The Demon Etriggan



,, *Gone , gone the form of man , arise the Demon Etriggan* ,,

Alignment : True Neutral Race : Demon Class : Demonic , Swordsman , Wizard

1. Demonic Might - Deals 40 damage , Hits Last . Melee

2. Unstopable - Etrrigan heals for 40HP , Etriggan must have damaged someone in the last Turn to use this ability , Hits Last . Shield

3. Hellfire - Deals 30 unstopable damage to a single target , or buff your own Demonic Might for its next Attack . It deals +20 damage and the damage is unstopable for that attack . Ranged,Shield

4. Eldritch Blast - Deals 30 damage to up to 2 targets . Ranged

5. Necromancy - all dead Heroes rise as 30/30 Servants under Etriggans control and all dead Servants rise as 5/5 Servants and loose their special abilities . Once risen like this the Heroes can not be raised from death even if their new zombie bodies die . Shield

6. Elemental Manipulation - choose one of the below :

a) Pyrokinesis - creates a fiery illusion , Etriggan can not be Targeted this Turn . Counter

b) Geokenesis - Stuns a target for this Turn as it is encased in earth , if the target is at 30HP or below before and after being hit by this ability it is Stuned permanently as the Earth devouvers it . Does not effect Flying enemies . Ranged

c) Aerokenesis - deals 20 damage to all enemies . Ranged

d) Photokenesis - all other characters are Blinded for this Turn . Shield

7. Precognition - Choose a single target and any Turn in the next Round , you Predict that Turn for the target . Shield

8. Holy Vulnerability - Taking Holy damage deals +20 damage to Etriggan and Etriggan is Stuned from these sorts of Attacks . This ability can not be Replaced . Passive

Ulti : Tempus Frangit - Sends a target back through time , can be cast from Round 3 as a Regular ability , the Game rewerts to up to 3 Turns in the past (beggining of that Turn ) , with the Game exactly as it was in that time except for the Target who is the same as the moment before the time Transport . Shield



\*Alt : Energy Explosion - Deals 30 damage to all Characters (even Etriggan) . Shield

\*Alt : Ultimate Illusion - choose a enemy target , then choose a Friendly character (to yourself) , the chosen enemy target must Target the Friendly character before all others untill the end of this Round of combat . Shield

\*Alt : Teleport - Etriggan teleports to any Dimension in Existance , but he can not teleport to Hell . Shield

\*Alt Ulti : Shield of Merlin - this Ultimate automatically Triggers and lasts indefinetly when Etriggan casts Hellfire for the 3rd time (at the same time as the Ability) . Once each Round Etriggan may choose to passivelly absorb 30 damage from a single Source (at any time , this is not an Action ) , whenver Etriggan is hit by a Melee attack from now on the attacker takes 40 Unstopable damage . Trigger