Jubilexx



Alignment : Chaotic Evil Race : Ooze , God Class : Demon Prince

Lore - Jubilexx is the Creator of all Slime , a grotesque Demon thing from the depths of hell he delights in creating disease and sickness and spreding it across the multiverse .

1. Father of Ooze - whenever Jubilex takes damage from an attack spawn a x/x Slime Servant whose attack and HP are equal to the damage Jubilex took from that attack , this can only trigger once every 2 Turns counting from the 1st Turn . If used activelly Jubilexx eats one of his own slimes killing it and healing 1/2 of its current HP . Passive,Shield

2. Smother - Jubilex envelops a target in its own body Grappling it for 3 Turns and dealing 15 unstopable Acid damage each turn while grappling the target , Jubillexx can still take actions from next Turn . Using Fetid Pools ends this Grapple.Melee

3. Fetid Pools - Jubilexx disolves into a river of ooze , he can not take damage this turn or untill the end of the Round but can not use abilities , except attack with Servants . Each turn in this form all non-Flying creatures that are not Oozes take 10 Acid damage. Hits Last. Shield

4. 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

5. Control Gravity - forces any number of characters(including Jubilexx himself) to gain or loose Flying , if they gain it they are also Flying for the next Turn . Shield

6. Dominating Eyes - Jubilexx has 360 degree vision and can attack all Stealthed characters passivelly. If used activelly on a Servant it comes under your control permanently and turns into a Slime with the same ammount of HP and Attack as when transformed but looses all its previous unique abilities . Shield,Passive

Ulti : Meltdown - 2.+6.+3. Turns the entire battlefield into an Acid pool , anyone who is not Flying and is not an Ooze takes 20 damage instantly and 20 Acid damage at the start of each turn , anyone who is Flying and not an Ooze takes 10 Poison damage at the start of each Turn and gains a Stack of Sick if he takes this damage while Flying ( takes 10 damage more from all sources) . Damage caused by this ability is unstopable . Shield , Field