Illidan Stormrage

*Chosen One*

**Race**: *Demon Night Elf*  **Alignment**: *Chaotic Neutral*  **Class**: *Demon hunter*

A picture containing mollusk

Description automatically generated

Abilities:

1. ***Blades of Azzinoth***  
   **Active**: Deal 40 melee damage. If Illidan is in Metamorphosis this ability becomes ranged but its damage is reduced to 30, it summons 20/60 Chaos Golems and may be used any number of times in a round. Illidan cannot be targeted by attacks until all Chaos Golems are dead.   
   **Keywords**: Attack, Melee.
2. ***Evasion***  
   **Passive**: Illidan cannot be hit with more than ‘x’ damage instances per attack where ‘x’ is total number of attacks attacking Illidan.  
   **Active**: Evade one attack this turn. If Illidan is in Metamorphosis, he evades all attacks this turn.  
   **Keywords**: Shield.
3. ***Darkness***  
   **Active**: All allied units have 33% (5 and 6 rolls hit on d6) chance of evading attacks this turn. If Illidan is in Metamorphosis, his action in the next turn has +1 speed.  
   **Keywords**: Shield.
4. ***Metamorphosis*Passive**: If there is an enemy demon in the battle, Illidan starts the fight in permanent Metamorphosis.  
   **Active**: Illidan is immune to stuns and blocks all damage this turn. He is in demon form next 3 turns. In demon form he has +1 to speed to non-attack abilities, 10 armor, gains flight and all other abilities are more powerful. This ability can be used only once.  
   **Keywords**: Hits first, Exhaust, Transformation.
5. ***Fel Rush***  
   **Active**: Illidan deals 30 damage to a target. This attack hits flying units and grants Illidan flight in the next turn. If Illidan is in Metamorphosis this ability is locked.  
   **Keywords**: Attack, Melee.
6. ***Eye Beam***  
   **Active**: Illidan deals 20 true damage to a target while reducing damage dealt of the target by 50% this turn. If Illidan is in Metamorphosis, this ability reduces damage dealt by 75%.  
   **Keywords**: Attack, Ranged.