ARCHAON THE EVERCHOSEN



*,,Fear me, mortals, for I am the Anointed, the Favored Son of Chaos, the Scourge of the World. The armies of the gods rally behind me, and it is by my will and by my sword that your weakling nations shall fall."*

Alignment : Lawful Evil Race : Human Mutant Class : Swordsman,Barbarian, Chaos

Series - Warhammer (Fantasy)

Role - Assassin,Durable

1. Mark of The Everchosen - At the beggining of the game choose one of the Passive abilities below for Archaon to use,you may use Mark of the Everchosen Activelly once each Round to switch Marks.**Shield**

Mark of Khorne - Archaon falls into a Berserker Rage he deals +20 damage with all attacks but takes +20 damage from all attacks.He is immune to all Stuns and abilities that would cause him to loose control of his character(such as Mind control).**Passive**

Mark of Nurgle - Archaon gains 20 bonus HP which dissapears if Mark of Nurgle is no longer his choosen Mark. He is immune to all damage over time effects while he has it.**Passive**

Mark of Tzeench - Archaon absorbs 10 damage from all sources with his Spectral Armor.**Passive**

Mark of Slaanesh - At the start of each Round if he has this Mark choosen Archaon lets loose a Psychic scream which deals 20 damage to all enemies and makes them unable to use shields or counters during that Action.This attack is not an Action,and Archaon may still act normally during the Turn this was used.**Passive**

2. Armor of Morkar - Archaon absorbs up to 100 damage from all sources this Action.This Ability can absorb a Maximum of 100 damage per game. Does not work against God type characters.**Shield**

3.Eye of Sheerian - Predict the next two Actions on all enemies(they must all tell you exactly what abilities they will use beforehand on their next two Turns,right now).**Shield**

4. Slayer of Kings - Deals 30 damage,this damage and this ability can not be prevented by characters of 30HP or below. **Melee Attack**

5. Dorghar the Steed of Apocalypse - Archaon starts the game with a 0/60 Servant Dorghar.If this Ability is used activelly and if Dorghar is alive Dorghar strikes for 30 damage.Melee attack , **Passive**

6. Crown of Domination - the Symbol of Archaons ultimate authority over all Warriors of Chaos,if used Archaon summons from the list below - when used the first time summons two 20/20 Warriors of Chaos,when used a second time summons two 30/30 Chaos Knights who can not be stunned and are immune to Stacks and if used the third time summons a 60/60 Flying Demon Prince who regenerates to full HP at the start of each new Round of combat(turn 7,10,13...). Can not be used more than 3x times per Game. **Summoning**

**\*Alt : Dominate Evil Beings -** you control all Evil Servants of every character for your next Turn , or you may permanently take control of one Evil Servant of your choice **. Shield**

Ultimate : The End of All Things : 1.+4.+2. Archaon opens a portal to the dimension of Chaos thus completing the prophecy of the end times.Armies of Demons pour out an devouver the world itself.Every non-Chaos Demon character dies , including Archaon and all of his allies. This is not an attack. **Shield**