



BALINDA STONEHEARTH

TYPE: HUMAN



ABILITIES



3

Flame Dart 5

Deal 10 damage to a character. Give them +3 Frost Weakness.

Fire



4

Frost Dart 5

Deal 12 damage. Give them +3 Fire Weakness.

Frost



1

Frost Burn 5

Deal 11 damage to all enemies. Either gain +3 Frost Damage or +3 Fire Damage.

EQUIPMENT



Lesser Fire Elemental 4

Battlecry: Summon a 10/15 Elemental that applies +3 Fire Weakness to characters it damages.



Lesser Water Elemental 4

Battlecry: Summon a 10/15 Elemental that Freezes characters it damages.



Stormpike's Salvation 4

Passive: At the end of each turn, give all your characters +5 Health.



CAPTAIN GALVANGAR

TYPE: ORC



ABILITIES



5

Rending Cleave 5

Attack an enemy. If it has not acted this turn, apply **Bleed (8)** to it and adjacent enemies.



3

Fatal Strike 5

Deal 8 damage to an enemy. It can't heal for 2 turns.



1

6

Frightening Shout 5

Deal 10 damage to all enemies. If they have acted the ability they cast gains +3 Cooldown.

EQUIPMENT



Fury of the Frost Wolf 4

Passive: Friendly characters have +5 Attack.



Drek'Thar's Boon 4

Fatal Strike also applies **Bleed (5)**.



Deafening Howl 4

Frightening Shout deals 5 more damage.



SINESTRA

TYPE: DRAGON



ABILITIES



Wracking Swipe 5

Attack an enemy.
If you control another
Dragon, **Bleed**
(10).



Mana Barrier 5

Restore 50 Health to
a Dragon, its next ability
is (3) Speed slower.

Arcane



Twilight Extinction 5

Restore 20 Health to
this Merc. At the end of
next turn deal 30 damage
to all enemies.

Shadow

EQUIPMENT



Hooked Talons 4

Wracking Swipe applies
an additional **Bleed** (5).



Mana Brooch 4

Mana Barrier restores
10 more Health and
reduces damage taken
by 5 this turn.



Shard of Woe 4

Twilight Extinction restores
20 more Health and deals
10 more damage, but has
+1 Cooldown.



WRATHION

TYPE: HUMAN



ABILITIES



8

Creeping Madness 5

Attack an enemy. Next turn they must use a different ability or take 20 damage.

Fel



6

Tail Swipe 5

Deal 20 damage, randomly to the left or right-most enemy.

Shadow



2

3

True Form 5

Become a Dragon. Gain +0 Health (increased by damage dealt by this Merc). (Transform into Fel Reign 5.)

EQUIPMENT



Chimera of Fear 4

Creeping Madness also makes the enemy (4) Speed slower.



Black Dragon Scales 4

Tail Swipe also applies Bleed (5).



Horn of Wrathion 4

True Form has no cooldown and also grants +6 Attack.



WRATHION (DRAGON FORM)

TYPE: DRAGON

ABILITIES



Creeping Madness 5

Attack an enemy. Next turn they must use a different ability or take 20 damage.

Fel



Tail Swipe 5

Deal 20 damage, randomly to the left or right-most enemy.

Shadow



Fel Reign 5

Deal 3 damage to all enemies. Repeat 4 times. (Starts off Cooldown.)

Fel

EQUIPMENT



Chimera of Fear 4

Creeping Madness also makes the enemy (4) Speed slower.



Black Dragon Scales 4

Tail Swipe also applies Bleed (5).



Horn of Wrathion 4

True Form has no cooldown and also grants +6 Attack.



LOKHOLAR THE ICE LORD

TYP: ELEMENTAL



ABILITIES



5

Hail Storm 5

Deal 3 damage to a random enemy. Repeat 5 times.

Frost



9

Frost Shock 5

Deal 10 damage to an enemy. Their next ability gives them +5 Frost Weakness for that turn.

Frost



1

7

Snowball 5

Deal 10 damage. Damage increases by +5 each time another Frost ability is cast. Resets after use.

Frost

EQUIPMENT



Icy Focus 4

Hail Storm repeats 4 more times.



Frigid Winds 4

Passive: After an enemy acts, gain +4 Frost Damage until the end of turn.



Shroud of the Ice Lord 4

Passive: Friendly Elementals have +20 Health.