Vecris Dianir



,, *I will break these chains of torment,even if I have to rip of my own arms to do it*.,,- to Asopol Trilamain

Series-Alar(DnD),Role-Tank,AoE dps,Disabler,Difficulty - 3/5

1.The Kingslayer(Blade)-deals 30 damage to up to 2 targets then add put a Justice stack on them.When a target reaches 3 justice stack it looses them but is stunned for his current action.**Melee attack**

2.Anti-Magic: If an attack would hit Vecris roll a 1d6 on a 5 or 6 that attack is negated and vecris uses it against its original caster(chosing targets if it was AoE).Acts first.**Counter**

3.Parry-Vecris absorbs 100 damage from a melee attack or 30 ramage from a ranged attack.Can be used twice per round before it is exausted(but ability 4 is exausted if it is used even once).**Counter**

4.Heart of flame-Deals 25 damage 2x times to all enemies.Can only be used once per game.**Ranged attack**

5.Symbol of Fear- All enemies get -20 to their damage when their attack would include Vecris as a target,for this and the next Action.(In AoE attacks if Vecris would be hit all other targets of that AoE attack also get this damage reduction).**Shield**

6.Ice wall-Vecris summons a 0/40 Wall servant.Vecris can not take be targeted as long as the wall is alive by any enemy ability or attack.Striking the wall with a Melee attack deals 10 damage to the attacker.Can be used up to 2x times per game.**Summoning**

Ultimate-Summon Dracolich 5+1+3.Vecris summons a 80/80 Dracolich servant.Both he and the Dracolich have Flying as long as the Dracolich is alive.The Dracolich regenerates 20hp per action at the end of the Turn,but can not regenerate if its dead(below 0hp).**Summoning**