NECRON LORD OF ALL KAURAVA



Alignment : Lawful Neutral Race : Machine Undead(Undead God as Nightbringer) Class : Psychic (God as Nightbringer)

Type-Commander(The Necron Lord can only use 2 Abilities per Round,instead of 3 but may use his summoning ability once per Round summoning servants from the list below).

Role-Disabler

1.Staff of light- All ranged attacks deal 1/2 damage this Action.Also when this ability is used all Stealthed enemies lose Stealth.Or deal 20 damage Ranged.**Ranged Attack**

2.Nightmare Shroud- All opponents are Stunned during this Action,if they are hit by this attack.All Servants hit by this attack are Stunned during their next action.Can only be used 1x time per game.**Ranged Attack**

3.Phylactery- The Necron lord heals 30 damage.Can be used if Dead unless hes at -30HP or more.Healing to below 0HP does not bring him back to life.**Shield**

**4.Orb of Ressurection- The Necron Lord brings back all Necron Servants that have died during this game,at full hp.Can only be used once per game.Shield Ability**

**Ultimate-Essence of the Nightbringer :1+4,The Necron Lord Transforms into a Nightbringer.He is in nightbringer Mode untill up to 2 Actions have passed including this one.As a Nightbringer,he may only use Nightbringer abilities,but may still attack with his Servants normally. Mode**



**1.Scythe-Deals 100 damage to a single target,or 40 damage to all enemies.This ability can not Exaust(can be spammed).Melee Attack**

**2.Drain Life-Whenever the Nightbringer deals damage to any target(s) heal 20 damage from him.Passive**

**3.Immortal-The Nightbringer can not take damage(but remains at the Necron Lords current HP at the moment of transformation).He can be hit by effects(stack,burn etc...) but is not effected by anything except his own abilities while in Nightbringer form(when the form ends,he returns to a Necron,Lord when he is effected normally).Passive**

Servants list-

3x Necron Warriors -10/20,if this Servant is dead,roll a 1d6 at the start of each Round of combat for each Necron Warrior.If a 5 or 6 is rolled he returns to life with full hp.Ranged Attacker

2x Necron Wraiths-20/10,Wraiths can attack Invisible opponents as if they were visible,Wraiths are always considered to be Flying.if this Servant is dead,roll a 1d6 at the start of each Round of combat for each Wraith.If a 5 or 6 is rolled he returns to life with full hp.Melee Attacker

1x Immortals-20/40,this Servant is dead,roll a 1d6 at the start of each Round of combat for each Necron Immortal.If a 5 or 6 is rolled he returns to life with full hp.Ranged Attacker

2x Flayed Ones-30/30,this Servant is dead,roll a 1d6 at the start of each Round of combat for each Necron Flayed One.If a 5 or 6 is rolled he returns to life with full hp.Melee Attacker

1xPariah-40/40,each attack adds one Stack of Slowed to a target.At 2 Stacks the target is stunned for his next action,but the Stacks of Slowed dissapear from him.Melee attacker