Aotir



,,*You say the Gods protect this world father,yet it is they who keep us in chains*!,,-To Ao

Alignment : Chaotic Neutral Race : Demi - God Class : Wizard , God

Series-Alar(DnD),Role-Pure AoE Dps

1.Blade of Creation-deal 50 damage to a single target.**Melee attack**

2.Reverse Gravity-Acts last.All non Flying heroes gain Flying.Aotir may gain Flying if he wishes,if he does change this ability to 2.b.It is not Exausted.**Shield**

2.b. Return Gravity-If Aotir is Flying,all others lose flying if they had it.**Shield**

3.Fire of Purgatory-Can only be used if Aotir is Flying and you just used ability 2.b.Kill all currently non-Flying characters.**Ranged attack**

4.A world of Storms-Deal 50 damage to all Flying Heroes(This can hit Aotir).**Ranged attack**

5.Elemental Vassals-Summons 3x 20/20 Elemental Servants.**Summoning**

6.Rise of the phoenix Emperor-Aotir puts a Phoenix Stack on himself.If he should ever die,remove the Stack and Aotir is considered alive with 20HP(all Stacks on him remain) and deals 30 damage to all characters.Can only be done once per game .**Shield,Stack**

Ultimate-Rage of the Immortal Soul 2+2b+4:Aotir deals 40 damage to all other Flying characters and 60 damage to all other non-Flying characters.**Ranged attack**