Demongo



Alignment : Lawful Evil Race : Demon Class : Wizard

1. Tigers - Summons 2x 20/20 targets that grapple opponents if they damage them. Seal this ability untill they are dead. Summoning

2. Shiva - Summons a 10/40 6 armed warrior who attacks 6x times when he attacks. Seal this untill he is dead. Summoning

3. Ogre - Summons a Giant 40/40 Ogre which Hits Last after all others. Seal this untill he is dead. Summoning

4. Random Goons - Summons 2d6 -2 (min 0 ) 10/10 random servants. Summoning

5. Fly - gains Flying for this and the next Turn . Shield

6.Absorb Soul - any creature killed on the battlefield has its soul imprisoned by Demongo (such creatures can not be ressurected) , Demongo can by activelly using this ability summon it as a 30/30 Servant with all of its original Passive abilities , the same creature can not be summoned by this untill it dies. Passive,Summoning

\*Alt : Horde Tactics - if Demongo is attacked he can force the attack to target one of his Servants this Turn. Shield

Ulti : Muhahahahahahaha - During the same game cast abilities 1,2,3 once and 4 at least two times ,once you do this Ulti triggers automatically , instantly summon all creatures from all your Summoning abilities that you can ,you reuse exausted abilities if they are not Sealed. Then all such abilities are Exausted for this Round of combat. Summoning