TAROS



,,*For some , Death is just the beggining*... ,,

Alignment : Chaotic Evil Race : Undead Class : Lich , Wizard

Series-DnD(Alar)

Role-Summoner

Difficulty Rating - 5/5

1.False Life - Taros starts the game with a 0/10 permanently Stealthed Phylcatery servant,that can not take AoE damage(must be specificaly targeted to be damaged).Taros may use the False Life ability actively to summon a 30/30 Clone of himself,at the start of any action he may choose to switch bodies with the clone(if at least one is still alive and if the phylactery has not been destroyed) healing a total of 60 - the DMG the clone has on him HP in the process.Taroses clone is then destroyed.Taros may use this ability if he is dead but only if at least 1 clone is alive to be sacrificed.Summoning a clone is considered an Action,but switching bodies is not,so Taros may still use another ability in that Action. **Passive,Summoning,Healing**

\*Note Taros may switch bodies even if his original body is stunned or otherwise immobilised,as it does not require an action. Taros may not use this ability if he is below 0HP.

2.Touch of Death - Taros deals 20 damage to a single target.If it kills the target and it was a Servant Taros raises it back at full HP as his undead servant. If it kills a Hero Taros raises the hero as a 30HP Undead who has his ultimate and all but two of his abilities(of Taroses choosing) Sealed. **Melee attack**

\*Sealed Abilities may not be used for the rest of the game.

3. Stirr the Hordes - Taros summons two Zombie servants choose from the list below in number equal to the current Round of combat.**Summoning**

Zombie Hulk - a 30/ 20 Servant

Exploding Zombie - 10/10 Servant,if he dies everyone except Taros takes 10 damage

Zombie Meatshield - 0/20 Servant,as long as at least one Meatshield remains in play Taros may not be targeted by abilities.

Ju-ju Zombie - a powerful 40/40 Servant that is very hard to control,whenever he should attack roll a 1d6 on a ,1, or ,2, he does not.

4. Hungry Worms - Choose one -Taros Summons a 60/40 Flying Dracolich Servant,but he can not use this ability for the rest of the game or Taros summons an army of bloodeating worms that deals the ammount of corpses x5 damage to all living characters.The corpses used with this ability are not destroyed.**Summoning**

5. Theatre of Flesh- Choose one-a) Summon a 20/20 Ghoul,whenever the Ghoul hits roll a 1d6 on a ,5, or ,6, the target is stunned for their next Action.

b) Destroy all your undead servants,then summon a new Undead Abomination whos Attack and Endurance are equal to the combined Attack and Endurance of all destroyed Undead.The Abomination has ALL the abilities of all sacrificed Undead that were used to Summon him.

6. Ressurected Champion - Taros summons and enters the body of a long dead warrior,gaining tremendous phyiscal power for a short time.He may only use this ability once per game.While in this Mode he may only use abilities listed on below.While in this Mode he may still control his Servants normally,but has only 40HP.If Taros is slain in this Body he returns to his old body with 30HP less(this can kill him if he had 30HP or less when he transformed),after which he switches to his old abilities list.This ability Acts First.**Mode**

**Ressurected Warrior Mode**



**1.Eternal Blade - Taros deals 30 damage to a single enemy Target. Melee attack**

**2.Magic Resistance - Roll a 1d6 when a ranged attack would hit Taros,on a ,4, ,5, or ,6, Taros ignores it. Counter**

**3.Mortal Fear - Enemy servants will not attack Taros while he is in this form even if an ability would force them to. Passive**

Ultimate-World of Darkness,Treat this Ultimate as if it was a regular 7th ability,it may only be used from Round 2 of combat(turn 4).May only be used it Taroses Base Form. Taroses Body dies but all enemies are teleported to the dimension of Darkness to fight the Vestige of Darkness who has 100HP.Taros has 3 Turns/Actions to kill all enemies while in this form if he does he returns to life in his body with exactly 1HP if he does not manage to kill them all after 3 Turns he instantly dies.Either way when 3 Turns pass all characters are returned to the True Dimension(where the game started) either alive or as corpses.If someone is not dead when he leaves the Dimension of Darkness he regains all the HP lost in that world. **Shield,Summoning**

**The Vestige of Darkness**



,,*Life is a fleeting illusion,only Death is Eternal*... ,,

1.Life Sapping Void- The Vestige deals 30 damage to all enemies,all killed characters heal the Vestige for 20HP. **Ranged Attack**

2.Emptyness- Choose a Single target it rolls a 1d6,it must then Seal x equal to the number roll of its abilities of its choice if able.They remain Sealed this way untill the targets Leave the World of Darkness. **Shield,Seal**

3.Chains of Oblivion-Choose a target character it is stunned during this Action and its next Action.If it is hit by Life Sapping Void during its next Action it takes 50 damage instead of 30. **Ranged Attack**

\*Notes - Taroses Servants all die if he uses his Ultimate.

\*\*Note #2 - whenever Taros switches bodies(via Clone,Ressurected Warrior) he looses all Stacks that were on his previous body. The Vestige of Darkness is a separate Hero under Taroses Players control.