Fandral Staghelm



,, *Did you see what has become of Hyjal . She is born again ! BORN OF FLAME ! Behold the Rage of the Firelands ! THE BLAZE OF GLORY !* ,,

Alignment : Chaotic Neutral Race : Elf Class : Druid , Wizard

1. Shapeshift - a) Cat Form - Fandral can only use Cat form Abilities . Gain a Fury Stack , which increases your damage by 10% , stacks indefinetly . Mode

b) Scorpion Form - Fandral can only use Scorpion form Abilities . Gain a Fury Stack , which increases your damage by 10% , stacks indefinetly . Mode

2. Gift of the Firelord - Immune to Fire damage . Passive

3. Boundles Energy - when Fandral uses Shapeshift Unexaust all of his Abilities in Human Form (including Shapeshift) but the switch to the other forms Mode still happens . Mode

Cat Form



1. Leaping Flame - Ignore all attacks this Turn , then deal 35 damage to a target , and summon a 20/20 Spirit of the Flame even if this Attack misses . Melee

2. Adrenaline - each time Fandral uses Leaping flame he gains an Adrenaline Stack , each one increases your Speed Rating by +1 . The Adrenaline Stacks are lost upon changing form . Passive

3. Shapeshift - a) Human Form - use only abilities in Human form , also when you cast this all enemies are Stuned this Turn as they are trapped in a fiery cyclone

b) Scorpion Form - use only abilities in Scorpion form , also summons 2x 30/30 floating burning orbs that die after they damage a target . Mode

4. Gift of the Firelord - Immune to Fire damage . Passive

5. Boundles Energy - when Fandral uses Shapeshift Unexaust all of his Abilities in Cat Form (including Shapeshift) but the switch to the other forms Mode still happens . Passive

6. Claw - Deal 20 damage . Melee

Scorpion Form



1. Flame Scythe - Deals 50 damage to all enemies , splitt equally between all effected enemies (if impossible you choose who gets more) . You may only use this Ability if more than one enemy is currently alive on the Battlefield . Melee

2. Adrenaline - each time Fandral uses Flame Scythe he gains an Adrenaline Stack , each one increases your Speed Rating by +1 . The Adrenaline Stacks are lost upon changing form . Passive

3. Shapeshift - a) Human Form - use only abilities in Human form , also when you cast this all enemies are Stuned this Turn as they are trapped in a fiery cyclone

b) Cat Form - use only abilities in Cat form , each enemy is implanted with a Fiery Seed Stack , each seed grows untill the end of the 3rd Turn after the Turn it was implanted , it then explodes if not removed prior dealing 50 damage , only 1x fiery seed can be on a target at a time . Mode

\*Like all Complete Form Switches , the Shapeshift abilities share the same name but not the same cooldown .

4. Gift of the Firelord - Immune to Fire damage . Passive

5. Boundles Energy - when Fandral uses Shapeshift Unexaust all of his Abilities in Scorpion Form (including Shapeshift) but the switch to the other forms Mode still happens . Passive

6. Pincer - Deal 20 damage . Melee