Dagoth Ur



,, *Welcome Nerevar , Welcome Moon and Star , Come to me through fire and war . Im a God how can you kill a God , such sweet intoxicating inocence* . ,,

Alignment : Chaotic Evil Race : Vampire , Dark Elf , God Class : God , Wizard

1. Claws of Ur - Deals 40 damage , Hits Last.

2. Wrath of Dagoth - Deals 30 damage to a target then apply all of these effects : The target takes 5 magical damage at the start of its next 2 Turns , the Target Hits Last for its next 2 Turns , the target gets -1 to all dice rolls for the next 2 Turns (that it rolls) , the target deals 10 damage less for the next 2 Turns , if it has a Magical ability Exaust it(of your choice). Melee \*The wrath of Dagoth does not Stack with itself , the Wrath of Dagoth must completly pass or be removed from the target for it to be effected by the Wrath again (all of its effects must stop).

3. Fortify Strength - your Claws of Ur deal +20 damage , does not Stack with itself . Lasts untill 3 Turns after the one it was cast in have passed. Shield

4. Fortify Attack - your Claws of Ur reduce all absorbtion against them by 20 (this can not deal additional damage). Does not stack with itself. Lasts untill 3 Turns after the one it was cast in have passed. Shield

\*Alt : Levitate - Dagoth Ur gains Flying for this and the next Turn but Hits Last while he is Flying this way . Shield

\*Alt : Teleport - Dagoth Ur moves into any other Dimension in existance . Shield

\*Alt :Madness of Ur - Dagoth Ur is already mad in his own way and is Immune to Madness and Loosing Control of his Character . He may see and target Invisible beings as if they were visible. Passive

\*Alt : Minions of House Dagoth - calls forth 2x 20/20 Ash Zombies or one 40/40 Dagoth servant . Summoning

\*Alt : Maddening Dreams - before the start of the Game choose a single enemy Hero (no need to target) his HP maximum is reduced by 20 , as he is wracked by his nightmares (works only on those that need to sleep). Passive

\*Alt : Heart of Lorkhan - summoms a 0/30 Heart Servant at the start of the Game , you may use this ability activelly if the heart is alive but only if Dagoth Ur is dead (the Heart does not despawn with his death) .Dagoth Ur returns to life with 50HP his HP is set to this number and this isnt Healing . The Heart can not take AoE damage . Start of Game , Shield

Ulti : Blessings of Dagoth : activates from Round 2 , taking hits from now on triggers a passive ability after the hit is resolved : 0 Hits - The user takes 50% Fire damage 1 Hit - the user takes 50% Thunder damage 2 Hits - the user takes 50% Frost damage 3 Hits - the user takes 50% less damage from everything All previous Bonuses from this ability stack with the subsequent (so at 3 Hits Dgoth ur is 100% resistant to Thunder,Frost and Fire damage and 50% resistant to all other damage) . This reduction is not absorbtion. Passive

Alt Ulti : The Dreamers Awaken - choose any 6 summonable Servants before the Game starts and write them down (6 types and/or 6 in total ) . You may use this abiliy at any time even on Turn 1 (but only once Per Game) . Reveal all the dreamers youve written down , they all become your Servants . In addition when you cast this ability summon 1x 40/40 Dagoth servant with a Ranged attack for each 2x Servants dominated via this ability . Upon Dagoth Urs death the dominated beings are freed , but the Dagoths servants remain even after his death to fight for his Player . 1x per Game . Summoning , Shield