

# World of Warcraft Trading Card Game Official Card Reference – Core Legal Cards

Updated February 21, 2012

(All printed versions of these cards are legal for Core format tournaments)

Abasha Windstorm, 2, Horde (Crown-101U)  
Ally—Tauren Shaman, 2 [Nature] / 2 Health  
When this ally attacks for the first time each turn, you may ready her.

Abbie Whizzleblade, 6, Alliance (Twilight-105C)  
Ally—Gnome Rogue, 6 [Melee] / 4 Health  
When this ally enters play, target hero or ally has +1 ATK and a second target hero or ally has -1 ATK this turn.

Abomination Knuckles, 3, RoSh (Alliance Shaman-26C, Worldbreaker-233C)  
Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike  
When this equipment enters play, you may destroy target armor or item.

Abacadaver, 4, DrMaPrLo (Worldbreaker-234R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike  
At the start of your turn, you may put a 1 [Melee] / 1 [Health] Cadaver ally token into play with **Ferocity** and **Protector**. <p> At the end of your turn, for each Cadaver you control, destroy it unless you pay (1).

Abyssal Maw (Elements-217R)  
Location  
On your turn, if a hero or ally you controlled dealt frost ([Frost]) damage this turn: (2), [Activate] >>> Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> When a Water Elemental enters play under your control, your hero may heal 2 damage from itself.

Abyssal Seahorse, 2 (Throne-211R)  
Monster Ally—Seahorse, Mount (1), 0 [Frost] / 3 Health  
(1), [Activate] >>> Reveal the top card of your deck. If it's a quest or location, place it into your resource row exhausted as an additional resource. <p> (*Mounts can't attack or be attacked.*)

Abysswalker Rakax, 2, Horde (Twilight-128U)  
Ally—Goblin Warlock, 3 [Fire] / 1 Health  
When this ally enters play, he may deal 1 fire damage to target ally. Then, if that ally has fatal damage, remove it from the game.

"Acid Hands" McGillicutty, 4, Horde (Class-164C, Horde DK-11C, Horde Paladin-10C, Legion-172C)  
Ally—Undead Rogue, 4 [Melee] / 3 Health  
When this ally is destroyed, you may destroy target equipment.

Admiral Ripsnarl, 3 (Dungeon Treasure-23R)  
Ally—Worgen Rogue, Ripsnarl (1), 2 [Melee] / 3 Health  
**Ferocity, Stealth** <p> At the end of each turn, if Ripsnarl is damaged, you may put him into his owner's hand.

Adrenaline Rush, 7, Rogue (Horde Rogue-2R, Legion-79R)  
Ability—Combat  
**Combat Talent** (*You can't put Assassination Talents or Subtlety Talents in your deck.*) <p> Ready all resources you control. Draw cards until you reach your maximum hand size. At the next end of turn, discard your hand.

Adrienne the Inspiring, 5, Alliance (Alliance Mage-12U, Worldbreaker-127U)  
Ally—Draenei Shaman, 4 [Melee] / 4 Health (4) >>> Target ally has **Assault 4** this turn. (*It has +4 ATK on your turn.*)

Aegis of the Scarlet Commander, 5, PaShWa (Dungeon Treasure-37U)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
When this armor prevents damage, your hero deals 2 unpreventable holy damage to target opposing hero.

Aeshia Moonstreak, 1, Alliance (Crown-73C)  
Ally—Night Elf Priest, 1 [Holy] / 2 Health  
When this ally enters play, she heals 2 damage from target hero or ally.

Aessina, 7 (Crown-162R)  
Monster Ally—Spirit, Aessina (1), 0 [Nature] / 5 Health  
**Elusive** <p> Other friendly Monster heroes and allies have +10 [Health].

Aessina's Miracle (Elements-202C)  
Quest  
If a hero or ally you controlled dealt arcane ([Arcane]) damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Aggressive Exploitation, 2, Rogue (Horde Rogue-3C, Worldbreaker-83C)  
Ability—Assassination  
Your hero deals 4 melee damage to target exhausted hero or ally.

Aggressive Infiltration, 4, Rogue (Alliance Rogue-2C, Scourgewar-77C)  
Ability—Combat Combo  
Your hero deals 3 melee damage to each exhausted opposing hero and ally.

Agonizing Poison, 1, Rogue (Elements-71U)  
Instant Ability—Assassination Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character if its controller has four or fewer cards in his hand.

Aileen the Thunderblessed, 4, Alliance (Worldbreaker-128R)  
Ally—Dwarf Shaman, 1 [Nature] / 6 Health (1), Exhaust a [Nature] card you control >>> This ally deals nature damage to target hero or ally equal to that [Nature] card's ATK.

Akasi, Herald of Nature, 4, Horde (Throne-137U)  
Ally—Troll Druid, 3 [Arcane] / 5 Health  
**Empower Druid:** When this ally enters play, if you control another Druid hero or ally, reveal the top five cards of your deck. Put all revealed attachments into your hand and the rest on the bottom of your deck.

Akirus the Worm-Breaker, 4, DkPaWa (Twilight-188R)  
Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 1 Strike  
When a Dragonkin ally is destroyed, you may put X +1 ATK counters on this weapon, where X was the ATK of that Dragonkin.

Akumo of Thunder Bluff, Horde (Horde Shaman-1)  
Hero—Tauren Shaman, 29 Health  
On your turn: (3), Flip Akumo >>> Ready target ally.

Alador Stonebrew, 4, Alliance (Alliance Paladin-9C, Alliance Rogue-12C, Worldbreaker-129C)  
Ally—Dwarf Paladin, 3 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Al'Akir the Windlord, 7 (Elements-168E)  
Ally—Air Elemental Lord, Al'Akir (1), 7 [Nature] / 5 Health  
Air Elementals you control have **Untargetable**. <p> At the start of your turn, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> Exhaust an Air Elemental you control >>> Exhaust target ally.

Alana the Woebringer, 5, Horde (Throne-138R)  
Ally—Undead Priest, 2 [Shadow] / 8 Health  
At the start of your turn, remove the top half of target opponent's deck from the game, rounded up.

Alecia Hall, 2, Horde (Class-165C, Horde DK-12C, Horde Priest-11C, Illidan-145C)  
Ally—Undead Priest, 2 [Holy] / 3 Health  
When this ally enters play, she heals 3 damage from target hero or ally.

Aleksei Brandal, 2, Alliance (Crown-74U)  
Ally—Worgen Druid, 2 [Arcane] / 2 Health  
While an ability is attached to this ally, he has **Elusive** and **Stealth**.

Alethia Brightsong, 1, Horde (Throne-139C)  
Ally—Blood Elf Paladin, 2 [Holy] / 1 Health  
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Alexandros Mograine, 7 (Dungeon Treasure-24E)  
Ally—Spirit Paladin, Alexandros (1), 7 [Holy], 7 Health  
**Protector** <p> When Alexandros is destroyed, you may put a 6 [Holy] / 0 [Strike] Two-Handed Sword weapon token named Ashbringer into play with Melee (1) and **Invincible**.

Alexstrasza the Life-Binder, 25 (Worldbreaker-21E)  
Master Hero—Red Dragonkin Aspect, 0 [Fire] / 40 Health  
You pay (X) less to play Alexstrasza, where X is the combined ATK of allies you control. <p>**Assault 5** <p> Allies you control can't be destroyed.

Alister Cooper, 4, Alliance (Worldbreaker-130C)  
Ally—Worgen Mage, 4 [Fire] / 1 Health  
**Aberration** (Prevent all non-combat damage that would be dealt to this ally.) <p> **Ferocity** (This ally can attack immediately.)

All That Rises (Elements-203C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Shuffle all allies from your graveyard into your deck.

Almia Moonwhisper, Alliance (Elements-1)  
Hero—Night Elf Mage, 25 Health  
[Front]: (5) >>> Flip Almia face down.  
[Back]: At the start of your turn, if you control an [Arcane] ally, you may draw a card.

Arak Stonecrack, 4, Alliance (Twilight-106C)  
Ally—Dwarf Warlock, 4 [Fire] / 3 Health  
When this ally is destroyed, put target opposing ally into its owner's hand.

Alyna Sunshower, 1, Horde (Crown-102C)  
Ally—Blood Elf Priest, 1 [Holy] / 1 Health  
**Elusive** (This ally can't be attacked.) <p> **Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Amah the Sun's Grace, Horde (Twilight-11)  
Hero—Tauren Paladin, 30 Health  
[Front]: (4) >>> Flip Amah face down.  
[Back]: At the start of your turn, Amah may heal 1 damage from herself and 1 damage from target ally.

Amani Dragonhawk, 7 (Twilight-175E, Twilight Loot-3L)  
Ally—Dragonhawk, 8 [Fire] / 5 Health  
As this ally enters play, choose "ability," "ally," or "equipment." <p> Opposing cards of the chosen type lose and can't have powers.

Amano, Herald of the Sun, 4, Horde (Throne-140U)  
Ally—Tauren Paladin, 4 [Holy] / 4 Health  
**Empower Paladin**: When this ally enters play, if you control another Paladin hero or ally, each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.

Amaria Kelsur, Alliance (Worldbreaker-1)  
Hero—Human Hunter (Survival), 28 Health  
[Front]: (4) >>> Flip Amaria face down.  
[Back]: Opposing allies have -1 ATK while in combat with Amaria.

Amaxi the Cruel, Horde (Twilight-12)  
Hero—Goblin Warlock, 28 Health  
[Front]: (4) >>> Flip Amaxi face down.  
[Back]: If an opposing ally would be destroyed by fatal damage, you may remove it from the game instead.

Amulet of Dull Dreaming, 4, DrHuRoSh (Worldbreaker Badge-1E)  
Equipment—Item, Neck (1)  
At the start of your turn, you may put a resource you control into your hand.

An Ancient Awakens (Crown-191C)  
Quest  
You pay (1) less to complete this quest for each Monster hero and/or ally you control. <p> Pay (6) to complete this quest. <p> Reward: Draw a card.

Anachronos, 5 (Twilight-169R)  
Ally—Bronze Dragonkin, Anachronos (1), 6 [Melee] / 5 Health  
At the end of your turn, for each Bronze Dragonkin you control, you may ready a resource you control.

Anaka the Light's Bulwark, Alliance (Throne-1)  
Hero—Draenei Paladin, 29 Health  
On your turn: (4), Flip Anaka >>> Target hero or ally you control has **Invincible** this turn. (It can't leave play, be targeted, or be dealt damage.)

Anastina, Herald of the Fel, 5, Horde (Throne-141U)  
Ally—Blood Elf Warlock, 2 [Shadow] / 6 Health  
**Empower Warlock**: When this ally enters play, if you control another Warlock hero or ally, this ally deals 2 shadow damage to each opposing hero and ally.

Anathel the Eagle-Eye, 2, Alliance (Crown-75R)  
Ally—Night Elf Hunter, 2 [Melee] / 2 Health  
**Elusive** <p> When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.

Ancestral Purge, 2, Shaman (Worldbreaker-93C)  
Ability—Elemental  
Destroy target ability that's not attached to a friendly card. If you do, your hero deals 1 nature damage to each opposing hero and ally.

Ancestral Recovery, 3, Shaman (Alliance Shaman-2C, Elements-79C)  
Ability—Restoration  
Put up to two target allies from your graveyard into your hand.

Ancient Bone Bow, 3, Hunter (Alliance Hunter-21U, Azeroth-311U, Class-211U)  
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. (Defenders deal no combat damage to it.)

Andiss Butcherson, 1, Alliance (Alliance Paladin-10U, Outland-110U)  
Ally—Human Warrior, 1 [Melee] / 2 Health  
You pay (1) less to strike with weapons.


Andrew Ulric, 4, Alliance (Worldbreaker-131C)  
Ally—Worgen Priest, 4 [Shadow] / 4 Health  
**Aberration** (Prevent all non-combat damage that would be dealt to this ally.)

Andrews the Just, 5, Alliance (Crown-76C)  
Ally—Human Priest, 4 [Holy] / 4 Health  
When this ally enters play, you may put target attachment from your graveyard into your hand.

Angry Dread, 3, DkPaRoShWa (Alliance DK-24C, Alliance Paladin-22C, Horde DK-24C, Horde Paladin-23C, Wrathgate-186C)  
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike  
When this weapon enters play, you may draw a card.

Anika Berlyn, 6, Alliance (Alliance Paladin-11C, Azeroth-175C, Class-126C)  
Ally—Human Paladin, 5 [Melee] / 6 Health

Annihilate, 3, Rogue (Alliance Rogue-3C, Wrathgate-65C)  
Ability—Combat Combo  
Destroy target exhausted ally or equipment.

Apothecary Hummel, 3 (Holiday -2R)  
Ally—Undead Apothecary, Hummel (1), 1 [Nature] / 1 Health  
Hummel has **Resistance** to each opposing ally's damage type.

Apprentice Teep, 1, Alliance (Alliance Paladin-12C, Azeroth-176C, Class-127C)  
Ally—Gnome Mage, 2 [Frost] / 1 Health  
**Elusive** (This ally can't be attacked.)

Arcane Barrage, 4, Mage (Elements-47R, Alliance Mage-2R)  
Ability—Arcane  
**Arcane Talent** (You can't put Fire Talents or Frost Talents in your deck.) <p> This ability can't be interrupted. <p> Your hero deals 4 arcane damage to target hero or ally. <p> You may play this ability from your graveyard. As you do, the next time it would enter a graveyard from anywhere, remove it from the game instead.

Arcane Foresight, 1, Mage (Elements-48C)  
Ability—Arcane  
Your hero deals 1 arcane damage to target hero or ally, or 3 if you played another ability this turn.

Arcane Inferno, 4, Mage (Elements-49R)  
Ability—Arcane  
Ongoing: Exhaust an [Arcane] ally you control >>> You pay (1) less to play your next ability this turn, to a minimum of (1). <p> Exhaust a [Fire] ally you control >>> The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Arcane Missiles, X, Mage (Class-47C, Dark Portal-43C, Elements-50C)  
Ability—Arcane  
Your hero deals X arcane damage to target hero or ally. X can't be more than 5.

Arcane Shot, 2, Hunter (Alliance Hunter-2C, Azeroth-33C, Citadel Raid-39C, Class-37C, Elements-39C, Horde Hunter-2C)  
Instant Ability—Marksmanship  
Your hero deals 1 arcane damage to target hero or ally. Draw a card.

Arcanite Reaper, 7, HuPaWa (Azeroth-313R, Class-212R, Horde Warrior-24R)  
Equipment—2H Weapon—Axe, Melee (1), 5 [Melee], 0 Strike

Arcanomagist Misti, 3, Alliance (Throne-96R)  
Ally—Gnome Mage, 1 [Arcane] / 3 Health  
When this ally deals damage to an opposing hero, draw that many cards.

Arced War Axe, 2, DkPaShWa (Dungeon Treasure-45U)  
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Strike  
You pay (3) less to strike with this weapon while you control 3 or more allies.

Archdruid Malfurion Stormrage, 6, Alliance (Crown-77E)  
Ally—Night Elf Druid, Malfurion (1), 4 [Nature] / 8 Health  
At the start of your turn, you may draw a card.  
<p> You can place an additional resource on each of your turns.

Archmage Arugal, 8 (Dungeon Treasure-25E)  
Ally—Human Mage, Arugal (1), 4 [Shadow] / 4 Health  
**Elusive** <p> When Arugal enters play, gain control of target opposing ally while Arugal remains under your control. <p> While you control that ally, it has +4 / +4.

Ardon Almasteer, 3, Alliance (Throne-97C)  
Ally—Worgen Warlock, 4 [Shadow] / 4 Health  
When this ally enters play, he deals 2 shadow damage to target ally you control.

Aresha Thorncaller, 4, Alliance (Worldbreaker-132U)  
Ally—Night Elf Druid, 4 [Nature] / 2 Health  
**Protector** <p> This ally has **Nature Resistance** while you control another ally.

Aric Stonejack, Alliance (Elements-2)  
Hero—Dwarf Death Knight, 29 Health  
[Front]: (7) >>> Flip Aric face down.  
[Back]: At the end of your turn, if you do not control a Ghoul, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Arion, 6 (Twilight-172R)  
Ally—Air Elemental Ascendant, Arion (1), 6 [Nature] / 5 Health  
When this or another [Nature] card you control is destroyed, your hero may deal 1 nature damage to target hero. <p> [Nature] allies you own everywhere have “**Stash**: Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.”

Arisa Sarum, 4, Alliance (Worldbreaker-133U)  
Ally—Human Death Knight, 5 [Melee] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
<p> Opponents can't place quests face up.

Arisella, Daughter of Cenarius (Crown-1)  
Monster Hero—Dryad Druid, 27 Health  
[Front]: (8) >>> Flip Arisella face down. <p> You pay (8) less to flip Arisella if allies you control have 10 or more combined remaining health.  
[Back]: **Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Armed to the Teeth, 3, Warrior (Alliance Warrior-2C, Betrayer-117C, Horde Warrior-2C)  
Instant Ability—Fury  
Your hero deals melee damage to target ally equal to 3 plus the number of equipment you control.

Armsman, 3, Warrior (Throne-82U)  
Ability—Arms  
Ongoing: Your hero has **Assault 1** for each armor and item you control.

The Art of War, 6, Paladin (Crown-26R)  
Ability—Retribution  
**Retribution Talent** (You can't put Holy Talents or Protection Talents in your deck.) <p> Ongoing: At the start of your turn, your hero heals damage from itself equal to the highest remaining health among allies you control. <p> On your turn, your hero has +X ATK, where X is the highest ATK among allies you control.

Arturius Hathrow, Alliance (Worldbreaker-2)  
Hero—Worgen Druid (Balance), 27 Health  
[Front]: (3) >>> Flip Arturius face down.  
[Back]: When Arturius heals damage for the first time each turn, he may deal 1 nature damage to target hero or ally.

Arvos Jadestone, 1, Alliance (Alliance Shaman-12C, Elements-108C)  
Ally—Dwarf Shaman, 2 [Nature] / 1 Health  
**Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Arygos, 4 (Twilight-168R)  
Ally—Blue Dragonkin, Arygos (1), 2 [Arcane] / 7 Health  
You pay (1) less to play abilities for each Blue Dragonkin you control, to a minimum of (1).

As Hyjal Burns (Crown-192C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one of them into your hand and the rest on the bottom of your deck.

Ashroot, Ancient of Lore, 7 (Crown-158U)  
Monster Ally—Ancient Druid, 2 [Nature] / 9 Health  
**Protector** <p> When this ally is dealt combat damage while defending, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Asoren Darksnout, 5, Horde (Throne-142C)  
Ally—Tauren Death Knight, 4 [Shadow] / 5 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Aspect of the Wild, 3, Hunter (Worldbreaker-43R)  
Ability—Beast Mastery, Aspect (1)  
Ongoing: [Nature] allies you control have +2 / +2. <p> (2) >>> Target ally you control has **Nature Resistance** this turn.

Assassin's Strike, 2, Rogue (Crown-36C)  
Ability—Assassination  
Your hero deals 3 melee damage to target exhausted ally and 3 melee damage to its controller's hero.

Augment Steel, 5, Warrior (Throne-83R)  
Ability—Arms  
Put target equipment from your graveyard into play if its cost is less than or equal to the number of resources you control. It enters play with three +1 ATK counters if it's a weapon, or three +1 [DEF] counters if it's an armor.

Auralyn the Light of Dawn, Alliance (Twilight-1)  
Hero—Human Paladin, 29 Health  
[Front]: (4) >>> Flip Auralyn face down.  
[Back]: **Mend 2** (At the start of your turn, Auralyn may heal 2 damage from target hero or ally.)

Avatar of the Wild, X, DrHu (Worldbreaker-123E)  
Ability—Feral Beast Mastery  
Put an X [Melee] / X [Health] Tiger ally token into play with **Ferocity**.

Axar, 4, Alliance (Alliance Mage-13C, Elements-109C)  
Ally—Draenei Mage, 3 [Arcane] / 3 Health  
**Elusive** (This ally can't be attacked.)

Axe of Grounded Flame, 5, DkPaRoShWa (Elements-190R)  
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee], 1 Strike  
This weapon enters play with three +1 ATK counters. <p> On your turn: Remove a +1 ATK counter from this weapon >>> Target ally has Arcane, Fire, or **Nature Resistance** this turn.

Axe of the Eclipse, 3, DkPaWa (Twilight-189U)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike  
This weapon has +2 ATK while an opponent controls more allies than you.

Ayaka Winterhoof, Horde (Worldbreaker-11)  
Hero—Tauren Death Knight (Blood), 30 Health  
[Front]: (4) >>> Flip Ayaka face down.  
[Back]: When Ayaka deals 1 or more damage, she heals 1 damage from herself.

Azami'tal the Flamebender, 6, Horde (Twilight-129R)  
Ally—Troll Warlock, 5 [Fire] / 5 Health  
When this ally enters play, he deals X fire damage to target hero or ally, where X is the cost of another [Fire] ally or equipment you control. <p> **Stash**: If an opposing non-hero card would be destroyed this turn, remove it from the game instead.

Azizi Daggerflick, 4, Horde (Twilight-130C)  
Ally—Goblin Rogue, 2 [Nature] / 5 Health  
**Time is Money** (This ally may use [Activate] powers immediately.) <p> [Activate] >>> Exhaust target ally with cost 4 or less.

Azure Captain, 5 (Elements-154C)  
Ally—Blue Dragonkin, 3 [Melee] / 6 Health  
When you play an ability, target hero or ally has **Protector** this turn. (It may exhaust to become the defender when an opposing hero or ally attacks.)

Azure Drake, 2 (Elements-155C)  
Ally—Blue Dragonkin, 1 [Melee] / 4 Health  
When you play an ability, this ally heals 2 damage from target hero or ally.

Azure Emissary, 3 (Elements-156U)  
Ally—Blue Dragonkin, 3 [Arcane] / 3 Health  
When you play an ability, this ally deals 1 arcane damage to target hero for each Mage and Warlock you control.

Azure Enforcer, 4 (Elements-157C)  
Ally—Blue Dragonkin, 3 [Arcane] / 4 Health  
When you play an ability, this ally may deal 1 arcane damage to target ally.

Azure Magus, 1 (Elements-158C)  
Ally—Blue Dragonkin, 2 [Arcane] / 1 Health  
When you play an ability, target ally has **Ferocity** this turn. *(It can attack immediately.)*

Azure Skyrazor, 4 (Elements-159U)  
Ally—Blue Dragonkin, 2 [Melee] / 5 Health  
When you play an ability, heroes and allies you control have **Assault 2** this turn. *(They have +2 ATK on your turn.)*

Babagahnoosh the Grumpy, 0 (Class Promo-11E, Icecrown-165E)  
Ally—Gnome Mage, Unique, 5 [Frost] / 5 Health  
When this ally enters play, turn all resources you control face down and discard your hand.

Baby Murloc, 0 (Crown-149U)  
Monster Ally—Murloc Baby, 1 [Melee] / 1 Health

Baeltor of the Undercity, Horde (Horde DK-1)  
Hero—Undead Death Knight, 29 Health  
On your turn: (2), Flip Baeltor >>> Opposing allies have -1 ATK this turn.

Balanced Heartseeker, 2, Rogue (Worldbreaker-235R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike  
While your hero is attacking a hero, this equipment has +2 ATK for each heirloom counter on it. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.):* Add an heirloom counter to target equipment you control.

Balrak Stoutstone, 2, Alliance (Throne-98C)  
Ally—Dwarf Paladin, 0 [Melee] / 7 Health  
This ally can protect other allies.

Band of Bees, 3, DkPaWa (Worldbreaker Badge-5E)  
Equipment—Item, Ring (2)  
Your hero has **Protector**. <p> When your hero protects, you may put a 1 [Nature] / 1 [Health] Bee ally token into play.

Band of Secret Names, 1, DrMaPrShLo (Worldbreaker Badge-6E)  
Equipment—Item, Ring (2)  
When this item enters play, remove the top card of target opponent's deck from the game. Then, search his deck for cards with that name and remove them from the game. <p> When this item leaves play, shuffle each card removed this way into its owner's deck.

Banish Soul, 3, Warlock (Crown-46U)  
Instant Ability—Demonology  
Remove target non-Demon ally from the game.

Banok Sunrock, 4, Horde (Twilight-131C)  
Ally—Tauren Paladin, 4 [Holy] / 4 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Barathex, Undeath's Hand, Alliance (Throne-2)  
Hero—Night Elf Death Knight, 29 Health (6), Flip Barathex >>> Put target ally from an opposing graveyard into play under your control. If you do, that ally also has **Ferocity**, "This ally can attack only heroes.", and "At end of turn, destroy this ally."

Bark and Bite, 3 (Crown-68R)  
Ability  
**Empower Death Knight:** If you control a Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> **Empower Druid:** If you control a Druid hero or ally, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Barman Shanker, 2, Rogue (Alliance Rogue-22U, Azeroth-315U, Class-214U, Horde Rogue-23U)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike  
This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

Barnacle-Coated Greataxe, 8, DkPaWa (Elements-191R)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike  
You pay (1) less to play this weapon for each equipment you control. <p> This weapon has +1 ATK for each equipment you control.

Baron Ashbury, 4 (Dungeon Treasure-26R)  
Ally—Undead Priest, Ashbury (1), 1 [Shadow] / 5 Health  
When Ashbury enters play, he deals shadow damage to each opposing ally equal to that ally's remaining health -1.

Baru Gravehorn, 6, Horde (Crown-103U)  
Ally—Tauren Death Knight, 3 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, if there are three or more allies in your graveyard, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Bash and Slash, 4 (Crown-69R)  
Ability  
**Empower Rogue:** If you control a Rogue hero or ally, target ally has +3 ATK and **Stealth** this turn. <p> **Empower Warrior:** If you control a Warrior hero or ally, if target ally would deal combat damage this turn, it deals double that much instead.

Battle for the Scarlet Monastery (Dungeon Treasure-55C)  
Quest  
Pay (6) to complete this quest. <p> Reward: Draw a card for each other card you control with Scarlet in its name.

The Battle Is Won, the War Goes On (Crown-193C)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Choose a standard class. Put a 1 [Melee] / 1 [Health] ally token into play with the chosen class.

Battle of Life and Death (Twilight-205C)  
Quest  
You pay (1) less to complete this quest for each damaged hero and ally in play. <p> On your turn: Pay (6) to complete this quest. <p> Reward: Draw a card.

Battle Shout, 3, Warrior (Alliance Warrior-3C, Azeroth-135C, Class-115C, Horde Warrior-3C)  
Instant Ability—Fury Shout  
Ongoing: Allies you control have +1 ATK.

Battleplate of the Apocalypse, 6, DkPaWa (Twilight-178U)  
Equipment—Armor—Plate, Chest (1), 3 DEF  
On your turn: [Activate] >>> When target ally you control deals damage to an opposing ally this turn, destroy both allies.

Baxxel Geartooth, Horde (Elements-11)  
Hero—Goblin Hunter, 28 Health  
[Front]: (4) >>> Flip Baxxel face down.  
[Back]: Pets you control have **Assault 2**. *(They have +2 ATK on your turn.)*

Baxtan, Herald of the Flame, 3, Horde (Throne-143U)  
Ally—Goblin Mage, 3 [Fire] / 1 Health  
**Empower Mage:** When this ally enters play, if you control another Mage hero or ally, this ally deals 3 fire damage divided as you choose to any number of target heroes and/or allies.

Bayner Cogbertson, 7, Alliance (Worldbreaker-134C)  
Ally—Gnome Mage, 7 [Arcane] / 7 Health

Beacon of Light, 2, Paladin (Twilight-54R)  
Instant Ability—Holy  
**Holy Talent** *(You can't put Protection Talents or Retribution Talents in your deck.)* <p> Attach to target ally. <p> Ongoing: When damage is healed from a hero or ally you control, add that many light counters to this ability. <p> Attached ally has +1 / +1 for each light counter on this ability.

Bedrock Talisman, 6, DkDrPaWa (Worldbreaker Badge-9E)  
Equipment—Item, Trinket (2)  
You pay (1) less to play this item for each 5 damage on your hero. <p> Allies you control have **Protector**.

Bella Wilder, 3, Alliance (Alliance Shaman-13C, Worldbreaker-135C)  
Ally—Worgen Druid, 3 [Nature] / 3 Health  
This ally has **Ferocity** while you control another [Nature] card.

Belt of Absolute Zero, 3, DkPaWa (Crown-170C)  
Equipment—Armor—Plate, Waiste (1), 2 DEF  
Weapons you control have +1 ATK.

Benethor Draigo, 3, Horde (Azeroth-228C, Class-168C, Horde DK-13C, Horde Hunter-15C, Horde Warlock-13C, Horde Warrior-10C)  
Ally—Undead Mage, 4 [Fire] / 2 Health

Besora Galefeather, 3, Horde (Class-169C, Horde Druid-13C, Scourgewar-164C)  
Ally—Tauren Druid, 1 [Arcane] / 5 Health  
**Assault 2** *(+2 ATK on your turn)*

Bestial Instinct, 2 (Dungeon Treasure-1C)

Ability

Ongoing: When a Hunter ally enters play under your control or a friendly player's control, target ally has **Ferocity** this turn.

Bestial Revival, 3, Hunter (Throne-39R)

Ability—Beast Mastery

Ongoing: When this ability enters play, put target Pet from your graveyard into play if its cost is less than or equal to the number of resources you control. <p> You can control an additional Pet.

Big Cauldron of Battle, 6,

DkDrHuMaPaPrRoShLoWa (Throne-227R)

Equipment—Item

At the start of your turn, choose one at random: Pain; Mind; Cunning; Power; or Time. <p> Pain: Your hero deals 1 arcane damage to itself.<lb> Mind: Draw a card.<lb>Cunning: Each opponent discards a card.<lb>Power: Your hero deals 3 melee damage to each opposing hero and ally.<lb>Time: Repeat this process two more times.

A Bird in Hand (Alliance DK-27C, Alliance Druid-

22C, Alliance Hunter-23C, Alliance Mage-23C,

Alliance Paladin-24C, Alliance Priest-27C,

Alliance Rogue-25C, Alliance Shaman-29C,

Alliance Warlock-24C, Alliance Warrior-23C,

Elements-204C, Horde DK-28C, Horde Druid-

27C, Horde Hunter-26C, Horde Mage-26C,

Horde Paladin-25C, Horde Priest-26C, Horde

Rogue-26C, Horde Shaman-25C, Horde Warlock-

23C, Horde Warrior-26C)

Quest

Pay (2) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's an ally, put it into your hand.

Bizzazz, 3, Alliance (Alliance Hunter-11C, Class-128C, Legion-138C)

Ally—Gnome Rogue, 3 [Ranged] / 2 Health

When this ally enters play, draw a card.

Black Blood, 5, Death Knight (Alliance DK-2C, Worldbreaker-23C)

Ability—Unholy

Your hero deals 5 shadow damage to target ally. If you control a Disease, your hero also deals 5 shadow damage to target hero.

Black Death, 2, Death Knight (Twilight-22U)

Ability—Unholy Disease

Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero, or 2 if there are no allies in its party.

Black Heart of Flame (Crown-194C)

Quest

Pay (1) to complete this quest. <p> Reward: Target hero or ally has **Smash** this turn. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Blackcrow, 2, Hunter (Alliance Hunter-22U, Class-215U, Dark Portal-271U, Horde Hunter-24U)

Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 1 Strike

When you strike with this weapon, your hero has **Long-Range** this combat. *(Defenders deal no combat damage to it.)*

Blackout (Twilight-206U)

Quest

On your turn: Pay (2) to complete this quest.

<p> Reward: Target up to two face-up resources. Turn the first face down. If you control a Black or Twilight Dragonkin, turn the second face down.

Blacksoul Polearm, 3, DrHu (Elements-192R)

Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike

You can't strike with this weapon on your turn.

Blade of the Burning Sun, 4, MaPaLo (Twilight-190R)

Equipment—1H Weapon—Sword, Melee (1), 1 [Fire], 3 Strike

[Activate], Exhaust your hero >>> Reveal the top card of your deck. If it's a [Fire] ally or equipment, allies you control have **Assault X** this turn, where X is the cost of that revealed card.

