ABILITIES









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DREK'THAR

TYPE: ORC

Passive: +6 Attack. After this Merc Attacks a character, Freeze them. Drek Thar's Spellbook 4 Drek Your characters have +5 Arcane Resistance.

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



Deal 19 damage to all enemies. Deal 5 damage to your other characters. (After a friendly Orc dies, this transforms into Shamanism 5.)

Fel

 \Diamond



Battlecry: Give your characters +10 Health.

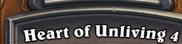




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Claws of Terror deals 5 more damage and affects adjacent enemies. Resolve of Undying A Passive: Restore 10 Health to this Merc after a friendly Elementium Terror is destroyed.

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DEATHWING

•

TYPE: DRAGON



repeat this.

Fire

 \Diamond



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









Heals! 4

Passive: Restore 8 Health to this Merc whenever Health is

restored to another one of

your characters.



Wild Swing grants an additional +8 Attack.

LEEROY JENKINS

•

TYPE: HUMAN

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



Attack all enemies, ignoring Taunt. All characters act immediately, in a random order.

 \Diamond



Passive: Gain +6 Attack whenever an enemy dies.











 \Diamond

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



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VANNDAR STORMPIKE

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TYPE: DWARF



5

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

 \Diamond

Avatar of Stormpike 4

Avatar also restores 15 Health to friendly Dwarves.

ABILITIES









 \Diamond

Insolent Mortals gives an additional +8 Attack. **Deeper Breath** 4 Deep Breath restores 5 more Health and is (1) Speed slower.

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ONYXIA

•

TYPE: DRAGON



Fire

 \Diamond

Broodmother's Rage 4

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



 \Diamond

Mageroyal 4

Shadow Claws deals 4

more damage.



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TYPE: TROLL

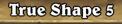
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Kingsblood 4

Passive: Your Golems

are (4) Speed faster.

EQUIPMENT



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

Shadow

 \Diamond



Battlecry: Give friendly characters +4/4.



 \Diamond

Mageroyal 4

Shadow Claws deals 4

more damage.

KAZAKUSAN

•

TYPE: DRAGON

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

Kingsblood 4

Passive: Your Golems

are (4) Speed faster.

EQUIPMENT



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

Shadow



Battlecry: Give friendly characters +4/4.











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Drakonid has +8 Attack and **Divine Shield**.



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NEFARIAN

•

TYPE: DRAGON



opposite them.

Shadow

Spare Parts 4

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