

1 **Execute**



Instant Ability — Fury

Destroy target ally with damage on it.

Showing weakness to a warrior is a death sentence.

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4 **Cleave**



Ability — Arms

Your hero deals X melee damage to each of up to two target allies, where X is 1 plus the ATK of one of your Melee weapons.

Two bodies are better than one.

AZEROTH 138/361 Art by Perolan Gardner
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AZEROTH 138/361 Art by Perolan Gardner
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3 **Battle Shout**



Instant Ability — Fury Shout

Ongoing: Allies in your party have +1 ATK.

*"For Lordaeron!" "For Khaz Modan!" "For the Horde!"
Azeroth has heard them all.*

AZEROTH 135/361 Art by Mauro Cocchi
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3 **Demoralizing Shout**



Instant Ability — Fury Shout

Ongoing: Opposing allies have -1 ATK.

The orc's mighty bellow could unnerve even the bravest of foes.

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3 **Golem Skull Helm**



Armor — Plate **Head (1)**

Combat damage dealt by your hero with Annihilator can't be prevented.

A trophy from the golem Panzer, bouncer for the Grim Guzzler.

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2 **Annihilator**



Weapon — Axe **Melee (1)**

Combat damage dealt by your hero with Annihilator can't be prevented.

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7 **Arcanite Reaper**



Two-Handed Weapon — Axe **Melee (1)**

Combat damage dealt by your hero with Annihilator can't be prevented.

The arcanite reaper was long the mark of a true warrior in Azeroth. Having one crafted was like a rite of passage.

AZEROTH 313/361 Art by Stefan Kapteina
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