Demogorgon



Alignment : Chaotic Evil Race : Demon Prince (Tanari) Class : Demon Prince,Beast

\*Lore - Demagorgon is the lord of beasts , mutants and change who resides in the Abyss in official DnD Settings . He is THE ORIGINAL Tanari Demon , the very first of Demonkind and constantly fights his younger brothers Orcus and Grazzt for supremacy of the Abyss.

1. Tendrils of Unlife - Deals 2x 15 damage attacks . Wounds caused by the tendrils can never heal . Those hit by a tendril suffer a -5 to all damage they deal Level Drain Stack , one per hit , which stacks up to 20 times on a single character . Melee

2. Madness Gaze - Looks into an enemy characters eyes , if it would be hit by a Ranged attack , roll a 1d6 on a 1,2,3 - the character goes berserk and does Random Actions and attacks Random targets (even allies) untill the end of the Round , on a 4,5,6 - the creature comes under Demogorgons control for the next Turn he may order it to take any action it could take except harm itself with its own abilities (he can order it to harm its allies though).Those who are blind are immune to this effect. Demogorgon may still take his own regular Action next Turn while controling a target. Ranged

3. Gate Demon - Summons a Random Demon from the Abyss roll a 1d6

1- Vrock - 20/10 Flying Demon

2- Sloth Demon - 10/40 Demon

3- Glabrezu -30/30 Demon that can not be targeted

4 - Nalfeshne - 20/40 Demon which Gates in another Demon as per this ability at the start of each new Round of combat it is alive

5 -Marilith - 40/40 Demon , that Grapples any enemy on a successfull attack

6 - Balor - 30 /50 Flying demon , which makes 2x attacks whenever it attacks one deals Electric and another deals Fire damage

4. Twin Minds - Demogorgon has two heads , he must take 2x Stuns in a Turn and 2x Hypnosises in a Turn for it to effect him . The heads however hate each other whenever Demogorgon personally attacks roll a 1d6 on a ,1, he strikes himself with the attack(s) , he will not do this if the attack would directly kill him . Passive

5. Mutation - Choose any Beast Servant or summoned Beast Hero in the Game . It turns into a wicked monstrosity and comes under Demogorgons control permanently , it is also now a Demon as well as a Beast and gains a +20/+20 Mutated Stack buff . Shield

6. Tail Sweep - Surprise! , deals 20 damage to all enemies . Melee

\*Alt : Project Image - Creates two identical clones of Demogorgon , he can not be targeted this Turn . Shield



Ultimate : Feeblemind , 1.+2.+3. , choose a single target , it is reduced into a bumbling morron , it can not use any Ranged attack , Counters or Ultimate Melee type abilities . (Essentially it can only use Shields , Passives , Triggers and Basic Melee abilities) . Ranged