Parthunax



Alignment : Lawful Neutral Race : Dragon Class : Wizard , Dragon

1. Fire Breath - deals 25 damage to all enemies. Needs 3 Turns to recharge after the one it was used in.Ranged

2. Ethereal Shout - Parthunax becomes intangible and is immune to all physical damage except Pure Magic and Psychic damage during this Turn . Shield

3. Flight - Alduin gains Flying the next Turn. If he uses a Ranged attack next Turn extend his Flying one more Turn. Continue doing this as long as he uses a Ranged attack . Shield

4. Tail Sweep - can only be done while not Flying , deals 20 damage to all enemies. Melee

5. Bite - can only be used when not Flying deals 40 damage to a single target.Melee

6. Unrelenting Force - Stuns a target this Turn or if Alduin chooses to Hit Last with this attack this and the next Turn . Needs 3 Turns to recharge after the Stun expires. Ranged

\* Alternate : Dragonscales - Alduin absorbs 10 damage passivelly from all attacks. Passive

Ultimate : Dragonrend Shout - Can be used as a Basic Ability from Round 2 , can be used any number of times per Game but once per Round .

Choose a single target Dragon , it is forced to loose Flying and gains a ,,Dragonrend,, Stack , as long as it has this Stack it can not gain Flying and takes 20 damage more from all attacks . This Stack lasts untill the end of the Round. Ranged