







ANDUIN WRYNN

RARITY: LEGENDARY



PG. 4

ABILITIES



Holy Nova 5

Deal 10 damage to all enemies. Restore 14 Health to your characters.

Holy



Deal 12 damage to an enemy. Restore 14 Health to a random friendly Human.

Holy



EQUIPMENT



Holy Nova deals 5 more damage.



Passive: Whenever a friendly character is healed, gain +5 Health.



Robes of Rejuvenation 4

Passive: After a friendly Human dies, Refresh Holy Word: Salvation.



ANTONIDAS

RARITY: EPIC



PG. 5

ABILITIES















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BARON GEDDON

RARITY: EPIC



PG. 6

ABILITIES



Deal 12 damage. Your Fire abilities are (1) Speed faster next turn.

Fire



Deal 8 damage to all enemies. Fire Combo: Deal another 8 damage.



EQUIPMENT



Heating Up deals 4 more damage.



Inferno's **Fire Combo** deals 5 more damage.



Living Bomb deals damage twice, but has +1 Cooldown.



BLINK FOX

RARITY: RARE



PG. 7

ABILITIES



Refresh your characters' abilities. Their next ability is (5) Speed faster.

Arcane

Arcane Fling 5

Deal 10 damage.
Arcane Combo: Deal 18
damage instead.

Arcane











BRIGHTWING

RARITY: EPIC



PG. 8

ABILITIES

















BRU'KAN

RARITY: RARE





















GUFF RUNETOTEM

RARITY: RARE





ABILITIES



Runic Slam 5

Attack an enemy.

Deathblow: Give all Mercs
on your battlefield
and bench +3/+10.

Nature



Nature



Gain Taunt this turn.
After you cast a Nature
ability this turn,
gain +4/+12.

Nature

EQUIPMENT



Runic Slam gives +2/+5 more.



Living Brambles deals 4 more damage.



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



GUL'DAN

RARITY: LEGENDARY



















JAINA PROUDMOORE

RARITY: LEGENDARY





ABILITIES

















MILLHOUSE MANASTORM

RARITY: RARE



PG. 13

ABILITIES















MORGL THE ORACLE

RARITY: RARE



ABILITIES



Fishy Barrage 5

Deal 12 damage to a random enemy. Repeat for each of your other Murlocs.

Nature



Restore 15 Health. If the target hasn't acted yet, restore 30 instead.

Nature



EQUIPMENT



Fishy Barrage deals 4 more damage.



Healing Wave restores 10 more Health.



Murloc Missile buffs all friendly characters.



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NATALIE SELINE

RARITY: EPIC



PG. 15

ABILITIES



Benediction 3

Restore 24 Health to your characters. (Transform into Anathema)

Holy



Deal 14 damage to all enemies. (Transform into Benediction)

Shadow



Shadow Beam 5

Deal 10 damage. If you have Anathema, deal 16 damage instead.

Shadow

EQUIPMENT



Benediction and Light Beam restore 8 more Health.



Anathema and Benediction have no Cooldown.



Eye of Shadow 4

Anathema and Shadow Beam deal 4 more damage.



PROPHET VELEN

RARITY: EPIC



PG. 16

ABILITIES



Holy Blast 5

Deal 12 damage. Restore 6 Health to your characters.

Holy



Deal 15 damage to an enemy. Holy Combo: Also damages its neighbors.

Holy



EQUIPMENT



 Holy Blast restores 5 more Health to your characters.



Splitting Light deals 4 more damage.



Deathrattle: Restore

40 Health to your characters.



TAMSIN ROAME

RARITY: RARE



PG. 17

ABILITIES















UTHER

RARITY: LEGENDARY



PG. 18

ABILITIES



Deal 14 damage to a random enemy. Repeat for each Holy ability you've cast this turn.

Holy



Deal 12 damage to a character. Its next ability is (3) Speed slower.

Holy



Holy

EQUIPMENT



Avenging Wrath deals 4 more damage.



Hammer of Justice deals 4 more damage and slows the target by (2) Speed more.



Deathrattle: Give your characters Divine Shield.

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VARDEN DAWNGRASP

RARITY: RARE



PG. 19

ABILITIES



Deal 8 damage to all enemies. Deathblow: Freeze all enemies.













VOLJIN

RARITY: EPIC



PG. 20

ABILITIES

















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XYRELLA

RARITY: RARE



PG. 21

ABILITIES



Atonement 5

Deal 15 damage. +3 damage each time you restore 20 Health. (20 remaining.)

Holy



Restore 15 Health.

