



LONG'XIN

TYPE: DRAGON



ABILITIES



Celestial Breath 5

Deal 19 damage to an enemy. Any excess continues to the left or right.

Arcane



Starfire Blessing 5

For two turns, gain +3 Arcane Damage and "After this Merc is damaged, deal 14 damage to a random enemy."

Arcane



Among the Stars 5

Give an ally +13 Health and swap places with it. Enemy abilities targetting the Mercs swap targets *(if possible)*.

Arcane

EQUIPMENT




Bottle of Infinite Stars 4

Among the Stars gives 4 more Health and also grants Health to your Dragons.



Kun-Lai Crystal 4

Among the Stars starts off Cooldown. Passive: +8 Nature Resistance.



Band of Bursting Novas 4

Battlecry: Gain +3 Arcane Damage for each of your Beasts and Dragons that has died this game.

The stats, abilities, and equipment shown here will reflect only the launch version of Mercenaries. For post-launch updates, go to PlayHearthstone.com.



CHI-JI

TYPE: BEAST



ABILITIES



EQUIPMENT



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XUEN

TYPE: BEAST



ABILITIES



Equalizing Strike 5

Choose an enemy.
Set this Merc's Attack to 5 higher than the target and Attack them.



Pounce 5

Borrow 5 Attack from all friendly characters for 2 turns.
Attack an enemy.




Tiger Lightning 5

Deal this Merc's Attack damage to a random enemy.
Deathblow: Gain +5 Attack and repeat this.

Nature

EQUIPMENT



Spear of Xuen 4

Equalizing Strike sets this Merc's Attack to an additional 4 higher than the target.



Celestial Chestplate 4

Pounce also steals 5 Attack from a random enemy.



Charged Gauntlets 4

Tiger Lightning gives an additional +4 Attack.



NIUZAO

TYPE: BEAST



ABILITIES



Headbutt 5

Attack an enemy. If it has higher Attack than this Merc, deal 16 damage to it instead.



Bullish Fortitude 5

Gain Taunt and your other characters take 5 less damage for 2 turns.



Blessing of the Ox 5

Each time a friendly character is damaged this turn, give them Divine Shield

Arcane

EQUIPMENT



Bullish Belt 4

Bullish Fortitude reduces damage taken by 5 more, but has +1 Cooldown.



Helm of Niuzaao 4

Passive: -2/+16. After an enemy Attacks this Merc, deal 5 damage to them.



Talisman of the Ox 4

Passive: After a friendly character loses Divine Shield, give them +6 Health.



YU'LON

TYPE: DRAGON



ABILITIES



10

Jade Gust 5

Deal 20 damage to an enemy. If they **Attacked** this turn, deal 40 damage instead.

Nature



1

Jadeflame Buffet 5

Block **Taunt** and **Stealth** on all other characters for 2 turns. Give your characters +10 Health.

Fire



2

Enveloping Mist 5

Gain **Taunt** this turn, and +3 **Nature Damage**. Repeat for each other friendly Dragon.

Arcane

EQUIPMENT



Jadefire Spear 4

Jadeflame Buffet gives an additional +5 Health.



Serpent Pendant 4

Enveloping Mist gives an additional +3 **Nature Damage**.



Pearl of Yu'lon 4

Passive: Your other Dragons take 4 less damage.