Sakatha



Alignment : Chaotic Evil Race : Lizardman , Vampire Class : Vampire,Wizard,Cleric

Lore - selling his soul to a Demon Prince in exchange for Immortality , Sakatha became an immortal Lizard King feared by his people for many ages to come , he alone changed the Lizardmen religion , beconing many to worship his Patron as a God

1. Trident of Sakatha - Deals 30 damage to a target , it is Grappled for this and the next Turn , if it is already Grappled it is also Stuned when hit by this . Melee

2. Draining Claws - deals 20 damage to a target , then give it a Drain Stack (deals -10 damage less with all Attacks ) , this stacks indefinetly . Melee

3. Cloudkill - Envelops the battleground with a poisonous cloud of Fog , any character that is not Flying takes 10 Poison damage at the end of each Turn except Sakatha himself , lasts untill this and the next 2 Rounds have passed . Ranged Attacks can not target individuals except the caster themselves. Only 1x per Game . Field

4. Mist Form - Ignores all abilities this Turn , if Cloudkill is in effect you also Turn Invisible untill you Attack . Only 3x per Game . Shield

5. Vampiric Calling - Summons 1d6+4 10/10 Wolves servants . Only 1x per Game . Only usable while Sakatha is at 50HP or below . Summoning

6. Protection from Good - Attacks from Good aligned beings deal 10 damage less to you and your allies for this and the next Turn , Good beings can not place debuffs on you . Stacks with itself . Shield

\*Alt : Fire Wall - Creates a wall of flame untill the end of this Round , all Melee attacking enemies take 20 fire damage before their Attack is made (if this kills them the Attack is not made) . Shield

\*Alt : Jump - gains Flying for this Turn . Shield

\*Alt : Enlarge - your Melee attacks deal +10 damage , but you can no longer Turn Invisible . Mode

Ulti : Rarys Mnemonic Enchancer - can be used as a Reaction at any time but only once (another Action can be used in the same Turn) , Refresh one of your other non-Melee Attack abilities or instantly cast - Lightning Bolt deals 35 damage to a single target . Ranged (this is still a Reaction). Shield , Haste