Holy



EQUIPMENT



Robes of Purity 4

Atonement requires 5 less healing to upgrade.



Shard of the Naaru 4

Flash Heal restores 20 more Health, but has (1) Cooldown.



Radiant Wand 4

Blinding Luminance deals 4 more damage and gives -4 Attack more.





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BLADEMASTER SAMURO

RARITY: RARE



PG. 23

ABILITIES



Whirling Blade 5

Deal 10 damage to all enemies. Gain Immune this turn.



Double Strike 5

Attack an enemy.
If it was damaged this turn,
gain +5 Attack and
Attack it again.



Mirror Image 5

Choose an enemy. Summon a copy of this Merc that Attacks it and dies at the end of the turn.

EQUIPMENT



Whirling Blade deals 4 more damage.



Burning Diage 4

Passive: Whenever this Merc Attacks, gain +2/+2.



Sash of Illusion 4

Mirror Image summons an extra copy of this Merc.



ABILITIES



Apocalypse 5

Choose an enemy to take Critical Damage fom all Roles this turn. Deal 12 damage to them.

Fire



Deal 6 damage to all enemies. Repeat for each enemy

Fire

that hasn't acted yet.



Doom Charge 5

Attack an enemy. Its next ability is (5) Speed slower.

EQUIPMENT



Apocalypse deals 6 more damage.



Black Soulstone 4

Passive: After a character dies, this Merc gains +10 Health.



Claws of Terror 4

Passive: +5 Attack. Doom Charge slows the enemy by (3) Speed more.



ILLIDAN STORMRAGE

RARITY: LEGENDARY



PG. 25

ABILITIES



Blade Dance 5

Deal damage equal to this Merc's Attack to 3 random enemies.

Fei



Outcast Attack 5

Attack the left and right-most enemies.

Deathblow: Restore 25 Health to this Merc.



Winged Assault 5

Attack an enemy.
If it's the left or right-most enemy, gain +5 Attack.

EQUIPMENT



Passive: Take 5 less damage while Attacking.



Outcast Attack also Attacks the left-most enemy twice.



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KING KRUSH

RARITY: EPIC



PG. 26

ABILITIES



Apex Predator 5

Attack the lowest Health enemy. Deathblow: Repeat this.





each of your Beasts.

Attack a random enemy.









LADY ANACONDRA

RARITY: RARE



PG. 27

ABILITIES





Restore 15 Health to a character. If it's a Beast, also give it +15 Health.

Mend Beast 5









RARITY: EPIC



PG. 28

ABILITIES



Attack an enemy. **Deathblow:** Gain its Attack.



Devour 5

Eat your lowest Health Murloc and gain its stats.



Scaly Taunt 5

Gain Taunt and this takes 3 less damage this turn.

EQUIPMENT



Passive: +5/+10.



Passive: After a Murloc dies, gain +2/+10.



Scaly Taunt makes this Merc take 3 less damage this turn.

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OLD MURK-EYE

RARITY: RARE



PG. 29

ABILITIES

















RATHORIAN

RARITY: RARE



PG. 30

ABILITIES

















REXXAR

RARITY: LEGENDARY



PG. 31

ABILITIES



Kill Command 5

Deal 10 damage. If you control a Beast, deal 16 damage instead.



Deal 16 damage to an enemy and 8 to adjacent ones.

Fire



Summon it.

EQUIPMENT



Kill Command is (4) Speed faster.



Explosive Shot deals 4 more damage.



Passive: Whenever you summon a Beast, give it +4/+4.



ROKARA

RARITY: RARE







Orc Onslaught 5

Deal 12 damage. Repeat for each other Orc you control.



Attack an enemy. If you control another Orc, gain +5 Attack first.



Whenever a friendly character Attacks this turn, give it +5/+10.

EQUIPMENT



Passive: +20 Health.



Tribal Warfare gives an additional +4 Attack.



Offensive Rally gives an additional +2/+4.



RARITY: EPIC



PG. 33

ABILITIES



Mobilizing Strike 5

Attack an enemy. Give all your damaged Orcs +3/+5.





Deal 10 damage to enemies and 1 damage to your characters.

EQUIPMENT



Mobilizing Strike gives +4/+4 more.



Passive: +5/+12.



Berserker's Blade 4

Whirlwind deals 4 more damage to enemies.



SCABBS CUTTERBUTTER

RARITY: RARE



PG. 34

ABILITIES



Tactical Strike 5

Attack an enemy. Combo: Deal 10 damage to it as well.



Attack an enemy

then gain Stealth.



Choose to deal 10, 15, or 20 damage. (Casts at different Speeds.)

