

Overview

Dragon's Roar by itself isn't enough to really save Warrior. The Rumble Warrior meta was heavily dependent on having an AoE (Warpath), super-powerful weapon (Supercollider), enough big taunts to get to the end game, and card gen (Dragon's Roar, Omega Assembly) that perfectly worked to serve a control Warrior. Lacking the AoE and mid-game removal, even getting Dragon's Roar back won't be enough to push Warrior over the edge. Even with other powerful cards like Sul'Thraise/Devastate/Obsidian Destroyer back, Warrior is still in a bad spot unless the meta really slows down.

Now, for Warrior, they got the best SOU set of any class, no real question here. Flunky is a much, much better Stonehill, which was already a premium card. Lance is on its face better than a Miscreant, which was performing far and away as the best Rogue card in the previous rotation. Restless Mummy is a premium minion, a controlled Multi-Shot that doubles as single-target removal and triples as a 4-drop. Tomb Warden is due to Discover shenanigans a great shot to blow people out, the Merc is great if anything sticks (notably, Reborn), Into the Fray might be just good enough to see play, and even the Plague, which I don't like, has potential if people don't play around it.

With all that said, Warrior is Warrior, and Warrior's going to Warrior. Your gameplan is going to be to draft a late-game taunt warrior and hope you can get there, but other classes have much better removal options than Warrior and much better AoEs to get to the late-game, so what you're doing is just an inferior version of what they're doing. I want to say Warrior's not going to be in the gutter, maybe, but there's no telling with the class.

Cards

Restless Mummy (2+): Obviously good, question is how good. Compared to Militia Commander, better against 4/3s, things with 6 health, and split boards, but much worse against 3/4s and 3/5s, as well as non-poisonous 2s. Also, this is a much better 4 on its own than a Commander. So, just looking at that, seems a lot better, and Militia Commander is a top of the 1st bucket card. This is one of those weird cases where, everything here tells me it's a top of the 1st bucket card, but my gut is holding it down, and wants to put it top of the 2nd bucket. I think the big thing holding me back is Tar Creeper and other 3/4s that will be in the meta. The swing from losing a premium 3 more than makes up for the versatility this card presents, and puts it, to me, just under Militia Commander comparatively.

Frightened Flunky (1+): So, obviously much better than Stonehill. A 2/2 taunt is comparable, if slightly worse than a 1/4, but this comes out a mana earlier, which makes this 33% better than Stonehill by proxy. Of course, Stonehill doesn't belong in the top of the 2nd bucket where it is, as it just gets picked way too much, largely cause of Paladin and its bleed over effect, plus Lich King, so using Stonehill's bucket is not really a good indicator. That said, Flunky is going to be an insane card, especially with the new meta + synergies pushed, no question is this a top of

the 1st bucket card. Really, just think about how good 2/2 deathrattles and battlecry get card minions are, and this is discover, and double taunt on top of that. Plus, Armageddillo out of this to buff your other taunts. Completely meta-defining card if its not top of the 1st bucket and strong enough to single-handedly carry Warrior out of its mediocrity.

Armored Goon (5+): A better Boulderfist. Requires you to be holding a weapon while playing this, so I wouldn't say the effect is reliable, but armor helps for Warrior. Borderline good, may be better if the meta is real slow again.

Into the Fray (6-): Bolster 2.0. Except it might actually be decent. This is going to be the most taunt heavy meta in a long while, and there's a ton of in-set synergy with taunts anyways from the class/neutrals that have been seen so far. On the other hand, Stolen Goods, which even in metas extremely favorable to it, never hit anything. I want to believe this card is not complete shit, I would not take it highly except in the most specific of decks (like, decks with multiple Flunkies or Tomb Wardens), but I still think this might be decent with what I've seen so far.

Plague of Wrath (7+): We've seen this effect before on King Mosh, a 9 mana card, and that was good, but certainly a lot harder to get off than one would anticipate. This is getting rid of the 8 mana body and making it a 5 mana effect, which is obviously going to be a lot worse. Compared to Brawl, Brawl is much better than this. Obvious Whirlwind combos, but then something like Sleep with the Fishes does roughly the same thing (not much that has 4 or more health relatively speaking) and that cost 3 less mana than this. Point being: effect is heavily overcosted, would be playable at 4 and good at 3, butt at 5 it's just too much.

Tomb Warden (3-): 6/12 in stats for 8 mana is good, multiple taunts is good, card's going to be good. Compared to Chain Gang, part of why Chain Gang was so good was that it could benefit from Fungalmancer on 5. There isn't really a good follow-up to this like Fungalmancer that makes this a real threat, so it's ultimately going to be just a good card. Now, where this possibly gets insane is with Frightened Flunky, because you can Flunky on 2 to pick up an Armageddillo to play on 6, buff this for +2/2, which is really +4/4, if not more if the Armageddillo stays up, and this can become a better Power of Creation. I think ultimately for an attrition Warrior built around Flunkys and Dragon Roars, this card is a solid 8-drop play akin to Bog Creeper/Hungry Ettin that has the potential to blow opponents out if the right Discover synergies work with it.

Bloodsworn Mercenary (3+): You get damaged stuff a lot. This isn't a normal 3/3 that does something powerful on occasion, or any of the busted 3/3s this expansion that do stuff with Lackeys, this is a 3/3 that, while not maybe on curve, you are going to hit very often. Especially with giant taunts, if you can get even something like a 4/3 out of this that's 6 mana for 3, which is really insane. Its weakness on 3 holds back its potential, but it will be a real powerful card.

Livewire Lance (1+): Lackeys are real good, we know this by now, a ping that provides 2 Lackeys is going to be real good as well. Compare this cross-class to EVIL Miscreant: Would you rather have a 1/4 or a 2/2 weapon? You don't get the Lackeys immediately, and there's the

issue of 3/6 lackeys needing a body to work with, which the 1/4 body does very well, but you also don't have to combo the Lance to activate it. What I'm saying is, don't underestimate Lackey generators, and when this card is invariably misbucketed, pick it every time.

Armagedillo (2+/71): One, I'm waiting for ADWCTA to butcher this pronunciation on the card review. Two, we know how annoying a 4/7 taunt by itself can be in Violet Warden. Add in the repeatable INto the Fray, you got yourself a solid card. The unreliability of having taunts to buff limits its ceiling, but this will do well.