

**Faedrok**

*Demon Lord*

*Health: 20  
Armor: 0  
Attack: 3*

**Demonic Touch**

*When attacking an Opponent's champion directly, Faedrok can choose to hold the rest of His army back and attack alone, breaking one of the defender pieces of equipment in the process.*

**Coronar Moonshadow**

*Elven Prince*

*Health: 20  
Armor: 0  
Attack: 3*

**Hunter's Blessing**

*Coronar may attack an opponent's champion directly. None of his allied creatures may attack during the Combat Phase that his skill is used.*

**Hunter**

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**Health: 4**  
**Attack: 3**

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<p><i>Hunter</i> *</p> <p><i>Health: 4</i> <i>Attack: 3</i></p>	<p><i>Thief</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>	<p><i>Thief</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>	<p><i>Thief</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>
<p><i>Thief</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>	<p><i>Thief</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>	<p><i>Knight</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>	<p><i>Knight</i> *</p> <p><i>Health: 4</i> <i>Attack: 2</i></p>
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**Assassin**

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**Health: 5**

**Attack: 6**

**Assassin**

**\*\***

**Health: 5**

**Attack: 6**

**Drake**

**\*\***

**Health: 5**

**Attack: 5**

**Drake**

**\*\***

**Health: 5**

**Attack: 5**

**Drake**

**\*\***

**Health: 5**

**Attack: 5**

**Hellion**

**\*\***

**Health: 6**

**Attack: 4**

**Hellion**

**\*\***

**Health: 6**

**Attack: 4**

**Hellion**

**\*\***

**Health: 6**

**Attack: 4**

**Hellion**

**\*\***

**Health: 6**

**Attack: 4**

**Executioner**

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**Health: 6**

**Attack: 8**

**Orc Warlord**

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**Health: 7**

**Attack: 6**

**Death Knight**

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**Health: 8**

**Attack: 6**

**Druid**

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**Health: 8**

**Attack: 5**

**Ranger**

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**Health: 5**

**Attack: 8**

**Dragon**

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**Health: 9**

**Attack: 4**

**Nephilim**

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**Health: 6**

**Attack: 7**

**Steel Plating**

**Armor Equip**

**Armor: 4**

**Steel Plating**

**Armor Equip**

**Armor: 4**

**Steel Plating**

**Armor Equip**

**Armor: 4**

**Steel Plating**

**Armor Equip**

**Armor: 4**

**Galant Shield**

**Armor Equip**

**Armor: 2**

**Galant Shield**

**Armor Equip**

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**Armor Equip**

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*Galant Shield*  
*Armor Equip*

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*Armor Equip*

*Knight's Halberd*  
*Weapon Equip*

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*Weapon Equip*

*Armor: 2*

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*Attack: 3*  
*Breaks after 3 turns.*

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*Breaks after 3 turns.*

*Knight's Halberd*  
*Weapon Equip*

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*Weapon Equip*

*Recurve Bow*  
*Weapon Equip*

*Recurve Bow*  
*Weapon Equip*

*Attack: 3*  
*Breaks after 3 turns.*

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*Breaks after 3 turns.*

*Attack: 1*  
*Breaks after 3 turns.*

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*Breaks after 3 turns.*

*Recurve Bow*  
*Weapon Equip*

*Recurve Bow*  
*Weapon Equip*

*Recurve Bow*  
*Weapon Equip*

*Recurve Bow*  
*Weapon Equip*

*Attack: 1*  
*Breaks after 3 turns.*

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*Holy Blessing  
Recovery Spell*

*Heal for 5 damage.*

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*Mirror Block  
Negation Spell*

*Reflect 4 damage  
back to the  
attacker.*

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*Mirror Block*  
*Negation Spell*

*Death's Dance*  
*Negation Spell*

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*Negation Spell*

*Death's Dance*  
*Negation Spell*

*Reflect 4 damage*  
*back to the*  
*attacker.*

*Immediately destroy*  
*one of an attacking*  
*opponent's*  
*creatures*

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*creatures*

*Death's Dance*  
*Negation Spell*

*Celestial Arrow*  
*Damage Spell*

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*Damage Spell*

*Immediately destroy*  
*one of an attacking*  
*opponent's*  
*creatures*

*Inflict 4 damage*  
*directly to targeted*  
*opponent's*  
*champion.*

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*opponent's*  
*champion.*

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*directly to targeted*  
*opponent's*  
*champion.*

*Celestial Arrow*  
*Damage Spell*

*Comet Strike*  
*Damage Spell*

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*Comet Strike*  
*Damage Spell*

*Inflict 4 damage*  
*directly to targeted*  
*opponent's*  
*champion.*

*Inflict 3 damage to a*  
*targeted opponent's*  
*creature. If*  
*opponent holds no*  
*creatures, attack*  
*their champion*  
*directly.*

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*Comet Strike  
Damage Spell*

*Inflict 3 damage to a targeted opponent's creature. If opponent holds no creatures, attack their champion directly.*

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**Valanius Lightharbor**

*High Priest*

*Health: 20*

*Armor: 0*

*Attack: 3*

**Aru'man's Light**

*Heal for 8 damage.*

**Beru'marak**

*Orc Warchief*

*Health: 20*

*Armor: 0*

*Attack: 3*

**Warchief's Cry**

*Beru'marak gains 2 health for each allied creature on his field.*

**Quai'na Valenroth**

*Enchantress*

*Health: 20*

*Armor: 0*

*Attack: 3*

**Enticement**

*When being attacked, charm one of the attacking opponent's creatures and use it to protect yourself. At the end of the turn, destroy the charmed creature. This skill cannot be used if Quai'na already controls three creatures.*

**Je'zena, the Darkblade**

*Demon Knight*

*Health: 20*

*Armor: 0*

*Attack: 3*

**Unholy Blight**

*Negate the effect of a spell that targets Je'zena or her army. Cannot be used against an opponent's champion skill.*