Tiamat



Alignment : Chaotic Evil Race : Dragon , God Class : Dragon , God

Lore - Tiamat or Thakesis in Dragonlance , is the mother godess of all evil Chromatic Dragons , her power is so wast that she has made herself a home in the Abyss by killing its inhabitants , she possesses 5 monstrous heads one for each dragon colour

1. Five Heads - Tiamat has five heads - green,blue,red,black and white , whenever she takes 20 damage a head dies of the attackers choice (ex. 60 damage 3 heads die) but the Red Head always dies last . Tiamat must take 5 Stuns (1 for each head alive ) to be Stunned in a Turn . Passive

2. Breath - Deals 15 damage as x attacks to all enemies, x is the number of Heads currently alive , Hits Last . The 5 attacks deal acid,frost,fire,poisona and electric damage. Ranged

3. Winged Buffet - Tiamat gains Flying this and the next Turn , this Turn all enemies that are not Flying are Stuned from the shear force of wind emmited by her wings . Shield

4. Bite - Deals 10 damage as x attacks,x is the number of Heads currently alive .Melee

5. Tail Sweep - Deals 40 damage to all Stealthed enemies . Melee

6. Inborn Spellcaster - Tiamat can Choose to activate any one of the effects below if the appropriate Head is still alive :

White Head - Shield , absorbs 10 damage from all sources passivelly this Turn and untill the end of the Round .Shield

Black - Forget , choose a target and select one of its abilities , it forgets how to use it untill the end of this Round , if it should use the chosen ability this Turn it chooses another ability instead.Shield

Green - Slow , all enemies roll a 1d6 on a 1,2,3 they Hit Last with all abilities untill the end of the next Round of combat. Shield

Blue - Fire Shield , Tiamat is sorrounded by a fiery aura , anyone who hits her in Melee takes 1/2 of the damage it dealt as unstoppable fire damage at the same time he damages her , this effect lasts untill the end of this Round . Shield

Red - Ultimate (from Round 2 only , can be used several times in a Game but once per Round ) choose one :

a) Distance Distortion - enemies can not target anything untill the end of this Round.Shield

b) Hold Monster - each enemy that could be targeted rolls a 1d6 on a 1,2 it is Stuned for this and the next Turn . Ranged

c) Magic Jar - Tiamat puts its own soul inside a 10HP Gem , her original body dies instantly and can not return to life , Hits Last . From the next Turn onwards while the Gem is alive , Tiamat chooses a target each turn to attempt to bodyswap souls with , they both roll a 1d6 if Tiamat wins the contest she takes over the characters body and uses his abilities and the targets soul is trapped in the Gem forever and can not return to life , this ability Hits First . Summoning,Ranged Attack

d) Wall of Force - Summons a 0/60 wall that is always targeted instead of Tiamat , lasts untill the end of this Round of combat .Summoning