Archimonde the Defiler



,,*At last! The way to the World Tree is clear! Witness the end, mortals! The final hour has come!*,,

Alignment : Lawful Evil Race : Demon Eredar Class : Wizard , Overlord

Series- Warcraft

Role - Assassin,Disabler

**1.Hand of the Defiler**: deals 25 damage to a single target. Melee

**2.Air Burst**: Choose a single target,it is stunned this Turn and Flying during this and its next Turn and can not loose it (unless another ability negates it) .Ranged Attack

**3.Fear**: Hits First,Enemies can not use attacks during this Action,at the start of their next Action all effected characters must roll a 1d6 on a ,1, or ,2, they also cant use attacks during that Action either.Shield

**4.Grip of the Legion**: Choose a single target it Burns for 10 unstopable damage at the start of each of its Actions untill it has taken a total of 40 damage or more from this ability.Several flames do stack but all go out if the target takes 40 or more culmulative damage from the flames(this Ability is a Stack).Stack

**5.Doomfire**: Archimonde creates a wall of Fell Flame,for this and the next Action all characters who use a Melee attack(s) against Archimonde suffer 25 unstopablle damage at the end of that Action.Shield

**6.Soul Charge**: If Archimonde kills any character put a Soul Charge Stack on him per character killed.For each Soul Stack on him Archimonde deals +15 more damage with each of his abilities.Each of the Soul Stacks last for 2 Actions after the Action they were gained. Passive

**Ultimate-Finger of Death**:1+3+5: Deals 100 damage to a single target.If it is killed it can not return to life by any means.Melee Attack

**Omega Ultimate:Hand of Death**: 1+3+5: This Ultimate can only be used if Finger of Death was already successfully used.Deal 100 damage to all enemies.If they are killed they cant return to life by any means.Melee Attack