EQUIPMENT



Tactical Strike's Combo effect deals 4 more damage.



Shadow Blade gives +4 Attack first.



Paring Knife 4

Wicked Stab deals 5 more damage.



SYLVANAS WINDRUNNER

RARITY: LEGENDARY



PG. 35

ABILITIES



Shadow













TAVISH STORMPIKE

RARITY: RARE



PG. 36

ABILITIES



Aimed Shot 5

Deal 10 damage. If this Merc has not been damaged this turn, deal 20 instead.



The first time this Merc is damaged this turn, deal 16 damage to all enemies.

Fire



Bear Trap 5

The first time this Merc is damaged this turn, summon a 15/20 Bear with Taunt.

EQUIPMENT



Aimed Shot deals 5 more damage.



Passive: +10 Health. Your Traps last until they're triggered.



The Bear Trap Bear has +5 Attack and Rush.

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TIRION FORDRING

RARITY: EPIC



PG. 37

ABILITIES



Divine Assault 5

Attack an enemy. Deathblow: Give your characters Divine Shield.



Give a character +8/+8 and Divine Shield.

Holy



EQUIPMENT



Passive: +10 Health. This Merc starts the game with Divine Shield.



Blessing of Kings also gives this Merc +4/+4.



Deathrattle: Give all Mercs on your battlefield and bench +8/+8.



ABILITIES







EQUIPMENT







PG. 38



WAR MASTER VOONE

RARITY: EPIC



PG. 39

ABILITIES







EQUIPMENT











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ALEXSTRASZA

RARITY: LEGENDARY



PG. 41

ABILITIES



Dragon Breath 5

Deal 14 damage to an enemy, or restore 20 Health to a friendly character.

Fire



Deal damage to an enemy equal to their Attack.

Fire



Flame Buffet 5

Deal 16 damage to an enemy. If you control another Dragon, also damage its neighbors.

Fire

EQUIPMENT



Alexstrasza's Brooch 4

Dragon Breath deals or restores 5 more.



Dragonqueen's Gambit restores Health to this Merc equal to the damage dealt.



Amulet of Swiftness 4

Dragonqueen's Gambit is (4) Speed faster.



CAIRNE BLOODHOOF

RARITY: EPIC



PG. 42

ABILITIES



Ancestral Uppercut 5

Attack an enemy. Restore 8 Health for each enemy that hasn't acted yet.



Earth Stomp 5

Deal 10 damage to all enemies. They are (3) Speed slower next turn.

Nature



Gain Taunt for 2 turns. Your characters are (4) Speed faster this turn.

EQUIPMENT



Passive: The first time this Merc dies, return it to life at 40 Health.



Earth Stomp deals 5 more damage.



Swift Totem 4

Endurance Aura makes this Merc's next ability (3) Speed faster.



CARIEL ROAME

RARITY: RARE



PG. 43

ABILITIES



Crusader's Blow 5

Attack an enemy. **Deathblow: Restore 40** Health to this Merc.



Seal of Light 5

Choose a character. Give it +6 Attack and restore 15 Health.

Holy



Taunt 5

Restore 12 Health to this Merc and gain Taunt for 3 turns.

EQUIPMENT



Hammer of Dawn 4

Grusader's Blow restores Health to your other characters as well.



Seal of Light gives an additional +4 Attack.



Tome of Light 4

Passive: While this Merc has Taunt, it has +8 Attack.



CORNELIUS ROAME

RARITY: RARE



PG. 44

ABILITIES



Martial Mastery 5

Gain +5 Health and Attack an enemy. If it's a Fighter, gain +10 Health instead.



Hold the Front 5

Gain Taunt for 2 turns. Restore 14 Health to adjacent characters.

Holy



Holy

EQUIPMENT



Martial Mastery gives 4 more Health.



Hold the Front restores 8 more Health.





GARROSH HELLSCREAM

RARITY: LEGENDARY



PG. 45

ABILITIES



Mak'Gora 5

Attack an enemy, it Attacks this Merc back.



Give your Orcs +10 Attack this turn. Attack a random enemy.



Horde Strength 5

Gain Taunt for 2 turns. Gain +10 Health for each enemy character.

EQUIPMENT



If this Merc has 50 or less Health, Mak'Gora becomes a BATTLE TO THE DEATH!



Battle Shout also restores 10 Health to your Orcs.



Horde Strength gives +8 more Health.



GROMMASH HELLSCREAM

RARITY: LEGENDARY



PG. 46

ABILITIES



Battlefury 5

Gain +8 Attack.

