

Plaguebringer (Unholy Death Knight)



Role: Assassin

Universe: Warcraft (First appearance: Wrath of the Lich King)

Difficulty: Medium

Range: 2 (Same range as Arthas)

Resource: Mana

Basic Attack damage: 80 (Same as Medivh)

Attack speed: 0.87 (Same as Rexxar)

Health: 2000 (Roughly the same as Uther)

Niche: AoE damage over time, spreads negative effects.

Short Description: The Plaguebringer inflicts and spreads curses and diseases across the battlefield, guaranteeing victory in long skirmishes.

Abilities



Carrion Swarm (Q)

Send forth a swarm of disease bearing insects, that spreads diseases between all enemies hit

Damage: 25 per second, for 4 seconds.

Target type: Fan AoE ability

Valid targets: All non-structure enemy units

Cast range: Same as Gul'dan's Fel Flame

Cooldown: 6 seconds

Effect description: Spreads all diseases applied to any enemy hit by Carrion Swarm, to every other enemy hit by Carrion Swarm.



Defile (W)

Curses the ground beneath your enemies with a ravenous disease, growing in size and severity as long as any enemy remains on the defiled earth

Initial damage: 25 per second for 4 seconds. Deals an additional 25 damage per second, every second, to a maximum of 125 damage per second for 4 seconds

Initial slow amount: 5%. Slows an additional 2% every second, to a maximum of 15%

Radius: Steadily grows in size over the duration, similar to Malfurion's Roots. Caps when the radius is the size of a keep.

Duration: 2 seconds. Duration resets whenever a valid target stands on the defiled earth.

Cooldown: 14 seconds

Valid targets: All non-structure enemy units



Epidemic (E)

Resets the duration of all diseases on all enemies, and then doubles that duration.

Cast range: Global, AoE

Cooldown: 12 seconds



Apocalypse (Trait)

The Plaguebringer wields the cursed blade, Apocalypse, afflicting the opponent with deadly diseases on every swing.

Valid targets: All non-structure, non-boss targets

Activation type: Passive

Damage: The target takes 25 damage per second, for 4 seconds. This damage stacks indefinitely.



All Shall Serve [Heroic]

Permanently summons a Ghoul to assist you in combat. The Ghoul aids you in battle, attacking your target. The Ghoul shares your trait, also inflicting diseases on every attack.

Cast range: Global

Damage: 40

Attack Speed: 1.25

Health: 1500

Respawn time: 45 seconds



Unholy Frenzy [Heroic]

Greatly increases your attack speed and movement speed, with your life as the cost.

Attack speed increase: 250% (3.045 attacks per second)

Movement speed increase: 100%

Duration: 8 seconds

Damage reduction: You take 75% reduced damage from all sources

Healing: You are immune to any form of healing while frenzying, except for healing from Blood Fever.

Cost: You take 12.5% of your maximum health as damage every second. This damage is not affected by your damage reduction, or from the status conditions *Protected* and *Invulnerable*.

Cooldown: 8 seconds

Talents

Level 1

Leeching Insects (Q): Carrion Swarm now heals you for 100% of its damage done.

Plagued Earth (W): Heals you for 1.5% of your maximum health every second you stand on defiled earth. Gain 10% increased movement speed on defiled earth.

Unending Vitality (E): Instantly heal 100 health for every disease which duration was reset.

Unholy Pact (Active): Activate to sacrifice a friendly minion, healing for 100% of it's current health. Cooldown: 12 seconds.

Level 4

Necrosis (D): Your basic attacks deal an additional 15% damage, if the target is affected by at least one disease.

Festering Strike (D) [Activate]: Activate to imbue your sword with a deadly curse, extending the duration of all diseases on the target by 2 seconds upon landing a basic attack, and dealing an additional 20% increased damage for every disease currently on the target. Cooldown: 12 seconds.

Soul Reaper (D): Each attack against an enemy hero increases your attack speed by 2.5% and reduces their attack speed by 2.5%, both capping at 12.5%.

Level 7

Crypt Fever (D): Applying the disease from Apocalypse increases the damage of any active diseases on the same target by 50%.

Blood Fever (D): Applying the disease from Apocalypse now also causes your basic attacks against the diseased target to heal you for 35% of the damage done.

Frost Fever (D): The disease from Apocalypse now also slows your opponent's attack speed and cast time by 15%

Level 10

[Heroic] All Shall Serve

[Heroic] Unholy Frenzy

Level 13

Festering Wound (D): Your enemies explode on death, spreading all of their diseases to all nearby enemies. Can also be triggered with Epidemic and Festering Strike.

Plague Bearer (Passive): Nearby enemies are afflicted with a disease, taking 15 damage per second for 4 seconds.

Pandemic (E): Reduces the cooldown of Epidemic by 25%.

Level 16

Unholy Ground (W): Reduces the effects of enemy healing by 20% while they are standing on defiled earth.

Eternal Plague (Q): Reduces the cooldown of Carrion Swarm by 0.25 second for every enemy hit.

Ebon Plaguebringer (E): Epidemic now also refreshes the duration of allied slows on diseased targets.

Level 20

Summon Sludge Belcher (Heroic): Permanently replaces your Ghoul with a Sludge Belcher, who has 100% increased health (3000 health) and 100% increased damage (80 damage), but 25% slower attack speed (1 attack per second)

Summon Valkyr (Heroic): Permanently replaces your Ghoul with a Valkyr, with 20% increased movement speed, flying speed and a 15 seconds reduced respawn timer.

Unholy Strength (Heroic): Your attack while frenzying now also cleave for 25% of the damage done, and drain 1% of the enemy's health, and heal you for the amount drained.

Dark Rider (Z): You are now permanently mounted, and may attack and cast spells from your mount.