Blade of the Witching Hour, 4, DrMaPrShLo (Twilight-191C)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike

When this weapon enters play, your hero may deal 4 fire damage to target opposing hero or ally.

Bladesinger Alyssa, Alliance (Twilight-2)

Hero—Worgen Rogue, 27 Health

[Front]: (5) >>> Flip Alyssa face down.

[Back]: When Alyssa deals combat damage to an ally, she also deals that much melee damage to target hero in that ally's party.

Bladestorm, 6, Warrior (Crown-52R)

Ability—Arms

**Arms Talent** *(You can't put Fury Talents or Protection Talents in your deck.)* <p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK. <p> When this ability enters play, your hero deals melee damage to each opposing ally equal to attached weapon's ATK.

Blast Trap, 2, Hunter (Worldbreaker-44U)

Instant Ability—Survival

**Trap** *(You may exhaust your defending hero rather than pay this card's cost.)* <p> Destroy target attacking ally with cost 4 or more.

Blazing Debris, 5, Mage (Twilight-46C)

Instant Ability—Fire

Your hero deals 3 fire damage to each of up to two target heroes and/or allies.

Blazing Elemental Totem, 4, Shaman (Elements-80U)

Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 2 Health

Ongoing: When this Totem enters play, put two 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play. <p> [Fire] allies you control have **Ferocity**. *(They can attack immediately.)* <p> *(Totems can't attack.)*

Blessing of Defense, 1, Paladin (Citadel Raid-52C, Worldbreaker-63C)

Instant Ability—Protection Blessing

Attach to target ally. <p> Ongoing: Attached ally has +5 ATK while defending.

Blessing of the Devoted, 4, Paladin (Crown-27C)

Ability—Protection Blessing

Attach to target ally. If that ally's cost is 2 or less, draw a card. <p> Ongoing: Attached ally has +3 / +3.

Blessing of Faith, 1, Paladin (Elements-55U, Horde Paladin-2U)

Instant Ability—Holy Blessing

Attach to target friendly ally. <p> Ongoing: Attached ally has +1 / +1. <p> (2), Destroy this ability >>> Destroy target ability.

Blessing of Might, 2, Paladin (Alliance Paladin-2U, Azeroth-62U, Horde Paladin-3U, Twilight-55U)

Instant Ability—Retribution Blessing

Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blessing of the Kindred, 1, Paladin

(Worldbreaker-64R)

Instant Ability—Protection Blessing

Ongoing: As this ability enters play, name a class. <p> Friendly allies of that class have +1 / +1.

Blessing of the Light, 1, Paladin (Throne-53C)

Ability—Holy Blessing

Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1. <p> When attached ally deals damage to an opposing hero, it also heals that much damage from your hero.

Blessing of the Old God, 2,

DkDrHuMaPaPrRoShLoWa (Throne-228C)

Equipment—Item

When this item enters play, draw a card. <p> [Activate], Name a class and destroy this item >>> Target ally you control has that class and loses all other classes this turn.

Blessing of the Righteous, 3, Paladin (Throne-54U)

Instant Ability—Protection Blessing

Attach to target ally you control. <p> Ongoing: Attached ally has +3 / +3 and Protector. <p> When attached ally is destroyed, it heals 6 damage from your hero.

Blessing of the Templar, 5, Paladin (Horde Paladin-4R, Icecrown-46R)

Ability—Holy Blessing

Attach to target hero. <p> Ongoing: Attached hero has **Assault 3** and **Mend 3**.

Blessing of Virtue, 3, Paladin (Worldbreaker-65U)  
Instant Ability—Retribution Blessing  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2, and damage that it would deal is unpreventable. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Damage that allies you control would deal is unpreventable this turn.

Blight Bringers, 1, Death Knight (Elements-23C, Horde DK-2C)  
Ability—Unholy  
Up to three target allies have -3 ATK this turn.

Blistering Fire, 1, Mage (Dark Portal-46C, Horde Mage-2C)  
Ability—Fire  
Your hero deals 3 fire damage to target hero.

Bloat the Bubble Fish, 2 (Throne-220U, Throne Loot-1L)  
Ally—Fish, 0 [Melee] / 1 Health  
**Elusive** <p> (1) >>> This ally has +1 ATK this turn.

Blood Chill, 3, Death Knight (Alliance DK-3C, Horde DK-3C, Worldbreaker-24C)  
Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> If damage is dealt this way, exhaust each opposing hero or ally with **Protector**.

Blood Knight Adrenna, 3, Horde (Twilight-132U)  
Ally—Blood Elf Paladin, 2 [Melee] / 4 Health  
**Protector** <p> When this ally is destroyed, prevent all damage that would be dealt to target ally you control this turn.

Bloodbane's Fall, 3, DkDrHuMaPaPrRoShLoWa (Alliance DK-23C, Alliance Shaman-25C, Alliance Warrior-19C, Class-204C, Horde DK-22C, Scourgewar-216C)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
Your hero has **Assault 1**. (*It has +1 ATK on your turn.*)

Bloodblade, 4, Horde (Class-170C, Horde Rogue-13C, Legion-175C)  
Ally—Orc Rogue, 5 [Melee] / 5 Health  
This ally can attack only heroes.

Bloodclaw, 1, Hunter (Alliance Hunter-3C, Azeroth-36C, Class-38C)  
Ally—Raptor, Pet (1), 3 [Melee] / 1 Health

Bloodfang Berserker, 2, Alliance (Dungeon Treasure-11C)  
Ally—Worgen Warrior, 0 [Melee] / 3 Health  
**Ferocity** (*This ally can attack immediately.*) <p> This ally has +2 ATK while attacking a damaged hero or ally.

Bloodied Arcanite Reaper, 5, DkPaWa (Worldbreaker-236R)  
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee], 0 Strike  
This equipment has +3 ATK for each heirloom counter on it. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Bloodsurge, 4, Warrior (Throne-84R)  
Ability—Fury  
**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Ongoing: If a hero would deal damage, it deals double that much instead.

Blueleaf Tubers (Alliance Druid-23C, Alliance Hunter-24C, Alliance Mage-24C, Alliance Paladin-25C, Alliance Rogue-26C, Alliance Shaman-30C, Alliance Warlock-25C, Alliance Warrior-24C, Azeroth-349C, Horde DK-29C, Horde Druid-28C, Horde Hunter-27C, Horde Mage-27C, Horde Paladin-26C, Horde Rogue-27C, Horde Warlock-24C, Horde Warrior-27C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Shuffle your graveyard into your deck.

Bobbler, 4 (Throne-182U)  
Monster Ally—Murloc Shaman, 1 [Nature] / 4 Health  
This and other Murloc allies you control have **Assault 2**. (*They have +2 ATK on your turn.*)

Bogspike, 1, Hunter (Betrayal-47C, Horde Hunter-3C)  
Ally—Spore Bat, Pet (1), 2 [Melee] / 1 Health  
When this ally enters play, he may deal 1 melee damage to target ally.

Boki Earthgaze, 6, Horde (Horde Shaman-12C, Worldbreaker-165C)  
Ally—Orc Shaman, 6 [Nature] / 2 Health  
**Ferocity** (*This ally can attack immediately.*)

Bolvar, Highlord of Fordragon Hold, 5, Alliance (Class Promo-1E, Wrathgate-110E)  
Ally—Human Paladin, Unique, 5 [Holy] / 4 Health  
**Untargetable** <p> When this ally enters play, you may search your deck for a card named Fordragon Hold and put it into your resource row face up and exhausted. <p> **Death Rattle**: Put each location you control into its owner's hand.

Bones of Transformation, 4, DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-8E)  
Equipment—Item  
Naga allies you control have **Assault 3**. <p> On your turn: [Activate] >>> Target ally you control is also a Naga this turn, and if it would deal any type of damage this turn, it deals frost damage instead.

Boomer, 2, Hunter (Worldbreaker-45R)  
Ally—Bat, Pet (1), 3 [Nature] / 3 Health  
Once on each of your turns: Emit a sonic blast >>> Exhaust target hero or ally. This ally deals 1 nature damage to it.

Borrowed Time, 2, Priest (Crown-31R)  
Ability—Discipline  
**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: At the start of your turn, you may add a clock counter to this ability. <p> On your turn: Remove five clock counters from this ability and destroy it >>> Take an additional turn after this one.

Bottled Cunning, 2, DkDrHuMaPaPrRoShLoWa (Throne-229C)  
Equipment—Item—Potion  
When this item enters play, target hero or ally has +2 ATK and **Stealth** this turn. (*It can't be protected against.*) <p> On your turn: Exhaust a Rogue hero or ally you control and destroy this item >>> Target hero or ally has +2 ATK and **Stealth** this turn.

Bottled Death, 3, DkDrHuMaPaPrRoShLoWa (Throne-230C)  
Equipment—Item—Potion  
When this item enters play, target ally has -2 [Health] this turn. <p> On your turn: Exhaust a Death Knight hero or ally you control and destroy this item >>> Target ally has -2 [Health] this turn.

Bottled Elements, 3, DkDrHuMaPaPrRoShLoWa (Throne-231C)  
Equipment—Item—Potion  
When this item enters play, ready target hero or ally. <p> On your turn: Exhaust a Shaman hero or ally you control and destroy this item >>> Ready target hero or ally.

Bottled Knowledge, 3, DkDrHuMaPaPrRoShLoWa (Throne-232C)  
Equipment—Item—Potion  
When this item enters play, draw two cards, then discard a card. <p> On your turn: Exhaust a Mage hero or ally you control and destroy this item >>> Draw two cards, then discard a card.

Bottled Life, 1, DkDrHuMaPaPrRoShLoWa (Throne-233C)  
Equipment—Item—Potion  
When this item enters play, put a 1 [Melee] / 1 [Health] Treant ally token into play. <p> On your turn: Exhaust a Druid hero or ally you control and destroy this item >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Bottled Light, 3, DkDrHuMaPaPrRoShLoWa (Throne-234C)  
Equipment—Item—Potion  
When this item enters play, put target ally with cost 2 or less from your graveyard into play. <p> On your turn: Exhaust a Paladin hero or ally you control and destroy this item >>> Put target ally with cost 2 or less from your graveyard into play.

Bottled Mind, 3, DkDrHuMaPaPrRoShLoWa (Throne-235C)  
Equipment—Item—Potion  
When this item enters play, target opponent discards a card. <p> On your turn: Exhaust a Priest hero or ally you control and destroy this item >>> Target opponent discards a card.

Bottled Rage, 2, DkDrHuMaPaPrRoShLoWa (Throne-236C)  
Equipment—Item—Potion  
When this item enters play, your hero and allies you control have +1 ATK this turn. <p> On your turn: Exhaust a Warrior hero or ally you control and destroy this item >>> Your hero and allies you control have +1 ATK this turn.

Bottled Spite, 3, DkDrHuMaPaPrRoShLoWa (Throne-237C)  
Equipment—Item—Potion  
When this item enters play, your hero deals 1 nature damage to each opposing hero and ally. <p> On your turn: Exhaust a Monster hero or ally you control and destroy this item >>> Your hero deals 1 nature damage to each opposing hero and ally.

Bottled Void, 3, DkDrHuMaPaPrRoShLoWa (Throne-238C)  
Equipment—Item—Potion  
When this item enters play, your hero deals 3 shadow damage to target opposing hero and heals 1 damage from itself for each damage dealt this way. <p> On your turn: Exhaust a Warlock hero or ally you control and destroy this item >>> Your hero deals 3 shadow damage to target opposing hero and heals 1 damage from itself for each damage dealt this way.

Bottled Wild, 2, DkDrHuMaPaPrRoShLoWa (Throne-239C)  
Equipment—Item—Potion  
When this item enters play, target hero or ally has **Long-Range** this turn. (*When it attacks, defenders deal no combat damage to it.*) <p> On your turn: Exhaust a Hunter hero or ally you control and destroy this item >>> Target hero or ally has **Long-Range** this turn.

Bound Inferno, 5 (Elements-172U)  
Ally—Fire Elemental, Unlimited, 3 [Fire] / 2 Health  
**Ferocity** <p> When this ally is destroyed, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Bound Rumbler, 5 (Elements-170U)  
Ally—Earth Elemental, Unlimited, 4 [Melee] / 2 Health  
**Protector** <p> When this ally is destroyed, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play.

Bound Torrent, 4 (Elements-174U)  
Ally—Water Elemental, Unlimited, 2 [Frost] / 1 Health  
**Elusive** <p> When this ally exhausts, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Bound Vortex, 3 (Elements-169U)  
Ally—Air Elemental, Unlimited, 3 [Nature] / 1 Health  
**Untargetable** <p> When this ally exhausts, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Boundless Life, 1, Shaman (Throne-70R)  
Ability—Restoration  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it back into your deck.*) <p> Your hero heals 1 damage from itself and each ally you control for each resource you control.

Boundless Might, 3, Paladin (Throne-55R)  
Instant Ability—Retribution  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it back into your deck.*) <p> Choose one: Target weapon has +1 ATK this turn for each resource you control; or target armor has +1 [DEF] this turn for each resource you control.

Boundless Rage, 1, Warrior (Crown-53R)  
Ability—Fury  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> Target ally has +1 ATK this turn for each resource you control.

Boundless Shadows, 4, Priest (Throne-59R)  
Ability—Shadow  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it back into your deck.*) <p> Target player removes a card from the top of his deck from the game for each resource you control.

Boundless Thievery, 1, Rogue (Crown-37R)  
Ability—Subtlety  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> Reveal cards from the top of target opponent's deck equal to the number of resources you control. You may choose a revealed ally or equipment and play it immediately, paying costs as normal. Then, put the rest on the bottom of that player's deck.

Boundless Wild, 6, Druid (Throne-33R)  
Ability—Balance  
**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it back into your deck.*) <p> For each resource you control, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Braeo Darkpaw, 3, Alliance (Throne-99C)  
Ally—Worgen Druid, 3 [Nature] / 3 Health  
This ally has +2 / +2 for each attachment attached to him.

Bragvi Stormstein, Alliance (Worldbreaker-3)  
Hero—Dwarf Shaman (Elemental), 28 Health  
[Front]: (4) >>> Flip Bragvi face down.  
[Back]: When an opposing hero is dealt nature ([Nature]) damage, Bragvi may deal 1 nature damage to target ally.

Brainsplinter, 4, Rogue (Crown-178U)  
Equipment—Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike  
**Dual Wield** <p> When your hero strikes with this weapon, target ally has **Stealth** this turn.

Branch of Nordrassil, 6, DrMaPrShLo (Crown-179R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature] / 5 Strike  
When you draw a card, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Braxiss the Sleeper, 6, Alliance (Alliance Druid-11U, Azeroth-179U, Class-129U)  
Ally—Night Elf Druid, 6 [Melee] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Break Steel, 1, Rogue (Twilight-70C)  
Ability—Assassination  
Destroy target exhausted equipment. If you do, your hero deals 2 melee damage to its controller's hero.

Breaking the Bonds (Elements-205C)  
Quest  
You pay (1) less to complete this quest for each ally you control. <p> Pay (7) to complete this quest. <p> Reward: Draw a card.

Breath of the Elements, 5, Shaman (Alliance Shaman-3R, Worldbreaker-94R)  
Instant Ability—Enhancement  
Ready each ally you control.

Breathstone-Infused Longbow, 3, Hunter (Throne-244U)  
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 1 Strike  
Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> You pay (2) less to play allies with cost 6 or more.

Brel Blazebeard, 4, Alliance (Alliance Warlock-14C, Twilight-107C)  
Ally—Dwarf Mage, 2 [Fire] / 4 Health  
**Elusive** (*This ally can't be attacked.*) <p> When your hero or another ally you control deals fire ([Fire]) damage, this ally has **Assault 2** this turn. (*He has +2 ATK on your turn.*)

Brigg, 1, Horde (Azeroth-231C, Horde Warrior-11C)  
Ally—Orc Warrior, 1 [Melee] / 2 Health  
When this ally deals combat damage to a damaged ally, destroy that ally.

Brighteye, 3 (Throne-183C)  
Monster Ally—Murloc Priest, 1 [Holy] / 4 Health  
When this or another Murloc ally enters play under your control, this ally heals 3 damage from target hero or ally.

Brimi Tinkerblade, 4, Alliance (Elements-110C)  
Ally—Gnome Rogue, 3 [Nature] / 4 Health  
On your turn: (3), Destroy this ally >>> Destroy target equipment with cost 4 or less.

Brittle Bones, 4, Death Knight (Throne-26R)  
Ability—Frost Disease  
**Frost Talent** (*You can't put Blood Talents or Unholy Talents in your deck.*) <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 2 frost damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, destroy two target non-hero cards.

Brogre, 3 (Crown-129U)  
Monster Ally—Ogre Warrior, 0 [Melee] / 6 Health  
On your turn: (2) >>> Target Ogre ally has +3 ATK this turn.

Bromor the Shadowblade, 2, Alliance (Crown-78R)  
Ally—Dwarf Rogue, 2 [Melee] / 3 Health  
**Stealth** <p> When your hero strikes with a weapon, add a +1 ATK counter to that weapon.

Bronze Drake, 1 (Elements-161C)  
Ally—Bronze Dragonkin, 1 [Arcane] / 1 Health  
When this ally enters play, if you control no ready resources, target hero or ally has **Assault 1** this turn. *(It has +1 ATK on your turn.)*

Bronze Drakonid, 2 (Elements-162U)  
Ally—Bronze Dragonkin, 2 [Arcane] / 2 Health  
When this ally enters play, if you control no ready resources, you may ready target ally.

Bronze Emissary, 4 (Elements-163U)  
Ally—Bronze Dragonkin, 4 [Melee] / 3 Health  
When this ally enters play, if you control no ready resources, Rogues and Warriors you control have **Assault 1** and **Stealth** this turn.

Bronze Guardian, 3 (Elements-164C)  
Ally—Bronze Dragonkin, 1 [Melee] / 4 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*  
<p> When this ally enters play, if you control no ready resources, you may draw a card.

Bronze Skyrazor, 5 (Elements-165C)  
Ally—Bronze Dragonkin, 4 [Melee] / 4 Health  
When this ally enters play, if you control no ready resources, it has **Ferocity** this turn.

Bronze Warden, 1 (Elements-166C)  
Ally—Bronze Dragonkin, 1 [Arcane] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*  
<p> When this ally enters play, if you control no ready resources, he may heal 3 damage from target hero or ally.

Brothers in Death, Death Knight (Alliance DK-26U, Horde DK-27U, Scourgewar-251U)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Brutal Bear Form, 4, Druid (Elements-31U, Horde Druid-2U)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Your hero has **Protector**. *(It may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Allies you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Brutal Strike, 1, Warrior (Crown-54C)  
Ability—Fury  
Choose one: Your hero deals 1 melee damage to target ally; or destroy target damage ally.

Bubblegil, 4 (Throne-184U)  
Monster Ally—Murloc Warrior, 2 [Frost] / 4 Health  
This and other Murloc allies you control have **Protector**. *(They may exhaust to become the defender when an opposing hero or ally attacks.)*

Bubblesmash, 4 (Crown-150C)  
Monster Ally—Murloc Hunter, 4 [Nature] / 2 Health  
This and other Murloc allies you control have **Smash**. *(If they would deal more than fatal combat damage to a defending ally, they deal the rest to that ally's controller's hero.)*

Buldrug, 4 (Throne-193C)  
Monster Ally—Ogre Warrior, 3 [Melee] / 5 Health  
**Enrage** *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Bully, 3, Rogue (Worldbreaker-84C)  
Ability—Assassination  
Destroy target ally or equipment with cost 4 or less.

Burdok Brewshot, 2, Alliance (Throne-100C)  
Ally—Dwarf Hunter, 4 [Melee] / 1 Health

Burly Berta, 2, Alliance (Class Promo-2R, Wrathgate-112R)  
Ally—Dwarf Warrior, 0 [Melee] / 4 Health  
**Assault 2** <p> When this ally deals damage to a hero, you may draw a card. <p> **Death Rattle:** Target ally you control has **Assault 2** this turn.

Burning Rage, 4, Warrior (Elements-95R)  
Ability—Fury  
Ongoing: While you control no ready resources, allies you control have +2 ATK.

Burning Winds, 3, Shaman (Twilight-78R)  
Ability—Elemental  
If you control one or more non-token [Fire] allies, put an X [Fire] / X [Health] Fire Elemental ally token into play, where X is the highest cost among [Fire] allies you control. <p> If you control one or more non-token [Nature] allies, put an X [Nature] / X [Health] Air Elemental ally token into play, where X is the highest cost among [Nature] allies you control.

Burom Bladeseer, 2, Horde (Elements-131C, Horde Druid-14C, Horde Paladin-11C, Horde Priest-12C, Horde Shaman-13C)  
Ally—Orc Shaman, 3 [Nature] / 2 Health

Butcher's Cleaver, 2, DkHuPaRoShWa (Dungeon Treasure-46C)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike  
This weapon has +2 ATK while your hero is attacking a hero with 15 or more damage.

Buzzer Blade, 3, Rogue (Dungeon Treasure-47U)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 1 Strike  
**Dual Wield** *(You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.)* <p> When your hero deals fatal damage to an ally while attacking, you may destroy target equipment.

Cadon Thundershade, 4, Horde (Worldbreaker-166C)  
Ally—Tauren Priest, 4 [Shadow] / 3 Health  
When this ally enters play, you may put target ability into its owner's hand.

Cadric Talworth, 3, Alliance (Elements-111C)  
Ally—Worgen Warlock, 2 [Fire] / 3 Health  
**Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)* <p> **Ferocity** *(This ally can attack immediately.)*

Caelestrasz, 5 (Twilight-166R)  
Ally—Red Dragonkin, Caelestrasz (1), 4 [Fire] / 4 Health  
Allies you control have +1 / +1 for each Red Dragonkin you control.

Caera Sunforge, 4, Horde (Elements-132C)  
Ally—Blood Elf Paladin, 2 [Melee] / 6 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Cairne, Earthmother's Chosen, 6, Horde (Worldbreaker-167E)  
Ally—Tauren High Chieftain, Cairne (1), 6 [Nature] / 7 Health  
Tauren you control have **War Stomp**. *(When they attack or defend, you may exhaust target opposing hero or ally.)* <p> **Stash:** Put a 1 [Nature] / 1 [Health] [Horde] Tauren Warrior ally token into play.

Caleb Pavish, Alliance (Worldbreaker-4)  
Hero—Worgen Rogue (Assassination), 27 Health  
[Front]: (2) >>> Flip Caleb face down.  
[Back]: At the start of your turn, Caleb deals 1 nature damage to target hero.

Camouflage, 4, Hunter (Twilight-38R)  
Ability—Survival  
Ongoing: On your turn: (2), [Activate] >>> Remove target ally you control from the game. If you do, put it into play under your control at the end of the next opponent's turn.

"Captain Cookie", 6 (Dungeon Treasure-34E)  
Monster Ally—Murloc Cook, Cookie (1), 4 [Nature] / 4 Health  
As Cookie enters play, reveal the top five cards of your deck. Remove all revealed Murlocs from the game and put the rest on the bottom of your deck. <p> Cookie enters play with the printed powers of all Murlocs removed this way.

Captain Swash, 1, Horde (Class-173C, Horde Rogue-14C, Legion-179C)  
Ally—Orc Rogue, 1 [Melee] / 1 Health  
This ally has +3 ATK while attacking an exhausted hero or ally.

Carnage, 5, Rogue (Honor-55U, Horde Rogue-4U)

Ability—Assassination Combo  
Destroy each opposing ally with cost 4 or less.

Celadon Pendant, 2, DrPaPrSh (Worldbreaker Badge-2E)

Equipment—Item, Neck (1)  
Your hero has **Mend 1** for each face-up resource you control.

Celestial Moonfire, 3, Druid (Elements-32R, Horde Druid-3R)

Instant Ability—Balance  
Attach to target hero or ally, and your hero deals 2 arcane damage to it. <p> Ongoing: At the start of your turn, if this ability is in play, your hero deals 2 arcane damage to attached character. <p> On your turn: Exhaust an [Arcane] ally you control >>> Put this ability into its owner's hand.

Cenarius, Lord of the Forest, 12 (Crown-5E)  
Monster Master Hero—Druid Demigod, 2 [Nature] / 35 Health

You pay (4) less to play Cenarius if you control at least two allies each with cost 4 or more. <p> When your hero becomes Cenarius, reveal the top ten cards of your deck. Put all revealed allies into play and the rest on the bottom of your deck.

Censure, 1, Paladin (Alliance Paladin-3C, Worldbreaker-66C)

Instant Ability—Retribution  
Put target opposing attacking ally into its owner's hand.

Ceraka, 4, Horde (Worldbreaker-168U)

Ally—Orc Mage, 4 [Fire] / 2 Health  
On your turn: (1), Turn a quest you control face down >>> This ally deals 3 fire damage to target hero.

Cerith Spire Staff, 3, MaPrLo (Throne-245R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 5 Strike  
If your hero would deal any type of damage, it deals frost damage instead. <p> At the end of your turn, your hero deals 10 frost damage to target opposing hero that was dealt 10 or more frost ([Frost]) damage this turn.

Cerwyn, 1, Alliance (Alliance Druid-12C, Alliance Hunter-12C, Alliance Mage-14C, Alliance Priest-11C, Class-130C, Dark Portal-159C)

Ally—Night Elf Druid, 1 [Nature] / 2 Health

Chain Heal, 2, Shaman (Alliance Shaman-4C, Class-91C, Elements-81C, Horde Shaman-2C, Outland-74C)

Ability—Restoration  
Target up to three heroes and/or allies. Your hero heals 3, 2, and 1 damage from them, respectively.

Chain Lightning, 5, Shaman (Azeroth-106R, Class-92R, Horde Shaman-3R)

Ability—Elemental  
Target up to three heroes and/or allies. Your hero deals 3, 2, and 1 nature damage to them, respectively.

Chain of the Scarlet Crusade, 6, HuSh (Dungeon Treasure-38U)

Equipment—Armor Set—Mail, Chest (1), Wrist (1), Hands (1), Waist (1), Legs (1), Feet (1), 5 DEF

At the start of your turn, add a scarlet counter to this armor. <p> Your hero and allies you control have **Assault 1** for each scarlet counter.

Chains of Ice, 2, Death Knight (Alliance DK-4R, Worldbreaker-25R)

Ability—Frost  
Attach to target opposing ally. Search your deck for a Disease, reveal it, and put it into your hand. <p> Ongoing: Attached ally can't attack.

Chakra, 3, Priest (Throne-60R)

Ability—Holy  
**Holy Talent** (You can't put Discipline Talents or Shadow Talents in your deck.) <p> Ongoing: If your hero or an ally you control would deal damage, it deals that much +1 instead. <p> If your hero or an ally you control would heal damage, it heals that much +1 instead.

Chalice of the Mountain Kings, 3, DkHuMaPaPrRoShLoWa (Worldbreaker Crafted-4E)

Equipment—Item  
**Artifact** (You may play this card from your graveyard.) <p> When this item enters play, each player may put a 1 [Melee] / 1 [Health] Dwarf Sword Dancer ally token into play. <p> Prevent all damage that Dwarves would deal to Dwarves.

Challenge to the Black Flight (Worldbreaker-253C)

Quest  
Pay (2) to complete this quest. <p> Reward: Draw a card if a Dragonkin entered play this turn. Draw a card if a Dragonkin left play this turn.

Champion's Deathdealer Breastplate, 3, HuSh (Elements-179R)

Equipment—Armor—Mail, Chest (1), 1 DEF  
Weapons you control have +1 ATK and an additional +1 ATK for each heirloom counter on this armor. <p> **Stash**: Add an heirloom counter to target equipment.

Chandra Marlight, 2, Alliance (Twilight-108C)

Ally—Worgen Priest, 1 [Holy] / 3 Health  
**Aberration** (Prevent all non-combat damage that would be dealt to this ally.) <p> **Mend 2** (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Chaos Bolt, 2, Warlock (Twilight-86R)

Ability—Destruction  
**Destruction Talent** (You can't put Affliction Talents or Demonology Talents in your deck.) <p> Reveal the top card of target opponent's deck and remove it from the game. If it's an ability, ally, or equipment, your hero deals shadow damage to that opponent's hero equal to the cost of that revealed card, and you may play it this turn. (Pay costs as normal.)

Chaotic Rush, 5, Warrior (Worldbreaker-113U)

Ability—Fury  
Put target ally on top of its owner's deck. <p> Ongoing: Opposing allies enter play exhausted.

Char, 3, Mage (Throne-46R)

Ability—Fire  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached hero for each card in its controller's hand.

Charmed Ancient Bone Bow, 3, Hunter (Worldbreaker-237R)

Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 1 Strike  
**Long-Range** <p> This equipment has +2 ATK for each heirloom counter on it. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Chasten, 3, Priest (Alliance Priest-2C, Horde Priest-2C, Legion-68C)

Instant Ability—Holy  
Your hero deals 3 unpreventable holy damage to target hero or ally.

Chelley's Staff of Dark Mending, 2, MaPrLo (Twilight-192R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
When an ally you control is destroyed, your hero heals damage from itself equal to that ally's cost.

Cho'gall, 9 (Twilight-174E)

Ally—Ogre Magi Warlock, Cho'gall (1), 6 [Shadow] / 8 Health  
At the start of your turn, destroy an ability, ally, or equipment you control. <p> At the end of your turn, destroy target opposing ability, ally, or equipment.

Chompers, 5, Hunter (Throne-40U)

Monster Ally—Shark, Pet (1), 5 [Melee] / 5 Health  
Once per turn, on your turn: Destroy a Murloc you control >>> Ready this ally. It heals all damage from itself.

Chops, 3, Hunter (Alliance Hunter-4U, Dark Portal-32U, Horde Hunter-4U)

Ally—Boar, Pet (1), 3 [Melee] / 4 Health  
When this ally attacks, you may exhaust target hero or ally.

Chumly, 3 (Throne-185U)

Monster Ally—Murloc Warrior, 2 [Frost] / 2 Health  
This and other Murloc allies you control have +1 / +1.

Cinder, 2, Hunter (Twilight-39C)

Ally—Dragonhawk, Pet (1), 4 [Fire] / 2 Health  
At the start of your turn, this ally may deal 1 fire damage to target hero or ally.

Circle of Healing, 3, Priest (Alliance Priest-3R, Illidan-65R)

Instant Ability—Holy  
**Holy Talent** (You can't put Discipline Talents or Shadow Talents in your deck.) <p> Your hero heals 10 damage from each friendly hero and ally.

Citadel Enforcer's Claymore, 4, DkPaWa (Alliance Paladin-23C, Horde DK-25C, Worldbreaker-238C)  
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 4 Strike

Clamora Amberglare, 4, Horde (Citadel Raid-67C, Horde Hunter-16C, Horde Paladin-12C, Scourgewar-166C)  
Ally—Blood Elf Hunter, 2 [Ranged] / 4 Health  
When this ally enters play, target hero or ally has **Assault 2** this turn. (+2 ATK on your turn)

Clamps, 4, Hunter (Throne-41C)  
Monster Ally—Crab, Pet (1), 2 [Melee] / 6 [Health]  
(2), [Activate] >>> Exhaust up to two target allies.

Claws of the Dead, 2, Death Knight (Throne-27U)  
Ability—Unholy  
Opposing allies have -3 ATK this turn. <p>  
**Delve** (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Claws of Torment, 3, RoSh (Alliance Shaman-27C, Twilight-193C)  
Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike  
Your hero has Dual Wield. (You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.)

Cleaning House (Crown-195C)  
Quest  
If you control an ally with 6 or more ATK: Pay (2) to complete this quest. <p> Reward: Draw a card.

Cleanse Spirit, 2, Shaman (Horde Shaman-4C, Twilight-79C)  
Ability—Restoration  
Destroy target ability. If you do, your hero heals 3 damage from target hero or ally.

Cleansing Witch Hill (Worldbreaker-254C)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Turn target resource face down. Draw a card.

Clockwork Gnome, 8 (Worldbreaker Crafted-5E)  
Ally—Mechagnome, 0 [Melee] / 0 Health  
**Artifact** (You may play this card from your graveyard.) <p> This ally has +ATK and +[Health] equal to the hour.

