Asmodeus



Alignment : Lawful Evil Race : Archduke of Hell (Baatezi) Class : Archduke , Wizard

Lore - the most powerful of all the Devils and the Archduke of the 9th Plane of Hell , he holds the entirety of the Devil race under his tyranical iron grasp . As charismatic as he is intellignet , Asmodeus loves nothing more than to corrupt mortals with dark bargains ,and promises of power , he is perhaps the best at it among all the Devils of hell . Only his own brother Mephistopheles lord of the 8th Hell , dears to plot against him .

1. **The Ruby Rod** - the rod of the Lord of Hell himself , choose one :

a) Negate any non-weapon ranged attack , then write its damage down Counter

b) Deal 25 + 1/2 total damage absorbed by the a) version of this ability you may choose for this to be thunder , ice or acid damage.

Ranged

2. **The Houd of Hell** - Summons a 20/40 Hellhound which makes 3x attacks when it attacks. Only 1x per Game. Summoning

3. **Gate Devils** - summons any 2 Devils (max 1 Pit Fiend among them) any other Archdevil can summon . Summoning

4. **Gaze of Asmodeus** - A chosen target that can see must target you last after all other enemies and choose one :

a) Hits Last with all abilities

b)Deals 10 damage less with all melee attacks

This lasts untill the end of the Round.

5. **Symbol** - Choose one :

a) Of Pain - all enemies that can see take 10 damage more from all sources.Field

b) Of Desspair - this Turn all enemies that can see roll a 1d6 all that roll a 1 or 2 are under Asmodeuses control this Turn.Relativistic Speed. Shield

c) Of Insanity - all enemies that can see roll a 1d6 at the start of each Turn , on a 1 or 2 they use random abilities that Turn. Field

6. **Lord of Hell** - Asmodeus can replace his abilities with the abilities of any other Archdevil that exists in the Game including his own , he takes them as alternate abilities. He can replace this ability with them but it must be replaced last. By using this ability acrivelly Asmodeus seals any 2 Abilities of his choice from any Archdevil or Devil in the Game. To use either of these abilities the Ruby Rod must not be Sealed. Passive,Shield

Ulti : **Unholy Word** - requires no combo from Round 2 Turn 3 All non-God non-Archdevil/Demon Lord enemies recieve a debuff according to their current HP

a) 50+HP : All those who can hear become Deaff ( Can not hear allied players in combat)

b) 21 - 49 : All those who can hear are deaffend all those who can see are Blinded(can not target)

c) 20 or less : All those who can hear this die instanlty , if they do not they are Deaffend and Blinded

This effect except Death are permanent unless removed. Shield

\***Alt - Contract** - Asmodeus and a Human or Humanoid being can make a verbal deal at any time , if they both agree to it both sides MUST fullfill their side of the bargain . Baalzebul may not lie when making these sorts of deals with Asmodeus . The deal may include giving ones own minions or destroying them to another , hurting onesself , changing sides in a fight , not attacking , not harming an individual , killing and targeting an individual before all others , casting a positive ability on a target. Passive

\***Alt : Strangle** - Grapple a target for this and the next Turn , you deal 30 damage to it for this Action and as your Action the next Turn (you may not use other abilities the next Turn). Melee

**\* Alt : Geass** - choose a single target that can see , you may order it exactly what to do during its next Turn , if it dissobeys or does not do so (due to its own fault or without it) it takes 40 unstopable damage after dissobeying. You may still use other abilities normally the next Turn . This works even on those Immune to Mind Control . Shield

