Geryon



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

Lore - once a powerful Archdevil of Stygia , he has since fallen out of Asmodeuses favor . Haivng been stripped of his title and minions , he now plots and fights to regain his immortality even from other Gods.

1. Poison Tail - Hits First , 10 damage and if damage is dealt deal 20 poison damage and give a Deadly Poison stack to a target if 3 are on a single target at once remove them but it dies instantly. Melee

2. Rake - Deals 20 damage to all enemies , can gain Flying for the attack . Melee

3. Coil - Grapples a target , it is Stuned this Turn , it takes 20 damage at the start of each turn it is Grappled this way. You can not use Poison Tail while Grappling. Melee

4. Symbol of Fear - All enemies that can see recieve a -10 penalty to all samage they deal . Only 1x per Game. When used you can replace this with 4b. Field

4.b. Minotaur Horn - Summons 1d6 20/30 Minotaur Servants. Only 1x per Day. Summoning

5. Gaze of Fear - a target that can see must target Geryon last after all other targets untill the end of this Round, Hits First. Ranged

6. Gate Devils - Summons 2x 30/15 Chain devils who Grapple on a succesfull hit and can hit Flying or 2x 40/20 Ice Devils who are immune to Ice damage and if they deal damage to a target it Hits Last during its next Turn. Summoning

Alt : Cone of Cold - Deals 35 Ice damage to all other characters except Geryon. Ranged

Alt : Ice Wall - Summons a 0/30 Ice wall , Geryon can not be targeted while the wall is alive. The wall melts at the end of the Round.Summoning

Alt Ulti : Frost of Hell - No combo from Round 2 Turn 2 , All creatures except Geryon take 15 Ice damage at the start of each of their Turns. Field

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