ILLIDAN



,,*Fell the hatred of ten thousand years*!,,

Alignment : Chaotic Neutral Race : Elf,Demon hybrid Class : Demon Hunter , Demon

Series-Warcraft,World of Warcraft

Description-They call him a betrayer,when in truth it was he who was betrayed.

STAGE 1(100%-76% HP)

1.Glaives of Azzinoth-Deals 50 damage to a single target,then another 30 damage to a different target.(if available).**Melee attack**

2.Draw Soul-Deals PNx10 damage to all enemies,then Heals for the amount of damage dealt. **Ranged Attack**

3.Parasitic Shadowfiend-A single target gains a Stack of Shadowfiend.At the beginning of each of his actions the target takes 15 damage,and the end of each of his actions add one Stack of Shadowfiend to him(The damage Stacks as well).Once he reaches 3 Shadowfiend stacks,all Shadowfiend Stacks disappear from him and you summon a 40/40 Shadowfiend Servant.If Illidan Enters STAGE 2,all Shadowfiend Stacks disappear,but any Shadowfiends remain in play. **Ranged Attack,Stack Ability,Summoning**

4.Agonizing Flames-Effects all enemies,at the start of each of your enemies actions,all effected ones take 10 damage,this increases by 5 damage at the beginning of each new action after the first.If Illidan Enters STAGE 2 remove this effect. **Ranged Attack**

STAGE 2(76%-51% HP)

1.Take Flight-Illidan Gains Flying.**Defensive Ability**

2.Fireball-Deal 40 damage to all Non-Flying Heroes and Servants(but not to Himself).Illidan Must be Flying in order to use this effect.**Ranged Attack**

3.Eye Beam-Deals 20 damage to a single target,then put one Burning Stack on him.For each Burning stack on him he takes 10 damage at the start of each of his Actions.The Burning stacks disappear if Illidan enters STAGE 3.**Ranged Attack**

4.Dark Barrage-You enemies choose one of their Heroes among themselves.He gets 60 damage.Illidan must be Flying to use this ability. **Ranged Attack**

STAGE 3-FLAMES OF AZZINOTH(SPECIAL)

\*When Illidan dropps to 50% HP or below(and if he survives) remove him from the Gamefield temporarily,and Summon two 50HP Flame of Azzinoth Heroes,you control them.If They die Illidan returns in STAGE 4 with HP equal to the HP he had when STAGE 3 started(While removed from the Gamefield remove all Stacks and abilities from Illidan,Illidan can not be effected by anything and can not personaly effect or do anything in STAGE 3,while he is out of the game).

\*\*Each flame of Azzinoth can use one ability on the following list.

1.Slam-Deal 40 damage to a single target. **Melee attack**

2.Flame Blast-Deal 30 damage to a single target. **Ranged Attack**

3.Blaze- Deals 10 damage to a all enemies,then put one Burning Stack on each one effected.For each Burning stack on them they takes 10 damage at the start of each of their Actions.The Burning stacks disappear if Illidan enters STAGE 4. **Ranged Attack**

4.Charge-Kill all enemies instantly,can only be activated after at least 3 Actions have passed since the Summoning of the Flames of Azzinoth.(Note that their Summoning itself isn’t an Action,nor an Ability). **Melee attack**

STAGE 4

1.Shadowform-Triggers when Illidan enters STAGE 4,Illidan is considered to be in Metamorphosis Mode.Whenever Illidan takes damage,deal 10 damage to the source of that damage. **Trigger/Passive Ability,Mode**

2. Shadow Blast-You enemies choose one of their Heroes among themselves.He gets 60 damage. **Ranged Attack**

3.Shadow Demon-Acts last,Summon a 20/20 Shadow Demon Servant,then if two or more enemy Heroes are alive select one of them.He is Stunned for as long as that Shadow Demon lives.**Summoning,Stun/Freeze**

4.Flame Burst-Deal 40 damage to a single target,then deal 30 damage to all other targets. **Ranged Attack**

