Anduin Wrynn

*High King of the Alliance*

**Race**: *Human*  **Alignment**: *Lawful Good*  **Class**: *Priest*

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Abilities:

1. ***Flash Heal***  
   **Active**: Anduin heals 20 HP his target. If Anduin is damaged this turn he is healed for 10 HP as well.   
   **Keywords**: Heal.
2. ***Divine Star***  
   **Active**: Deal 10 damage to all enemies. Heal all allies for 5 HP for each enemy hit. Heal part hits after hits last.  
   **Keywords**: Attack, Heal, AoE.
3. ***Chastise***  
   **Active**: Deal 15 damage to an enemy preventing him in using melee attacks this turn.  
   **Keywords**: Attack, Crowd Control, Ranged.
4. ***Power Word: Shield*Active**: Permanently increase targeted heroes maximum HP by 20. If its not the first time this ability is used on the target, increase maximum HP by 10.  
   **Keywords**: Heal, Buff.
5. ***Lightbomb***  
   **Active**: Ally is shielded for 40 damage this and next turn. If shield is between 10 and 30 (including 25 and 40) at the end of second turn it explodes dealing its remaining value to all enemies.  
   **Keywords**: Shield, AoE, Attack, Ranged.
6. ***Leap of Faith***  
   **Active**: Anduin pulls an ally evading all melee attacks targeting that ally while healing him for 20 HP.  
   **Keywords**: Evade, Heal.
7. ***Revive (ULTIMATE)***  
   **Requirement**: 1, 2, 6. Cannot be used before Round 2 Turn 3.  
   **Active**: Anduin revives one dead ally to 20 HP. Another ability may be used.  
   **Keywords**: Revive, Effect, Haste.
8. ***Holy Word: Salvation (ALT ULTIMATE)*Requirement**: 1, 2, 5. Cannot be used before Round 2 Turn 3.  
   **Active**: Protect all allies from any damage this turn. Heal all allies for 25% of total damage prevented. This ability cannot be negated.  
   **Keywords**: Protection, Heal.