to himself or another target untill the end of the Round. Passive

3. Master of the Red Armies - Verminaard enters the game with a 40/40 Flying red Dragon Servant. If the Servant is alive and Verminaard skips a turn he gains Flying untill the end of the next Turn by mounting the Dragon. Start of Game

4. Banishment - Verminaard banishes a Summoned creature to its home plane , remove it from the Game . Ranged

5. Mass Healing Word - Heals all allies for 20HP including himself. Shield

6. Stoneskin - Blesses a creature , it gains a passive resist 10 damage against all sources , can only effect a creature once but stacks with other effects. Shield

7. Freedom of Movement - Bless a single target it is unaffected by Stuns and abilities that would reduce its Speed or Grapple it untill the end of this Round, remove any such abilities on him if they were already in place. Shield

8. Spirit Guardains - creates a deathfield of restless spirits all enemies take 15 necrotic damage and Hit Last regardless if hit untill the end of this Round of combat. Ranged,Field

\*Alternate : Hold Person - Choose up to 3 targets roll a 1d6 against each , and each rolls a 1d6 against your roll , for each character you roll over with the 1d6 is Stuned during this turn and the next Turn . Characters that take damage are awakened from the Stun .Ranged

