Baalzebub



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

Lore - Lord of the 7th Hell , once a powerful Angel , Baalzebub was cast out from the heavens . As he fell into Hell , Asmodeus himself saved him and converted him into an Archduke of Hell. He is now the Lord of Lies who corrupts mortals with Laziness and Lust.

\*Unique Mechanic - Lord of Lies , Baalzebub can Lie when he is Predicted or when an ability forces him to tell the truth , but he does not have to , about what abilities he will use or any other information . This is not an ability.

1. Gaze of the Lord of Lies - a target cthat can see must target Baalzebub last after all other targets and recieves a -10 damage to all melee attacks it makes untillthe end of this Round. When you use this ability you may replace it with 1.b. after use. Ranged

1.b. Power of Rulership - all Servants currently in the game become Baalzebubs slaves permanently. Shield

2. Locust Swarm - Deals 10 damage to all enemies this turn , this effect persists and deals 10 damage in the same time as your Action the next Turn and the turn after that , stacks with itself. Ranged

3. Symbol - Choose one

a) Of fear - All enemies deal 10 damage less that can see the symbol. Does not stack with itself.Field

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

4. Gate Devils -Summons 1d3 15/10 Horned Devils who Fly when they attack and make 3x attacks when they attack . Summoning

5. Fire Wall - All enemies who attempt to strike Baalzebub in melee take 20 damage before the attack . Lasts for 3 Turns after it was summoned have ended. Summoning

6. Invisibility - Baalzebub in Invisible for this and the next Turn this brakes if he attacks . Shield

\*Alt : Detect Invisibility - All invisible enemies become visible. Shield

\*Alt : Restoration - target a non-dead target it heals to 50HP if he was below it or heals for 30HP if he was above 50HP and remove all negative Stacks from it. Can only be used 1x per Game. Shield

\*Alt : Control Flames - a target bursts into flame taking 20 fire damage , this ability can not be Dodged /Ignored. Or if an opponent uses a Fire based attack you can negate it or force it to hit its own user (you choose target if multiple). Ranged,Counter

Ulti : Unholy Word - 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