Balnazzar



Alignment : Chaotic Evil Race : Human (base) , Dreadlord (true form ) Class : Paladin (base) , Demonic (true form )

\*GMs note : The Dreadlord is possessing the body of the paladin Saidan Dathrohan and is controlling the Scarlet crusade through him

1. Mind Blast - Deas 35 Psychic damage to a target , can not be Ignored . Ranged

2. Hammer of Justice - Stuns all enemies this Turn , during the next Turn they may not Attack if effected the first Turn , this Ability may not be used for 3 Turns after the Turn this effect expires have passed . Melee

3. Seal of Righteoussness - whenever you strike with a Melee attack add + 5 Holy damage to it . Stance

4. Seal of Judgement - whenever you strike via Melee attack it leaves a Light Vulnerability stack on a target , increasing all Holy damage taken by 10 (stacks indefinetlly ) . Stance

5. Hand of the Grand Crusader (Mace ) - deals 20 physical damage . Melee

6. Cast of Disguise - Ballnazar leaves the corpse of Saidan Dathrohan which falls dead to the ground (it may not be brought back to life ) , his new Body appears which has the same HP pool as Saidan in the moment this is cast , but none of the Stacks on his body (it has no Stacks ) . Ballnazar uses only the abilities below. This can be cast at any time activelly , but automatically triggers in addition to your other Ability that Turn if you end your Turn with 50HP or less . Shield

Balanzzar (True Form )



1. Mind Blast - Deas 35 Psychic damage to a target , can not be Ignored . Ranged

2. Sleep - a chosen target is Stuned for the next 3 Turns after this one , if it takes damage it is instantly free to act that Turn (so keep chosing abilities each Turn ). Shield

3. Dominate - Balnazzar takes control of a target Humanoid in his next Turn , he may not order it to Attack itself (but may attack others ) Balnazzar also acts normally , if he dies the Dominate ends. Shield

4. Claw - Deals 25 damage . Melee

5. Insect Swarm - Deals 25 damage to all enemies . Ranged

6. Psychic Scream - all enemies who can hear are forced to run away in fear , they are Stuned for this and the next Turn but this effect ends instantly if they take damage (they may act normally that Turn , so keep choosing abilities ). Shield

Ulti : Infernal - 5.+2.+ 4. Summons a falling meteor which deals 30 damage to a target (Ranged attack) and summons a 40/40 Servant regardless if it hit or not . The Servant takes 1/2 damage from magic and deals 10 damage to all that hit it with Melee attacks passivelly (after the attack). Ranged , Summoning