Coated Blades, 2, Rogue (Elements-72R)  
Ability—Assassination  
Choose one: Target player discards a card for each Poison attached to his hero; or search your deck for a Poison, reveal it, and put it into your hand.

Cobra Shot, 4, Hunter (Alliance Hunter-5R, Elements-40R)  
Instant Ability—Survival  
Your hero deals nature damage to target hero or ally equal to the combined ATK of a Pet and a Ranged weapon you control.

Cold Front, 2, Mage (Alliance Mage-3C, Horde Mage-3C, Legion-45C)  
Instant Ability—Frost  
Allies can't attack this turn.

Colossal Skull-Clad Cleaver, 5, DkShWa (Alliance DK-25U, Wrathgate-187U)  
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike  
When an opposing ally is destroyed, add a skull counter. <p> This weapon has **Assault 1** for each skull counter.

Colossus Smash, 5, Warrior (Twilight-94R)  
Ability—Arms  
Put a 5 [Melee] / 5 [Health] Colossus Warrior ally token into play. <p> Ongoing: When an ally you control with 5 or more ATK is destroyed, you may destroy target equipment.

Command of Undeath, 4, Death Knight (Elements-24C)  
Ability—Unholy  
Put target opposing equipment on the bottom of its owner's deck. If you do, your hero deals 4 shadow damage to its controller's hero.

Commander Molotov, 6, Horde (Twilight-133R)  
Ally—Goblin Warrior, Molotov (1), 3 [Melee] / 8 Health  
**Time is Money** <p> [Activate], Destroy another ally you control >>> This ally deals fire damage to target hero or ally equal to that destroyed ally's cost.

Commander Ulthok, 5 (Throne-199E)  
Monster Ally—Faceless One Warlock, Ulthok (1), 5 [Shadow] / 4 Health  
**Monster Hero Required** <p> When Ulthok enters play, name an ability, ally, or equipment. Then search target opponent's deck, graveyard, and hand for all cards with that name and remove them from the game.

Concussive Barrage, 1, Hunter (Throne-42R)  
Instant Ability—Marksmanship  
**Marksmanship Talent** (You can't put Beast Mastery Talents or Survival Talents in your deck.) <p> Your hero deals 2 ranged damage to target hero or ally. That damage is doubled for each other card named Concussive Barrage in your graveyard.

Consecration, 6, Paladin (Class-61R, Dark Portal-57R, Horde Paladin-5R)  
Instant Ability—Holy  
Your hero deals 2 unpreventable holy damage to each opposing hero and ally.

Contagious Poison, 1, Rogue (Worldbreaker-85R)  
Instant Ability—Assassination Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, you may reattach this ability to target hero or ally. Then, your hero deals 2 nature damage to attached character.

Cookie's Stirring Rod, 3, MaPrLo (Twilight-194R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 1 Strike  
**Long-Range** <p> When your hero deals damage with this weapon, reveal the top card of your deck. If it's an [Arcane] card, put it into your hand.

Cookie's Tenderizer, 4, DkPaRoShWa (Dungeon Treasure-48C)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 0 Strike  
When your hero deals combat damage to a hero or ally with this weapon, allies you control have +1 ATK while attacking that character this turn.

Core of Ripeness, 4, DrPaPrSh (Worldbreaker Badge-10E)  
Equipment—Item, Trinket (2)  
When this item enters play, reveal the top two cards of your deck, then place them into your resource row exhausted as additional resources. <p> When this item leaves play, destroy three resources you control.

Corin Stallnorth, 1, Alliance (Throne-101C)  
Ally—Worgen Warrior, 1 [Melee] / 4 Health

Corrosion Prevention (Worldbreaker-255C)  
Quest  
If a hero or ally you controlled dealt nature ([Nature]) damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Corrupted Egg Shell, 4, DrMaPaPrShLo (Twilight-186R)  
Equipment—Item, Trinket (2)  
While you control an Egg ally token, your hero has **Protector**. <p> At the end of your turn, put a 0 [Shadow] / 1 [Health] Egg ally token into play. <p> At the start of your turn, you may destroy this item. If you do, all Egg ally tokens you control as you do become 8 [Shadow] / 8 [Health] Twilight Dragonkin.

Corrupted Hippogryph, 2 (Crown-166E, Crown Loot-3L)  
Monster Ally—Hippogryph, Mount (1), 0 [Nature] / 3 Health  
Opponents pay (1) more to complete quests. <p> When an opponent places a resource face up into his resource row, this ally deals 3 nature damage to his hero. (Mounts can't attack or be attacked.)

Council of Three Hammers, 9, Alliance (Twilight-103E)  
Ability  
Put a 5 [Melee] / 5 [Health] Dwarf Warrior ally token named Muradin Bronzebeard with **Protector** and Muradin (1), a 5 [Holy] / 5 [Health] Dwarf Priest ally token named Moira Thaurissan with **Mend 5** and Moira (1), and a 5 [Nature] / 5 [Health] Dwarf High Thane ally token named Falstad Wildhammer with **Ferocity** and Falstad (1) into play.

Counterspell, 2, Mage (Alliance Mage-4R, Azeroth-51R, Citadel Raid-43R, Class-48R)  
Instant Ability—Arcane  
Interrupt target ability.

Counting Out Time (Worldbreaker-256C)

Quest

Pay (4) to complete this quest. <p> Reward: Draw a card. If you control ten or more resources, draw another two cards.

Cover of the Light, 1 (Dungeon Treasure-2C)

Ability

Ongoing: When a Paladin ally enters play under your control or a friendly player's control, it heals 3 damage from target hero or ally.

Crabbyfin, 2 (Throne-186U)

Monster Ally—Murloc Hunter, 1 [Frost] / 1 Health

When this or another Murloc ally enters play under your control, you may put a 1 [Melee] / 1 [Health] Crab Monster ally token into play.

Crawling Claw, 3 (Worldbreaker Crafted-1E)

Ally—Crawling Claw, Claw (1), 5 [Melee] / 1 Health

**Artifact** (You may play this card from your graveyard.) <p> When this ally attacks, you and target opponent play "Rock, Parchment, Sickle." If you lose, it can't deal damage this combat.

Crazy Igvand, 2, Alliance (Alliance Hunter-13C, Azeroth-180C)

Ally—Dwarf Warrior, 0 [Melee] / 6 Health

**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Crime Scene Alarm-o-Bot, 1, Alliance (Dungeon Treasure-12C)

Ally—Mechanical Sentry, 0 [Melee] / 4 Health

**Protector** <p> When an opposing hero or ally attacks, you may ready this ally.

Crimson Guard, 1, Death Knight (Crown-6C)

Instant Ability—Blood

Your hero has **Protector** this turn. <p> Allies you control with 6 or more ATK have **Protector** this turn. (They may exhaust to become the defender when an opposing hero or ally attacks.)

Crimson Shocker, 3, MaPrLo (Alliance Warlock-23U, Class-216U, Horde Priest-24U, Horde Warlock-22U, Legion-278U)

Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike

When this weapon enters play, your hero may deal 2 fire damage to target hero or ally.

Crippling Shot, 2, Hunter (Alliance Hunter-6C, Horde Hunter-5C, Legion-35C)

Instant Ability—Survival

Target hero or ally has -5 ATK this turn.

Crown of Chelonian Freedom, 4, DkPaWa (Elements-180U)

Equipment—Armor—Plate, Head (1), 1 DEF

When this armor enters play, put X +1 [DEF] counters on it, where X is the cost of a non-[Horde], non-[Alliance] ally you control. <p> This armor can prevent damage to non-[Horde], non-[Alliance] allies you control.

Crown of the Ogre King, 3,

DkDrHuMaPaPrRoShLoWa (Crown-171R)

Equipment—Armor—Cloth, Head (1), 2 DEF

Heroes and allies you control with **Smash** have **Assault 3**.

The Crucible of Carnage: The Twilight Terror

(Twilight-207C)

Quest

On your turn, if an ability, ally, or equipment was destroyed this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Crul'korak, the Lightning's Arc, 2, RoSh (Alliance Shaman-28R, Twilight-195R)

Equipment—1H Weapon—Axe, Melee (1), 1 [Nature], 0 Strike

[Nature] allies you control have **Assault X**, where X is the ATK of this weapon.

Crusher of Bonds, 1, DkPaRoShWa (Elements-193C)

Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 5 Strike

Crushing Strike, 3, Warrior (Horde Warrior-4C, Worldbreaker-114C)

Ability—Arms

Destroy target opposing equipment. If you do, your hero may deal 3 melee damage to its controller's hero.

Crusty, 5, Hunter (Honor-26C, Horde Hunter-6C)

Ally—Crab, Pet (1), 2 [Melee] / 6 Health

**Protector** <p> When this ally deals combat damage to an ally, he may also deal that much melee damage to a second target hero or ally.

Crystals of Power (Worldbreaker-257C)

Quest

Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Nature] card into your hand and the rest on the bottom of your deck.

The Culmination of Our Efforts (Throne-254C)

Quest

Pay (4) to complete this quest. <p> Reward: Choose "ability," "ally," "equipment," or "quest" and reveal the top five cards of your deck. Put a revealed card of the chosen type into your hand and the rest on the bottom of your deck.

Dagax the Butcher, 2, Horde (Twilight-134R)

Ally—Goblin Rogue, 5 [Melee] / 1 Health

**Ferocity, Stealth** <p> This ally can attack only heroes. <p> At the end of your turn, destroy this ally.

Dagin Bootzap, 4, Alliance (Alliance Hunter-14C, Alliance Shaman-14C, Elements-112C)

Ally—Dwarf Hunter, 3 [Arcane] / 2 Health

When this ally enters play, he deals 1 arcane damage to target hero or ally.

Dancing Rune Weapon, 1, Death Knight (Worldbreaker-26R)

Ability—Blood

**Blood Talent** (You can't put Frost Talents or Unholy Talents in your deck.) <p> Put a weapon with cost less than or equal to the number of resources you control from your hand into play. At the end of this turn, put that weapon from play into your hand.

Dar the Beastmaster, 4, Alliance (Crown-79C)

Ally—Worgen Hunter, 2 [Melee] / 7 Health

Dark Cleric Jocasta, 6, Horde (Azeroth-233U,

Horde DK-14U)

Ally—Undead Priest, 3 [Holy] / 5 Health

When this ally enters play, you may put target ally from your graveyard into your hand.

Dark Embrace, 2, Priest (Elements-63R)

Ability—Shadow

Each player puts the top 5 cards of his deck into his graveyard.

Dark Extortion, 5, Priest (Horde Priest-3R, Worldbreaker-73R)

Ability—Shadow

Target player chooses an ally he controls. Gain control of that ally.

The Dark Side of the Light (Dungeon Treasure-56C)

Quest

Pay (5) to complete this quest. <p> Reward: If you control a [Holy] card, draw a card. If you control a [Shadow] card, draw a card.

Dark Simulacrum, 4, Death Knight (Twilight-23R)

Ability—Blood

Play target ability in an opposing graveyard immediately without paying its cost.

Dark Transformation, 5, Death Knight (Crown-7R)

Ability—Unholy

**Unholy Talent** (You can't put Blood Talents or Frost Talents in your deck.) <p> Attach to target Ghoul. <p> Ongoing: Attached Ghoul has +7 / +7. <p> When attached Ghoul deals damage to an opposing hero, destroy target opposing ally.

Darklight Torch, 4, MaPrLo (Twilight-196U)

Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike

When this weapon is destroyed, you may destroy target ability.

Darkmoon Card: Hurricane, 3,

DkDrHuPaRoShWa (Twilight-187R)

Equipment—Item, Trinket (2)

When this item enters or leaves play, your hero deals 1 nature damage to each opposing ally.

Darkmoon Card: Volcano, 7, DrMaPrShLo (Elements-188R)

Equipment—Item, Trinket (2)

At the start of your turn, you win the game if there are no cards in your deck. <p> **Stash:** Target player puts the top two cards of his deck into his graveyard.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Icecrown-102C)

Ally—Human Priest, 6 [Shadow] / 2 Health

Daroka Venomfist, 1, Horde (Throne-144C)

Ally—Orc Rogue, 2 [Nature] / 1 Health

When this ally attacks, exhaust target opposing ally. (A protector exhausted this way can't protect this combat.)

Dar'thael the Bloodsworn, Horde (Twilight-13)  
Hero—Blood Elf Warrior, 30 Health  
[Front]: (4) >>> Flip Dar'thael face down.  
[Back]: **Protector** (*Dar'thael may exhaust to become the defender when an opposing hero or ally attacks.*)

Dastrin Bowman, 5, Alliance (Throne-102C)  
Ally—Human Hunter, 5 [Melee] / 4 Health  
Pets you control have **Long-Range**. (*When they attack, defenders deal no combat damage to them.*)

Dauntless Defender, 1, Warrior (Elements-96C)  
Instant Ability—Protection  
Target ally has **Protector** this turn. It also has +4 ATK while defending this turn. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Davius, Herald of Nature, 3, Alliance (Throne-103U)  
Ally—Worgen Druid, 2 [Nature] / 3 Health  
**Empower Druid**: When this ally enters play, if you control another Druid hero or ally, reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Davron of Stormwind, Alliance (Alliance DK-1)  
Hero—Human Death Knight, 29 Health  
On your turn: (1), Flip Davron >>> Target hero or ally can't protect this turn.

Dawnblade Blade, 5, DkPaRoWa (Throne-246U)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 0 Strike  
At the start of your turn, you may add a +1 ATK counter to this weapon.

Daze, 3, Rogue (Worldbreaker-86U)  
Ability—Combat  
Look at target player's hand and choose a card. He discards that card. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Look at target player's hand.

Deadly Poison, 1, Rogue (Azeroth-95U, Horde Rogue-5U)  
Instant Ability—Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 2 nature damage to attached character.

Deadman's Hand, 2, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-42C)  
Equipment—Item, Ring (2)  
Allies you control have **Assault 1** while an opponent controls more allies than you.

The Deadmines (Dungeon Treasure-58R)  
Location  
If an ally you controlled was destroyed this turn: [Activate] >>> Draw a card, then discard a card.

Death Coil, 3, Death Knight (Horde DK-4U, Knight-6U)  
Ability—Unholy  
Your hero deals 3 shadow damage to target hero or ally. <p> Ready a Ghoul you control.

Death Strike, 2, Death Knight (Elements-25U)  
Instant Ability—Blood  
Your hero deals 2 melee damage to target ally, plus an additional 2 if you control a weapon, plus an additional 2 if you control a Disease. Then, your hero heals 1 damage from itself for each damage dealt this way.

Death's Duo, 4, Death Knight (Throne-28C)  
Ability—Unholy  
Remove two target allies in an opposing graveyard from the game. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Deathbringer Kor'ush (Throne-21)  
Monster Hero—Ogre Death Knight, 32 Health  
[Front]: (8) >>> Flip Kor'ush face down. <p> You pay (8) less to flip Kor'ush if an ally you controlled with 6 or more ATK was destroyed this turn.  
[Back]: At the start of your turn, you may pay (3) and remove target ally in an opposing graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play under your control.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Deatheater Stroud, 4, Horde (Throne-145R)  
Ally—Undead Death Knight, 4 [Shadow] / 5 Health  
When damage is healed from an opposing ally, this ally deals that much shadow damage to that ally's controller's hero.

Deathlord Jones, 4, Horde (Class Promo-6R, Icecrown-129R)  
Ally—Undead Death Knight, 4 [Frost] / 4 Health  
When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Ghoul ally token named Brode into play exhausted with "This ally can't ready during its controller's ready step." <p> Once per turn, on your turn: (3) >>> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Deathsmasher Mogdar, 5 (Crown-130C)  
Monster Ally—Ogre Death Knight, 6 [Frost] / 4 [Health]

Deathstalker Commander Belmont, 3, Horde (Dungeon Treasure-17U)  
Ally—Undead Rogue, Belmont (1), 2 [Melee] / 4 Health  
On your turn: [Activate] >>> Allies you control with cost 4 or less have +2 ATK this turn.

Deathwing the Destroyer, 60 (Twilight-21E)  
Master Hero—Black Dragonkin Aspect, 0 [Fire] / 40 Health  
As an additional cost to play, destroy any number of cards you control. You pay (5) less to play Deathwing for each card destroyed this way. <p> **Assault 5** <p> At the start of your turn, target opponent destroys two cards he controls.

Deep Subjugator, 3 (Throne-202U)  
Monster Ally—Merciless One, 2 [Melee] / 2 Health  
**Elusive** (*This ally can't be attacked.*) <p> This ally has +2 / +2 while you control another Merciless One.

Deephelm (Elements-218R)  
Location  
On your turn, if a hero or ally you controlled dealt melee ([Melee]) damage this turn: (2), [Activate] >>> Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> When an Earth Elemental enters play under your control, target ally has **Assault 1** this turn.

Defender's Vigil, 1, Warrior (Worldbreaker-115C)  
Instant Ability—Protection  
This turn, target hero or ally must attack if able, can attack only your hero if able, and has -3 ATK while attacking your hero.

Defending the Rift (Elements-206C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's an ability, put it into your hand.

Defias Brotherhood Vest, 2, DrRo (Dungeon Treasure-39U)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
While you control four or more allies, allies you control have **Assault 1** and **Stealth**.

The Defias Kingpin (Dungeon Treasure-57C)  
Quest  
You pay (1) less to complete this quest for each opposing ally in play. <p> On your turn: Pay (5) to complete this quest. <p> Reward: Draw a card.

Demonic Corruption, 3, Warlock (Twilight-87R)  
Instant Ability—Demonology  
When the next opposing ally enters play this turn, put a token copy of that ally into play under your control. That copy is also a Demon.

Demonic Reclamation, 1, Warlock (Worldbreaker-103U)  
Ability—Demonology  
As an additional cost to play this ability, destroy an ally you control. <p> Draw two cards. <p> **Stash** (*If this enters your resource row, it enters face up. Immediately turn it face down.*): Shuffle target ally in your graveyard into your deck.

Demonic Soulstone, 1, Warlock (Worldbreaker-104C)  
Ability—Demonology  
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, put it from its owner's graveyard into his hand.

Demoralizing Strike, 2, Warrior (Twilight-95C)  
Instant Ability—Fury  
Target ally or weapon has -3 ATK this turn.

Deragor the Earthsworn, Alliance (Twilight-3)  
Hero—Dwarf Shaman, 28 Health  
[Front]: (6) >>> Flip Deragor face down.  
[Back]: At the start of your turn, target up to three heroes and/or allies. Deragor heals 3, 2, and 1 damage from them, respectively.

Despair of Undeath, 5, Death Knight (Crown-8U)  
Ability—Unholy  
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. Opposing allies have -1 [Health] this turn for each Ghoul you control.

Destructive Disarm, 2, Warrior (Crown-55U)  
Ability—Protection  
You pay (2) less to play this ability if you control a weapon. <p> Destroy target armor or weapon.

Detect Prey, 2, Hunter (Worldbreaker-46U)  
Ability—Survival  
Allies you control have **Long-Range** while in combat with target hero or ally this turn. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero has **Long-Range** this turn.

Devoured (Twilight-208C)  
Quest  
If all quests you control are named Devoured:  
Pay (3) to complete this quest. <p> Reward:  
Draw a card.

Devout Aurastone Hammer, 2, DrPaPrSh  
(Worldbreaker-239R)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
[Activate] >>> You pay (1) less to play your next ally this turn and an additional (1) less for each heirloom counter on this equipment. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Dhoros Ravestrike, 3, Horde (Horde Paladin-13C, Wrathgate-137C)  
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health (3) >>> This ally has **Assault 3** this turn.

Dignified Headmaster's Charge, 5, MaPrLo  
(Worldbreaker-240R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
(2), [Activate] >>> Draw a card, then draw another card for each heirloom counter on this equipment. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Dirk's Command, 4, Warrior (Throne-247C)  
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 1 Strike  
This weapon has +2 ATK while your hero is attacking a damaged hero or ally.

Discerning Eye of the Beast, 3, DrMaPrShLo  
(Worldbreaker-229U)  
Equipment—Item, Trinket (2)  
(2), Put this equipment into its owner's hand >>> Draw a card. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Disengage, 1, Hunter (Twilight-40C)  
Instant Ability—Survival  
Remove target attacker from combat, and your hero deals 1 ranged damage to it.

Dismantle, 2, Rogue (Azeroth-96U, Class-84U, Horde Rogue-6U)  
Ability—Combat  
Destroy target equipment.

Disorienting Blow, 1, Rogue (Throne-65U)  
Ability—Combat  
Exhaust target hero or ally. It can't ready during its controller's next ready step. <p> **Delve** (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Dispel Magic, 1, Priest (Alliance Priest-4U, Azeroth-77U, Class-70U)  
Instant Ability—Discipline  
Destroy target ability.

Distract, 3, Rogue (Class-85C, Dark Portal-81C, Horde Rogue-7C)  
Ability—Subtlety  
Exhaust all allies controlled by target player. They can't ready during his next ready step.

Distraction Technique, 2, Rogue (Throne-66U)  
Ability—Combat  
Ongoing: When an ally or equipment enters play under your control, your hero has **Assault 1** this turn, and you may exhaust target hero or ally.

Divine Bulwark, 4, Paladin (Crown-28R)  
Ability—Protection  
Attach to target ally. <p> Ongoing: Attached ally has +4 / +4. <p> If attached ally would be destroyed, destroy this ability instead. If you do, your hero heals all damage from that ally.

Divine Cleansing, 2, Paladin (Worldbreaker-67U)  
Ability—Holy  
Destroy any number of abilities attached to friendly cards.

Divine Fury, 4, Priest (Worldbreaker-74R)  
Ability—Holy  
**Holy Talent** (You can't put Discipline Talents or Shadow Talents in your deck.) <p> Your hero deals 5 unpreventable holy damage to target hero or ally and heals 5 damage from target hero or ally.

Divine Hymn, 2, Priest (Worldbreaker-75U)  
Ability—Holy  
Ongoing: At the start of your turn, your hero heals 2 damage from each hero and ally you control. <p> At the end of your turn, destroy this ability if you don't control an ally.

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa  
(Dungeon Treasure-43C)  
Equipment—Item, Trinket (2)  
When this item enters play, put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**. <p> On your turn: (4), [Activate] >>> Put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**.

Dominic Kandor, 4, Alliance (Alliance Druid-14C, Alliance Mage-15C, Alliance Priest-12C, Elements-113C)  
Ally—Worgen Death Knight, 2 [Shadow] / 4 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> When this ally enters play, target ally has -2 ATK this turn.

Donatello, 2, Hunter (Elements-41C)  
Ally—Turtle, Pet (1), 1 [Melee] / 5 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Doom, 5, Horde (Horde Paladin-14C, Horde Warlock-14C, Icecrown-130C)  
Ally—Undead Warlock, 2 [Shadow] / 6 Health  
**Assault 4** (This ally has +4 ATK on your turn.)

Dorladris Spellfire, 4, Horde (Worldbreaker-169C)  
Ally—Blood Elf Mage, 3 [Arcane] / 4 Health (4) >>> Draw a card.

Double Attack Handguards, 3, DrRo (Twilight-179U)  
Equipment—Armor—Leather, Hands (1), 1 DEF (3), [Activate] >>> Target ally has **Assault X** this turn, where X is its ATK.

Downfall Hammer, 2, PaRo (Throne-248U)  
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike  
When you strike with this weapon, you may exhaust target hero or ally. (A protector exhausted this way can't protect this combat.)

Draconic Flames, 5, Mage (Elements-51U)  
Ability—Fire  
Target a hero or ally, and you may target an additional character for each Dragonkin you control. Your hero deals 5 fire damage to each target.

Dradam Chillblade, 2, Alliance (Throne-104C)  
Ally—Dwarf Death Knight, 2 [Frost] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Draga'zal, 2, Horde (Throne-146C)  
Ally—Orc Mage, 3 [Frost] / 2 Health

Dragon, Unchained (Elements-207C)  
Quest  
Pay (2) to complete this quest. <p> Reward:  
Reveal the top four cards of your deck. Put a revealed Dragonkin into your hand and the rest on the bottom of your deck.

Dragonheart Piercer, 4, Hunter (Twilight-197R)  
Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 0 Strike  
**Long-Range** <p> This weapon has +1 ATK for each different color among Dragonkin you control. (Dragonkin colors are Black, Blue, Bronze, Green, Red, and Twilight.)

Dragonslayer Drux, Horde (Twilight-14)  
Hero—Goblin Death Knight, 29 Health  
[Front]: (4) >>> Flip Drux face down.  
[Back]: When an opposing ally is destroyed, Drux may deal 1 frost damage to target hero.

Dragonwrath, Tarecgosa's Rest, 7, DrMaPrShLo  
(Crown-180E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 6 Strike  
When this weapon enters play or you play an ability, you may put a 5 [Arcane] / 5 [Health] Blue Dragonkin ally token into play.

Drain Essence, 3, Warlock (Horde Warlock-2C, Wrathgate-81C)  
Instant Ability—Affliction  
Your hero deals 3 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Draining Poison, 2, Rogue (Worldbreaker-87U)  
Instant Ability—Assassination Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, attached character's controller discards a card.

Drak'narr, 6 (Crown-131C)  
Monster Ally—Ogre Shaman, 7 [Nature] / 5 Health  
**Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Drandus the Deathcaller, 2, Horde (Horde DK-15U, Scourgewar-171U)  
Ally—Blood Elf Death Knight, 2 [Shadow] / 2 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> Ghouls you control have **Assault 2**.

Drax Felfuse, 2, Horde (Elements-133C)  
Ally—Goblin Warlock, 2 [Fire] / 1 Health  
**Evasive** (*This ally can't be attacked.*) <p> When a Dragonkin enters play under your control, this ally has +2 ATK this turn.

Drazul the Molten, Horde (Throne-11)  
Hero—Orc Mage, 25 Health  
(3), Flip Drazul >>> Drazul deals 4 fire damage to target hero or ally that was dealt damage this turn.

Dread Infernal, 5, Warlock (Betrayal-111R, Horde Warlock-3R)  
Ally—Infernal Demon, Pet (1), 5 [Fire] / 5 Health  
When this ally enters or leaves play, it deals 1 fire damage to each opposing hero and ally.

Dread Pirate Ring, 1, DkDrHuMaPaPrRoShLoWa (Worldbreaker-230U)  
Equipment—Item, Ring (2)  
On your turn: (2), Put this equipment into its owner's hand >>> Put a 1 [Melee] / 1 [Health]  
Dread Pirate ally token named Bob into play. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Dread Touch, 3, Warlock (Alliance Warlock-2C, Elements-87C)  
Ability—Affliction  
Put target opposing ally into its owner's hand. Then, that player discards a card.

Drizzie Steelslam, 5, Horde (Horde Hunter-17C, Horde Rogue-15C, Worldbreaker-170C)  
Ally—Goblin Warrior, 3 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, you may put target equipment into its owner's hand.

Dro'gash, 8 (Crown-132R)  
Monster Ally—Ogre Priest, 6 [Shadow] / 6 Health  
When this ally enters play, if there are 30 or more opposing cards removed from the game, he heals all damage from your hero and deals shadow damage to target opposing hero equal to that hero's remaining health -1.

Drotara the Bloodpoint, 3, Horde (Crown-104C)  
Ally—Orc Hunter, 2 [Melee] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Drugush the Crusher, 6 (Throne-194C)  
Monster Ally—Ogre Warrior, 8 [Melee] / 4 Health

Dulvar, Hand of the Light, 5, Alliance (Throne-105E)  
Ally—Human Paladin, 5 [Melee] / 6 Health  
Prevent all damage that attackers would deal to this ally. <p> When this ally deals damage to an opposing hero, he heals that much damage from your hero.

Earth and Moon, 3, Druid (Horde Druid-4R, Worldbreaker-33R)  
Ability—Balance  
**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: If a hero or ally you control would deal arcane ([Arcane]) or nature ([Nature]) damage, it deals that much +2 instead.

Earth Mother's Blessing, 3, Druid (Betrayal-38C, Horde Druid-5C)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +3 / +3. <p> When attached ally is destroyed, draw a card.

Earthen Blast, 5, Shaman (Worldbreaker-95U)  
Ability—Elemental  
Your hero deals 5 nature damage to target ally. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero deals 2 nature damage to target hero.

Earthen Embrace, 2, Shaman (Worldbreaker-96C)  
Instant Ability—Enhancement  
Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 ATK.

Earthen Guidance, 3 (Dungeon Treasure-3C)  
Ability  
Ongoing: When a Shaman ally enters play under your control or a friendly player's control, it deals 2 nature damage to target opposing ally.

Earthen Might, 1, Shaman (Throne-71C)  
Ability—Enhancement  
Your hero heals 3 damage from target hero or ally. Then, if that character is undamaged, it also has +3 ATK this turn.

Earth's Bounty, 3, Shaman (Class-93C, Horde Shaman-5C, Legion-93C)  
Ability—Restoration  
Put target card from your graveyard into your hand.

Earthquake, 3, Shaman (Crown-40R)  
Instant Ability—Elemental  
**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Your hero deals 2 melee damage to each ally. Then, exhaust each ally with 5 or less ATK.

Earthseer Nakza, Horde (Twilight-15)  
Hero—Goblin Shaman, 28 Health  
[Front]: (4) >>> Flip Nakza face down.  
[Back]: At the start of your turn, Nakza may heal all damage from target ally you control.

Edaan of the Exodar, Alliance (Alliance Shaman-1)  
Hero—Draenei Shaman, 28 Health  
On your turn: (1), Flip Edaan >>> Edaan heals 3 damage from target hero or ally.

Edgemaster's Handguards, 3, HuPaShWa (Alliance Paladin-20U, Azeroth-286U, Horde Paladin-22U)  
Equipment—Armor—Mail, Hands (1), 1 DEF  
You pay (1) less to strike with weapons.

Edwin Blademark, Alliance (Elements-3)  
Hero—Worgen Rogue, 27 Health  
[Front]: (4) >>> Flip Edwin face down.  
[Back]: Allies you control have **Stealth**. (*They can't be protected against.*)

Edwin VanCleaf, 4 (Dungeon Treasure-27E)  
Ally—Human Rogue, Edwin VanCleaf (1), 5 [Melee] / 3 Health  
**Stealth, Untargetable** <p> When Edwin enters play, put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with "This ally can protect allies with VanCleaf in their names." <p> When Edwin is destroyed, you may put an ally named Vanessa VanCleaf from your hand into play.

Eel Cutter, 3, DkPaRoWa (Throne-249C)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike  
(1), [Activate] >>> Allies you control have **Assault 1** this turn. (*They have +1 ATK on your turn.*)

Elderguard Brennan, 5, Horde (Crown-105U)  
Ally—Undead Death Knight, 5 [Shadow] / 8 Health  
This ally enters play with 4 damage on him.

Elemental Energy (Elements-208C)  
Quest  
Pay (5) to complete this quest. <p> Reward: Draw a card, or two cards if you control an Elemental.

Elemental Flames, 2, Shaman (Elements-82C)  
Instant Ability—Elemental  
Your hero deals 3 fire damage to target ally. If you control an Elemental ally, your hero also deals 3 fire damage to that ally's controller's hero.

Elemental Precision, 7, Shaman (Betrayal-98R, Horde Shaman-6R)  
Ability—Elemental  
**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Ongoing: If a hero or ally you control would deal nature ([Nature]) damage, it deals double that much instead.

Elemental Vision, 2, Shaman (Worldbreaker-97C)  
Instant Ability—Enhancement  
Look at the top three cards of your deck. Put one into your hand and the rest into your graveyard.

Elementium Poleaxe, 5, DrHu (Twilight-198U)  
Equipment—2H Weapon—Polearm, Melee (1), 1 [Melee], 5 Strike  
[Activate] >>> Your hero has **Assault 1** this turn for each token ally you control.

Elements' Fury, 3, Shaman (Alliance Shaman-5C, Legion-95C)  
Ability—Elemental  
Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

Elmira Moonsurge, 5, Alliance (Elements-114R)  
Ally—Night Elf Druid, 4 [Arcane] / 4 Health  
**Elusive** <p> At the start of your turn, this ally may deal 1 arcane damage to target hero or ally for each [Arcane] card you control.

