Nefarian



Alignment : Chaotic Evil Race : Dragon Class : Dragon , Wizard

1. **Shadowflame Breath** - Deals 30 damage to up to 5 targets . This damage can not be prevented in any way . Ranged

2. **Tail swipe** - Deals 30 damage to all Stealth enemies , if they take damage from this they loose Stealth . Melee

3. **Swipe** - deals 20 damage to all enemies that are not Stealthed . Melee

4. **Tactical Withdrawl** - gain Flying untill the end of this Round . You may not Attack . Can only be used 1x per Game . Shield

5. **Come my Servants** - calls forth a 20/40 Chromatic Dragonguard and 2x 20/,20 Random dragonguards roll 1d6 if you roll a 6 roll again . 1.Red - they deal 30 instead of 20 damage and their attack is AoE , 2. Blue - enemies hit by this attack Exaust an ability of Nefarians choice , 3. Green - the target hit falls to sleep sleeping for 2 Turns after this one unless it takes damage (if it does it may act that Turn), 4. Bronze - enemies hit loose their Concentration instantly 5. Black - Their attacks burn for 5 damage at the start of the next Turn for the next 2 Turns , Stacks indefinetly Only 1x per Game . Summoning

6. **Arise my Servants !** - calls forth all dead Dragonguards as 10/10 Undead Servants . Only 1x per Game . Summoning

Ulti : **Know their Soul , Break their Will** - Choose a Class of your choice or all Characters that can Transform Modes , all Heroes of that Class/Transform are affected (AoE) .

Swordsman - goes Berserk dealing +20 damage and takes +20 damage more from all Sources

Sharpshooter - a Weapon of their choice is Sealed as it breaks to pieces

Wizard - if there are living Allies (even Servants) the Wizard rolls a 1d6 each time it casts an ability on a 1 or 2 instead of the chosen ability he uses a Stun or Freeze ability he posseses against a random friendly Ally (except himself). Ignore if no allies or no such abilities .

Priest/Cleric - your Healing now Damages instead .

Rogue - Nefarian may at any time teleport to the Rogue , if he does he may use any attack with Surprise ! But the new target of the attack must be a Rogue effected by this

Demon / Demonic / Warlock - summons 2x 30 /10 Infernals for Nefarian per Warlock .

Any Overlord/ Shaman- the Overlord(s) instantly uses a Summoning ability of their choice (as an Additional Action that Turn ) the Summoned beings transfer control to Nefarian

Any being that can Switch Modes / Druid - the being must instantly transform into a Mode if able at that time (as an Additional Action that Turn ) , he chooses which if several . If he is already in a Mode and can not transform further he must revert to his Base starting Mode .

\*Whenever you cast this you musy choose a different category. The effects last untill the end of the Round except Seal and Summoning effects whose summons last untill removed .

\*This Ulti may be used once per Round but any ammount of times per Game as a Regular ability from Round 2 of combat.