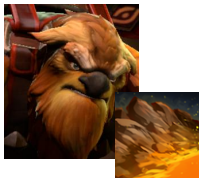


Fissure

1



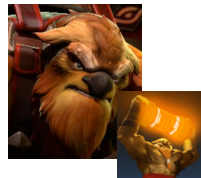
+5 🗡️ in a row for 2 spaces

+1 🗡️

Slams the ground with a mighty totem, fissuring the earth while stunning and damaging enemy units in a line. Creates an impassable ridge of stone.

Enchant Totem

2



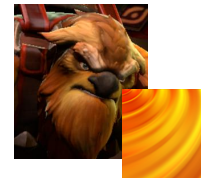
+ 1 roll 🗡️

+2 🗡️

Empowers Earthshaker's totem, causing it to deal extra damage on the next attack.

Aftershock

4



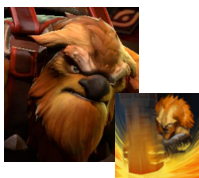
+10 🗡️ to all spaces surrounding hero

+4 🗡️

Causes the earth to shake underfoot, adding additional damage and stuns to nearby enemy units when Earthshaker casts his abilities.

Echo Slam

6



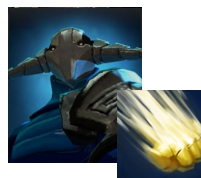
+20 🗡️ to all enemies on space

+6 🗡️

Shockwaves travel through the ground, damaging enemy units. Each enemy hit causes an echo to damage nearby units. Upgradable by Aghanim's Scepter.

Storm Hammer

1



+ 5 🗡️ + missed turn for opponent

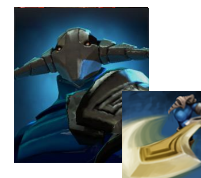
1 Mana

+1 🗡️

Sven unleashes his magical gauntlet that deals damage and stuns enemy units.

Great Cleave

2



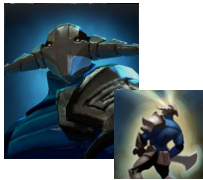
+ 5 🗡️ to all enemies in tile + 10 🏆


+2 🗡️

Sven strikes with great force, cleaving all nearby enemy units with his attack, and earning extra gold for cutting down the wave.

Warcry

4



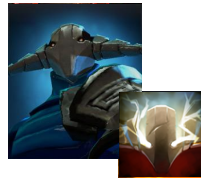
+ 1  to all allies

+4 

Sven's Warcry heartens his allies for battle, increasing their armor by 1 permanently.

God's Strength

6



x 4 

+6 

Sven channels his rogue strength, granting bonus damage of 200%.