Elycia of Gilneas, Alliance (Alliance Rogue-1)  
Hero—Worgen Rogue, 27 Health  
On your turn: (4), Flip Elycia >>> Target hero or ally has +2 ATK and **Stealth** this turn. *(It can't be protected against.)*

Emberstone Staff, 4, MaPrLo (Dungeon Treasure-49U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 4 Strike  
When you play an ability, you may add an emberstone counter to this weapon. <p> This weapon has +1 ATK and you pay (1) less to strike with it for each emberstone counter on it.

Emelia Darkhand, 1, Horde (Horde DK-16C, Scourgear-172C)  
Ally—Undead Death Knight, 3 [Shadow] / 1 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*  
<p> This ally can't attack unless an opponent controls more allies than you.

Emerald Acidspewer, 5 (Worldbreaker-203C)  
Ally—Green Dragonkin, 4 [Nature] / 5 Health  
When a resource you control is turned face down, you may have target player shuffle his graveyard into his deck.

Emerald Captain, 1 (Worldbreaker-204C)  
Ally—Green Dragonkin, 2 [Nature] / 1 Health  
When a resource you control is turned face down, this ally deals 1 nature damage to target hero.

Emerald Emissary, 4 (Worldbreaker-205U)  
Ally—Green Dragonkin, 3 [Nature] / 4 Health  
You pay (1) less to complete quests for each Druid and Hunter you control.

Emerald Lifewarden, 4 (Worldbreaker-206U)  
Ally—Green Dragonkin, 3 [Nature] / 3 Health  
You can place an additional resource on each of your turns. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.):* Reveal the top card of your deck. If it's a quest, put it into your hand.

Emerald Soldier, 2 (Worldbreaker-207C)  
Ally—Green Dragonkin, 2 [Nature] / 3 Health  
When a resource you control is turned face down, this ally heals 2 damage from target hero or ally.

Emerald Tree Warder, 3 (Worldbreaker-208C)  
Ally—Green Dragonkin, 3 [Nature] / 2 Health  
When a resource you control is turned face down, you may draw a card.

Emerald Wanderer, 4 (Worldbreaker-209C)  
Ally—Green Dragonkin, 3 [Nature] / 5 Health  
When a resource you control is turned face down, this ally has **Assault 3** this turn.

Emree, 3, Alliance (Crown-80U)  
Ally—Draenei Shaman, 2 [Nature] / 4 Health (2), [Activate] >>> Ready another target ally.

End of the Supply Line (Elements-209C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Arcane] card into your hand and the rest on the bottom of your deck. *(An [Arcane] card is a card with [Arcane] in its lower-left corner.)*

Enduring Winter, 3, Mage (Worldbreaker-53R)  
Ability—Frost  
**Frost Talent** *(You can't put Arcane Talents or Fire Talents in your deck.)* <p> Attach to target ability or equipment. <p> Ongoing: Attached card can't be destroyed.

Energize, 3, Druid (Alliance Druid-2C, Class-27C, Illidan-26C)  
Instant Ability—Restoration  
Target player draws two cards.

Energized, 2, Shaman (Alliance Shaman-6C, Class-95C, Drums-67C)  
Instant Ability—Enhancement  
Ready target ally.

Enraged Regeneration, 2, Warrior (Alliance Warrior-4R, Elements-97R)  
Ability—Fury  
Ongoing: When your hero deals combat damage with a weapon while attacking, it heals 3 damage from itself.

Entangling Growth, 3, Druid (Worldbreaker-34C)  
Instant Ability—Balance  
Attach to target opposing ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Entangling Roots, 2, Druid (Alliance Druid-3C, Azeroth-20C, Class-28C, Horde Druid-6C)  
Ability—Balance  
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Enter the Dragon Queen (Twilight-209C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card for each different color among Dragonkin you control. *(Dragonkin colors are Black, Blue, Bronze, Green, Red, and Twilight.)*

Entrenched (Alliance DK-28C, Alliance Druid-24C, Alliance Hunter-25C, Alliance Mage-25C, Alliance Paladin-26C, Alliance Priest-28C, Alliance Rogue-27C, Alliance Shaman-31C, Alliance Warlock-26C, Alliance Warrior-25C, Elements-210C, Horde DK-30C, Horde Druid-29C, Horde Hunter-28C, Horde Mage-28C, Horde Paladin-27C, Horde Priest-27C, Horde Rogue-28C, Horde Shaman-26C, Horde Warlock-25C, Horde Warrior-28C)

Quest  
If you control an ally: Pay (3) to complete this quest. <p> Reward: Draw a card.

Eralysa Sunshot, 4, Horde (Throne-147C)  
Ally—Blood Elf Hunter, 2 [Melee] / 3 Health  
When this ally enters play, she deals 2 ranged damage to target opposing Monster hero or ally.

Erama, 6, Alliance (Elements-115C)  
Ally—Draenei Paladin, 6 [Holy] / 5 Health

Eranikus, 5 (Worldbreaker-210R)  
Ally—Green Dragonkin Consort, Eranikus (1), 5 [Nature] / 6 Health  
At the start of your turn, reveal the top card of your deck, then place it into your resource row ready as an additional resource.

Erunak Stonespeaker, 5 (Throne-221R)  
Ally—Broken Shaman, Erunak (1), 5 [Fire] / 5 Health  
When Erunak enters play, put a 0 [Melee] / 2 [Health] Air, Earth, Fire, or Water Totem token into play. <p> Exhaust a Totem you control >>> <lb>Air: Ready Erunak.<lb>Earth: Erunak has **Protector** this turn.<lb>Fire: Erunak has +5 ATK this turn.<lb>Water: Erunak heals 5 damage from himself.

Erytheis, 1, Horde (Horde DK-17C, Outland-156C)  
Ally—Undead Mage, 1 [Arcane] / 1 Health  
When this ally is destroyed, she deals 1 arcane damage to target hero or ally.

Esala, 4, Alliance (Crown-81U)  
Ally—Draenei Paladin, 2 [Melee] / 6 Health  
While this ally is undamaged, she has **Assault 4**.

Essence of Aggression, 5 (Crown-62U)  
Ability  
You pay (2) less to play this ability if you control a Hunter hero or ally. <p> You pay (2) less to play this ability if you control a Warlock hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Ferocity**.

Essence of Defense, 5 (Crown-63U)  
Ability  
You pay (2) less to play this ability if you control a Death Knight hero or ally. <p> You pay (2) less to play this ability if you control a Druid hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Protector**.

The Essence of Enmity (Alliance DK-29C, Alliance Druid-25C, Alliance Hunter-26C, Alliance Mage-26C, Alliance Paladin-27C, Alliance Priest-29C, Alliance Rogue-28C, Alliance Shaman-32C, Alliance Warlock-27C, Horde DK-31C, Horde Druid-30C, Horde Hunter-29C, Horde Mage-29C, Horde Paladin-28C, Horde Priest-28C, Horde Rogue-29C, Horde Shaman-27C, Horde Warlock-26C, Horde Warrior-29C, Worldbreaker-258C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.

Essence of Focus, 5 (Crown-64U)  
Ability  
You pay (2) less to play this ability if you control a Mage hero or ally. <p> You pay (2) less to play this ability if you control a Shaman hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Elusive**.

Essence of Light, 5 (Crown-65U)  
Ability  
You pay (2) less to play this ability if you control a Paladin hero or ally. <p> You pay (2) less to play this ability if you control a Priest hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and can't be targeted by opponents.

Essence of Rage, 5 (Crown-66U)  
Ability  
You pay (1) less to play this ability for each Monster hero and ally you control. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Smash**. (*If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Essence of War, 5 (Crown-67U)  
Ability  
You pay (2) less to play this ability if you control a Rogue hero or ally. <p> You pay (2) less to play this ability if you control a Warrior hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Stealth**.

Etched Dragonbone Girdle, 2, DkPaWa (Worldbreaker-221U)  
Equipment—Armor—Plate, Waist (1), 1 DEF [Activate], Destroy a Dragonkin you control >>> Draw two cards.

Evaax, Herald of Death, 6, Alliance (Throne-106U)  
Ally—Draenei Death Knight, 3 [Melee] / 3 Health  
**Empower Death Knight:** When this ally enter play, if you control another Death Knight hero or ally, destroy target opposing ally.

Everlasting Affliction, 3, Warlock (Elements-88R)  
Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When damage is dealt this way, you may search your deck for a card named Everlasting Affliction and attach it to attached hero.

Excessive Force, 2, Rogue (Worldbreaker-88C)  
Ability—Combat  
Target ally has +3 ATK this turn. <p> Target ally has -3 ATK this turn.

Execute, 1, Warrior (Alliance Warrior-5C, Azeroth-141C, Class-117C, Horde Warrior-5C, Worldbreaker-116C)  
Instant Ability—Fury  
Destroy target damaged ally.

Executioner's Mark, 1, Warrior (Twilight-96C)  
Ability—Fury  
Attach to target ally. <p> Ongoing: When attached ally is dealt damage, destroy it.

Executioner's Strikes, 3 (Dungeon Treasure-4C)  
Ability  
Ongoing: When a Warrior ally enters play under your control or a friendly player's control, you may destroy target damaged ally.

Expel, 1, Priest (Alliance Priest-5C, Elements-64C, Horde Priest-4C)  
Ability—Holy  
Your hero deals 1 unpreventable holy damage to target ally for each ally you control.

Explosive Hunt, 3, Hunter (Twilight-41U)  
Instant Ability—Survival  
Your hero deals 8 fire damage to target Demon, Dragonkin, or Elemental ally.

Explosive Shot, 4, Hunter (Horde Hunter-7R, Wrathgate-38R)  
Instant Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Destroy target opposing ally. If you do, your hero deals fire damage equal to that ally's cost to a second target hero or ally.

Extinguish, 4, Mage (Worldbreaker-54U)  
Instant Ability—Arcane  
Ongoing: When this ability enters play, you may interrupt target ability. <p> If your hero would be dealt magical damage (*Arcane ([Arcane]), Fire ([Fire]), Frost ([Frost]), Holy ([Holy]), Nature ([Nature]), or Shadow ([Shadow])*), prevent 1 of it.

Exxi the Windshaper, 3, Horde (Worldbreaker-171R)  
Ally—Goblin Shaman, 3 [Nature] / 3 Health  
While you control another Goblin, this ally has **Time is Money** and "[Activate] >>> Ready another target ally."

Face of Fear, 3 (Throne-92C)  
Ability  
Put target ally into its owner's hand.

Faceless Sapper, 2 (Throne-200C)  
Monster Ally—Faceless One Priest, 2 [Shadow] / 2 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Faceless Watcher, 3 (Throne-201R)  
Monster Ally—Faceless One Warlock, 6 [Shadow] / 6 Health  
Play this ally only if you control three or more Monster heroes and/or allies.

Faenis the Tranquil, 3, Alliance (Throne-107R)  
Ally—Night Elf Druid, 2 [Nature] / 6 Health  
At the end of your turn, this ally heals 1 damage from each hero and ally you control for each ally you control.

Faerie Fire, 3, Druid (Worldbreaker-35U)  
Instant Ability—Balance  
Attach to target hero or ally. <p> Ongoing: Attached character loses and can't have **Stealth**. <p> If attached character would be dealt damage, it's dealt that much +1 instead.

Faithful Heal, 2, Priest (Crown-32U)  
Instant Ability—Holy  
Target up to two allies you control. Your hero heals damage from itself equal to their combined ATK.

Faithful Prayer, 1 (Dungeon Treasure-5C)  
Ability  
Ongoing: When a Priest ally enters play under your control or a friendly player's control, it heals 1 damage from each friendly hero and ally.

Faithseer Jasmina, 2, Alliance (Throne-108R)  
Ally—Worgen Priest, 1 [Holy] / 1 Health  
If this ally would be dealt non-fatal damage, prevent it. <p> When you play an ability, ally, or equipment, you may put a +1 / +1 counter on this ally.

Falixia Frizzleblast, 5, Horde (Horde Priest-13C, Twilight-135C)  
Ally—Goblin Mage, 4 [Arcane] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Fama'sin the Lifeseer, Horde (Throne-12)  
Hero—Troll Druid, 27 Health  
On your turn: (5), Flip Fama'sin >>> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Fan of Knives, 3, Rogue (Horde Rogue-8R, Icecrown-63R)  
Ability—Combat  
Your hero deals 2 ranged damage to each opposing hero and ally. <p> On your turn: Discard a weapon >>> Put this ability from your graveyard into your hand.

Far from the Nest (Twilight-210C)  
Quest  
On your turn: Pay (6) to complete this quest. <p> Reward: Put target ally with cost 3 or less from your graveyard into play.

Farseer Nobundo, 5 (Crown-167R)  
Ally—Draenei Shaman, Nobundo (1), 3 [Nature] / 8 Health  
You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card.

Father Charles, 5, Alliance (Crown-82C)  
Ally—Human Priest, 5 [Holy] / 4 Health  
When this ally enters play, he heals all damage from target ally you control.

Favor of Mischief, 1, Rogue (Alliance Rogue-4C, Twilight-71C)  
Ability—Subtlety  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, target opponent discards a card.

Favor of Nature, 2, Druid (Twilight-30C)  
Ability—Balance  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Favor of Spirit, 1, Priest (Horde Priest-5C, Twilight-62C)  
Ability—Discipline  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, you may destroy target ability.

Favor of Steel, 2, Warrior (Twilight-97C)  
Ability—Protection  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, you may destroy target equipment.

Favor of the Arcane, 1, Mage (Horde Mage-4C, Twilight-47C)  
Ability—Arcane  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, draw a card.

Favor of the Elements, 2, Shaman (Twilight-80C)  
Ability—Elemental  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 3 fire damage to target hero.

Favor of the Hunt, 2, Hunter (Horde Hunter-8C, Twilight-42C)  
Ability—Survival  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 2 fire damage to target hero or ally.

Favor of the Light, 1, Paladin (Twilight-56C)  
Ability—Holy Blessing  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero heals 5 damage from target hero or ally.

Favor of the Nether, 2, Warlock (Twilight-88C)  
Ability—Destruction  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 1 fire damage to each opposing hero and ally.

Favor of Undeath, 1, Death Knight (Twilight-24C)  
Ability—Blood  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, target opposing ally has -1 [Health] this turn.

Fear, 1, Warlock (Azeroth-123C, Class-104C, Horde Warlock-4C, Worldbreaker-105C)  
Ability—Affliction  
Put target opposing ally into its owner's hand.

Fear and Loathing, 3 (Crown-70R)  
Instant Ability  
**Empower Hunter:** If you control a Hunter hero or ally, destroy target opposing ally that entered play this turn. <p> **Empower Warlock:** If you control a Warlock hero or ally, put target opposing ally into its owner's hand.

Fel Blaze, 2, Warlock (Alliance Warlock-3U, Horde Warlock-5U, Worldbreaker-106U)  
Ability—Destruction  
Your hero deals 2 fire damage to each non-Demon hero and ally.

Fel Covenant, 3, Warlock (Elements-89C)  
Instant Ability—Destruction  
Remove target ally from the game. If you do, your hero deals fire damage to itself equal to that ally's cost.

Fel Flame, 2, Warlock (Elements-90R, Horde Warlock-6R)  
Ability—Destruction  
Ongoing: When this ability enters play, your hero deals 2 unpreventable shadowfire damage to target hero or ally. <p> (2) >>> [Shadow] and [Fire] cards you control have +1 ATK this turn.

Fel Immolation, 5, Warlock (Twilight-89C)  
Instant Ability—Destruction  
Attach to target hero, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached hero.

Fel Iron Hatchet, 4, HuPaShWa (Alliance Warrior-21U, Class-217U, Dark Portal-272U, Horde Warrior-25U)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 0 Strike

Fel Steed Saddlebags, 2, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-44C)  
Equipment—Item, Bag (5)  
When you place a resource, if you control exactly four resources, draw a card. <p> When you place a resource, if you control exactly eight resources, destroy this item. If you do, draw a card.

Fel Summon, 2, Warlock (Throne-76U)  
Ability—Demonology  
**Delve** (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.) <p> Reveal the top two cards of your deck. Put all revealed allies into your hand and the rest on the bottom of your deck.

Feludius, 6 (Twilight-171R)  
Ally—Water Elemental Ascendant, Feludius (1), 7 [Frost] / 4 Health  
When this or another [Frost] card you control is destroyed, you may look at the top card of your deck. If you do, you may put it into your graveyard. <p> [Frost] allies you own everywhere have "**Stash:** Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play."

Fenton Guardmont, 2, Alliance (Worldbreaker-136C)  
Ally—Worgen Warrior, 1 [Melee] / 4 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> **Aberration** (Prevent all non-combat damage that would be dealt to this ally.)

Ferocious Cat Form, 3, Druid (Crown-11U)  
Instant Ability—Feral Cat Form, Form (1)  
Ongoing: Your hero has **Assault 1** for each Monster hero and ally you control.

Fierce Cat Form, 3, Druid (Twilight-31U)  
Instant Ability—Feral Cat Form, Form (1)  
Target ally has **Assault 2** this turn. <p> Ongoing: Your hero has **Assault 1**.

A Fiery Reunion (Twilight-212C)  
Quest  
If a hero or ally you controlled dealt fire ([Fire]) damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Finding the Source (Worldbreaker-259C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed quest or location into your hand and the rest on the bottom of your deck.

Fire and Brimstone, 4, Warlock (Crown-47R)  
Ability—Destruction  
**Destruction Talent** (You can't put Affliction Talents or Demonology Talents in your deck.) <p> Destroy target ability, ally, or equipment.

Fire Blast, 1, Mage (Alliance Mage-5C, Azeroth-52C, Citadel Raid-44C, Class-49C, Horde Mage-5C, Worldbreaker-55C)  
Instant Ability—Fire  
Your hero deals 2 fire damage to target hero or ally.

Fire Power, 3, Mage (Horde Mage-6R, Legion-46R)  
Ability—Fire  
**Fire Talent** (You can't put Arcane Talents or Frost Talents in your deck.) <p> Ongoing: When you play a Fire ability or [Fire] card, your hero may deal 1 fire damage to target hero or ally.

Fire the Cannon (Twilight-211C)

Quest

Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Fire] card into your hand and the rest on the bottom of your deck. *(A [Fire] card is a card with [Fire] in its lower-left corner.)*

Fire-Etched Dagger, 3, DrMaPrShLo (Elements-194U)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike

When this weapon enters play, you may put target Dragonkin ally from your graveyard into your hand. <p> (2), Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragonkin you control.

Fireball, 4, Mage (Alliance Mage-6U, Azeroth-53U, Citadel Raid-45U, Class-50U, Horde Mage-7U, Twilight-48U)

Ability—Fire

Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Firelands (Elements-219R)

Location

On your turn, if a hero or ally you controlled dealt fire ([Fire]) damage this turn: (2), [Activate] >>> Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> When a Fire Elemental enters play under your control, remove the top two cards of target player's deck from the game.

The Firelord's Gift, 3 (Elements-104U)

Ability

Ongoing: When this ability enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Ferocity** this turn.

Firewarden Wyland Kaslinth, 1, Horde (Citadel Raid-68C, Class-177C, Horde Mage-13C, Horde Paladin-15C, Horde Rogue-16C, Scourgewar-174C)

Ally—Blood Elf Mage, 1 [Fire] / 2 Health

**Assault 1** (*This ally has +1 ATK on your turn.*)

Flame Keeper Rizzli, Horde (Twilight-16)

Hero—Goblin Mage, 25 Health

[Front]: (5) >>> Flip Rizzli face down.

[Back]: At the start of your turn, Rizzli may deal fire damage to target hero or ally equal to the ATK of a [Fire] ally you control.

Flame Lance, 1, Mage (Crown-21C)

Instant Ability—Fire

Your hero deals 3 fire damage to target ally.

Flame Orb, 2, Mage (Twilight-49R)

Ability—Fire

Attach to target opposing hero. <p> Ongoing: At the start of your turn, add an ember counter to this ability, and your hero deals 1 fire damage to attached hero. Then, you may destroy this ability. If you do, your hero deals 1 fire damage to target hero or ally for each ember counter that was on this ability.

Flame Pillar Leggings, 2, MaPrLo (Twilight-180C)

Equipment—Armor—Cloth, Legs (1), 1 DEF  
At the start of your turn, your hero may deal 1 fire damage to target hero.

Flamebringer Gaxix, 6, Horde (Twilight-136U)

Ally—Goblin Mage, 6 [Fire] / 5 Health

This ally has +2 / +2 while you control another [Fire] card.

Flamesinger Zara, 3, Alliance (Crown-83C)

Ally—Draenei Mage, 2 [Fire] / 4 Health

**Elusive** (*This ally can't be attacked.*)

Flametongue Weapon, 2, Shaman (Dark Portal-95U, Twilight-81U)

Instant Ability—Enhancement

Attach to target Melee weapon you control. <p> Ongoing: When you strike with attached weapon, your hero deals 1 fire damage to target hero or ally.

Flare, 0, Hunter (Worldbreaker-47C)

Instant Ability—Marksmanship

Opposing heroes and allies lose and can't have **Elusive**, **Stealth**, and **Untargetable** this turn.

Flash Freeze, 3, Mage (Elements-52C)

Instant Ability—Frost

Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Flash Heal, 1, Priest (Alliance Priest-6C, Azeroth-78C, Class-71C, Horde Priest-6C, Worldbreaker-76C)

Instant Ability—Holy

Your hero heals 4 damage from target hero or ally.

Flash of Light, 1, Paladin (Betrayer-73C, Elements-56C)

Instant Ability—Holy

Your hero heals all damage from target ally. Draw a card.

Flesh Eating Poison, 4, Rogue (Alliance Rogue-5U, Wrathgate-66U)

Instant Ability—Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 5 nature damage to attached character.

Floating Web, 5, DkPaWa (Aftermath Justice-5E)

Equipment—Armor—Cloth, Back (1), 1 DEF

When this armor enters or leaves play, add a +1 [DEF] counter to this and each other armor you control.

Flourish, 3, Druid (Worldbreaker-36U)

Ability—Balance

Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero heals 2 damage from itself.

Fluid Death, 4, HuRoSh (Worldbreaker Badge-11E)

Equipment—Item, Trinket (2)

When an ally you control deals combat damage to a hero, add a depth counter to this item. <p> Your hero has **Assault 1** for each depth counter on this item.

Focus Magic, 4, Mage (Throne-47R)

Ability—Arcane

**Arcane Talent** (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Reveal the top card of your deck and put it into your hand. Then, search your deck for up to three cards with the same name as the revealed card, reveal them, and put them into your hand.

Focused Dispel, 3, Priest (Elements-65C)

Instant Ability—Discipline

Destroy up to two target abilities.

Focused Flames, 3 (Dungeon Treasure-6C)

Ability

Ongoing: When a Mage ally enters play under your control or a friendly player's control, it deals 1 fire damage to each opposing ally.

Fool's Gold, 3 (Twilight-104R, Twilight Loot-2L)

Ability

Ongoing: At the end of your turn, each opponent draws a card. <p> On your turn: Destroy another ability, ally, or equipment you control >>> Target player gains control of this ability.

Forager Cloudbloom, 1, Horde (Horde Druid-15U, Illidan-155U)

Ally—Tauren Druid, 1 [Arcane] / 1 Health

When this ally readies, draw a card.

Fordragon Hold, Alliance (Class Promo-12R, Wrathgate-218R)

Location

[Activate] >>> Target [Alliance] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Bolvar in its name: [Activate] >>> [Alliance] heroes and allies you control have **Assault 1** this turn.

Forged of Shadow and Flame (Alliance Warrior-26C, Elements-211C)

Quest

If you control an equipment: Pay (3) to complete this quest. <p> Reward: Draw a card.

Forsaken Blightspreader, 2, Horde (Dungeon Treasure-18C)

Ally—Undead Warlock, 1 [Shadow] / 1 Health

When this ally deals damage to an opposing ally, destroy that ally.

Forsaken Royal Dreadguard, 2, Horde (Dungeon Treasure-19C)

Ally—Undead Rogue, 2 [Melee] / 3 Health

At the start of your turn, this ally deals 1 melee damage to target hero for each Forsaken Royal Dreadguard you and other friendly players control (*including himself*).

Fossilized Hatchling, 1 (Aftermath Crafted-1E)

Monster Ally—Fossil Hatchling, 3[Melee], 3 Health

Play only if you have four or more allies in your graveyard.

Fossilized Raptor, 4 (Aftermath Crafted-2E)  
Monster Ally—Fossil Raptor, Mount (1), 0  
[Melee], 4 Health  
You pay (1) less to complete quests for each ally in your graveyard. (*Mounts can't attack or be attacked.*)

Fraznak the Furious, Horde (Elements-12)  
Hero—Goblin Warrior, 30 Health  
[Front]: (5) >>> Flip Fraznak face down.  
[Back]: Allies you control have **Assault 1**. (*They have +1 ATK on your turn.*)

Frek Snipelix, 3, Horde (Worldbreaker-172U)  
Ally—Goblin Hunter, 1 [Ranged] / 3 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Target ally has **Long-Range** this turn.

Frenzy, 2, Death Knight (Worldbreaker-27U)  
Ability—Blood  
Ongoing: [Activate] >>>Target ally you control has **Assault 1** this turn. (*It has +1 ATK on your turn.*)

Frimzy Fuzzbum, 1, Alliance (Crown-84U)  
Ally—Gnome Mage, 1 [Arcane] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> Target ally has **Elusive** this turn.

Frizlix of Kezan, Horde (Horde Rogue-1)  
Hero—Goblin Rogue, 27 Health  
On your turn: (2), Flip Frizlix >>> Exhaust target hero or ally.

Frizzle Stumbleshade, 3, Alliance (Twilight-109C)  
Ally—Gnome Priest, 3 [Shadow] / 3 Health  
**Untargetable**

Frost Arc, 1, Shaman (Crown-41C)  
Ability—Elemental  
Your hero deals 2 frost damage divided as you choose to up to two target heroes and/or allies.

Frost Blast, X, Mage (Crown-22U)  
Instant Ability—Frost  
Your hero deals 1 frost damage to each of X target heroes and/or allies. Characters dealt damage this way can't attack or protect this turn.

Frost Fever, 2, Death Knight (Alliance DK-5C, Horde DK-5C, Wrathgate-25C)  
Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party lose and can't have **Assault** and **Mend**.

Frost Nova, 4, Mage (Azeroth-55R, Citadel Raid-46R, Class-52R, Horde Mage-8R)  
Instant Ability—Frost  
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Shock, 2, Shaman (Alliance Shaman-7C, Azeroth-109C, Class-96C, Horde Shaman-7C)  
Instant Ability—Elemental  
Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Frost Wave, 3, Mage (Worldbreaker-56C)  
Instant Ability—Frost  
Up to two target allies can't attack or exhaust this turn. Draw a card.

Frostbolt, 3, Mage (Alliance Mage-7U, Azeroth-56U, Citadel Raid-47U, Class-51U, Horde Mage-9U)  
Instant Ability—Frost  
Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Frostfire Bolt, 2, Mage (Worldbreaker-57U)  
Instant Ability—Frost  
Your hero deals 2 unpreventable frostfire damage to target ally. This turn, an ally dealt damage this way can't attack or exhaust, and loses and can't have powers. (*Frostfire damage counts as both frost and fire.*)

Frozen Blight, 3, Death Knight (Elements-26U)  
Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. The controller of a hero dealt damage this way can't play abilities this turn.

Frozen Core, 1, Death Knight (Twilight-25C)  
Ability—Frost  
Attach to target ally. <p> Ongoing: Attached ally has -2 / -2.

Frozen Frenzy, 6, DkSh (Twilight-102E)  
Ability—Frost Enhancement  
Allies you control have **Assault 6** this turn.

Frozen Nerves, 5, Mage (Worldbreaker-58C)  
Ability—Frost  
Attach to target non-hero card. <p> Ongoing: Attached card can't attack or exhaust.

Fumdol Mountainfrost, 5, Alliance (Throne-109C)  
Ally—Dwarf Shaman, 6 [Frost] / 4 Health  
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Fungal Growth, 4, Druid (Throne-34R)  
Ability—Balance  
**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

"Fungus Face" McGillicutty, 3, Horde (Class-178C, Horde DK-18C, Legion-183C)  
Ally—Undead Priest, 3 [Holy] / 3 Health  
When this ally is destroyed, you may destroy target ability.

Funken Fusemissile, 3, Alliance (Throne-110C)  
Instant Ally—Gnome Mage, 3 [Arcane] / 2 Health  
When this ally enters play, you may put another ally you control into its owner's hand.

Furan Rookbane, 6, Alliance (Worldbreaker-137C)  
Ally—Night Elf Druid, 6 [Arcane] / 5 Health  
When this ally enters play, reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Furious Strike, 1, Warrior (Throne-85U)  
Instant Ability—Fury  
Your hero has +3 ATK this combat. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Fury, 5, Hunter (Azeroth-38R, Horde Hunter-9R)  
Ally—Cat, Pet (1), 5 [Melee] / 3 Health  
**Ferocity**

Gabble, 7, Alliance (Alliance Mage-16C, Legion-148C)  
Ally—Gnome Mage, 7 [Arcane] / 5 Health  
**Elusive** (*This ally can't be attacked.*)

Gakuri, 3, Warlock (Crown-48U)  
Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 4 Health  
[Activate], Destroy another Monster or Demon ally you control >>> This ally deals 4 fire damage to target hero or ally.

Gardos Gravefang, 1, Alliance (Twilight-110U)  
Ally—Worgen Death Knight, 2 [Melee] / 1 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally is destroyed, you may put target card in a graveyard on the bottom of its owner's deck.

Garell Strout, 4, Horde (Horde Warlock-15U, Outland-161U)  
Ally—Undead Warlock, 3 [Fire] / 4 Health  
When this ally attacks, he deals 2 fire damage to target opposing hero.

Garet Vice, 1, Alliance (Worldbreaker-138C)  
Ally—Worgen Rogue, 2 [Nature] / 1 Health  
**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*)

Gargoyle, 4, Death Knight (Elements-27R, Horde DK-6R)  
Ally—Gargoyle, Pet (1), 5 [Nature] / 5 Health  
**Unholy Talent** (*You can't put Blood Talents or Frost Talents in your deck.*) <p> **Ferocity** <p> At the end of your turn, if this ally is undamaged, put him into his owner's hand.

Garrosh Hellscream, 7, Horde (Class Promo-7E, Scourgewar-175E)  
Ally—Orc Warrior, Unique, 7 [Melee] / 7 Health  
Protector <p> Each ally you control has **Assault X**, where X is its printed ATK.

Gavin Haverston, 1, Horde (Twilight-137C)  
Ally—Undead Hunter, 1 [Fire] / 2 Health  
This ally has **Ferocity** and **Long-Range** while an opponent controls more allies than you. (*This ally can attack immediately, and when he attacks, defenders deal no combat damage to him.*)

Gaxtro, Bilgewater Marksman, Horde (Throne-13)  
Hero—Goblin Hunter, 28 Health  
If Gaxtro is defending: (2), Flip Gaxtro >>>  
Remove target attacker from combat, and Gaxtro deals 1 ranged damage to it.

Gazriz of Gnomeregan, Alliance (Alliance Warlock-1)  
Hero—Gnome Warlock, 28 Health  
On your turn: (3), Flip Gazriz >>> Gazriz deals two shadow damage to target ally and heals 1 damage from himself for each damage dealt this way.

Gerana Sparkfist, 5, Alliance (Alliance Druid-15C, Alliance Paladin-13C, Alliance Priest-13C, Worldbreaker-139C)  
Ally—Dwarf Mage, 3 [Arcane] / 4 Health  
When this ally enters play, she deals 1 arcane damage to each opposing hero and ally.

Gerrunge the Sadist, 3, Alliance (Crown-85R)  
Ally—Human Warlock, 4 [Shadow] / 4 Health  
When this ally enters play, he deals 4 shadow damage to your hero. <p> When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gerwixicks, 2, Horde (Twilight-138C)  
Ally—Goblin Shaman, 2 [Fire] / 2 Health  
When an ally you control deals fire ([Fire]) damage, your hero has **Assault 1** this turn.

Ghoulmaster Kalisa, Horde (Throne-14)  
Hero—Undead Death Knight, 29 Health  
On your turn: (2), Discard an ally, flip Kalisa >>>  
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Gift of the Earthmother, 4, Druid (Alliance Druid-4R, Wrathgate-32R)  
Instant Ability—Restoration  
**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Attach to target ally. <p> Ongoing: Attached ally has +6 / +6. <p> When attached ally is destroyed, draw two cards.

