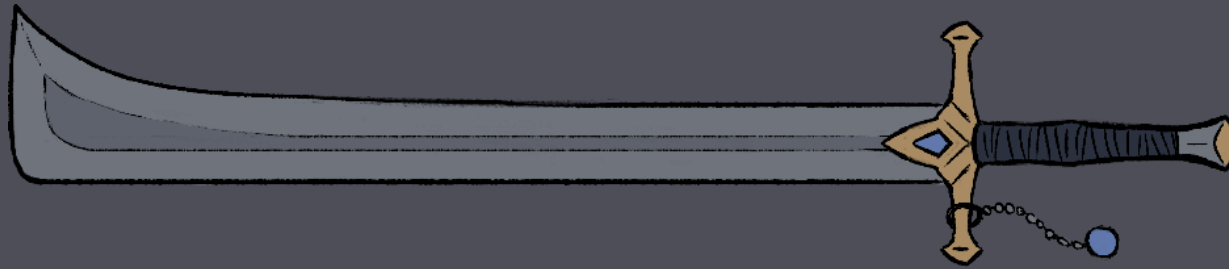


Hero: The King's Blade



Classification: Bruiser.

Role: Frontline Damage-Dealer.

Main fantasy: High, escalating single-target damage.

Secondary fantasy: Independence and survivability.

Narrative theme: Previously a high regarded status-symbol, now remorseful and without purpose.



Hero Ability 1: King's Blade

King's Blade - [Level 1] (Q)

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Strike an enemy in melee range, dealing 150% of Strength as damage.

King's Blade's second strike deals 50% increased damage and the third deals 100% increased damage.

Mana cost: 11.

Cooldown: 3 seconds.

Purpose: Significantly injure large threats and instantly subdue weak targets.

Synergy: Directly boons HA2 (Hero Ability 2) and passes down a significant value to HA3.

Weakness: Melee+ range which comes with high risk.

Talents: GE amplifies the ability's potential, CbR increases synergy and drives narrative.

Consumed by Regret

 1

Whenever King's Blade is used, the Executioner gains 1% Curse.

Crowning Cut's threshold is increased to 75% if the Executioner has at least 50% curse.

Grand Executioner

 1

King's Blade's damage amplification stacks two additional times, reaching 200% increased damage on the final strike.

Hero Ability 2: Phantom Memories

Purpose: Doubles the hero's impact on the game state, and allows for clutch actions.

Weakness: Potential depends on the hero's strength and willingness to fight in melee.

Talents: Superbuffs the ability in a manner altering the gameplay. FoOH is case used.

Fragments of Once Heroes

✖ 1

The Executioner's base abilities are 25% stronger against Floor Bosses.

Phantom Memories called upon in battle against Floor Bosses have 50% higher attributes, 50% increased max Health and 20% bonus attack speed.

Phantom Memories - [Level 1] (W)

Remember the misdeeds of your duties and call forth a phantom memory to fight alongside you. It has your stats, items and Crowning Cut.

Your attacks extend the duration by 1 seconds.
King's Blade extends it by 2 seconds.

Duration: 18 seconds.
Cooldown: 40 seconds.

The King's Decree

✖ 1

The Executioner's Phantom Memories receive the following talents, should the Executioner have them:

Banned Technique
Kingdom in Turmoil
Everlasting Duty
Consumed by Regret
Crown's Banner
Blessing: Clever
Blessing: Adroit

Intrusive Recollection

✖ 1

The Executioner summons another memory through Phantom Memories.

Phantom Memories' cooldown is increased to 60 seconds.

Hero Ability 3: Crowning Cut

Crowning Cut - [Level 1]

The Executioner's damage against enemies below 50% Health is increased by 20% and heal for 15% of the dealt damage.

King's Blade triggers Crowning Cut if the target's current Health will fall below the threshold.

Purpose: Rewarding offensive gameplay by keeping the hero alive.

Weakness: Useless if it cannot be activated.

Talents: BT allows for out-healing through damage. KiT further enables King's Blade.

Banned Technique

✖ 1

Crowning Cut heals for an additional 10% of the damage dealt.

All healing received is increased by 25%.

Kingdom in Turmoil

✖ 1

The Executioner's Crowning Cut increases the damage by an additional 25%.

Whenever it triggers, the Executioner gains 3% of the final damage value as mana.

Extra Trivia

The King's Blade has eight cosmetic skins in the game, which is the highest amount any hero has.

Two of which are categorised as the Old variant of the hero. These skins have two different hero abilities, and an alternative version of Hero Ability 2. This iteration has a different gameplay identity which affects the talents offered.

With talents being both exclusive and shared between the versions, the Hero has a combined total of 13 talents.

The King's Blade visual design was created by FishyFrog.

The graphical elements and splash art used to showcase The King's Blade in this presentation and on <https://joarledin.se> were drawn and illustrated by FishyFrog.

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