

	 Drums of War™	 Blood of Gladiators™	 Drums of War™	 Blood of Gladiators™
 Druid	Oakenclaw , 27, Night Elf, Feral (1), Flip Oakenclaw >>> This turn, Oakenclaw is in bear form and has Form (1) until you strike with a weapon or play a non-Feral ability.	Gwon Strongbark , 27, Night Elf, Balance (4), Flip Gwon >>> Ally tokens in your party have +2 ATK this turn.	Maleo the Blur , 28, Tauren, Feral (2), Flip Maleo >>> This turn, Maleo is in cat form and has Form (1) until you strike with a weapon or play a non-Feral ability.	Brahu Starsear , 28, Tauren, Balance On your turn: (4), Flip Brahu >>> Put two Treant ally tokens into play with 1 [melee icon] ATK / 1 health.
 Hunter	Shaii, Strategist Supreme , 28, Night Elf, Survival If Shaii is defending: [Activate], Flip Shaii >>> Shaii deals 1 melee damage to target attacker.	Feera Quickshot , 28, Draenei, Marksmanship (1), Flip Feera >>> You pay (2) less the next time you strike with a Ranged weapon this turn.	The Longeye , 28, Troll, Survival On your turn: (5), Flip The Longeye >>> Destroy target opposing ally if it has or shares the highest cost among opposing allies.	Sharpeye Yan'ja , 28, Troll, Marksmanship On your turn: (2), Flip Yan'ja >>> Yan'ja deals ranged damage to target ally equal to 1 plus the combined ATK of your Ranged weapons.
 Mage	Spellweaver Jihan , 25, Human, Arcane Flip Jihan >>> The next time Jihan would deal damage with an ability this turn, she deals that much +1 instead.	Nicholas Merrick , 25, Human, Fire On your turn: (3), Flip Nicholas >>> Nicholas deals 2 fire damage to each opposing ally.	Velindra Sepulchre , 25, Undead, Arcane (1), Flip Velindra >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Sheep.	Cerripha Sunstreak , 25, Blood Elf, Fire (1), Flip Cerripha >>> Cerripha deals 3 fire damage to target hero.
 Paladin	Grand Marshal Goldensword , 29, Human, Retribution On your turn: (5), Flip Goldensword >>> Target ally deals holy damage to itself equal to its ATK.	Bronson Greatwhisker , 29, Dwarf, Holy (5), Flip Bronson >>> The next time target ally would be dealt damage this turn, prevent it, and your hero heals 1 damage from that ally for each damage prevented this way.	Justice Blindburn , 29, Blood Elf, Retribution (3), Flip Blindburn >>> When the next ally in your party is destroyed this turn, each opponent destroys an ally in his party.	Thoros the Savior , 29, Blood Elf, Holy (4), Flip Thoros >>> Thoros heals 2 damage from target hero or ally. Draw a card.
 Priest	Martiana the Mindwrench , 26, Dwarf, Shadow (1), Flip Martiana >>> Target player discards a card if he already discarded a card this turn.	Kalatine Carmichael , 26, Human, Discipline (1), Flip Kalatine >>> The next time Kalatine would be dealt damage this turn, prevent it.	Spiritualist Sunshroud , 26, Blood Elf, Shadow On your turn: (3), Flip Sunshroud >>> Target player destroys an ally in his party.	Witch Doctor Koo'zar , 26, Troll, Discipline (1), Flip Koo'zar >>> Ready up to three target resources.
 Rogue	Umbrage , 27, Night Elf, Combat (1), Flip Umbrage >>> Remove target attacker from combat.	Gyro of the Ring , 27, Gnome, Subtlety On your turn: (2), Flip Gyro >>> If Gyro has stealth, destroy target exhausted ally.	Sinthya Flabberghast , 27, Undead, Combat (3), Flip Sinthya >>> When Sinthya next deals combat damage to a hero or ally this turn, she also deals that much melee damage to a second target hero or ally.	Savitir Skullsmasher , 27, Orc, Subtlety (1), Flip Savitir >>> If Savitir has stealth, destroy target exhausted equipment.
 Shaman	Zorin of the Thunderhead , 28, Draenei, Elemental On your turn: (5), Flip Zorin >>> Zorin deals 3 nature damage divided as you choose to any number of target heroes and/or allies.	Statia the Preserver , 28, Draenei, Restoration (2), Flip Statia >>> Prevent all damage that would be dealt to target Totem this turn.	Shalu Stormshatter , 28, Orc, Elemental (3), Flip Shalu >>> Destroy target ability that's not attached to a friendly hero or ally.	Tribemother Torra , 29, Tauren, Restoration (3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.
 Warlock	Pidge Filthfinder , 28, Gnome, Demonology On your turn: (4), Flip Pidge >>> Look at target player's hand and remove a card in it from the game.	Kristoff Manchester , 28, Human, Affliction (2), Flip Kristoff >>> When Kristoff deals damage with an attachment this turn, he heals that much from himself.	Turane Soulpack , 28, Blood Elf, Demonology On your turn: (3), Flip Turane, destroy X allies in your party >>> Turane deals X shadow damage to target hero or ally.	Andarius the Damned , 28, Undead, Affliction (2), Flip Andarius >>> Put an attached ability you control into its owner's hand.
 Warrior	Lord Benjamin Tremendouson , 30, Dwarf, Fury On your turn: (4), Flip Benjamin >>> Opposing allies have -1 health this turn.	Chloe Mithrilbolt , 30, Gnome, Protection (1), Flip Chloe >>> When Chloe protects this turn, ready her.	Boarguts the Impaler , 30, Orc, Fury (3), Flip Boarguts >>> Boarguts has +1 ATK this turn for each of your weapons.	"Bonewall" Simms , 30, Undead, Protection (2), Flip Bonewall >>> Target hero or ally is a protector this turn.