Gift of the Wild, 6, Druid (Alliance Druid-5R, Legion-24R)  
Instant Ability—Restoration  
Ongoing: Allies you control have +2 / +2.

Gilblin Bully, 4 (Throne-177C)  
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Gilblin Deathscrounger, 2 (Throne-178R)  
Monster Ally—Goblin Death Knight, 4 [Frost] / 2 Health  
This ally can attack only heroes. <p> At the start of your turn, if this ally is in your graveyard, you may remove another Monster ally in your graveyard from the game. If you do, put this ally into play.

Gilblin Hoarder, 2 (Throne-179U)  
Monster Ally—Goblin Rogue, 2 [Nature] / 3 Health  
[Activate] >>> Put target equipment you control into its owner's hand.

Gilblin Plunderer, 5 (Throne-180U)  
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health  
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may destroy target equipment.

Gilblin Trickster, 2 (Throne-181U)  
Monster Ally—Goblin Rogue, 1 [Frost] / 4 Health  
When an equipment enters play under your control, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Gilneas, Alliance (Worldbreaker-269R)  
Location  
(4) >>> Worgen you control have **Assault 2** this turn.

Gispax the Mixologist, 4, Horde (Worldbreaker-173R)  
Ally—Goblin Rogue, 3 [Melee] / 5 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate], Discard a card >>> Search your deck for a [Nature] card, reveal it, and put it into your hand.

Glacial Strike, 3, Death Knight (Alliance DK-6C, Twilight-26C)  
Ability—Frost  
Your hero deals 5 frost damage to target ally.

Glacial Tomb, 1, Mage (Throne-48C)  
Ability—Frost  
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Glaciate, 1, Mage (Twilight-50C)  
Instant Ability—Frost  
Target opposing ally can't attack this turn. Draw a card.

Glyphtrace Ritual Knife, 4, MaPrLo (Elements-195R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
At the start of your turn, you may pay (4) and destroy this weapon. If you do, destroy all abilities, allies, and equipment.

Gnash, 6 (Throne-212R)  
Monster Ally—Sea Giant Warrior, Gnash (1), 4 [Frost] / 6 Health  
When Gnash enters play, destroy all allies with cost 3 or less.

Gobbler, 6 (Throne-187R)  
Monster Ally—Murloc Shaman, Gobbler (1), 5 [Nature] / 6 Health  
When Gobbler attacks, you may search your deck for a Murloc, reveal it, and put it into your hand. <p> When Gobbler or another Murloc ally you control is destroyed, each opponent chooses and destroys an ally he controls.

God-Grinding Grips, 2, MaPrLo (Elements-181U)  
Equipment—Armor—Cloth, Hands (1), 1 DEF (4), Exhaust your hero >>> Your hero deals 2 arcane damage to target hero or ally.

Golem Skull Helm, 3, PaWa (Alliance Paladin-21U, Alliance Warrior-20U, Azeroth-290U, Class-207U, Horde Warrior-23U)  
Equipment—Armor—Plate, Head (1), 3 DEF

Gollom Skybang, 2, Horde (Twilight-139C)  
Ally—Goblin Hunter, 3 [Fire] / 2 Health  
When this ally is destroyed, you may turn target face-up resource face down.

Gordash Firetooth, 5, Horde (Twilight-140C)  
Ally—Orc Mage, 9 [Fire] / 1 Health

Gorz Blazefist, 3, Horde (Horde Paladin-16C, Worldbreaker-174C)  
Ally—Orc Mage, 1 [Fire] / 4 Health  
**Ferocity** (*This ally can attack immediately.*)

Gouge, 1, Rogue (Alliance Rogue-6C, Azeroth-99C, Class-86C, Horde Rogue-9C, Worldbreaker-89C)  
Instant Ability—Combat Combo  
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Graddis Battlebeard, 6, Alliance (Crown-86R)  
Ally—Dwarf Shaman, 4 [Nature] / 4 Health  
When this ally enters play, he deals 4 nature damage divided as you choose to up to four target heroes and/or allies. <p> At the start of your turn, this ally heals 4 damage divided as you choose from up to four target heroes and/or allies.

Grag'tok, 4 (Crown-133C)  
Monster Ally—Ogre Mage, 3 [Fire] / 5 Health  
When an ally with 6 or more ATK enters play under your control, this ally deals 1 fire damage to each opposing hero and ally.

Grak Foulblade, 4, Horde (Crown-106C)  
Ally—Orc Death Knight, 6 [Melee] / 2 Health

Grand Crusader, 3, Paladin (Throne-56R)  
Ability—Protection  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> Ongoing: Allies you control with cost 2 or less have +2 / +2.

Gravelord Adams, 6, Horde (Crown-107R)  
Ally—Undead Death Knight, 5 [Shadow] / 5 Health  
When you play this ally, you may pay (1) any number of times. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each (1) paid this way.

Gravitational Pull, 1, DkPaWa (Crown-172R)  
Equipment—Armor—Plate, Hands (1), 0 DEF  
As this armor enters play, you may reveal any number of equipment from your hand. This armor enters play with a +1 [DEF] counter on it for each card revealed this way.

Grayson Steelworth, Alliance (Elements-4)  
Hero—Worgen Warrior, 30 Health  
[Front]: (3) >>> Flip Grayson face down.  
[Back]: Dual Wield (*You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.*)

Grazzle Grubhook, 2, Horde (Worldbreaker-175C)  
Ally—Goblin Mage, 2 [Arcane] / 2 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Draw a card, then discard a card.

Greathelm of the Scourge Champion, 2, Death Knight (Horde DK-23U, Knight-21U)  
Equipment—Armor—Plate, Head (1), 2 DEF  
When this armor is destroyed, you may put it from its owner's graveyard into his hand at the start of the next turn.

Grglmg (Throne-22)  
Monster Hero—Murloc Hunter, 28 Health  
[Front]: (8) >>> Flip Grglmg face down. <p> You pay (8) less to flip Grglmg if an opposing hero was dealt 8 or more damage this turn.  
[Back]: Monster allies you control have **Ferocity**.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Grim Campfire, 3, DrPaPrSh (Worldbreaker-231R, Worldbreaker Loot-2L)  
Equipment—Item, Campfire (1)  
When an opposing ally is destroyed, add a fuel counter to this equipment. <p> At the end of your turn, your hero may heal 1 damage from each friendly hero and ally for each fuel counter.

Grim Harvest, 2, Warlock (Elements-92R)  
Ability—Demonology  
Ongoing: At the start of your turn, you may destroy an ally you control. If you do, your hero deals shadow damage to target hero or ally equal to the destroyed ally's cost and heals 1 damage from itself for each damage dealt this way.

Grimdron, 1, Warlock (Azeroth-125U, Elements-91U)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> (1), [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Grimnar, 6, Warlock (Throne-77U)  
Monster Ally—Voidwalker Demon, Pet (1), 3 [Shadow] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> This ally has +1 /+1 for each ally in your graveyard.

The Grimtotem Weapon (Alliance DK-30C, Alliance Paladin-28C, Alliance Warrior-27C, Horde Rogue-30C, Horde Warrior-30C, Worldbreaker-260C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

Grip of the Damned, 4, Death Knight (Worldbreaker-28C)  
Ability—Unholy  
Put target opposing ally or weapon on the bottom of its owner's deck.

Grizlik Sparkhex, Horde (Worldbreaker-12)  
Hero—Goblin Warlock (Demonology), 28 Health  
[Front]: (2) >>> Flip Grizlik face down.  
[Back]: You can control an additional Pet.

Gronn Skullcracker, 9 (Crown-163R)  
Monster Ally—Gronn, 6 [Melee] / 12 Health  
**Monster Hero Required** <p> You may reveal this ally from your opening hand once. If you do, your hero has +3 ATK on your first turn. <p> **Smash** <p> This ally has +6 ATK for each Ogre hero and ally you control.

Grovewarden Daviak, 6, Alliance (Crown-87U)  
Ally—Worgen Druid, 2 [Nature] / 7 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally is dealt damage, it heals that much damage from your hero.

Grug the Bonecrusher, 6 (Crown-134C)  
Monster Ally—Ogre Warrior, 7 [Melee] / 7 Health  
**Conspicuous** (*Opposing heroes and allies can protect against this ally.*)

Grumdak, Herald of the Hunt, 3, Alliance (Throne-111U)  
Ally—Dwarf Hunter, 3 [Melee] / 2 Health  
**Empower Hunter:** When this ally enters play, if you control another Hunter hero or ally, this ally has +2 ATK, **Ferocity** and **Long-Range** this turn.

Guardian of Ancient Kings, 2, Paladin (Twilight-57R)  
Ally—Spirit Guardian, Pet (1), 2 [Holy] / 4 Health  
While you control a Holy ability, this ally has **Mend 2**. <p> While you control a Protection ability, this ally has **Protector**. <p> While you control a Retribution ability, this ally has **Assault 2**.

Guardian Steelhoof, 3, Horde (Horde Paladin-17C, Horde Shaman-14C, Worldbreaker-176C)  
Ally—Tauren Druid, 4 [Nature] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> This ally can't attack.

Gully Rustinax, 2, Alliance (Alliance Druid-16C, Alliance Priest-14C, Elements-116C)  
Ally—Gnome Warrior, 2 [Melee] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Elusive** (*This ally can't be attacked.*)

Gundek Hammerguard, Alliance (Elements-5)  
Hero—Dwarf Paladin, 29 Health  
[Front]: (4) >>> Flip Gundek face down.  
[Back]: **Protector** (*Gundek may exhaust to become the defender when an opposing hero or ally attacks.*)

Gurubashi Punisher, 3, DkPaRoShWa (Crown-181U)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 6 Strike  
You pay (6) less to strike with this weapon while you control an ally with 6 or more ATK.

Guruvan, 4, Alliance (Alliance Hunter-15U, Class-133U, Outland-119U)  
Ally—Draenei Hunter, 3 [Ranged] / 2 Health  
**Long-Range** (*When this ally attacks, defenders deal no combat damage to it.*)

Gurzak of Orgrimmar, Horde (Horde Warrior-1)  
Hero—Orc Warrior, 30 Health  
On your turn: (2), Flip Gurzak >>> Target weapon has +2 ATK this turn.

Gurzug, 3, Horde (Class-180C, Horde Mage-14C, Horde Warrior-12C, Legion-187C)  
Ally—Orc Shaman, 2 [Fire] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Gutbuster, 4, DkRoShWa (Worldbreaker-241R)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike  
When you deal fatal damage to an ally with this equipment, ready your hero, this equipment, and up to two resources you control.

Gutfin, 1 (Crown-151C)  
Monster Ally—Murloc Priest, 1 [Holy] / 1 Health  
This and other Murloc allies you control have +1 [Health].

Haaroon, 5, Warlock (Alliance Warlock-4R, Legion-107R)  
Ally—Felguard Demon Demonology, Pet (1), 6 [Melee] / 6 Health  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> **Protector**

Hadrack the Devoted, 4, Alliance (Throne-112R)  
Ally—Dwarf Paladin, 5 [Holy] / 2 Health  
If this ally would be dealt damage, prevent all but 1 of it.

Haedis, Alliance (Worldbreaker-5)  
Hero—Draenei Death Knight (Blood), 29 Health  
[Front]: (5) >>> Flip Haedis face down.  
[Back]: If Haedis would deal damage, he deals that much +1 instead.

Hagtrix the Mindsifter, 5, Horde (Throne-148R)  
Ally—Goblin Priest, 3 [Shadow] / 5 Health  
At the start of your turn, each opponent discards a card. <p> When an opponent discards a card, this ally heals damage from your hero equal to that card's cost.

Hammer of Justice, 2, Paladin (Alliance Paladin-4C, Azeroth-68C, Citadel Raid-54C, Class-62C, Horde Paladin-6C)  
Instant Ability—Protection  
Exhaust target hero or ally. It can't ready during its controller's next ready step. Draw a card.

Hammer of Retribution, 2, Paladin (Twilight-58C)  
Instant Ability—Retribution  
Exhaust up to three target heroes and/or allies.

Hammer of the Zealot, 1, Paladin (Throne-57U)  
Instant Ability—Protection  
Exhaust target ally. Draw a card.

Hamuul Runetotem, 9, Horde (Crown-108E)  
Ally—Tauren Druid, Hamuul (1), 5 [Nature] / 10 Health  
**Assault 5, Ferocity, Protector** <p> At the end of your turn, ready Hamuul.

Hand of Frost, 3 (Dungeon Treasure-7C)

Ability

Ongoing: When a Death Knight ally enters play under your control or a friendly player's control, target hero or ally has **Assault 2** this turn.

Hand of Protection, 2, Paladin (Twilight-59C)

Instant Ability—Protection

The next time target ally would be dealt damage this turn, prevent it.

Hand of Righteousness, 3, DrPaPrSh (Dungeon Treasure-50C)

Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 1 Strike

(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

Hanu Skyhorn, 2, Horde (Elements-134U)

Ally—Tauren Druid, 1 [Arcane] / 3 Health

(3) >>> Target ally has **Arcane Resistance** this turn. (*Prevent all arcane ([Arcane]) damage that would be dealt to it.*)

Haranto Darkstrider, 3, Horde (Horde Mage-15C, Scourgewar-179C)

Ally—Tauren Death Knight, 5 [Melee] / 3 Health

**Protector** <p> This ally can't attack unless an opponent controls more allies than you.

Haratha Hammerflame, 2, Alliance (Alliance Shaman-15C, Alliance Warlock-15C, Twilight-111C)

Ally—Dwarf Shaman, 3 [Fire] / 2 Health

When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

Harpy Matriarch, 3 (Crown-164C)

Monster Ally—Harpy Mage, 2 [Frost] / 2 Health

**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, target player chooses an ability he controls. Destroy that ability.

Haunt of Flies, 1, DrMaPrShLo (Aftermath Justice-6E)

Equipment—Armor—Cloth, Back (1), 1 DEF

When this armor prevents damage on an opponent's turn, add a fly counter to it. <p> Remove three fly counters from this armor >>> Put a 2 [Nature] / 1 [Health] Swarm ally token into play with **Ferocity** and **Stealth**.

A Head Full of Wind (Elements-212U)

Quest

On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Heal, 2, Priest (Alliance Priest-7U, Azeroth-79U, Twilight-63U)

Ability—Holy

Your hero heals 7 damage from target hero or ally.

Healing Touch, 3, Druid (Azeroth-22U, Class-29U, Elements-33U)

Ability—Restoration

Your hero heals 10 damage from target hero or ally.

Heavenly Breeze, 2, DrPaPrSh (Aftermath Justice-7E)

Equipment—Armor—Cloth, Back (1), 1 DEF

At the start of your turn, add a breeze counter to this armor. <p> (2), [Activate], Remove any number of breeze counters from this armor >>> Your hero heals 1 damage from itself for each counter removed this way.

Hellisa, 3, Warlock (Throne-78C)

Monster Ally—Succubus Demon, Pet (1), 4 [Shadow] / 3 Health.

When this ally enters play, you may exhaust target ready opposing ally. If you do, that ally deals shadow damage equal to its ATK to its controller's hero.

Helm of Terrorizing Fangs, 2, HuSh (Elements-182R)

Equipment—Armor—Mail, Head (1), 1 DEF

When a non-[Horde], non-[Alliance] ally you control is destroyed, add a fang counter to this armor. <p> Remove a fang counter from this armor >>> Target ally has **Assault 1** this turn.

Hemorrhage, 2, Rogue (Crown-38R)

Ability—Subtlety

**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p>

Attach to target hero. <p> Ongoing: When your hero deals combat damage to attached hero, add a bleed counter to this ability for each weapon you struck with this combat. <p> At the start of your turn, your hero deals 1 melee damage to attached hero for each bleed counter on this ability.

Herod, the Scarlet Champion, 4 (Dungeon Treasure-28U)

Ally—Human Warrior, Herod (1), 5 [Melee] / 4 Health

At the start of your turn, choose one: This turn, Herod has +3 ATK and attacks opposing heroes and allies at random; or Herod attacks normally this turn.

Heroic Impulse, 2, Warrior (Worldbreaker-117C)

Instant Ability—Protection

Attach to target hero or ally you control. <p> Ongoing: Attached character has **Protector**. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Heroic Leap, 2, Warrior (Alliance Warrior-6U, Twilight-98U)

Instant Ability—Fury

Exhaust up to two target heroes and/or allies. Your hero deals 1 melee damage to each character exhausted this way.

Hersir's Greatspear, 6, DrHu (Horde Druid-26U, Worldbreaker-242U)

Equipment—2H Weapon—Polearm, Melee (1), 3 [Nature], 2 Strike

When an ally enters play under your control, your hero may deal 1 nature damage to target hero or ally.

Hesawa Stormwalker, 3, Horde (Throne-149C)

Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hexamorph, 2, Mage, Shaman (Crown-57U)

Instant Ability—Arcane Elemental

Target ally loses and can't have powers this turn. Draw a card.

High Chieftain Baine Bloodhoof, 7, Horde (Twilight-141E)

Ally—Tauren High Chieftain, Baine (1), 7 [Melee] / 7 Health

**Protector** <p> Prevent all damage that would be dealt to this ally while you control another [Horde] ally.

High Commander Halford Wyrmbane, 4, Alliance (Class Promo-3E, Wrathgate-115E)

Ally—Human Paladin, Unique, 4 [Holy] / 4 Health

**Protector** <p> This ally has **Assault 1** and **Mend 1** for each other ally you control.

High Guard Braxx, 5, Horde (Twilight-142C)

Ally—Goblin Warrior, 2 [Melee] / 5 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, he may deal 2 melee damage to target damaged hero or ally.

High Inquisitor Whitemane, 5 (Dungeon Treasure-29R)

Ally—Human Priest, Whitemane (1), 2 [Holy] / 8 Health

When Whitemane attacks, you may put target ally from your graveyard on top of your deck. If you do, she heals damage from your hero equal to the cost of that ally.

High Magus Olvek, Alliance (Throne-3)

Hero—Dwarf Mage, 25 Health

(1), Flip Olvek >>> Choose "ability," "ally," or "equipment," then reveal the top card of your deck. If it has the chosen type, put it into your hand.

High Priestess Neeri, Horde (Throne-15)

Hero—Goblin Priest, 26 Health

(3), Flip Neeri >>> Remove the top three cards of target opponent's deck from the game. Neeri heals 2 damage from herself for each ally removed this way.

High Prophet Barim, 3 (Crown-160R)

Monster Ally—Tol'vir Paladin Priest, Barim (1), 1 [Holy] / 1 Health

Other allies you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].

High Warlord Cromush, 6, Horde (Dungeon Treasure-20U)

Ally—Orc Warrior, Cromush (1), 5 [Melee] / 5 Health

**Protector** (*Cromush may exhaust to become the defender when an opposing hero or ally attacks.*) <p> While Cromush has exactly 1 remaining health, he has **Assault 10**.

High Warlord Zogar, 6 (Crown-135E)

Monster Ally—Ogre Lord Warrior, 10 [Melee] / 10 Health

Play this ally only if you control an Ogre hero or ally.

Highborne Soul Mirror, 7,  
DkDrHuMaPaPrRoShLoWa (Worldbreaker  
Crafted-9E)  
Equipment—Item  
When an ally you control is destroyed, destroy  
each other ally you control with the same name  
as that ally. <p> On your turn: [Activate] >>> Put  
a token copy of target ally you control into play.

Hira, 1, Alliance (Alliance Druid-17C, Alliance  
Hunter-16C, Alliance Priest-15C, Alliance  
Rogue-13C, Worldbreaker-140C)  
Ally—Draenei Shaman, 2 [Fire] / 1 Health

Hogger (BlizzCon 2011)  
Monster Hero—Gnoll Warrior, 30 Health  
[Front]: (5) >>> Flip Hogger face down.  
[Back]: **Summon Minion:** At the start of your  
turn, put a 1 [Melee] / 1 [Health] Gnoll Monster  
ally token into play.  
Deckbuilding: You can't put [Horde] or  
[Alliance] cards in your deck.

Holy Blaze, 6, Priest (Twilight-64U)  
Ability—Holy  
Your hero deals 4 unpreventable holy damage  
to each of up to two target allies.

Holy Light, 3, Paladin (Alliance Paladin-5C,  
Azeroth-69C, Citadel Raid-55C, Class-63C, Horde  
Paladin-7C, Worldbreaker-68C)  
Ability—Holy  
Your hero heals 5 damage from target hero or  
ally. Draw a card.


Holy Shock, 3, Paladin (Alliance Paladin-6R,  
Illidan-61R)  
Instant Ability—Holy  
**Holy Talent** (*You can't put Protection Talents or  
Retribution Talents in your deck.*) <p> Prevent  
the next 4 damage that target friendly hero or  
ally would be dealt this turn. <p> Your hero  
deals 4 unpreventable holy damage to target  
opposing hero or ally.

Holy Vengeance, 2, Paladin (Elements-57R)  
Ability—Retribution  
Ongoing: When an ally you control is destroyed,  
you may pay (1). If you do, your hero deals 2  
unpreventable holy damage to target hero.

Holy Wrath, 6, Paladin (Elements-58R)  
Ability—Holy  
Your hero deals 4 unpreventable holy damage  
to each opposing hero and ally, plus an  
additional 4 if that character is a Demon,  
Dragonkin, or Elemental.

Horn of Winter, 2, Death Knight (Alliance DK-7C,  
Elements-28C, Horde DK-7C)  
Ability—Frost  
Heroes and allies you control have **Assault 1**  
this turn. (*They have +1 ATK on your turn.*)

Horngrim, 2, Horde (Crown-109U)  
Ally—Troll Druid, 1 [Nature] / 3 Health  
**Harmonize** (*You pay (1) less to play allies with  
printed cost 4 or more.*) <p> This ally can't be  
targeted by opponents.

The Horseman's Horrific Helm, 4, DkPaWa  
(Holiday -6R)  
Equipment—Armor—Plate, Head (1), 2 DEF  
If this armor would prevent damage, you may  
laugh a scary laugh. If you do, this armor  
prevents all that damage instead.

Hungering Cold, 4, Death Knight (Alliance DK-  
8R, Twilight-27R)  
Ability—Frost  
**Frost Talent** (*You can't put Blood Talents or  
Unholy Talents in your deck.*) <p> Ongoing:  
When an opposing hero or ally exhausts, your  
hero deals 1 frost damage to it.

Hunrik Blackiron, 4, Alliance (Throne-113C)  
Ally—Dwarf Warlock, 5 [Shadow] / 3 Health

Huntsman Gorwal, Alliance (Elements-6)  
Hero—Worgen Hunter, 28 Health  
[Front]: (5) >>> Flip Gorwal face down.  
[Back]: Pets you control have **Ferocity**. (*They  
can attack immediately.*)

Huruk Lightvow, 4, Horde (Horde Paladin-18C,  
Worldbreaker-177C)  
Ally—Tauren Paladin, 5 [Holy] / 3 Health  
**Protector** (*This ally may exhaust to become the  
defender when an opposing hero or ally attacks.*)

Hyjal Stag, 1 (Crown-168C)  
Ally—Stag, 1 [Melee] / 1 Health  
Destroy this ally, exhaust a ready Monster hero  
or ally you control >>> This ally heals 4 damage  
from that character.

Hymn of Hope, 2, Priest (Elements-66U)  
Instant Ability—Holy  
Your hero heals 3 damage from each friendly  
hero and ally. For each character healed this  
way, ready a resource you control.

Ian Lanstrick, 1, Horde (Crown-110U)  
Ally—Undead Mage, 2 [Fire] / 1 Health  
When an opponent completes a quest, this ally  
deals 2 fire damage to his hero.

Icaros the Sunward, 3, Horde (Crown-111C)  
Ally—Blood Elf Paladin, 1 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the  
defender when an opposing hero or ally attacks.*)

Ice Barrier, 3, Mage (Crown-23R)  
Ability—Frost  
**Frost Talent** (*You can't put Arcane Talents or  
Fire Talents in your deck.*) <p> Ongoing: This  
ability enters play with three ice counters. <p> If  
your hero would be dealt damage, remove an ice  
counter from this ability. If you do, prevent that  
damage. Then, if no counters remain, destroy  
this ability. <p> At the start of your turn, your  
hero deals 5 frost damage to target opposing  
hero.

Ice Lance, 2, Mage (Alliance Mage-8C, Class-53C,  
Drums-36C)  
Ability—Frost  
Your hero deals 2 frost damage to target ally, or  
6 if that ally is ready.

The Ichor of Undeath, Priest (Alliance Priest-  
26U, Horde Priest-25U, Wrathgate-203U)  
Quest  
Pay (2) to complete this quest. <p> Reward: Put  
target ally from your graveyard into your hand.

Idra'kess Enchantress, 4 (Throne-204U)  
Monster Ally—Naga Mage, 2 [Frost] / 5 Health  
[Activate], Destroy this and two other allies you  
control >>> Search your hand and/or deck for a  
card named Ozumat and put it into play.

Idra'kess Mistress, 3 (Throne-205U)  
Monster Ally—Naga Mage, 1 [Frost] / 4 Health  
When this ally attacks, she deals 1 frost damage  
to each [Horde] and [Alliance] hero and ally.

If You're Not Against Us... (Crown-196C)  
Quest  
Pay (1) to complete this quest. <p> Reward: An  
opponent chooses one: You draw a card; or your  
hero deals 3 shadow damage to his hero.

Ignacious, 6 (Twilight-170R)  
Ally—Fire Elemental Ascendant, Ignacious (1), 5  
[Fire] / 6 Health  
When this or another [Fire] card you control is  
destroyed, you may turn target resource face  
down. <p> [Fire] allies you own everywhere  
have "**Stash:** Put a 2 [Fire] / 1 [Health] Fire  
Elemental ally token into play."

Immolate, 2, Warlock (Alliance Warlock-5C,  
Class-106C, Horde Warlock-7C, Outland-85C)  
Ability—Destruction  
Attach to target hero or ally, and your hero deals  
1 fire damage to it. <p> Ongoing: At the start of  
your turn, your hero deals 1 fire damage to  
attached character.

Immolation Trap, 3, Hunter (Dark Portal-35U,  
Twilight-43U)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero  
rather than pay this card's cost.*) <p> Attach to  
target attacking hero or ally. <p> Ongoing: At  
the start of your turn, your hero deals 2 fire  
damage to attached character.

Incapacitate, 3, Rogue (Worldbreaker-90U)  
Ability—Combat  
Attach to target resource. <p> Ongoing:  
Attached resource can't ready.

Incinerate, 2, Warlock (Class-107U, Outland-  
86U, Twilight-90U)  
Ability—Destruction  
Your hero deals 2 fire damage to target hero or  
ally, or 4 if your hero dealt fire damage with an  
ability to that character this turn.

Indauma Bloodfire, 6, Horde (Horde Mage-16C,  
Icecrown-133C)  
Ally—Blood Elf Warlock, 7 [Fire] / 4 Health

Infectious Brutality, 3, Warrior (Crown-56U)  
Ability—Fury  
Ongoing: On your turn: [Activate] >>> Target  
ally has +2 ATK this turn.

Inferno Totem, 2, Shaman (Alliance Shaman-8U, Horde Shaman-8U, Twilight-82U)  
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 3 Health  
At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p> (*Totems can't attack.*)

Infestation, 3, Death Knight (Throne-29U)  
Ability—Unholy Disease  
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Infiltrate, 2, Rogue (Alliance Rogue-7C, Elements-73C, Horde Rogue-10C)  
Ability—Subtlety  
Up to two target heroes and/or allies have **Assault 2** and **Stealth** this turn. (*They have +2 ATK on your turn and can't be protected against.*)

Infusion of Earth, 2, Shaman (Horde Shaman-9C, Wrathgate-76C)  
Instant Ability—Enhancement  
Attach to target ally or weapon you control. <p> Ongoing: Attached card has **Assault 3**. (*It has +3 ATK on your turn.*)

Inner Will, 3, Priest (Twilight-65R)  
Ability—Discipline  
You pay (X) less to play your next card this turn, where X is the highest cost among abilities, allies, and equipment you control.

The Innkeeper's Daughter, 5, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-3E)  
Equipment—Item  
This item enters play with a hearth counter on it for each damage on your hero. <p> On your turn: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.

Inquisition, 2, Paladin (Elements-59C, Horde Paladin-8C)  
Ability—Holy  
Target ally deals unpreventable holy damage to itself equal to its ATK.

Intensify, 3, MaLo (Elements-102E)  
Instant Ability—Fire Destruction  
The next time target friendly hero or ally would deal any type of damage this turn, it deals double that much fire damage instead.

Intercept, 1, Warrior (Class-119C, Dark Portal-121C, Elements-98C)  
Instant Ability—Fury  
Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Invigorate, 3, Rogue (Elements-74U)  
Instant Ability—Combat Finishing Move  
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Ready X resources you control, and you may ready target ally with cost X or less, where X is the number of cards removed this way.

Invoke the Nether, 6, Warlock (Alliance Warlock-6R, Legion-108R)  
Ability—Destruction  
Remove all allies from the game.

Irontree Knives, 3, RoWa (Crown-182U)  
Equipment—Weapon—Shuriken, Ranged (1), 2 [Melee] / 0 Strike  
This weapon enters play exhausted. <p> **Thrown** (*When you strike with this weapon, your hero has **Long-Range** this combat. At the end of the turn, put this weapon into its owner's hand.*)

Iso'rath (Crown-2)  
Monster Hero—Iso'rath, [Front]:21, [Back]: 32 Health  
[Front]: Your starting and maximum hand sizes are nine cards. <p> (10) >>> Flip Iso'rath face down.  
[Back]: Your starting and maximum hand sizes are nine cards. <p> [Activate] >>> Destroy target non-hero card.  
Deckbuilding: You can't put [Horde], [Alliance], or class cards in your deck.

Izzy Quizfiz, 1, Horde (Throne-150C)  
Ally—Goblin Shaman, 1 [Nature] / 2 Health (2) >>> Ready this ally.

Jacob Blackcrest, Alliance (CAT Promo-1)  
Hero—Worgen Warlock (Demonology), Enchanting/Tailoring, 28 Health (4), Flip Jacob >>> Put target Demon from your graveyard into your hand.

Jadefire Felsworn, 6 (Crown-141U)  
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health  
When this ally enters play, he deals 5 shadow damage to target opposing hero unless its controller chooses and destroys an ally he controls.

Jadefire Hellcaller, 3 (Crown-142C)  
Monster Ally—Satyr Demon Warlock, 4 [Shadow] / 2 Health  
When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

Jadefire Rogue, 4 (Crown-143U)  
Monster Ally—Satyr Demon Rogue, 3 [Shadow] / 5 Health  
While an opposing hero has 15 or more damage on it, opposing allies can't protect and lose and can't have **Elusive**.

Jadefire Satyr, 2 (Crown-144C)  
Monster Ally—Satyr Demon Warrior, 2 [Shadow] / 3 Health  
While an opposing hero has 15 or more damage on it, this ally has **Assault 2**.

Jadefire Scout, 1 (Crown-145C)  
Monster Ally—Satyr Demon Hunter, 3 [Shadow] / 2 Health  
This ally can attack only heroes.

Jadefire Trickster, 3 (Crown-146C)  
Monster Ally—Satyr Demon Rogue, 4 [Shadow] / 4 Health  
This ally can attack only heroes.

Jaema, Herald of the Light, 5, Alliance (Throne-114U)  
Ally—Draenei Paladin, 4 [Holy] / 4 Health  
**Empower Paladin:** When this ally enters play, if you control another Paladin hero or ally, this ally heals 4 damage from target hero or ally, and you draw a card.