Attack an enemy and one of its neighbors.



Attack an enemy.

Deathblow: Gain +15 Attack.



Staggering Slam 5

Deal 10 damage to an enemy. Its next ability is (6) Speed slower.

EQUIPMENT



Battlefury gives +4 Attack more.



Blood Fervor also restores 20 Health on **Deathblow**.



Staggering Slam deals 5 more damage.



GRUUL

RARITY: EPIC



PG. 47

ABILITIES



Crazed Flurry 5

Attack an enemy. If this Merc took damage this turn, gain +6 Attack first.



Dragonslayer Shot 5

Deal 10 damage. If it's a Dragon, deal 25 damage instead.



Orc

EQUIPMENT



Dragon's Skull 4

Passive: Your characters have +5 Fire Resistance.



Dragonslayer Shot deals 5 more damage.



Dragonclaw Fists 4

Passive: Gruul has +15 Attack while an enemy Dragon is on the battlefield.



KING MUKLA

RARITY: EPIC



PG. 48

ABILITIES



Banana Frenzy 5

Give 5 Bananas randomly to your characters and Attack an enemy.



Primal Power 5

Give a friendly Beast +15
Attack and Immune while
Attacking this turn.



Eat 3 Bananas and gain **Taunt** this turn.

EQUIPMENT



Bananas give an additional +2 Attack.



Bananas give an additional +4 Health.



Battlecry: Summon a 12/24 Beast with Taunt.



KURTRUS ASHFALLEN

RARITY: RARE



PG. 49

ABILITIES



Eye Beam 5

Deal 12 damage. Restore that much health to this Merc.

Fei



Aimless Assault 5

Attack a random enemy.

If it's the left or right-most enemy, gain Immune this turn.



Demon Slayer 5

Attack an enemy. If it's a Demon, gain +6 Attack first.

EQUIPMENT



Eye Beam deals 6 more damage.



Eye Beam also gives +2 Fel Damage.



Passive: +4 Attack.
This Merc always deals
Critical Damage
to Demons.



THE LICH KING

RARITY: LEGENDARY



PG. 50

ABILITIES



Frostbite 5

Attack an enemy. The ability it cast this turn is permanently (5) Speed slower.



Death Coil 5

Deal 18 damage to an enemy, or restore 30 Health to a friendly character.

Shadow



Frostshield 5

Gain Taunt this turn. After an enemy Attacks this Merc, Freeze it until the end of next turn.

Frost

EQUIPMENT



 Frostbite slows the target's neighbors as well.



Death Coil always restores 10 Health to this Merc.



Helm of Domination 4

Passive: After an enemy casts an ability (7) Speed or higher, deal 10 damage to them.



ABILITIES



Fei















MALFURION STORMRAGE

RARITY: LEGENDARY



PG. 52

ABILITIES



Archdruid's Call 5

Choose One - Deal 12 damage to all enemies; or Restore 24 Health to your characters.

Nature



Deal 16 damage to an enemy and Root it.

Nature



Cenarion Surge 5

Deal 10 damage. Your character's Nature abilities are (3) Speed faster next turn.

Nature

EQUIPMENT



Briarthorn 4

Archdruid's Call deals 5 more damage.



Entangling Roots also slows the enemies next ability by (4) Speed.



Passive: Whenever you cast a Nature ability, Restore 6 Health

to your characters.



RARITY: EPIC



PG. 53

ABILITIES



Terror Charge 5

Attack an enemy. Give your Demons +8 Health.



Deal 10 damage to an enemy. It can't heal this turn.



Howl of Terror 5

Reduce the Attack of all enemies by 15 this turn.

EQUIPMENT



Terror Charge gives an additional +5 Health.



Fel Lash deals 6 more damage.



Fel-Enhanced Lungs 4

Howl of Terror also does 5 damage to all enemies.



RAGNAROS

RARITY: LEGENDARY



PG. 54

ABILITIES



Deathblow: Repeat this.

Fire

Meteor 5

Deal 25 damage to a character and 10 damage to adjacent ones.

Fire













THRALL

RARITY: LEGENDARY



PG. 55

ABILITIES







EQUIPMENT









VARIAN WRYNN

RARITY: EPIC



PG. 56

ABILITIES



Splitting Strike 5

Attack an enemy.

Deathblow: Give your
Humans +12 Attack.



Deal 14 damage to an enemy. Your other Humans are permanently (1) Speed faster.



EQUIPMENT



Passive: +7 Attack.



Heroic Leap deals 5 more damage.



Retaliation also gives +4 Attack first.

