Grommash Hellscream



,, *This Old Wolf still has fangs* ,,  
Alignment : Chaotic Neutral Race : Orc Class : Blademaster

1. Gorehowl - Deals 30 damage to a target + 10 per 10 HP missing from Groms HP max at the moment of casting . Melee

2. Mirror Image - take 4x cards , one of them must be a King and the others other cards . Shuffle them and face them face down . Whenever someone targets you they choose one of the 4 at random (if several targets can target several of these ) this is not Invisibility . If a false non-king is hit it dissapears but you take no damage, if the King is hit end this Ability and you take damage normally throw off the cards. You may not cast this again and this will not Unexaust normally if currently in effect . Whenever you use an attack in this Stance , each living copy and you use a copy of the attack but the damage of both you and each copy is Halved by :4 while this Ability is jn effect (each one can target a different target with the same ability once cast ) . Your copies are 1HP Heroes if they take damage they dissapear throw of their cards if you take damage they dissapear. Stance

3. Windwalk - Turns Invisible this Turn , at the start of your next Turn choose one : a) Remain Invisible this Turn , b) End Invisibility but you Hit First this Turn . If you Attack your invisibility ends . Shield

4. Critical Hit - whenever you deal damage roll a 1d6 on a ,6, double that damage instance , roll once for each damaged Character (this roll only applies to that Character ) . Passive

5. Bloodboil - Grom takes 10 damage , he deals + 20 damage during the next Turn . Shield

6. Warsongs Howl - you and all your Allies deal +10 damage untill the end of the next Round of combat . Shield

Ulti : Whirlwind - you may use this as a Regular Ability from Round 2 Turn 3. Gromash spins madly using Gorehowl against all enemies (even if he can not target them , this is AoE ). He may choose to continue this each subsequent Turn untill he stops (chooses not to at the start of a Turn) , if he does not repeat this as an Action each subsequent Turn . If you are Stuned,Frozen or dead or your Concentration is broken end this effect.Gorehowl may be Exausted when you cast this , it is Unexausted upon casting this an can not Exaust untill Whirlwind ends it is still not Exausted the first time after Whirlwind ends. Melee

Alternate Abilities

\* Alt : Running Start - skip this Turn , during your next Turn you may choose to gain Flying when you attack and deal +20 damage during that Turn . Shield

\* Alt : This Old Wolf Still Has Fangs - can only be used on an enemy that is Attacking you and his attack would kill you this Turn , as a Reaction , deal 10 damage to it with an attack and negate all of its Shields this Turn this Hits First before all others . Melee

\* Alt : Sweeping Strikes - Gorehowls attacks hit 2x Additional targets. Passive

\* Alt : Bloodrage - you have drunk the Blood of Manoroth , you passivelly deal + 20 damage , but take +10 damage more from all Sources . You are very suseptible to mind control , if someone takes control of your Character he also takes controll of you for the Turn after its normall Mind Control ends . Passive , Start of Game