Jaenel, Alliance (Worldbreaker-6)  
Hero—Draenei Paladin (Retribution), 29 Health [Front]: (4) >>> Flip Jaenel face down.  
[Back]: **Assault 1** (*Jaenel has +1 ATK on your turn.*)

Jaga'zul the Wild's Fury, 4, Horde (Twilight-143R)  
Ally—Troll Druid, 5 [Nature] / 1 Health  
When this ally is destroyed, you may put him from the graveyard into his owner's resource row face down and exhausted.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)  
Ally—Orc Rogue, 3 [Melee] / 3 Health  
**Empower Rogue:** When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jai Dawnsteel, Horde (Worldbreaker-13)  
Hero—Blood Elf Warrior (Arms), 30 Health [Front]: (3) >>> Flip Jai face down.  
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Theramore, 4, Alliance (Class Promo-4E, Icecrown-104E)  
Ally—Human Mage, Unique, 3 [Frost] / 5 Health  
**Frost Resistance** <p> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard. <p> You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of (1).

Jak the Bilgewater Bruiser, Horde (Throne-16)  
Hero—Goblin Warrior, 30 Health  
On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

Janvaru the Thunderspeaker, Alliance (Throne-4)  
Hero—Draenei Shaman, 28 Health (4), Flip Janvaru >>> Choose one: Janvaru deals 4 nature damage to target hero; or Janvaru heals 4 damage from himself.

Jaral of Gilneas, Alliance (Alliance Hunter-1)  
Hero—Worgen Hunter, 28 Health  
On your turn: (2), Flip Jaral >>> Jaral deals 3 nature damage to target ally with cost 4 or more.

Jaron, Herald of the Hunt, 3, Horde (Throne-152U)  
Instant Ally—Undead Hunter, 3 [Melee] / 2 Health  
**Empower Hunter:** When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jarrold Gravon, 3, Alliance (Alliance Mage-17U, Worldbreaker-141U)  
Ally—Worgen Death Knight, 1 [Melee] / 6 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> (2) >>> Ready this ally.

Jasmia, Nature's Chosen, Alliance (Twilight-4)  
Hero—Worgen Druid, 27 Health  
[Front]: (4) >>> Flip Jasmia face down.  
[Back]: When an ally enters play under your control, Jasmia may heal all damage from a second target ally.

Javeer, 3, Alliance (Twilight-112C)  
Ally—Draenei Death Knight, 1 [Melee] / 5 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> When this ally protects for the first time each turn, ready him.

Jeishal, 2, Alliance (Crown-88U)  
Ally—Human Warrior, 3 [Melee] / 2 Health  
When this ally enters play, destroy target opposing armor. If you destroyed an armor with cost 2 or less this way, draw a card.

Jeniva Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Elements-117C)  
Ally—Worgen Priest, 2 [Holy] / 2 Health  
When this ally enters play, she may heal 4 damage from target hero or ally.

Jerrak Krandle, 3, Alliance (Twilight-113U)  
Ally—Human Paladin, 3 [Melee] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Jerrick Valder, 2, Alliance (Elements-118C)  
Ally—Worgen Rogue, 2 [Melee] / 3 Health  
When this ally attacks, you may exhaust target ally. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Exhaust target ally.

Jessa the Lifebound, 5, Alliance (Twilight-114R)  
Ally—Worgen Druid, 5 [Arcane] / 5 Health  
**Protector** <p> When this ally is destroyed, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Jex'ali, 3, Horde (Throne-153C)  
Ally—Troll Priest, 2 [Holy] / 4 Health  
When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jezziki Shinebog, 4, Horde (Worldbreaker-178C)  
Ally—Goblin Priest, 2 [Holy] / 5 Health  
**Time is Money** (This ally can use [Activate] powers immediately.) <p> [Activate] >>> This ally heals 2 damage from target hero or ally you control.

Jhuunash, 3, Warlock (Worldbreaker-107R)  
Ally—Felguard Demon Demonology, Pet (1), 0 [Melee] / 0 Health  
**Demonology Talent** (You can't put Affliction Talents or Destruction Talents in your deck.) <p> **Protector** <p> This ally has +1 / +1 for each resource you control.

Janie Swizzleshade, 6, Alliance (Alliance DK-12C, Alliance Priest-17C, Alliance Rogue-15C, Alliance Warlock-16C, Worldbreaker-142C)  
Ally—Gnome Priest, 5 [Shadow] / 4 Health  
**Elusive** (This ally can't be attacked.)

Jinx Blastwheel, Horde (Elements-13)  
Hero—Goblin Mage, 25 Health  
[Front]: (4) >>> Flip Jinx face down.  
[Back]: At the start of your turn, Jinx deals 1 arcane damage to target hero for each [Arcane] ally you control.

Joleera, Horde (Throne-17)  
Hero—Blood Elf Rogue, 27 Health  
On your turn: (2), Flip Joleera >>> Joleera has +2 ATK this turn.

Josiah King, 1, Alliance (Alliance Mage-18C, Outland-124C)  
Ally—Human Mage, 2 [Arcane] / 1 Health (5), Destroy this ally >>> This ally deals 3 arcane damage to target hero or ally.

Juggernaut, 1, Warrior (Horde Warrior-6R, Worldbreaker-118R)  
Ability—Arms  
**Arms Talent** (You can't put Fury Talents or Protection Talents in your deck.) <p> Exhaust all opposing heroes and allies. Your hero has **Assault 3** this turn.

Jumahko Thundersky, 4, Horde (Throne-154C)  
Ally—Tauren Paladin, 1 [Melee] / 9 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Jumo'zin, Horde (Worldbreaker-14)  
Hero—Troll Druid (Balance), 27 Health  
[Front]: (4) >>> Flip Jumo'zin face down.  
[Back]: When Jumo'zin is dealt combat damage while defending, he deals 1 nature damage to the source of that damage.

Kaave of the Exodar, Alliance (Alliance Priest-1)  
Hero—Draenei Priest, 26 Health  
On your turn: (4), Flip Kaave >>> Kaave heals 3 damage from each hero and ally you control.

Kadus Frosthands, Alliance (Worldbreaker-7)  
Hero—Dwarf Mage (Frost), 25 Health  
[Front]: (6) >>> Flip Kadus face down.  
[Back]: [Activate] >>> Target ally can't attack this turn.

Kaelon, Herald of the Flame, 4, Alliance (Throne-115U)  
Ally—Night Elf Mage, 5 [Fire] / 3 Health  
**Empower Mage:** When this ally enters play, if you control another Mage hero or ally, this ally deals 5 fire damage to target hero.

Kagra of the Crossroads, 1, Horde (Azeroth-246C, Class-182C, Horde Hunter-18C, Horde Warrior-13C)  
Ally—Orc Hunter, 1 [Ranged] / 2 Health  
**Ferocity** (This ally can attack immediately.)

Kagtha, 3, Horde (Dungeon Treasure-21U)  
Ally—Orc Rogue, Kagtha (1), 2 [Melee] / 4 Health  
Opposing heroes and allies lose and can't have **Elusive** and **Untargetable**.

Kalam Blacksteel, 3, Alliance (Crown-89C)  
Ally—Worgen Death Knight, 3 [Frost] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kalam'ti, 3, Horde (Throne-155R)  
Ally—Troll Mage, 3 [Fire] / 2 Health  
When this ally enters play, he deals 3 fire damage to each opposing hero and ally that was dealt damage this turn.

Kalan Howland, 3, Alliance (Twilight-115C)  
Ally—Worgen Rogue, 3 [Nature] / 2 Health  
When this ally is destroyed, target player discards a card.

Kaldric Stoutwhisker, 3, Alliance (Crown-90U)  
Ally—Dwarf Paladin, 2 [Holy] / 3 Health  
When 1 or more damage is healed from a hero or ally you control, this ally has **Assault 2** this turn.

Kalecgos, 21 (Elements-21E)  
Master Hero—Blue Dragonkin Aspect, 1 [Arcane] / 38 Health  
You pay (3) less to play Kalecgos for each ability you played this turn. <p> When you play a non-Ongoing ability, copy it. (You may choose new targets for the copy.)

Kalek Deepearth, 3, Alliance (Alliance Shaman-16C, Worldbreaker-143C)  
Ally—Dwarf Shaman, 3 [Nature] / 3 Health  
**Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Kalia of Silvermoon City, Horde (Horde Warlock-1)  
Hero—Blood Elf Warlock, 28 Health  
On your turn: (3), Flip Kalia >>> Target player discards a card at random.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C, Horde Hunter-19C)  
Ally—Tauren Hunter, 3 [Ranged] / 2 Health  
When this ally enters play, look at target player's hand.

Kamu of Thunder Bluff, Horde (Horde Druid-1)  
Hero—Tauren Druid, 28 Health  
On your turn: (4), Flip Kamu >>> Kamu deals 1 arcane damage to target hero or ally for each hero and ally you control.

Kane the Arcanist, 4, Alliance (Elements-119U)  
Ally—Worgen Mage, 0 [Arcane] / 0 Health  
**Untargetable** <p> This ally has +1 / +1 for each card in your hand.

Kanga the Primal, Horde (Elements-14)  
Hero—Troll Druid, 27 Health  
[Front]: (3) >>> Flip Kanga face down.  
[Back]: You pay (1) less to play Feral abilities, to a minimum of (1).

Kara Vesstal, 2, Alliance (Throne-116C)  
Ally—Human Mage, 3 [Arcane] / 2 Health

Kark Baneblood, 6, Horde (Elements-135C)  
Ally—Orc Death Knight, 5 [Frost] / 4 Health  
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, put target equipment on the bottom of its owner's deck.

Karkas Deathhowl, 4, Horde (Azeroth-247C, Class-183C, Horde Priest-14C, Horde Warlock-16C)  
Ally—Orc Warlock, 2 [Shadow] / 3 Health  
When this ally enters play, you may put target ally into its owner's hand.

Karrok Scarrend, 5, Horde (Class-184C, Horde Warrior-14C, Outland-167C)  
Ally—Orc Warrior, 5 [Melee] / 4 Health

Ka'tali Stonetusk, 1, Horde (Azeroth-248C, Horde Druid-16C, Horde Shaman-15C)  
Ally—Troll Shaman, 1 [Nature] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
<p> At the start of your turn, this ally heals 1 damage from himself.

Kavar the Bloodthirsty, Alliance (Twilight-5)  
Hero—Worgen Death Knight, 29 Health  
[Front]: (4) >>> Flip Kavar face down.  
[Back]: At the start of your turn, you may exhaust target card.

Kazbaz, 2, Horde (Throne-156C)  
Ally—Goblin Warrior, 2 [Melee] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
<p> **Elusive** (This ally can't be attacked.)

Keeper Alinar, 3 (Crown-154C)  
Monster Ally—Keeper of the Grove Druid, 2 [Nature] / 4 Health  
**Harmonize** (You pay (1) less to play allies with printed cost 4 or more.) <p> When this ally enters play, he heals 3 damage from target hero or ally.

Keeper Balos, 2 (Crown-155C)  
Monster Ally—Keeper of the Grove Druid, 1 [Nature] / 4 Health  
**Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)

Keeper Sharus, 1 (Crown-156R)  
Monster Ally—Keeper of the Grove Druid, 0 [Nature] / 2 Health  
**Elusive** <p> While you control another Monster hero or ally, this ally has **Harmonize**.

Kelena Ashford, 3 Horde (Throne-157C)  
Ally—Undead Warlock, 4 [Fire] / 1 Health  
When this ally enters play, if you control a Demon or Pet, she deals 4 fire damage to target hero.

Kelsa Wildfire, 1, Alliance (Alliance DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, Twilight-116C)  
Ally—Worgen Mage, 1 [Fire] / 2 Health  
**Ferocity** (This ally can attack immediately.)

Kentro Slade, 4, Alliance (Worldbreaker-144R)  
Ally—Human Warrior, 3 [Melee] / 5 Health  
At the start of your turn, if you control an armor, item, and weapon, destroy this ally. If you do, search your deck and/or hand for a master hero and put it into play.

Kerzok Plixboom, 5, Horde (Worldbreaker-179U)  
Ally—Goblin Hunter, 5 [Ranged] / 2 Health  
**Long-Range** <p> **Time is Money** (This ally can use [Activate] powers immediately.) <p> [Activate] >>> Remove this ally from combat.

The Key to Freedom (Alliance DK-31C, Alliance Druid-26C, Alliance Hunter-27C, Alliance Mage-27C, Alliance Paladin-29C, Alliance Priest-30C, Alliance Rogue-29C, Alliance Shaman-33C, Alliance Warlock-28C, Alliance Warrior-28C, Horde DK-32C, Horde Druid-31C, Horde Hunter-30C, Horde Mage-30C, Horde Paladin-29C, Horde Priest-29C, Horde Rogue-31C, Horde Shaman-28C, Horde Warlock-27C, Horde Warrior-31C, Worldbreaker-261C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card.

Kickback 5000, 2, Hunter (Elements-196R)  
Equipment—Weapon—Gun, Ranged (1), 0 [Ranged], 0 Strike  
**Long-Range** <p> This weapon enters play with two +1 ATK counters. <p> When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon. <p> (4) >>> Add two +1 ATK counters to this weapon.

Kieron the Loaner, 5, Alliance (Throne-117R)  
Ally—Gnome Rogue, 4 [Nature] / 4 Health  
When this ally enters play, each opponent draws 3 cards. <p> At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

Kill Command, 2, Hunter (Class-39U, Horde Hunter-10U, Outland-30U)  
Instant Ability—Beast Mastery  
Target Pet you control deals melee damage equal to its ATK to target ally.

King Bagurgle, Terror of the Tides, 5 (Crown-152E)  
Monster Ally—Murloc Warrior, 3 [Melee] / 3 Health  
This and other Murloc allies you control have +2 / +2. <p> At the start of your turn, put a 1 [Melee] / 1 [Health] Murloc Monster ally token into play.

King Genn Greymane, 5, Alliance (Worldbreaker-145E)  
Ally—Worgen Warrior King, Genn (1), 4 [Melee] / 4 Health  
**Aberration** <p> This ally has +2 / +2 for each other Worgen you control. <p> While this ally is ready, opposing heroes and allies can't attack other Worgen you control.

Kinza, Mistress of the Elements, 5, Horde (Throne-158R)  
Ally—Goblin Shaman, 2 [Fire] / 7 Health  
When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. (You may choose new targets for the copy.)

Kirga Earthguard, 2, Horde (Drums-177C, Horde Druid-17C, Horde Paladin-19C)  
Ally—Tauren Shaman, 1 [Nature] / 4 Health  
**Protector** <p> At the end of your turn, ready this ally.

Kirjen Fizzgar, 3, Alliance (Alliance Mage-19C, Worldbreaker-146C)  
Ally—Dwarf Mage, 2 [Arcane] / 3 Health  
When this ally enters play, draw a card.

Kirox Butcherblade, Horde (CAT Promo-2)  
Hero—Goblin Rogue (Assassination),  
Alchemy/Engineering, 27 Health  
On your turn: (4), Flip Kirox >>> Kirox deals 4 melee damage to target exhausted ally.

Kistix Shockvat, 4, Horde (Horde Druid-18C, Horde Shaman-16C, Worldbreaker-180C)  
Ally—Goblin Shaman, 4 [Nature] / 2 Health  
**Elusive** (This ally can't be attacked.)

Kizzli Grinderstub, 3, Horde (Elements-136C)  
Ally—Goblin Rogue, 1 [Nature] / 4 Health  
**Time is Money** (This ally may use [Activate] powers immediately.) <p> [Activate] >>> Target hero or ally has **Stealth** this turn. (It can't be protected against.)

Kloxx Dedrix, 1, Horde (Worldbreaker-181C)  
Ally—Goblin Death Knight, 0 [Melee] / 1 Health  
**Time is Money** (This ally can use [Activate] powers immediately.) <p> [Activate] >>> Target ally can't attack this turn.

Knight Karia, 2, Alliance (Alliance DK-14C, Alliance Warrior-11C, Twilight-117C)  
Ally—Human Warrior, 4 [Melee] / 1 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Koeus, 3, Alliance (Alliance DK-15C, Worldbreaker-147C)  
Ally—Draenei Shaman, 1 [Nature] / 4 Health  
When this ally enters play, if you control an ability, you may destroy target ability.

Kolorath, 8 (Throne-213E)  
Monster Ally—Kraken, Kolorath (1), 6 [Frost] / 12 Health  
When Kolorath enters play, put all non-[Frost] allies into their owner's hands.

Kor Cindervein, 3, Alliance (Alliance Paladin-15C, Azeroth-192C, Class-140C)  
Ally—Dwarf Paladin, 3 [Melee] / 3 Health

Korialstrasz, 6 (Worldbreaker-211R)  
Ally—Red Dragonkin Consort, Korialstrasz (1), 5 [Fire] / 6 Health  
When you play an ally, put X 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play, where X is that ally's cost.

Kor'kron Vanguard, Horde (Class Promo-13R, Wrathgate-219R)  
Location  
[Activate] >>> Target [Horde] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Saurfang in its name: [Activate] >>> Target [Horde] hero or ally you control has **Assault 3** this turn.

Korlix Grimvik, 2, Horde (Elements-137C)  
Ally—Goblin Death Knight, 2 [Shadow] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kozik Skullcracker, 1, Horde (Horde Rogue-17C, Icecrown-136C)  
Ally—Orc Rogue, 2 [Melee] / 1 Health  
**Stealth** (This ally can't be protected against.)

Kraxos Chizzlecoin, 5, Horde (Twilight-144U)  
Ally—Goblin Death Knight, 3 [Melee] / 5 Health  
**Assault 3** (This ally has +3 ATK on your turn.)  
<p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Krazal the Egggregator, 2 (Holiday 🍌-3R)  
Ally—Goblin Egg Hoarder, 3 [Nature] / 2 Health  
When this ally is revealed from your deck, put a 1 [Nature] / 1 [Health] Spring Rabbit ally token into play.

Kraznix Smolderpain, 5, Horde (Crown-112C)  
Ally—Goblin Warlock, 4 [Fire] / 6 Health  
When this ally enters play, **Delve**. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Krezza the Explosive, 3, Horde (Throne-159R)  
Ally—Goblin Mage, 2 [Arcane] / 2 Health  
When this ally deals damage to an opposing hero, she also deals 2 arcane damage to target opposing ally.

Krogar the Colossal, 8 (Crown-136R)  
Monster Ally—Ogre Lord Warrior, 9 [Melee] / 13 Health  
**Conspicuous** <p> **Empower Monster**: When this ally enters play, if you control another Monster hero or ally, you may shout “ME BIGGEST!” while pounding your fists on the table. If you do, this ally and target opposing ally deal melee damage to each other equal to their respective ATK.

Kromdar, Herald of War, 5, Horde (Throne-160U)  
Ally—Orc Warrior, 6 [Melee] / 4 Health  
**Empower Warrior**: When this ally enters play, if you control another Warrior hero or ally, you may destroy target damaged ally.

Krum'shal, 5 (Crown-137U)  
Monster Ally—Ogre Shaman, 6 [Nature] / 2 Health  
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +3 ATK and **Smash** this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)

Kuatha Mornhoof, 3, Horde (Elements-138C, Horde Priest-15C)  
Ally—Tauren Paladin, 2 [Holy] / 4 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kwee Q. Peddlefeet, 4 (Holiday 🍌-2R)  
Ally—Goblin Cupid, 1 [Ranged] / 4 Health  
**Long-Range** <p> When this ally deals combat damage to an ally while attacking, gain control of that ally while this ally remains under your control.

Kyroth Steelspite, 3, Horde (Horde Mage-17C, Twilight-145C)  
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
<p> Opponents can't strike with weapons.

Kysa Shadowstalker, 3, Alliance (Alliance Druid-18C, Icecrown-109C)  
Ally—Night Elf Druid, 3 [Melee] / 3 Health  
When this ally enters play, target hero or ally has **Stealth** this turn. (It can't be protected against.)

Lady Naz'jar, 6 (Throne-206E)  
Monster Ally—Naga Sea Witch, Naz'jar (1), 5 [Frost] / 7 Health  
(3), Exhaust two Naga heroes and/or allies you control >>> Naz'jar deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or exhaust this turn.

Lady Sira'kess (Throne-23)  
Monster Hero—Naga Mage, 25 Health  
[Front]: (8) >>> Flip Sira'kess face down. <p> You pay (8) less to flip Sira'kess if you played three or more Frost and/or [Frost] cards this turn.  
[Back]: [Activate] >>> Sira'kess deals 1 frost damage to target hero or ally. <p> (2) >>> Exhaust target hero or ally that was dealt frost ([Frost]) damage this turn.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Laenthor Shademoon, 2, Alliance (Alliance Druid-19C, Alliance Hunter-17C, Alliance Mage-20C, Alliance Rogue-16C, Alliance Warlock-18C, Alliance Warrior-12C, Worldbreaker-148C)  
Ally—Night Elf Mage, 2 [Arcane] / 3 Health

Laetho Moonbranch, 2, Alliance (Throne-118C)  
Ally—Night Elf Druid, 2 [Nature] / 1 Health  
When this ally enters play, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Landon Dunavin, 2, Horde (Worldbreaker-182C)  
Ally—Undead Hunter, 1 [Arcane] / 3 Health  
**Long-Range**

Landro's Lichling, 4 (Elements-176U, Elements Loot-1L)  
Ally—Lich, 3 [Frost] / 3 Health  
At the start of your turn, you may destroy this ally. If you do, target opponent chooses an ally he controls, and you gain control of it.

Landro's Lil' XT, 3 (Worldbreaker-220U, Worldbreaker Loot-1L)  
Ally—Mini-Deconstructor, Lil' XT (1), 1 [Melee] / 5 Health  
When this ally enters play, you may destroy target item. <p> At the start of your turn, this ally deals 1 nature damage to each hero and ally.

Larrisa Valorshield, 4, Alliance (Throne-119C)  
Ally—Human Paladin, 4 [Holy] / 4 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

The Last Living Lorekeeper (Throne-255C)  
Quest  
On your turn: Pay (5) to complete this quest.  
<p> Reward: Your hero heals 3 damage from itself. Draw a card.

Last of Her Kind (Twilight-213C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Put target Dragonkin from your graveyard into your hand.

Latro Abiectus, 2, Alliance (Alliance DK-16C, Alliance Shaman-17C, Azeroth-197C, Class-143C)  
Ally—Night Elf Rogue, 3 [Melee] / 2 Health  
**Elusive** (This ally can't be attacked.)

Lava Shock, 3, Shaman (Throne-72U)  
Ability—Elemental  
Your hero deals 4 fire damage to target ally. <p> **Delve** (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Lava Spine, 4, DkPaWa (Twilight-199U)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
When this weapon is destroyed, you may destroy target equipment.

Lazarus Marrowbane, 2, Horde (Crown-113C)  
Ally—Undead Warrior, 0 [Melee] / 7 Health  
This ally can protect your hero.

Leader of the Pack, Alliance (Worldbreaker-251R)  
Quest  
Worgen Hero Required <p> On your turn: Pay (6) to complete this quest. <p> Reward: Put four 1 [Melee] / 1 [Health] Mastiff ally tokens into play with **Ferocity**.

Leap of Faith, 2, Priest (Elements-67R)  
Instant Ability—Holy  
Remove target ability, ally, or equipment you own from the game. Then, put it into play under your control. (It enters play ready and undamaged.)

Leeching Fever, 3, Death Knight (Crown-9U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.

Leeroy Jenkins, 4, Alliance (Azeroth-198E, Class Promo-5E)  
Ally—Human Paladin, 6 [Melee] / 1 Health  
When this ally enters play, exhaust all other allies you control. They can't ready during your next ready step. <p> Say “Leeeroooooo Jenkins!” >>> This ally has **Ferocity** this turn.

Legacy of Arlokk, 2, MaPrLo (Crown-183U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike  
On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally.  
<p> On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Leggings of the Vanquished Usurper, 3, DrRo (Elements-183U)  
Equipment—Armor—Leather, Legs (1), 1 DEF (2), [Activate] >>> Non-[Horde], non-[Alliance] allies you control have **Assault 2** this turn. (They have +2 ATK on your turn.)

Leisha of Darnassus, Alliance (Alliance Druid-1) Hero—Night Elf Druid, 27 Health  
On your turn: (3), Flip Leisha >>> Leisha has **Assault 3** this turn. (She has +3 ATK on your turn.)

Lena Naville, 1, Horde (Elements-139C)  
Ally—Undead Priest, 1 [Holy] / 2 Health  
**Mend 2** (At the start of your turn, this ally may heal 2 damage from target hero or ally.) <p>  
**Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero heals 2 damage from target ally.  
Liba Wobblebonk, 5, Alliance (Alliance Warrior-13C, Azeroth-200C, Class-144C)  
Ally—Gnome Mage, 3 [Arcane] / 4 Health  
When this ally enters play, draw a card.

Lieutenant Horatio Laine, 3, Alliance (Dungeon Treasure-13U)  
Ally—Human Investigator, Horatio Laine (1), 4 [Melee] / 2 Health  
At the end of your turn, target opponent reveals the top card of his deck. If it's an ally, remove it from the game. If it's a weapon, you may put it into play under your control.

Life Tap, 2, Warlock (Alliance Warlock-7U, Azeroth-128U, Class-108U, Horde Warlock-8U)  
Instant Ability—Affliction  
As an additional cost to play, put 2 damage on your hero. <p> Draw two cards.

Lifemender Dorn, 1, Horde (Citadel Raid-71C, Drums-179C, Horde Shaman-17C)  
Ally—Tauren Druid, 2 [Nature] / 1 Health  
Once per turn: (1) >>> This ally heals 1 damage from target hero or ally.

Light of Reckoning, 1, Paladin (Elements-60C)  
Instant Ability—Protection  
Your hero has +3 ATK while defending this combat.

Light of the Naaru, 2, Paladin (Crown-29U)  
Instant Ability—Holy  
Your hero heals all damage from target defending ally. Prevent the next 5 combat damage that would be dealt to that ally this turn.

Lightning Bolt, 3, Shaman (Alliance Shaman-9C, Azeroth-113C, Class-99C, Horde Shaman-10C, Worldbreaker-98C)  
Ability—Elemental  
Your hero deals 4 nature damage to target hero or ally.

Lightning in a Bottle (Elements-213C)  
Quest  
If you control an ability: Pay (3) to complete this quest. <p> Reward: Draw a card.

Lightning Whelk Axe, 2, DkHuPaRoShWa (Throne-250C)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike

Lightningflash, 4, Hunter (Elements-197U)  
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike  
**Long-Range** (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> Ranged Dual Wield (You can control a second Ranged weapon. You can strike with a second Ranged weapon during the same combat.)

The Light's Gaze, 3, Paladin, Priest (Crown-58U)  
Ability—Holy  
Your hero heals 10 damage from target hero or ally.

Living Roots, 1, Druid (Twilight-32C)  
Ability—Balance  
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust unless its controller pays (2).

Locked Away (Worldbreaker-262C)  
Quest  
You pay (4) less to complete this quest if you control a quest named The Key to Freedom. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Lockjaw, 2, DrPaPrSh (Worldbreaker-243U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
Once per turn: (2) >>> Your hero heals 2 damage from target hero or ally.

Lodur, Herald of the Elements, 4, Alliance (Throne-120U)  
Ally—Dwarf Shaman, 4 [Melee] / 4 Health  
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, target opposing ally becomes 1 / 1 and is also a Frog this turn.

Loque, 7, Hunter (Alliance Hunter-7R, Elements-42R)  
Ally—Spirit Beast, Pet (1), 8 [Arcane] / 8 Health  
**Beast Mastery Talent** (You can't put *Marksmanship Talents* or *Survival Talents* in your deck.) <p> **Evasive, Stealth, Untargetable**  
<p> Damage that this ally would deal is unpreventable.

Lord Darius Crowley, 7, Alliance (Twilight-118R)  
Ally—Worgen Warrior, Darius (1), 7 [Melee] / 4 Health  
**Aberration** <p> When this ally enters play, you may howl. If you do, put three 1 [Melee] / 1 [Health] Worgen ally tokens into play with **Ferocity**.

Lord Godfrey, 6 (Dungeon Treasure-30E)  
Ally—Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health  
At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play. <p> At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.

Lordann the Bloodreaver, 2, Horde (Throne-161R)  
Ally—Blood Elf Warrior, 2 [Melee] / 3 Health  
**Protector** <p> This ally has +3 / +3 while your hero has 15 or more damage.

Lordbane Scepter, 3, MaPrLo (Alliance Mage-22R, Elements-198R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike  
When you play an ability, this weapon has +2 ATK this turn.

Loriam Argos, 2, Alliance (Worldbreaker-149C)  
Ally—Worgen Rogue, 3 [Nature] / 2 Health  
**Aberration** (Prevent all non-combat damage that would be dealt to this ally.) <p> **Stealth** (This ally can't be protected against.)

Lost Isles, Horde (Worldbreaker-270R)  
Location  
(1), [Activate] >>> Target Goblin you control has **Assault 1** this turn for each equipment you control.

Lucy Elizabeth, 2, Alliance (Crown-91C)  
Ally—Human Paladin, 3 [Holy] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Lu'ka de Wall, 6, Horde (Horde Rogue-18C, Illidan-160C)  
Ally—Troll Warrior, 6 [Melee] / 5 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> When this ally is dealt damage, you may exhaust target hero or ally.

Lumbering Ogre Axe, 2, DkPaShWa (Crown-184C)  
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee] / 6 Strike  
Your hero has **Smash**. (If your hero would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)

Lyrana of Eldre'Thalas, 7, Alliance (Twilight-119R)  
Ally—Night Elf Mage, 6 [Fire] / 4 Health  
When this ally enters play, she deals fire damage to each opposing hero and ally equal to the number of [Fire] cards you control. <p> **Stash:** Fire ([Fire]) damage that your hero and allies you control would deal is unpreventable this turn.

Maazhum, 3, Warlock (Alliance Warlock-8C, Elements-93C, Horde Warlock-9C)  
Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health  
When this ally enters play, he deals 3 shadow damage to target hero and heals 3 damage from your hero.

Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa (Crown-175R, Crown Loot-2L)  
Equipment—Item  
This item enters play exhausted. <p> On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Oger Monster hero and has +6 ATK and **Smash**.

Magni, the Mountain King, 4, Alliance (Worldbreaker-150E)  
Ally—Dwarf Warrior King, Magni (1), 4 [Melee] / 4 Health  
**Protector** <p> Dwarves you control have +[Health] equal to the combined [DEF] of armor you control. <p> **Stash**: Put a 1 [Melee] / 1 [Health] [Alliance] Dwarf Warrior ally token into play.

Mahna Lightsky, 4, Horde (Worldbreaker-183U)  
Ally—Tauren Paladin, 3 [Melee] / 4 Health  
**Protector** <p> This ally has **Nature Resistance** on opposing turns.

Maim, 1, Druid (Elements-34C)  
Instant Ability—Feral  
Exhaust target hero or ally. If you control a Form, your hero deals 3 melee damage to that character.

Maimgor's Bite, 4, RoSh (Crown-185R)  
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 0 Strike  
**Dual Wield** <p> Double the ATK of this and other weapons you control.

Malar Silverfrost, 4, Alliance (Throne-121C)  
Ally—Night Elf Death Knight, 3 [Frost] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> When this ally enters play, opposing allies have -1 [Health] this turn.

Malaxia Wizwhirl, Horde (Worldbreaker-15)  
Hero—Goblin Shaman (Elemental), 28 Health [Front]: (2) >>> Flip Malaxia face down. [Back]: When an opposing ally is dealt nature ([Nature]) damage, Malaxia may deal 1 nature damage to target hero.

Malfurion Stormrage, 8 (Elements-177E)  
Ally—Night Elf Archdruid, Malfurion (1), 3 [Nature] / 8 Health  
**Protector, Stealth, Untargetable** <p> At the start of your turn, you may put target ally with cost less than or equal to the number of resources you control from your graveyard into play.

Malfurion's Gift, 5, Druid (Crown-12R)  
Instant Ability—Restoration  
**Restoration Talent** (You can't put Balance Talents or Feral Talents in your deck.) <p> Put target ally with cost less than or equal to the number of resource you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.

Malistra the Demonmistress, 3, Horde (Horde Warlock-17U, Outland-173U)  
Ally—Blood Elf Warlock, 3 [Fire] / 2 Health  
Friendly Pets have +2 ATK.

Maloc, Herald of Trickery, 4, Alliance (Throne-122U)  
Ally—Human Rogue, 4 [Melee] / 1 Health  
**Empower Rogue**: When this ally enters play, if you control another Rogue hero or ally, gain control of target opposing equipment.

