Disspater



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

Lore - the Archduke of the 2nd Hell , Disspater rules over the Iron City of Dis , and is the first line of defence in the realm of Hell . He commands wast legions of the common Devil soldiery and is closelly allied to Mephistopheles lord of the 8th Hell. Together they plan to soon overthrow Asmodeus as the ruler of Hell .

1. Rod of Rulership - all Servants cureently in the game become Dispaters slaves permanently or deal 25 damage . Shield or Melee

2. Control Flame - 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

3. Invisibility - Is Invisible for this and the next Turn this brakes if he attacks . Shield

4. Symbol of Pain - all enemies that can see take 10 damage more from all sources at all times. Only 1x per Game. Field

5. Gaze of Dispater - A target enemy that can see must target Dispater last after all other enemies and Hits Last with all abilities untill the end of this Round. Ranged

6. Gate Demons - Summons 1d4 Erinyes 20/20 Flying Servants that deal an additional 10 poison damage if they hit via attack if 3 or more Erinyes hit an Evil character in the same Turn even if they dealt no damage they teleport him to Hell where he is tortured for all eternity he looses the Game and can not return. If you roll a 4 for summoning you may summon 1 Pit Fiend instead or 4 Erinyes , he is 40/40 Flying he casts a copy of Dispaters Gate Demons at the start of each Round of combat and while he is alive all enemies deal 10 damage less to all Pit Fiends with all attacks. Summoning

Alt : 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

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

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