Zuggtmoy



Alignment : Chaotic Evil Race : Demon Prince (Tanari) , Fungi Class : Wizard , Demon

Lore - the Demon Princess of Fungi is while not the most powerful among the most dangerous of Demonkind , for unlike other Tanari she is both patient and intelligent . She is the creator of all fungi in the universe and the Myconid race, and has corrupted the 4 great Elemental Princes and manipulated them to her will , through her Temple of Elemental Evil she plans to enter and conquer the Prime Material Plane.

1. Pethropods - Put a Pethropod Stack on up to 2 different targets . Ranged

2. Madness Fungi - Remove a Pethropod Stack (even if you can no longer target its bearer) it explodes dealing 20 poison damage to all enemies then the target that had the Pethropod stack rolls a 1d6 if damaged by this on a 1,2,3 he is immune to Madness Fungi untill the end of the Game on a 4,5,6 the target goes Mad (from now on he uses Random abilities instead of selecting them) . Shield

3. Mind Control Fungi - Remove a Pethropod Stack (even if you can no longer target its bearer) it explodes dealing 20 poison damage to all enemies then the target that had the Pethropod stack rolls a 1d6 if damaged by this on a 1,2,3 he is immune to Mind Control Fungi untill the end of the Game on a 4,5,6 all of the targets Servants become your Servants , and if the target ever dies it rises as a 20/20 Fungus zombie under your control . Shield

4. Spawn Myconids - Remove a Pethropod Stack (even if you can no longer target its bearer) it explodes dealing 20 damage as 1d3 20/20 Myconids are spawned from the targets body . Summoning

5. Entangle - All non-Flying enemies are Grappled . Ranged

6. Etherealness - Zuggmtoy is immune to Physical damage this Turn , only magical and psychic damage can harm her . Only 1x per Game . Shield

Ulti : Incantation of Elemental Domination - to cast this use all 6 of your abilities in one Game after you have any next ability cast can be this Ultimate , summon 1x Elemental Prince your choice of type - 40/40 Water , 50/30 always Flying Fire , 30 / 80 Earth or 30/60 always Flying Air . Each Elemental prince is passivelly immune to his own element and all such powers as well as powers that at least partially hold his element (thus Water elemental Princess is immune to Water , Ice (Water+Air) , Steam (Fire + Water ) ) . You can cast this Ultimate up to 4x times per Game but only 1x per Round . Summoning

Alt : Gate Demons -- 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

Alt : Elemental Domination - a target Summoned character (Servant or Hero) that is an Elemental or completly made of one of the 4 elemenets (water,air,fire,earth) or a combination thereof comes permanently under your control . Shield

Alt Ulti : Spreading Infestation - 1.+2/3/4+2/3/4 first use Pethropods then use Mind Control Fungi against each and every being you could target (no need for Mind Control Fungi) even if they are Exausted . Ranged,Shield