Mana Agate, 2, Mage (Alliance Mage-9U, Azeroth-57U, Class-54U, Horde Mage-10U)  
Ability—Arcane  
Ongoing: (1), Destroy this ability >>> Draw two cards.

Mana Diamond, 3, Mage (Worldbreaker-59R)  
Ability—Arcane  
Ongoing: At the start of your turn, add a mana counter to this ability. Then, you may destroy this ability. If you do, draw a card for each mana counter.

Mana Shift, 5, Mage (Worldbreaker-60R)  
Ability—Arcane  
Gain control of any number of opposing abilities with combined cost less than or equal to the number of resources you control. For each of those abilities that's attached, you may reattach it.

Mandible of Beth'tilac, 3, DkPaWa (Crown-186C)  
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike

Mandokir's Tribute, 6, Hunter (Crown-187U)  
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged] / 0 Strike  
**Long-Range** (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> This weapon has +3 ATK for each Pet you control.

Marcus Dominar, 5, Alliance (Worldbreaker-151C)  
Ally—Worgen Warrior, 5 [Melee] / 4 Health  
**Protector** (When you exhaust to become the defender when an opposing hero or ally attacks.) <p> **Aberration** (Prevent all non-combat damage that would be dealt to this ally.)

Marius Jator, 5, Alliance (Worldbreaker-152U)  
Ally—Worgen Hunter, 2 [Nature] / 6 Health  
**Long-Range** (When this ally attacks, defenders deal no combat damage to it.) <p> Once on each of your turns: (1) >>> This ally has **Assault 3** and loses and can't have **Long-Range** this turn.

Mark of Elderlimb, 2, Druid (Crown-13U)  
Ability—Balance  
Attach to target ally. <p> Ongoing: When attached ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Throne-35C)  
Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +5 / +5.

Mark of the Ancients, 1, Druid (Crown-14C)  
Ability—Restoration  
Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1 and **Harmonize**. (You pay (1) less to play allies with printed cost 4 or more.)

Mark of the Untamed, 1, Druid (Worldbreaker-37U)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1 and **Nature Resistance**. (Prevent all nature ([Nature]) damage that would be dealt to it.)

Mark of the Wild, 2, Druid (Alliance Druid-6C, Azeroth-24C, Class-31C, Horde Druid-7C)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Master Marksman, 2, Hunter (Twilight-44R)  
Ability—Marksmanship  
**Marksmanship Talent** (You can't put Beast Mastery Talents or Survival Talents in your deck.) <p> Ongoing: Your hero has Ranged Dual Wield. <p> Ranged weapons you control have +1 ATK, and you pay (1) less to strike with them.

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, Azeroth-40R)  
Ability—Beast Mastery  
Ongoing: Pets you control have +2 / +2.

Master Sniper Simon McKey, Alliance (Throne-5)  
Hero—Human Hunter, 28 Health  
On your turn: (2), Flip Simon >>> Simon deals ranged damage to target hero or ally equal to the ATK of a Pet you control.

Master's Embrace, 3, Hunter, Warlock (Crown-59U)  
Ability—Beast Mastery Demonology  
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attach to target Pet. <p> Ongoing: Attached Pet has +4 / +4.

Masterwork Stormhammer, 3, PaRoShWa (Horde Shaman-23R, Outland-216R)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike (5), [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

A Matter of Time (Worldbreaker-263C)  
Quest  
Pay (6) to complete this quest. <p> Reward: Draw two cards. If you control ten or more resources, draw another two cards.

Maurice Steelson, 4, Alliance (Twilight-120U)  
Ally—Worgen Warrior, 1 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, your hero and allies you control have **Assault 1** this turn.

The Maw of Iso'rath (Twilight-214C)  
Quest  
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Maxie the Blaster, 3, Horde (Elements-140R)  
Ally—Goblin Mage, 2 [Arcane] / 4 Health  
**Time is Money** <p> [Activate] >>> The next time target hero or ally you control would deal arcane ([Arcane]) damage this turn, it deals that much +2 instead.

Mazu'kon, 6, Horde (Throne-162E)  
Ally—Troll Shaman, 6 [Nature] / 6 Health  
**Ferocity** <p> When this ally is destroyed, put a 6 [Nature] / 6 [Health] [Horde] Troll Shaman ally token named Mazu'kon into play with **Ferocity**.

McCloud the Fox, 2, Hunter (Crown-17C)  
Ally—Fox, Pet (1), 2 [Melee] / 1 Health  
**Elusive, Ferocity, Stealth**

Mekkatorque, King of the Gnomes, 5, Alliance (Throne-123E)  
Ally—Gnome Warrior, Mekkatorque (1), 4 [Melee] / 4 Health  
At the start of your turn, you may put target equipment from any graveyard into play under your control. <p> Mekkatorque has +2 / +2 for each equipment you control.

Melodious Slippers, 2, MaPrLo (Aftermath Justice-1E)  
Equipment—Armor—Cloth, Feet (1), 1 DEF  
At the end of each turn, if you played two or more abilities this turn, draw a card.

Mercenary Dominic, 3 (Dungeon Treasure-31U)  
Ally—Undead Rogue, Mercenary Dominic (1), 3 [Melee] / 3 Health  
Once per turn: (2) >>> Your hero has **Assault 2** this turn. *(It has +2 ATK on your turn.)*

Merciless Strikes, 3, Warrior (Elements-99U)  
Instant Ability—Fury  
Your hero deals 3 melee damage to each damaged opposing hero and ally.

Mercy for the Bound (Twilight-215C)  
Quest  
On your turn, if a [Fire], [Frost], [Melee], or [Nature] ally entered play under your control this turn: Pay (3) to complete this quest. <p> Reward: Draw a card.

Merissa Firebrew, Alliance (Elements-7)  
Hero—Dwarf Shaman, 28 Health  
[Front]: (3) >>> Flip Merissa face down.  
[Back]: When you play an equipment, Merissa has **Assault 1** this turn.

Merithra, 4 (Twilight-167R)  
Ally—Green Dragonkin, Merithra (1), 4 [Nature] / 4 Health  
When a resource you control is turned face down, this ally deals nature damage to target hero or ally equal to the number of Green Dragonkin you control.

Meteor Shard, 2, Rogue (Dungeon Treasure-51R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 1 Strike  
When you strike with this weapon, you may reveal the top card of target opponent's deck. If it's an ability, ally, or equipment with cost 4 or less, this weapon has +3 ATK this turn.

The Mighty U'cha (Worldbreaker-264C)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Put a 1 [Nature] / 1 [Health] Gorilla ally token named U'cha into play.

Militia Commander Balor, 7, Alliance (Throne-124R)  
Ally—Human Warrior, 4 [Melee] / 8 Health  
This ally can protect Peasants. <p> At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play. <p> Peasants you control can be exhausted to pay costs as though they were resources.

Mind Melt, 5, Priest (Elements-68R, Horde Priest-7R)  
Ability—Shadow  
**Shadow Talent** *(You can't put Discipline Talents or Holy Talents in your deck.)* <p> Your hero deals 3 shadow damage to target hero or ally. That character's controller discards a card for each damage dealt this way.

Mind Spike, 2, Priest (Azeroth-82C, Horde Priest-8C)  
Ability—Shadow  
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind-Numbing Poison, 3, Rogue (Dark Portal-84U, Twilight-72U)  
Instant Ability—Poison  
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts a ready resource he controls.

Mindbender Ghur'sha, 7 (Throne-203R)  
Monster Ally—Merciless One, Ghur'sha (1), 4 [Melee] / 8 Health  
While you control one or more other Monster heroes and/or allies, Ghur'sha has **Ferocity**. <p> While you control two or more other Monster heroes and/or allies, Ghur'sha has **Assault 4**. <p> While you control three or more other Monster heroes and/or allies, Ghur'sha has **Invincible**.

Mindtwister Quimtrix, Horde (Elements-15)  
Hero—Goblin Priest, 26 Health  
[Front]: (4) >>> Flip Quimtrix face down.  
[Back]: When an ally you control is destroyed, Quimtrix may deal 1 shadow damage to target ally.

Miniature Voodoo Mask, 1, MaPrLo (Crown-176R)  
Equipment—Item, Trinket (2)  
As this item enters play, name an ability or equipment with cost 3 or less. <p> Opposing cards in play with the chosen name lose and can't have powers.

Mining Monkey, 3 (Dungeon Treasure-35C)  
Ally—Monkey, 2 [Melee] / 2 Health  
When this ally enters play, each friendly player may draw a card *(including you)*.

Moccasins of Verdurous Gloom, 2, HuSh (Aftermath Justice-2E)  
Equipment—Armor—Mail, Feet (1), 1 DEF  
When an ally you control exhausts, you may pay (1). If you do, your hero has **Assault 1** this turn. *(It has +1 ATK on your turn.)*

Mograin's Might, 3, DkPaWa (Dungeon Treasure-52U)  
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike  
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally's cost.

Moharu the Skyseer, 5, Horde (Crown-114R)  
Ally—Tauren Priest, 1 [Holy] / 1 Health  
When this ally deals combat damage to an opposing hero, you may put up to three allies from your hand into play.

Mojo Doctor Zin'tar, 2, Horde (Betrayal-171U, Horde Shaman-18U)  
Ally—Troll Shaman, 2 [Nature] / 2 Health  
When this ally attacks, he heals 1 damage from target hero or ally you control and deals 1 nature damage to target opposing hero or ally.

Moko Hunts-at-Dawn, 6, Horde (Azeroth-252U, Class-188U, Horde Hunter-20U, Horde Warrior-15U)  
Ally—Tauren Hunter, 5 [Ranged] / 4 Health  
**Ferocity** *(This ally can attack immediately.)*

Molten Scorch, 3, Mage (Throne-49U)  
Instant Ability—Fire  
Your hero deals 3 fire damage to target hero or ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Monstrous Boon, 4, Druid (Crown-15R)  
Ability—Balance  
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

Monstrous Cleave, 4, Warrior (Throne-86U)  
Ability—Fury  
Target up to two allies. Your hero deals 4 melee damage to the first target. If you control two or more Monster heroes and/or allies, your hero deals 4 melee damage to the second target.

Monstrous Essence, 5, Death Knight (Throne-30R)  
Ability—Blood  
**Ongoing:** When a Monster ally you control is destroyed, your hero deals shadow damage to target hero equal to that ally's ATK and heals damage from itself equal to that ally's [Health].

Monstrous Frostbolt Volley, 3, Mage (Throne-50R)  
Ability—Frost  
Target Monster hero or ally you control deals frost damage equal to its ATK to each opposing hero and ally.

Monstrous Mark, 4, Hunter (Throne-43R)  
Ability—Marksmanship  
Attach to target hero or ally. <p> Ongoing: Monster heroes and allies you control have **Assault 2** while in combat with attached character. <p> When this ability is destroyed, its owner may put it from his graveyard into his hand.

Monstrous Strike, 2 (Throne-88C)  
Ability  
Target hero or ally has +1 ATK this turn, or +4 if it's a Monster.

Monstrous Totem, 3, Shaman (Crown-42R)  
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 5 Health  
Ongoing: When you play a Monster ally from your hand, you may search your deck for an ally with the same name as that ally and put it into play. *(Totems can't attack.)*

Monstrous Upheaval, 3 (Throne-89C)  
Ability  
Your hero deals 2 melee damage to target hero or ally for each Monster hero and ally you control.

Monstrous Void, 4, Warlock (Crown-49R)  
Ability—Demonology  
Play only if an opposing hero has 15 or more damage on it. <p> Put a 5 [Shadow] / 5 [Health] Void Terror Demon Monster ally token into play for each Demon and/or Monster hero and ally you control.

Mooncaller Jynalla Nightpath, 6, Alliance (Alliance Warrior-14U, Scourgewar-147U)  
Ally—Night Elf Warrior, 5 [Melee] / 5 Health  
This ally has +3 / +3 and **Protector** while you control a Shout.

Moonshard, 2, Druid (Elements-35C)  
Ability—Balance  
Your hero deals 4 arcane damage to target ally.

Moro Wildmesa, 3, Horde (Throne-163C)  
Ally—Tauren Shaman, 3 [Fire] / 3 Health  
When this ally enters play, target ally has +3 ATK this turn.

Mottled Drake, 2 (Worldbreaker-219E, Worldbreaker Loot-3L)  
Ally—Dragonkin, Mount (1), 0 [Nature] / 3 Health  
When you place a resource into your resource row face up, ready target Dragonkin ally you control. Your hero heals all damage from it. <p> *(Mounts can't attack or be attacked.)*

Mr. Goldmine's Wild Ride (Twilight-216C)  
Quest  
Pay (6) to complete this quest. <p> Reward: Reveal the top three cards of your deck. You may put any number of revealed cards with different card types into your hand and the rest on the bottom of your deck.

Muddle, 3, Warlock (Worldbreaker-108U)  
Ability—Affliction  
Ongoing: When this ability enters play, you may put target opposing ability into its owner's hand. <p> Opponents pay (1) more to play abilities.

Muln Earthfury, 5 (Crown-169R)  
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4 Health  
**Harmonize, Protector** <p> When Muln enters play, reveal cards from the top of your deck equal to the number of cards with **Harmonize** you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

Muluno Sunbreath, 3, Horde (Crown-115U)  
Ally—Tauren Paladin, 2 [Holy] / 4 Health  
At the start of your turn, this ally heals damage from target hero or ally equal to this ally's ATK.

Murloc Coastrunner, 1 (Throne-188C)  
Monster Ally—Murloc Rogue, Unlimited, 2 [Frost] / 1 Health

Murphy Watson, 4, Horde (Horde DK-19C, Wrathgate-142C)  
Ally—Undead Mage, 2 [Fire] / 4 Health  
This ally has **Assault 3** while an ally is in your graveyard. *(He has +3 ATK on your turn.)*

Mystery Goo (Alliance DK-32C, Alliance Druid-27C, Alliance Hunter-28C, Alliance Mage-28C, Alliance Priest-31C, Alliance Rogue-30C, Alliance Shaman-34C, Alliance Warlock-29C, Horde Druid-32C, Horde Hunter-31C, Horde Mage-31C, Horde Paladin-30C, Horde Priest-30C, Horde Shaman-29C, Worldbreaker-265C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Mystical Refreshment, 3, Mage (Elements-53R)  
Ability—Arcane  
Draw a card for each [Arcane] ally you control.

Naedia of Silvermoon City, Horde (Horde Paladin-1)  
Hero—Blood Elf Paladin, 29 Health  
On your turn: (3), Flip Naedia >>> Naedia deals 2 unpreventable holy damage to target hero or ally.

Nag the Twisted, 6, Hunter (Twilight-45U)  
Ally—Snake, Pet (1), 6 [Nature] / 4 Health  
As an additional cost to play this ally, destroy an ability, ally, or equipment you control. <p> When this ally enters play, you may destroy target ally or equipment with cost 4 or more.

Nakistis, Exodar Armorer, 1, Alliance (Alliance Warrior-15C, Scourgewar-149C)  
Ally—Draenei Warrior, 2 [Melee] / 1 Health  
This ally has +1 / +1 while you control an armor.

Nala Stalks-the-Night, 4, Horde (Horde Mage-18U, Outland-179U)  
Ally—Tauren Druid, 2 [Melee] / 4 Health  
**Ferocity** *(This ally can attack immediately.)* <p> **Stealth** *(This ally can't be protected against.)*

Nami Dabpox, 1, Alliance (Alliance Warlock-19C, Worldbreaker-153C)  
Ally—Gnome Warlock, 1 [Fire] / 2 Health  
**Elusive** *(This ally can't be attacked.)*

Nathar Wilderson, 1, Alliance (Elements-120C)  
Ally—Worgen Druid, 1 [Arcane] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*  
<p> **Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)*

Natural Conduit, 3, Shaman (Class-100C, Drums-71C, Horde Shaman-11C)  
Instant Ability—Elemental  
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.

Natural Selection, 3, Druid (Azeroth-27C, Horde Druid-8C)  
Instant Ability—Restoration  
Choose one: Your hero deals 3 nature damage to target hero or ally; or your hero heals 3 damage from target hero or ally.

Nature Resistance Totem, 3, Shaman (Worldbreaker-99U)  
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: When this card enters play, it deals 2 nature damage to target hero or ally. <p> Other friendly heroes and allies have **Nature Resistance** *(Prevent all nature ([Nature]) damage that would be dealt to them.)* <p> *(Totems can't attack.)*

Nature's Focus, 2, Druid (Alliance Druid-7C, Scourgewar-38C)  
Instant Ability—Balance  
Choose one: Your hero deals 4 nature damage to target ally; or your hero heals 4 damage from target hero.

Nature's Fury, 1, Druid (Worldbreaker-38R)  
Instant Ability—Balance  
Your hero deals X nature damage to target hero or ally, where X is the highest ATK among [Nature] cards you control.

Nautilus Ring, 4, DrHuRoSh (Throne-240U)  
Equipment—Item, Ring (2)  
You have no maximum hand size. <p> At the start of your turn, your hero heals damage from itself equal to the number of cards in your hand.

Naz'jar Harpooner, 2 (Throne-207C)  
Monster Ally—Naga Hunter, 3 [Melee] / 1 Health  
When this ally enters play, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Naz'jar Myrmidon, 3 (Throne-208C)  
Monster Ally—Naga Warrior, 3 [Melee] / 3 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Naz'jar Sorceress, 2 (Throne-209C)  
Monster Ally—Naga Mage, 1 [Frost] / 2 Health [Activate] >>> Target ally can't attack this turn.

Nazuk Darkblood, 4, Horde (Throne-164C)  
Ally—Orc Warlock, 5 [Shadow] / 3 Health (2) >>> This ally has **Ferocity** this turn. *(It can attack immediately.)*

Neboz Tombwex, 5, Horde (Worldbreaker-184U)  
Ally—Goblin Death Knight, 4 [Melee] / 5 Health  
**Protector** <p> On your turn: (5) >>> Put target equipment on the bottom of its owner's deck.

Necrotic Strike, 3, Death Knight (Twilight-28U)  
Instant Ability—Unholy  
You pay (3) less to play this ability if an opposing hero or ally was healed this turn. <p> Your hero deals 3 shadow damage to target hero or ally.

Nefarian, 8 (Twilight-153R)  
Ally—Black Dragonkin, Nefarian (1), 8 [Shadow] / 8 Health  
When this ally enters play, put an 8 [Fire] / 8 [Health] Black Dragonkin ally token named Onyxia into play with Onyxia (1).

Neferset Darkcaster, 2 (Crown-161C)  
Monster Ally—Tol'vir Mage Shaman, 2 [Fire] / 3 Health

Neph'Lahim, 8 (Throne-195R)  
Monster Ally—Ogre Warlock, Neph'Lahim (1), 8 [Shadow] / 8 Health  
**Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*) <p> Other Ogre heroes and allies you control have **Assault 2** and **Smash**.

Neptulon, 10 (Throne-25E)  
Monster Master Hero—Water Elemental Lord, 3 [Frost] / 38 Health  
**Fire Resistance** <p> When your hero becomes Neptulon, reveal the top ten cards of your deck. Remove all revealed Frost and [Frost] cards from the game, and put the rest on the bottom of your deck. <p> **Tidal Surge**: Allies you control have +1 / +1 for each card removed this way.

Neptulon the Tidehunter, 7 (Elements-175E)  
Ally—Water Elemental Lord, Neptulon (1), 6 [Frost] / 5 Health  
Water Elementals you control have **Elusive**. <p> At the start of your turn, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> Exhaust a Water Elemental you control >>> Your hero heals 2 damage from target hero or ally.

Nespirah, 8 (Throne-214R)  
Monster Ally—Demigod, Nespirah (1), 9 [Melee] / 9 Health  
If Nespirah would deal damage to an opposing hero, she deals that much divided as you choose among any number of opposing heroes and/or allies instead.

Nessera Goldenrose, 3, Alliance (Elements-121C)  
Ally—Night Elf Warrior, 2 [Melee] / 4 Health (2) >>> Another target ally has **Assault 1** this turn. (*It has +1 ATK on your turn.*)

Nether Balance, 5, Warlock (Throne-79R)  
Ability—Demonology  
Ongoing: When this ability enters play, your hero deals 5 shadow damage to target ally. <p> When an opposing ally is destroyed, you may pay (2). If you do, put a 2 [Shadow] / 2 [Health] Demon Skull Monster ally token into play.

Nether Blast, 1 (Dungeon Treasure-8C)  
Ability  
Ongoing: When a Warlock ally enters play under your control or a friendly player's control, your hero deals 1 shadow damage to target opposing hero and heals damage from itself equal to the damage dealt this way.

Nether Inversion, 3, Warlock (Worldbreaker-109C)  
Instant Ability—Affliction  
Target ally has +3 / -3 this turn.

Nethermaven Donna Chastain, 5, Alliance (Alliance Priest-18C, Alliance Warlock-20C, Wrathgate-125C)  
Ally—Human Warlock, 3 [Shadow] / 6 Health  
**Assault 3** (*This ally has +3 ATK on your turn.*)

Nibbler, 2 (Throne-189C)  
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health  
When this or another Murloc ally enters play under your control, it deals 1 melee damage to target opposing hero.

Nifflevar Bearded Axe, 4, HuRoSh (Aftermath Crafted-6E)  
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee], 4 Strike  
When your hero deals damage with this weapon, you pay (4) less to complete your next quest this turn.

Nightsaber Cub, 4 (Twilight-176U, Twilight Loot-1L)  
Ally—Cat, 4 [Melee] / 2 Health  
**Ferocity** (*This ally can attack immediately.*)

Nightstalker Austen, 6, Alliance (Worldbreaker-154C)  
Ally—Human Hunter, 6 [Ranged] / 5 Health  
Opposing allies lose and can't have **Elusive**.

Nikka Blastbor, 1, Horde (Elements-141C, Horde Druid-19C, Horde Hunter-21C, Horde Mage-19C, Horde Paladin-20C, Horde Priest-16C, Horde Warrior-16C)  
Ally—Goblin Hunter, 2 [Arcane] / 1 Health

Nomak the Blazingclaw, Alliance (Twilight-6)  
Hero—Worgen Mage, 25 Health  
[Front]: (4) >>> Flip Nomak face down.  
[Back]: When Nomak deals fire ([Fire]) damage for the first time on each of your turns, allies you control have **Assault 1** this turn. This power triggers only once per turn.

Nordrassil, the World Tree (Crown-198R)  
Location  
[Activate] >>> Add a life counter to this location. <p> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Nox the Lifedrafter, 7, Horde (Crown-116R)  
Ally—Goblin Warlock, 0 [Shadow] / 0 Health  
This ally has +1 / +1 for each damage on opposing heroes.

Noxious Trap, 3, Hunter (Elements-43R)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero rather than pay this ability's cost.*) <p> Your hero deals 3 nature damage to target attacker. Then, if that attacker has fatal damage, you may ready up to three resources you control.

Nozdormu the Timeless, 25 (Elements-22E)  
Master Hero—Bronze Dragonkin Aspect, 1 [Melee] / 35 Health  
You may pay up to (X) less to play Nozdormu, where X is the combined cost of cards you control. <p> When your hero becomes Nozdormu, if you control no ready resources, target player skips his next turn.

Obliterate, 2, Death Knight (Horde DK-8C, Scourgear-28C)  
Ability—Frost  
Your hero deals 2 melee damage to target hero or ally, or 4 if you control a Disease.

Obsidia, 4 (Twilight-154R)  
Ally—Black Dragonkin, Obsidia (1), 5 [Fire] / 4 Health  
This ally has +1 / +1 for each other Black and Twilight Dragonkin you control.

Obsidian Drakonid, 4 (Twilight-155C)  
Ally—Black Dragonkin, 4 [Fire] / 3 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target ability.

Obsidian Drudge, 3 (Twilight-156C)  
Ally—Black Dragonkin, 3 [Fire] / 2 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target equipment.

Obsidian Enforcer, 5 (Twilight-157C)  
Ally—Black Dragonkin, 4 [Fire] / 4 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target [Horde] or [Alliance] ally.

Obsidian Pyrewing, 6 (Twilight-158C)  
Ally—Black Dragonkin, 6 [Fire] / 4 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target face-up resource.

Obsidian Skyterror, 5 (Twilight-159C)  
Ally—Black Dragonkin, 5 [Fire] / 3 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target Dragonkin ally.

Obsidium Executioner, 5, DkPaWa (Horde Paladin-24C, Twilight-200C)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike

Odo's Ley Staff, 3, DrMaPrLo (Dungeon Treasure-53C)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike  
When you draw a card, your hero heals 1 damage from target hero or ally.

Olaf Steelbreaker, 5, Alliance (Alliance DK-17C, Citadel Raid-63C, Class-147C, Scourgewar-150C)

Ally—Dwarf Warrior, 4 [Melee] / 6 Health  
**Protector**

Olivia Demascas, Alliance (Elements-8)

Hero—Worgen Priest, 26 Health

[Front]: (4) >>> Flip Olivia face down.

[Back]: When a hero or ally you control deals shadow ([Shadow]) damage to an opposing hero, you may put the top two cards of that hero's controller's deck into his graveyard.

Onnekra Bloodfang, 1, Horde (Horde Mage-20C, Horde Warlock-18C, Worldbreaker-185C)

Ally—Orc Warlock, 2 [Fire] / 1 Health

**Ferocity** (*This ally can attack immediately.*) <p> This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)

Ability—Fury

Destroy all equipment.

Opress, 2, Priest (Worldbreaker-77C)

Ability—Discipline

Destroy target ability. If you do, its controller discards a card.

Organic Lifeform Inverter, 4, HuRoSh (Twilight-201U)

Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 0 Strike

When this weapon is destroyed, you may destroy target ally.

Orkahn of Orgrimmar, 4, Horde (Worldbreaker-186U)

Ally—Orc Warrior, 3 [Melee] / 4 Health

**Protector** <p> When this ally enters play, you may put target equipment from your graveyard into your hand.

Orono the Great, 4, Alliance (Alliance Paladin-16U, Alliance Priest-19U, Class-148U, Drums Starter-3U)

Ally—Draenei Shaman, 4 [Melee] / 4 Health

Oruk Starstorm, 3, Horde (Horde Druid-20C, Horde Priest-17C, Horde Rogue-19C, Worldbreaker-187C)

Ally—Tauren Druid, 4 [Arcane] / 3 Health

Outbreak, 4, Death Knight (Alliance DK-9R, Elements-29R)

Ability—Unholy

Opposing allies have -X / -X this turn, where X is the cost of a Disease you control.

Overload, 2, Mage (Crown-24U)

Instant Ability—Arcane

Interrupt target ally.

Overwhelm, 2, Death Knight, Druid (Crown-60U)

Ability—Unholy Balance

Ongoing: On your turn: (2), [Activate] >>> Put a token copy of target token ally you control into play. <p> On your turn: (2), [Activate] >>>

Token allies you control have +1 ATK this turn.

Ozumat, 8 (Throne-215E)

Monster Ally—Leviathan, Ozumat (1), 8

[Shadow] / 7 Health

**Ferocity, Eternal** (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> When Ozumat becomes targeted by an opposing card or effect, he deals 10 shadow damage to that opponent's hero.

Packleader Ivar Bloodfang, 6, Alliance (Dungeon Treasure-14U)

Ally—Worgen Warrior, Ivar (1), 3 [Melee] / 6 Health

**Aberration** <p> Once per turn: Growl >>> Allies you control have **Assault 2** this turn.

Paralyzing Strike, 1, Rogue, Warrior (Crown-61U)

Ability—Combat Arms

Exhaust target hero, ally, or equipment. It can't ready during its controller's next ready step.

Parexia, Herald of the Shadows, 5, Horde (Throne-165U)

Ally—Goblin Priest, 3 [Shadow] / 5 Health

**Empower Priest**: When this ally enters play, if you control another Priest hero or ally, target opponent discards two random cards.

Parvink, 3, Alliance (Alliance Priest-20C, Azeroth-212C)

Ally—Gnome Warrior, 2 [Melee] / 2 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, draw a card.

Path of Frost, 0, Death Knight (Alliance DK-10C, Worldbreaker-29C)

Ability—Frost

Put target ally from your graveyard on top of your deck.

Patricia Potter, 3, Alliance (Alliance DK-18C, Alliance Priest-21C, Alliance Warlock-21C, Alliance Warrior-16C, Elements-122C)

Ally—Human Warlock, 4 [Fire] / 3 Health

Peerless Guard, 1, Warrior (Elements-100C)

Instant Ability—Protection

The next time combat damage would be dealt to target defending ally you control this turn, it's dealt to your hero instead. Draw a card.

Pendant of Quiet Breath, 3, DkPaWa (Worldbreaker Badge-3E)

Equipment—Item, Neck (1)

At the end of your turn, if your hero didn't attack this turn, add a tactics counter to this item. <p> Your hero has **Assault 1** for each tactics counter.

Perdition's Blade, 2, RoShWa (Class-219R,

Horde Rogue-24R, Molten Core-25R)

Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike

When this weapon enters play, your hero deals 1 fire damage to target hero or ally.

The Perforator, 4, RoSh (Elements-200R)

Equipment—1H Weapon—Fist, Melee (1), 0 [Melee], 0 Strike

This weapon has +X ATK, where X is the highest cost among Dragonkin allies you control.

Periwinkle Cloak, 3, MaPrLo (Throne-223U)

Equipment—Armor—Cloth, Back (1), 1 DEF

On your turn: (2), [Activate] >>> Choose one: Each player discards a card; or each player draws a card.

Pernicious Poison, 2, Rogue (Alliance Rogue-8U, Drums-63U)

Instant Ability—Poison

Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Peter Hottelet, Alliance (Worldbreaker-8)

Hero—Human Warrior (Arms), 30 Health

[Front]: (4) >>> Flip Peter face down.

[Back]: When you strike with a Melee weapon, you may add a +1 ATK counter to it.

Petreaus Roffe, 3, Alliance (Alliance DK-19C, Alliance Priest-22C, Citadel Raid-64C, Class-150C, Scourgewar-151C)

Ally—Human Paladin, 3 [Holy] / 3 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Phantom Armor, 3, DkPaWa (Dungeon Treasure-40C)

Equipment—Armor—Plate, Chest (1), 6 DEF

This armor can prevent only melee ([Melee]) damage.

Pithran Mithrilshot, 5, Alliance (Alliance Hunter-18U, Dark Portal-185U)

Ally—Dwarf Hunter, 3 [Ranged] / 1 Health

**Elusive** (*This ally can't be attacked.*) <p> **Long-Range** (*When this ally attacks, defenders deal no combat damage to it.*)

Pixia Darkmist, 5, Alliance (Worldbreaker-155C)

Ally—Gnome Death Knight, 4 [Melee] / 3 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> Your hero has **Protector**.

Plagued Mind, 3, Death Knight (Throne-31U)

Ability—Unholy Disease

Attach to target hero. <p> Ongoing: When attached hero's controller draws a card, your hero deals 1 shadow damage to attached hero.

Plainswatcher Taro, 7, Horde (Class Promo-8R, Honor-140R)

Ally—Tauren Warrior, 5 [Melee] / 5 Health

**Protector** <p> While you control four or more cards in play with the same name, you may play this ally without paying his cost.

Poison Bomb, 5, Rogue (Throne-67R)

Ability—Assassination

Your hero deals 3 nature damage to each opposing hero and ally. <p> Ongoing: This ability enters play with three gas counters on it. <p> At the start of your turn, remove a gas counter from this ability. If you do, your hero deals 1 nature damage to each opposing hero and ally. Then, if no gas counters remain, destroy this ability.

Poison Tipped, 2 (Dungeon Treasure-9C)

Ability

Ongoing: When a Rogue ally enters play under your control or a friendly player's control, your hero deals 2 nature damage to each opposing hero.

Poison the Well, 2, Rogue (Crown-39U)

Instant Ability—Assassination

Destroy all allies with cost 2 or less. (*Token allies have a cost of 0.*)

Poisonfire Greatsword, 3, DkPaWa (Elements-199R)

Equipment—2H Weapon—Sword, Melee (1), 2 [Nature], 2 Strike

Exhaust an ally you control >>> This weapon has +2 ATK this turn.

