Dracula



,, *What is a MAN ?! A miserable pile of seacrets! Enough talk have at thee*!,,

Alignment : Neutral Evil Race : Vampire , Demon (in 2nd Form) Class : Wizard,Shapeshifter,Vampire,Overlord

FORM 1

1.Hellfire- deal 15 damage to all enemies.If your opponent attacks this hits first.Rang

2.Dark Inferno (Dominus Anger) - deals 25 damage to up to 2 targets. Ranged

3.TELEPORT- Dracula ignores all effects that would effect him this turn. Shield

4. SpawnVermin - spawn 3x 20/5 dogs or summon a swarm of Bats to deal 25 damage to all non-flyig enemies. Ranged,Summoning

5.Dominus : Hatred- deal 10 damage to Dracula then deal 15 unpreventable damage to all enemies.(The attack can still be prevented) . Ranged

6. Drain Life- Hits last , a target is stunned and Dracula deals 15 damage from it and heals 15 from himself . Melee

\*Alt : Dominus Agony - enters Agony stance , while in this Mode Draculas attacks Hit First and gain +30 damage . But Dracula takes 20 unstopable damage at the end of each of his Turns in this Stance . The caster can end this stance at the start of any Turn before Actions are taken by declaring it , left upon casting Ultimate . Stance

Ultimate:Transform Can only be used if Dracula is at 40HP or below and it must be at least round 3,does not require combo. Dracula heals to 50hp which is his new HP maximum and turns into Form 2 if he dies in it he heals again to 50hp and turns into form 3.This ability Hits Last. Mode.

Alt Ulti : Soul Destruction - only in Basic Form , Dominus Anger + Dominus Hatred + Dominus Agony , Dracula begins channeling a spell of Ultimate Destruction , at the end of his next Turn all enemies in his Dimension instantly die and can never return to life . This is his Action for the Turn of casting . Draculas concentration for this Attack is broken if he is Stuned or Killed . Ranged

FORM 2 Demon Form



1.JUMP - Dracula gains Flying for this Action he may instantly follow up with Magic Breath if it wasnt Exausted this round.It is then Exausted. Shield

2.MAGIC BREATH - if Flying Dracula deals 5 damage 5x times to all enemies and then another 10 damage,all these attacks except the 10 damage attack Hit First.

If not Flying Dracula Hits Last but deals 40 damage to all enemies. Ranged Attacks

3.Locust Swarm - skip this Action during the next Action deal 15 damage to all enemies(Hits First).Then summon 3x 0/5 Locust servants,they die after 3 turns including the one they were summoned in but deal 5 damage to all enemies at the end of each action including the one they die in(naturaly or not).Killing Dracula does not cause them to despawn. Ranged , Summoning

FORM 3 Perfect Dracula



\*Dracula is always consudered to be Flying in this Form.

1. Blood Rain - deal 40 damage to all enemies,this attack can not be ignored or negated,but the damage can.Can only be used 1x per game. Ranged

2. Bat Cloud Form - ignore all effects that would effect Dracula this turn and deal 15 damage to a single target,he hits last the next turn.(Dracula is still Flying).Shield

3. Bloodmancy or Hellblast

A) Deal 20 damage to up to 3 targets strikes first.Ranged

B)Create a 50/10 Bloodball servant,if it deals damage it dies.It is always considered to be Flying.

C) Hellblast- deal 50 damage to all enemies who are not Flying.Can only be used 1x per game . Ranged