Malakithis the King of Worms



Alignment : Chaotic Evil Race : High Elf , Undead Class : Lich , Wizard

1. Staff of Worms - reviwe a single target Hero or Servant permanetly under you control , in addition to all their powers they return at full HP and the Heroes take separate Turns from Malakhitis and the Turn the Servants attack (summoned like this) Malakhitis can take another Action . Beings summoned like this act during the next Turn after reviwing , they evaporate into dust at the end of the 2nd Round counting the one they were summoned in (leaving no corpse ). Shield

2. Summon Lich - Can be used up to 4x times per Game , Summons a 30/40 constantly floating Lich with a Ranged attack , who in Turn summons a 10/10 Skeleton servant at the start of each new Turn and a 20/30 Zombie Servant at the start of each new Round instead under Malakhitises control , passivelly . Summoning

3. Immobilize - A chosen target is Stuned during this or its next Turn (your choice). Shield

4. Shock Bolt - Deals 35 damage to a single target. Ranged

Ulti : Undying Lich - Malakhitis takes 50% damage less from Magical sources , he can not be harmed by non-magical Weapon attacks , if he is slain and later fights the same opponent in a next Game he passivelly Predicts Turn 3 of the first 3 Rounds of that combat as his bodylost mind plots revenge for eternity.This ability is in effect from Turn 1. Passive