



DREK'THAR

TYPE: ORC



ABILITIES



EQUIPMENT





DEATHWING

TYPE: DRAGON



ABILITIES



7

Claws of Terror 5

Attack an enemy.
If it was damaged this turn, deal 8 damage to them.

Fire



1

Elementium Armor 5

Gain Taunt this turn.
After being Attacked this turn, summon a 12/15 Elementium Terror with Bleed (3).



8

1

Destroy All Life 5

Deal 10 damage to all characters. If any die, repeat this.


Fire

EQUIPMENT



Heart of Unliving 4

Claws of Terror deals 5 more damage and affects adjacent enemies.



Resolve of Undying 4

Passive: Restore 10 Health to this Merc after a friendly Elementium Terror is destroyed.



Demon Soul 4

Passive: +4 Fel Damage. Whenever an enemy Dragon minion is summoned, gain control of it.



LEEROY JENKINS

TYPE: HUMAN



ABILITIES



EQUIPMENT



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VANNDAR STORMPIKE

TYPE: DWARF



ABILITIES



Thunder Strike 5

Attack an enemy. If they survive deal 6 damage to them and adjacent enemies. Their next ability is (1) Speed slower.

Nature



Push Forward 5


Friendly characters with Taunt gain +5 Attack and Attack an enemy.



Avatar 5

Gain +5 Attack (increased by Health lost). Attack an enemy.

EQUIPMENT



The Unstoppable Force 4

Passive: +6 Attack.
Can't be Frozen.



The Immovable Object 4

Passive: +7 Health.
Taunt.



Avatar of Stormpike 4

Avatar also restores 15 Health to friendly Dwarves.

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ONYXIA

TYPE: DRAGON



ABILITIES



4

Insolent Mortals 5

Attack an enemy. If they have Taunt, first gain +6 Attack and then block Taunt on them this turn.



5

Deep Breath 5

Restore 15 Health to this Merc. Next turn, gain that much Fire Damage for 1 turn.



8

Cleanse The Nest 5

Deal 15 damage to all enemies.
Deathblow: Summon a 12/12 Onyxian Whelp.


Fire

EQUIPMENT



Razor Sharp Claws 4

Insolent Mortals gives an additional +8 Attack.



Deeper Breath 4

Deep Breath restores 5 more Health and is (1) Speed slower.



Broodmother's Rage 4

Passive: After another friendly Dragon dies, deal 7 damage to all enemies.



KAZAKUS

TYPE: TROLL



ABILITIES

6

Shadow Claws 5

Deal 6 damage to a random enemy. Repeat for each of your Golems destroyed this game.

Shadow

4

Build-A-Golem 5

Choose a Golem. Summon it.

Shadow

8

True Shape 5

Become a Dragon. Destroy your Golems and gain their stats. *(Transforms into Reshape 5.)*

Shadow

EQUIPMENT

Mageroyal 4

Shadow Claws deals 4 more damage.

Kingsblood 4

Passive: Your Golems are (4) Speed faster.

Wildvine 4

Battlecry: Give friendly characters +4/4.

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KAZAKUSAN

TYPE: DRAGON

ABILITIES



6

Shadow Claws 5

Deal 6 damage to a random enemy. Repeat for each of your Golems destroyed this game.

Shadow



4

Build-A-Golem 5

Choose a Golem. Summon it.

Shadow



6

Reshape 5

Attack an enemy.
Deathblow: Recreate them as a Golem with 14 Health.

Shadow

EQUIPMENT



Mageroyal 4

Shadow Claws deals 4 more damage.



Kingsblood 4

Passive: Your Golems are (4) Speed faster.



Wildvine 4

Battlecry: Give friendly characters +4/4.

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NEFARIAN

TYPE: DRAGON



ABILITIES



Drakonid Rush 5

Attack an enemy. Summon a 12/12 Dragon which also Attacks them.



Chromatic Infusion 5

Choose a friendly Dragon. They steal 5 Attack from each other Dragon and restore that much Health.

Shadow



Shadowflame 5

Each of your Dragons deals 15 damage to the characters opposite them.

Shadow

EQUIPMENT



Experimental Subjects 4

Drakonid has +8 Attack and Divine Shield.



Chromatic Dragonflight 4

Start of Game: Give friendly Dragons +6 Attack.



Spare Parts 4

Passive: After a Dragon dies, restore 10 Health to friendly Dragons.

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