

# 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 frenzied, 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 its 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.

**Fester 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

**Festerling 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.