Thrall



Alignment : Lawful Neutral Race : Orc Class : Shaman

1. Doomhammer - Deals 25 damage . Melee

2. Armor of Doomhammer - Absorbs 10 damage from all Sources , once it has absorbed a total of 50 it breaks and Seal it . Passive

3. Chain Lightning - Deals 25 damage to a target , then if it hit and deal damage to a different target , repeat this untill you have no targets left or it deals no damage , during one chain the same target can be hit up to 2 times . Hits First . Ranged

4. Summon Wolves - Summons 2x 30/30 Wolves that have a 20% chance to Critical for 2x damage on each attack if they dealt damage . Only 1x per Game . Summoning

5. Grasping Earth - Stuns a target this Turn if it is not Flying but only if it was Stuned during the last Turn. Ranged

6. Windfury - Thralls melee attacks have a 20% chance to prock another copy of the Melee attack if they hit (regardless of dmg) , the new procked attack has a 20% chance to do the same again (and so on indefiently). Windfury lasts untill the end of the 2nd Turn after the Turn it was cast in . Shield

Ulti : Earthquake , can be used from Round 2 Turn 3 as a Regular Ability deals 20 damage to all non-Flying enemies and has a 20% chance to Stun each one(roll for each separatelly) that Turn this and all subsequent Turns , you may not take other Actions , but may choose to stop casting this at the start of every Turn . If you are Stuned or killed your concentration is broken and this effect ends. Hits First Before all others each Turn . Ranged

Alterante Abilities

\*Alt : Typhoon - Stuns a target this Turn if it would have hit you with a Melee attack , it gains Flying for this Turn . Counter

Alt Ulti : Thunderstrike : Doomhammer +Typhoon + Grasping Earth = must be done in this order , Grasping Earth is first used , then the target is hit with a 60dmg Thunderbolt from the sky (if the Grasping Earth was succesfull) . Ranged

Alt Ulti : Dragonsoul - Thrall can use this from Round 1 Turn 1. He must spend 6 Turns including the one cast to chanel this ability . If he is Stuned or killed his Concentration is broken . Once the 6th Turn of channeling ends if the Concetration is still on he fires a 300 Unstopable damage beam of energy at a single target , this can kill even immortal beings . Ranged