HADES



,,*I am Hades Lord of the Dead, Master of the Underworld,Keeper of Souls.I know why you come to me Mortal,I know of your skill.Thus I implore you,sing as youve never singed before,for if I find your performance pleasing I shall release your belowed from the underworld* . ,, -to Orpheus

Alignment : Lawful Neutral Race : God Class : God

Series - Mythology

Role - Assassin,Summoner

1.Invisibility Cap : Hades puts on his cap an becomes invisible and gains Stealth for this and the next Action.(Can not be targeted by attacks). **Shield**

2. Trident of Hades : Deal 30 damage to a single target,then if it Hits choose from one of the curses below and put it on him,a copy of one curse can not be put on the same character

a) Aging Curse - the target turns old and frail he takes 20 more damage from all attacks.

b) Curse of Weakness - The target grows weak and sluggish he deals 10 damage less with each attack.

c) Curse of Letho - The target forgets a portion of his life and abilities,he looses the power to use one of his abilities of your choice.

d) Curse of Memnosyne - The target is force to relive his most painful memories,for the next three Actions after this one the target must roll a 1d6 on a 6 he is stunned before the Action takes place, in Hades he is stunned on a 5 or a 6.

e) Curse of Asphodel - If a target with this Curse ends at least 3 Actions in Hades(while this curse is on him) he is forever bound to the realm of the dead. He instantly dies and becomes a lost spirit for the rest of time,he may not be ressurected by any means.

f) Curse of Fleggetont- May only be used while in Hades,the target burns for 10 damage at the start of each action for 3 Actions after this one.The Burn damage is not an attack.This damage may not be prevented.

**Melee Attack**

3. Abduct - Hades may only use this while he is Stealthed,Hades deals 30 damage to a single target and then they are both transported into the dimension of Hades.Hades may return them both(or himself alone if the target is dead) to the real world at the start of each Turn/Action if he wants to.He may still use other abilities the Action he returns.If used in Hades this ability simply deals damage. **Melee attack**

4. Cerberus - Summons a 40/60 Cerberus Servant,he may attack up to three enemies each time he attacks. If this ability is used again it summons Cerberus again with full HP but the old body of Cerberus dissapears(.Cerberus has 60 attack instead of 40 while in Hades.**Summoning**

5. Master of Life and Death - Hades may open and close the gates of the Underworld at will,he may bring back any dead character back to life at full HP,but each Character may only be raised once in this way,Hades may not bring himself back with this ability. Other characters may not return to life by using other abilities if Hades does not wish to permit it.**Shield**

6. Feast my Pets! - summons three 10/10 Flying Harpy Servants,and all Harpies may also attack emedietlly but this is considered an attack for this Round.In Hades this ability summons 5x Harpies instead of Three.**Summoning**

Ultimate: Prison of Eternity : 2. +3.+ 1. Only usable in Hades,choose a single target,it is stunned indefinetly and takes 10 damage at the start of each new Turn.It may only be freed if its ally in Hades attacks and destroys its prison which is a 0/10 Servant. **Summoning**