Polished Breastplate of Valor, 3, DkPaWa (Worldbreaker-222R)

Equipment—Armor—Plate, Chest (1), 3 DEF (3) >>> Add a +1 [DEF] counter to target armor you control. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add a +1 ATK counter to target weapon you control.

Polished Helm of Valor, 2, DkPaWa (Twilight-181R)

Equipment—Armor—Plate, Head (1), 2 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Allies you control have **Assault 3** this turn. <p> **Stash**: Add an heirloom counter to target equipment you control.

Polished Spaulders of Valor, 4, DkPaWa (Elements-184R)

Equipment—Armor—Plate, Shoulder (1), 2 DEF  
You pay (1) less to play equipment, and an additional (1) less for each heirloom counter on this armor, to a minimum of (1). <p> **Stash**: Add an heirloom counter to target equipment you control.

Polymorph, 2, Mage (Alliance Mage-10C, Azeroth-58C, Class-55C, Horde Mage-11C)

Ability—Arcane  
Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Potentate's Letter Opener, 3, DrMaPrShLo (Throne-251U)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike

On your turn: (3), [Activate], Exhaust your hero >>> Your hero deals 2 fire damage to target hero or ally.

Power Generator Hood, 2, MaPrLo (Crown-173C)

Equipment—Armor—Cloth, Head (1), 1 DEF  
When this armor enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Power Word: Absorb, 3, Priest (Twilight-66C)

Instant Ability—Discipline

The next time damage would be dealt to target hero or ally this turn, prevent it. Draw a card.

Power Word: Barrier, 1, Priest (Twilight-67R)

Instant Ability—Discipline

**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: This ability enters play with two bubble counters.

<p> If a hero or ally you control would be dealt damage, remove a bubble counter from this ability. If you do, prevent that damage. Then, if none remain, destroy this ability.

Power Word: Endurance, 4, Priest (Elements-69U)

Ability—Discipline

Ongoing: Friendly heroes and allies have +2 [Health].

Power Word: Preservation, 1, Priest

(Worldbreaker-78C)

Instant Ability—Discipline

Attach to target ally. <p> Ongoing: Attached ally has -3 / +3.

Power Word: Purity, 1, Priest (Throne-61C)

Instant Ability—Holy

Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 [Health] and **Mend 2**. (*At the start of your turn, it may heal 2 damage from target hero or ally.*)

Power Word: Shelter, 2, Priest (Worldbreaker-79U)

Instant Ability—Discipline

Attach to target ally. <p> Ongoing: Prevent all damage that would be dealt to attached ally. <p> At end of turn, destroy this ability.

Power Word: Vigor, 2, Priest (Alliance Priest-8C, Horde Priest-9C, Scourgewar-74C)

Instant Ability—Discipline

Attach to target ally. <p> Ongoing: Attached ally has +5 [Health].

Power Word: Vitality, 0, Priest (Throne-62U)

Ability—Discipline

Attach to target ally you control. <p> Ongoing: Attached ally has +3 [Health].

Prayer of Fortitude, 6, Priest (Horde Priest-10R, Legion-74R)

Ability—Discipline

Ongoing: Heroes and allies you control have +5 [Health].

Prazo Whiptrick, 3, Horde (Throne-166C)

Ally—Goblin Rogue, 3 [Melee] / 2 Health

You pay (3) less to play this ally if you played an equipment this turn.

Preserve and Protect, 1 (Crown-71R)

Instant Ability

**Empower Paladin**: If you control a Paladin hero or ally, allies you control have **Protector** this turn. <p> **Empower Priest**: If you control a Priest hero or ally, prevent all combat damage that would be dealt to defending allies you control this turn.

Prey on the Weak, 2, Rogue (Class-87C, Dark

Portal-85C, Horde Rogue-11C)

Instant Ability—Assassination

Destroy target ally with cost 4 or less.

Priestess Katianna, 2, Alliance (Alliance Priest-

23U, Class-151U, Drums Starter-4U)

Ally—Night Elf Priest, 2 [Shadow] / 3 Health

**Elusive** (*This ally can't be attacked.*)

Primal Dexterity, 3, Shaman (Elements-83U)

Ability—Enhancement

Ongoing: Your hero has Dual Wield. <p> When you play or strike with a weapon, you may pay (1). If you do, your hero deals 2 nature damage to target hero or ally.

Primal Strike, 1, Shaman (Alliance Shaman-10C, Twilight-83C)

Instant Ability—Enhancement

Target ally or weapon has +3 ATK this turn.

Prince Anduin Wrynn, 7, Alliance (Twilight-121E)

Ally—Human Priest, Anduin (1), 2 [Holy] / 5 Health

Other friendly Humans can protect this ally. <p> Other friendly allies have +1 / +1 for each different card type you control.

Prince Xavalis, 3 (Crown-147E)

Monster Ally—Satyr Demon Rogue, Xavalis (1), 4 [Shadow] / 3 Health

At the end of your turn, if an opposing hero has 15 or more damage on it, put a 1 [Shadow] / 1 [Health] Terror Fiend Demon Monster ally token into play with "When this ally deals combat damage to a hero, destroy that hero."

Prized Beastmaster's Mantle, 4, HuSh (Worldbreaker-223R)

Equipment—Armor—Mail, Shoulder (1), 1 DEF  
Non-[Horde], non-[Alliance] allies you control have +3 [Health]. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero heals 3 damage from target non-[Horde], non-[Alliance] ally you control.

Proto-Handler's Gauntlets, 2, HuSh (Twilight-182C)

Equipment—Armor—Mail, Hands (1), 1 DEF  
As this armor enters play, choose one of the following: Black, Blue, Bronze, Green, Red, or Twilight. <p> Dragonkin you control are also the chosen color.

Prototype Reaper, 3 (Dungeon Treasure-36C)

Monster Ally—Mechanical Reaper, 1 [Melee] / 1 Health

When this ally enters play, leaves play, exhausts, or readies, it may deal 1 melee damage to target ally.

Psychic Melt, 4, Priest (Twilight-68C)

Instant Ability—Shadow

Target opponent chooses and destroys an ally he controls.

Psychic Screech, 2, Priest (Throne-63U)

Instant Ability—Shadow

Put target ally into its owner's hand. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Psychic Wail, 1, Priest (Worldbreaker-80U)  
Ability—Shadow  
Target player puts an ally he controls into its owner's hand. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Exhaust target resource.

Putting the Pieces Together (Elements-214U)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play.

Puzzle Box of Yogg-Saron, 7,  
DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-4E)  
Equipment—Item  
Players play with the top card of their decks revealed. <p> At the start of each player's turn, if the top card of his deck is a master hero, ability, ally, or equipment, he may play it without paying its cost. <p> [Activate] >>> Shuffle target player's deck.

Pyromancer Davins, 6, Alliance (Worldbreaker-156R)  
Ally—Worgen Warlock, 5 [Fire] / 7 Health  
**Aberration** <p> (1) >>> Target friendly ally has +2 / -2 this turn. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Target friendly ally has +2 / -2 this turn.

Pyromaniac, 10, Mage (Twilight-51R)  
Ability—Fire  
**Fire Talent** (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> You pay (1) less to play this ability for each [Fire] card you control. <p> Your hero deals 10 fire damage to target hero or ally.

Queen Azshara's Dressing Gown, 2, MaPrLo (Worldbreaker Crafted-7E)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
When an Elf you control is destroyed, it may deal arcane damage equal to its ATK to target hero or ally.

Quick Trap, 2, Hunter (Crown-18U)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Your hero deals 3 melee damage to target attacking ally.

Ra'chee, 1, Horde (Dark Portal-230C, Horde Priest-18C)  
Ally—Troll Priest, 1 [Holy] / 2 Health  
When this ally enters play, he heals 2 damage from target hero or ally.

Raezi, 4, Horde (Crown-117C)  
Ally—Troll Shaman, 3 [Melee] / 5 [Health]  
**Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*)

Rage of the Elements, 1, Shaman (Crown-43U)  
Ability—Enhancement  
Attach to target ally. <p> Ongoing: Attached ally has **Assault 2** and **Smash**. (*If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*) <p> When attached ally is destroyed, if it was a Monster, put this ability from the graveyard into its owner's hand.

Raging Shout, 3, Warrior (Worldbreaker-120U)  
Ability—Fury Shout  
Ongoing: Allies you control have **Assault 1**. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero has **Assault 1** this turn.

Ragnaros the Firelord, 7 (Elements-173E)  
Ally—Fire Elemental Lord, Ragnaros (1), 5 [Fire] / 6 Health  
Fire Elementals you control have **Ferocity**. <p> At the start of your turn, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> Destroy a Fire Elemental you control >>> This ally deals 1 fire damage to target hero or ally.

Rakala Deathsmash, 3, Horde (Twilight-146C)  
Ally—Orc Death Knight, 4 [Melee] / 2 Health  
When this ally is destroyed, target opposing ally has -3 ATK this turn.

Rakzi the Earthgraced, 2, Horde (Elements-142R)  
Ally—Goblin Shaman, 1 [Nature] / 4 Health  
This ally has **Assault 1** for each equipment you control. <p> **Stash**: Target weapon you control has **Assault 1** this turn.

Rallying Cry of the Dragonslayer, 1 (Throne-93C)  
Ability  
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1.

Rallying Swarm, 1, Warrior (Throne-87R)  
Ability—Arms  
Ongoing: If an equipment entered play under your control this turn: [Activate] >>> Search your deck for an Unlimited Murloc and put it into play.

Ramaladni's Blade of Culling, 4, DkPaWa (Worldbreaker-244R)  
Equipment—2H Weapon—Axe, Melee (1), 7 [Melee], 2 Strike  
Opposing heroes and allies have **Protector**.

Randipan, 3, Alliance (Alliance Rogue-17U, Azeroth-213U, Class-152U)  
Ally—Gnome Rogue, 2 [Melee] / 2 Health  
When this ally deals combat damage to a defending hero, draw a card.

Rantuko Grimtouch, 1, Horde (Horde DK-20C, Knight-18C)  
Ally—Tauren Death Knight, 1 [Shadow] / 2 Health  
When this ally readies, he deals 1 shadow damage to each opposing ally.

Rawrbgrle (Throne-24)  
Monster Hero—Murloc Warrior, 30 Health  
[Front]: (8) >>> Flip Rawrbgrle face down. <p> You pay (8) less to flip Rawrbgrle if you control five or more Murloc allies.  
[Back]: Monster allies you control have +1 / +1. Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Razo'jun, 3, Horde (Elements-143U)  
Ally—Troll Shaman, 1 [Fire] / 2 Health  
**Ferocity** <p> When this ally enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.


Razto'jor, 4, Horde (Class-191C, Horde Priest-19C, Scourgear-187C)  
Ally—Troll Warrior, 5 [Melee] / 3 Health  
When this ally attacks, you may destroy target weapon.

Reanimator's Hacker, 4, DkHuShWa (Horde DK-26U, Horde Shaman-24U, Scourgear-241U)  
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike  
(2), Destroy this weapon >>> Put target ally from your graveyard into your hand.

Reawakening, 5, Druid (Worldbreaker-39R)  
Ability—Restoration  
Put any number of [Nature] allies from your graveyard into your resource row face down and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Illidan-31U, Twilight-33U)  
Instant Ability—Restoration  
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Reclaimed Ashkandi, 3, DkPaWa (Crown-188R)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee] / 0 Strike  
Play only if you control three or more equipment. <p> Your hero has **Smash**.

Red Rider Air Rifle, 5,  
DkDrHuMaPaPrRoShLoWa (Holiday -1R)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 2 Strike  
**Long-Range** <p> This weapon enters play with two eye counters. <p> This weapon has +2 ATK for each eye counter on it. <p> When you strike with this weapon, reveal the top card of your deck. If it has an odd cost, remove an eye counter from this weapon.

Rejuvenation, 2, Druid (Worldbreaker-40C)  
Instant Ability—Restoration  
Attach to target hero. <p> Ongoing: Attached hero has **Mend 2**. (*At the start of your turn, it may heal 2 damage from target hero or ally.*)

Rekwa Proudhorn, Horde (Worldbreaker-16)  
Hero—Tauren Paladin (Retribution), 30 Health  
[Front]: (2) >>> Flip Rekwa face down.  
[Back]: Damage that Rekwa and allies you control would deal is unpreventable.

Remulos, Son of Cenarius, 4 (Crown-157R)  
Monster Ally—Keeper of the Grove Druid,  
Remulos (1), 4 [Nature] / 4 Health  
**Harmonize** <p> When Remulos or another ally  
with cost 4 or more enters play under your  
control, you may put a 1 [Melee] / 1 [Health]  
Treat ally token into play.

Rend, 1, Warrior (Alliance Warrior-7C, Azeroth-  
146C, Horde Warrior-7C)  
Instant Ability—Arms  
Attach to target hero or ally. <p> Ongoing: At  
the start of your turn, your hero deals 1 melee  
damage to attached character.

Rend and Tear, 4, Druid (Elements-36R)  
Instant Ability—Feral Cat Form, Form (1)  
**Feral Talent** (*You can't put Balance Talents or  
Restoration Talents in your deck.*) <p> Ongoing:  
When this ability enters play, your hero deals 1  
melee damage to each of up to three target  
opposing heroes and/or allies. <p> Your hero  
has **Assault 2** for each damaged opposing  
character.

Reoccupation (Throne-256U)  
Quest  
On your turn: Pay (2) to complete this quest.  
<p> Reward: Shuffle your graveyard into your  
deck, then remove all cards in each opponent's  
graveyard from the game.

Repentance, 2, Paladin (Horde Paladin-9R,  
Worldbreaker-69R)  
Instant Ability—Retribution  
**Retribution Talent** (*You can't put Holy Talents  
or Protection Talents in your deck.*) <p> Destroy  
target ability, ally, or equipment that damage  
was dealt with or dealt by this turn.

Repurposed Lava Dredger, 3, DrPa  
(Worldbreaker-245R)  
Equipment—2H Weapon—Mace, Melee (1), 1  
[Melee], 3 Strike  
(3), [Activate] >>> Reveal the top card of your  
deck and an additional card for each heirloom  
counter on this equipment. Place each revealed  
card into your resource row exhausted as an  
additional resource. <p> **Stash** (*As this enters  
your resource row, you may have it enter face up.  
Immediately turn it face down.*): Add an  
heirloom counter to target equipment you  
control.

Rescue the Earthspeaker! (Throne-257C)  
Quest  
If you have no cards in hand: Pay (2) to  
complete this quest. <p> Reward: Draw a card.

Resurrection, 4, Priest (Alliance Priest-9R,  
Azeroth-86R, Class-78R)  
Ability—Holy  
Put target ally from your graveyard into play if  
its cost is less than or equal to the number of  
resources you control.

Revealing Strike, 3, Rogue (Twilight-73R)  
Ability—Combat  
**Combat Talent** (*You can't put Assassination  
Talents or Subtlety Talents in your deck.*) <p>  
Target opponent reveals the top card of his  
deck, and then he reveals his hand and discards  
all cards that share a card type with the  
revealed card.

Revenant of Neptulon, 4 (Throne-216U)  
Monster Ally—Water Elemental, 2 [Frost] / 6  
Health  
When you play a Frost or [Frost] card, this ally  
may deal 2 frost damage to target hero or ally.

Righteous Cleanse, 2, Paladin (Throne-58U)  
Instant Ability—Holy  
Destroy target ability. <p> **Delve** (*Look at the  
top two cards of your deck. Put any number of  
them on top of your deck in any order, and the  
rest on the bottom.*)

Rime and Freezin', 2 (Crown-72R)  
Instant Ability  
**Empower Mage**: If you control a Mage hero or  
ally, your hero deals 4 frost damage to target  
opposing ally. <p> **Empower Shaman**: If you  
control a Shaman hero or ally, your hero deals 4  
frost damage to target opposing hero.

Ring of Frost, 3, Mage (Horde Mage-12U,  
Twilight-52U)  
Ability—Frost  
Your hero deals 2 frost damage to each ready  
opposing ally.

Ring of the Battle Anthem, 2, DkDrPaWa  
(Worldbreaker Badge-7E)  
Equipment—Item, Ring (2)  
(2) >>> Allies you control have **Assault 1** this  
turn. <p> **Stash**: Target ally has **Assault 1** this  
turn.

Ring of the Great Whale, 1, DrPaPrSh (Throne-  
241U)  
Equipment—Item, Ring (2)  
If damage would be healed from a hero or ally  
you control, that much +2 is healed instead.

Ripple, 2, Mage (Worldbreaker-61U)  
Ability—Arcane  
Your hero deals 1 arcane damage to each  
opposing hero and ally. <p> **Stash** (*As this enters  
your resource row, you may have it enter face up.  
Immediately turn it face down.*): The next time  
your hero would deal damage with an ability  
this turn, it deals that much +1 instead.

Riptide, 2, Shaman (Alliance Shaman-11R,  
Twilight-84R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental  
Talents or Enhancement Talents in your deck.*)  
<p> Your hero heals 5 damage from target hero  
or ally. Then, this ability enters play with a tide  
counter for each damage healed this way. <p>  
Ongoing: [Activate], Remove a tide counter from  
this ability >>> Target hero or ally has **Assault 1**  
this turn. If no tide counters remain, destroy this  
ability.

Roar of the Beast, 1, Hunter (Throne-44U)  
Instant Ability—Survival  
Target Monster ally has +3 ATK this turn. Target  
non-Monster ally has -3 ATK this turn.

Robe of the Waking Nightmare, 2, MaPrLo  
(Worldbreaker-224U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
Dragonkin you control have +1 / +1.

Robes of Arugal, 3, MaPrLo (Dungeon Treasure-  
41U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
When an ally enters play under your control or  
a friendly player's control, it may deal 1 arcane  
damage to target hero.

Rock Furrow Boots, 3, DkPaWa (Aftermath  
Justice-3E)  
Equipment—Armor—Plate, Feet (1), 3 DEF  
When an armor you control prevents damage,  
you may add a +1 ATK counter to target  
weapon.

Rocket Barrage, 2, Horde (Worldbreaker-126U)  
Ability  
Ongoing: [Activate] >>> When target Goblin ally  
you control exhausts this turn, you may pay (1).  
If you do, it deals 1 fire damage to target ally.

Roger Ulric, 5, Alliance (Alliance Rogue-18C,  
Alliance Shaman-18C, Twilight-122C)  
Ally—Worgen Hunter, 6 [Ranged] / 4 Health

Rohashu, Zealot of the Sun, Horde (Throne-18)  
Hero—Tauren Paladin, 30 Health  
(4), Flip Rohashu >>> Rohashu deals 3  
unpreventable holy damage to target hero or  
ally.

Rolan Phoenix, 3, Alliance (Worldbreaker-157R)  
Ally—Worgen Druid, 3 [Nature] / 4 Health  
**Aberration** <p> When this ally is destroyed  
while you control another Worgen, you may pay  
(1). If you do, his owner puts him from his  
graveyard into his hand.

Rolling Thunder, 3, Shaman (Worldbreaker-  
100R)  
Ability—Elemental  
**Elemental Talent** (*You can't put Enhancement  
Talents or Restoration Talents in your deck.*) <p>  
Your hero deals 3 nature damage to target hero  
or ally, plus an additional 3 for each equipment  
in that character's party.

Rosalynne von Erantor, 1, Horde (Worldbreaker-  
188U)  
Ally—Undead Warlock, 3 [Fire] / 2 Health  
When this ally enters play, she deals 3 fire  
damage to your hero.

Ruby Blazewing, 6 (Worldbreaker-212U)  
Ally—Red Dragonkin, 5 [Fire] / 4 Health  
When this or another ally enters play under  
your control, it may deal 1 fire damage to target  
ally. <p> **Stash** (*As this enters your resource row,  
you may have it enter face up. Immediately turn  
it face down.*): Your hero deals fire damage to  
target hero equal to the number of Dragonkin  
you control.

Ruby Emissary, 4 (Worldbreaker-213U)  
Ally—Red Dragonkin, 3 [Fire] / 4 Health  
You pay (2) less to play Priests and Paladins, to  
a minimum of (1).

Ruby Enforcer, 3 (Worldbreaker-214C)  
Ally—Red Dragonkin, 2 [Melee] / 1 Health  
Allies you control have **Ferocity**.

Ruby Flameblade, 2 (Worldbreaker-215C)  
Ally—Red Dragonkin, 2 [Fire] / 1 Health  
Allies you control have **Assault 1**.

Ruby Protector, 4 (Worldbreaker-216C)  
Ally—Red Dragonkin, 3 [Melee] / 3 Health  
Allies you control have **Protector**.

Ruby Skyrazor, 5 (Worldbreaker-217C)  
Ally—Red Dragonkin, 4 [Fire] / 4 Health  
Allies you control have **Untargetable**.

Ruby Stalker, 1 (Worldbreaker-218C)  
Ally—Red Dragonkin, 1 [Melee] / 2 Health  
Allies you control have **Stealth**. (*They can't be protected against.*)

Rufus Claybourne, 2, Alliance (Elements-123R)  
Instant Ally—Worgen Druid, 2 [Nature] / 2 Health  
**Aberration** <p> When this ally enters play, target hero or ally has **Aberration** and becomes a Worgen this turn.

Rumi of Gnomeregan, Alliance (Alliance Mage-1)  
Hero—Gnome Mage, 25 Health  
On your turn, (4), Flip Rumi >>> Rumi deals 2 fire damage to target hero and 2 fire damage to target ally.

Rumu Moonhaze, 5, Horde (Elements-144C)  
Ally—Tauren Priest, 4 [Shadow] / 3 Health  
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, destroy target ability.

Runzik Shrapnelwhiz, 1, Horde (Throne-167C)  
Ally—Goblin Hunter, 1 [Melee] / 1 Health  
When this ally enters play, he deals 1 ranged damage to target opposing ally.

Ruon Wildhoof, 6, Horde (Horde Paladin-21C, Worldbreaker-189C)  
Ally—Tauren Shaman, 5 [Nature] / 5 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

RwlRwlRwlRwl!, 1 (Throne-90U)  
Ability  
Murloc allies you control have +1 ATK and **Ferocity** this turn. (*They can attack immediately.*)

Sacred Shield, 3, Paladin (Worldbreaker-70U)  
Instant Ability—Holy  
Interrupt target ability that is targeting a friendly card.

Sahama Brighthorn, 4, Horde (Twilight-147C)  
Ally—Tauren Priest, 4 [Holy] / 3 Health  
When this ally is destroyed, your hero may heal 4 damage from target hero or ally.

Samael the Bloodpoint, Horde (Twilight-17)  
Hero—Undead Hunter, 28 Health  
[Front]: (2) >>> Flip Samael face down.  
[Back]: Ranged weapons you control have **Assault 1**. (*They have +1 ATK on your turn.*)

Samaku, Hand of the Tempest, Horde (Throne-19)  
Hero—Tauren Shaman, 29 Health  
(1), Flip Samaku >>> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Samantha Galvington, 3, Horde (Throne-168C)  
Ally—Undead Mage, 5 [Arcane] / 1 Health

Sana the Black Blade, Alliance (Throne-6)  
Hero—Worgen Rogue, 27 Health  
On your turn: (3), Flip Sana >>> Sana deals 3 melee damage to target exhausted hero or ally.

Sanguine Presence, 4, Death Knight (Elements-30R, Horde DK-9R)  
Instant Ability—Blood, Presence (1)  
Ongoing: Your hero has **Protector** and +10 [Health]. <p> (1), [Activate] >>> Ready your hero.

Sap, 1, Rogue (Class-88C, Elements-75C, Illidan-82C)  
Ability—Subtlety  
Attach to target hero or ally and exhaust it. <p>  
Ongoing: Attached character can't ready during its controller's ready step. <p> When attached character is dealt damage, destroy this ability.

Sardok, 1, Warlock (Worldbreaker-110C)  
Ally—Voidwalker Demon, Pet (1), 2 [Melee] / 2 Health  
**Protector** <p> **Physical Resistance** (*Prevent all melee ([Melee]) and ranged ([Ranged]) damage that would be dealt to this ally.*)

Saria of Stormwind, Alliance (Alliance Paladin-1)  
Hero—Human Paladin, 29 Health  
On your turn: (5), Flip Saria >>> Target ally deals melee damage to itself equal to its ATK.

Sarmoth, 3, Warlock (Alliance Warlock-9C, Azeroth-130C, Class-110C, Horde Warlock-10C)  
Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health  
Opposing heroes and allies can attack only this ally if able.

Saurfang the Younger, Kor'kron Warlord, 5, Horde (Class Promo-9E, Wrathgate-146E)  
Ally—Orc Warrior, Unique, 4 [Melee] / 4 Health  
**Ferocity** <p> When this ally enters play, you may search your deck for a card named Kor'kron Vanguard, reveal it, and put it into your hand. <p> **Death Rattle**: Turn all locations you control face down.

Savage Bear Form, 2, Druid (Worldbreaker-41C)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Your hero has **Protector** and +5 [Health]. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Savage Cat Form, 3, Druid (Alliance Druid-8C, Elements-37C)  
Instant Ability—Feral Cat Form, Form (1)  
Ongoing: Your hero has **Assault 1** and **Stealth**. (*It has +1 ATK on your turn and can't be protected against.*)

Savage Raptor, 9 (Elements-178E, Elements Loot-3L)  
Ally—Raptor, 6 [Melee] / 15 Health  
**Ferocity** <p> This ally has +1 ATK for each damage on it.

Sava'gin the Reckless, 3, Horde (Worldbreaker-190R)  
Ally—Troll Druid, 8 [Nature] / 1 Health  
This ally attacks opposing heroes and allies at random. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero deals 2 nature damage to target random opposing hero or ally.

Savis Cindur, 2, Alliance (Worldbreaker-158C)  
Ally—Worgen Warlock, 2 [Fire] / 1 Health  
**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*) <p> **Ferocity** (*This ally can attack immediately.*)

Scaramanga, 1, Alliance (Alliance DK-20C, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C)  
Ally—Human Warlock, 2 [Shadow] / 1 Health (2), Destroy this ally >>> Draw a card.

Scarlet Commander Renault Mograine, 5 (Dungeon Treasure-32E)  
Ally—Human Paladin, Renault (1), 5 [Holy] / 5 Health  
**Protector** <p> If Renault would be dealt damage while defending, you may have any amount of it dealt to your hero instead.

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U, Azeroth-333U, Class-221U, Horde Rogue-25U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike

Scarlet Monastery (Dungeon Treasure-59R)  
Location  
(1), [Activate] >>> Target hero or ally that was healed this turn has **Assault 2** this turn.

Scarlet Renegade, 1, Alliance (Dungeon Treasure-15C)  
Ally—Human Warrior, 1 [Melee] / 2 Health  
This ally has **Assault 1** for each Scarlet Renegade you and other friendly players control (*including himself*).

Scimitar of the Sirocco, 4, DkPaWa (Worldbreaker Crafted-2E)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
**Artifact** (*You may play this card from your graveyard.*) <p> When you strike with this weapon, allies you control have **Ferocity** this turn.

Scorch, 0, Mage (Alliance Mage-11U, Citadel Raid-48U, Class-56U, Dark Portal-53U)  
Ability—Fire  
Your hero deals 1 fire damage to target hero or ally.

Sea Legs (Elements-215U)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Seal Fate, 1, Rogue (Worldbreaker-91R)

Ability—Assassination

**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> As an additional cost to play this ability, put the top five cards of your deck into your graveyard. <p> Your hero deals melee damage to target hero or ally equal to the number of [Rogue] abilities put into your graveyard this way.

Seal of Wrath, 2, Paladin (Alliance Paladin-7R, Worldbreaker-71R)


Ability—Retribution, Seal (1)

Ongoing: When your hero deals combat damage with a weapon, it may also deal 2 unpreventable holy damage to target hero or ally.

Searing Pain, 2, Warlock (Worldbreaker-111R)

Ability—Destruction

Your hero deals 2 fire damage to target hero or ally, plus an additional 2 for each [Fire] card you control.

Searing Scorchling, 3 (Holiday -4R)

Ally—Fire Elemental, 2 [Fire] / 1 Health

**Ferocity** <p> When this ally is destroyed, it may deal 2 fire damage to target hero.

Sebastian Malak, 2, Alliance (Throne-125C)

Ally—Worgen Rogue, 2 [Nature] / 2 Health

This ally has +2 ATK while in combat with a Monster.

Seed of Corruption, 2, Warlock (Elements-94U)

Instant Ability—Affliction

Attach to target opposing ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached ally. <p> When attached ally is destroyed, your hero deals 2 shadow damage to target hero or ally.

Seeds of Their Demise (Throne-258C)

Quest

Pay (0) to complete this quest. <p> Reward:

**Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Seeping Poison, 1, Rogue (Throne-68U)

Instant Ability—Assassination Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> **Ongoing:** At the start of your turn, your hero deals 1 nature damage to attached character. Then, look at the top card of its controller's deck.

Seeping Shadows, 3, Priest (Worldbreaker-81R)

Ability—Shadow

Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero. Its controller puts a card from the top of his deck into his graveyard for each damage dealt this way.

Selora, 2, Warlock (Alliance Warlock-10C,

Twilight-91C)

Ally—Succubus Demon, Pet (1), 2 [Shadow] / 2 Health

**Elusive** (*This ally can't be attacked.*) <p> When this ally enters play, target ally has +1 / -1 this turn.

Servant of Neptulon, 1 (Throne-217C)

Monster Ally—Water Elemental, 0 [Frost] / 1 Health

**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> You pay (1) less to play your next Frost or [Frost] card this turn. (*A [Frost] card is one with [Frost] in its lower left corner.*)

Setting an Example (Throne-259U)

Quest

On your turn, if there are three or more allies in your graveyard: Pay (2) to complete this quest. <p> Reward: Draw a card.

Severed Visionary Tentacle, 5, MaPrLo (Throne-242R)

Equipment—Item, Trinket (2)

When this item enters play, remove the top three cards of target opponent's deck from the game face down. <p> You may look at the cards removed this way at any time. <p> When an opponent plays a card or places a resource face up into his resource row, you may reveal a card removed this way. If they share a name, destroy this item. If you do, your hero deals 10 shadow damage to that opponent's hero.

Shaafun, 4, Warlock (Crown-50C)

Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health

When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

Shade Emissary Vaxxod, 7, Horde (Twilight-148U)

Ally—Goblin Priest, 5 [Shadow] / 7 Health

**Time is Money** <p> [Activate] >>> This ally deals 2 shadow damage to target ally and 2 shadow damage to itself.

Shadow Bolt, 3, Warlock (Alliance Warlock-11U, Azeroth-132U, Class-111U, Horde Warlock-11U)

Ability—Destruction

Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Dance, 3, Rogue (Alliance Rogue-9R, Elements-76R)

Ability—Subtlety

**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Your hero has **Assault 2** and **Stealth** this turn. <p> Ongoing: When you play a [Rogue] ability, your hero has **Assault 2** and **Stealth** this turn.

Shadow Word: Death, 2, Priest (Class-80C, Dark Portal-78C, Elements-70C)

Instant Ability—Shadow

Your hero deals 3 shadow damage to target hero or ally. Then, if that character doesn't have fatal damage, put 3 damage on your hero.

Shadow Word: Despair, 1, Priest (Crown-33U)

Instant Ability—Shadow

Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally's controller's deck from the game.

Shadowfang Keep (Dungeon Treasure-60R)

Location

[Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.

Shadowseer Calista, 5, Alliance (Elements-124U)

Ally—Human Priest, 4 [Shadow] / 4 Health

When this ally enters play, target player puts an ally he controls into its owner's hand. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Put an ally you control into its owner's hand.

Shaera Strikewing, 5, Horde (Elements-145C)

Ally—Blood Elf Rogue, 5 [Melee] / 4 Health

**Stealth** (*This ally can't be protected against.*)

<p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Target ally has **Stealth** this turn.

Shala'zum, 3, Horde (Throne-169C)

Ally—Troll Warrior, 4 [Melee] / 2 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Sha'lin Nightwind, 3, Alliance (Alliance Druid-20C, Azeroth-217C, Class-158C)

Ally—Night Elf Druid, 4 [Melee] / 1 Health

**Elusive** (*This ally can't be attacked.*)

Shalug'doom, the Axe of Unmaking, 0, DkPaWa (Twilight-202E)

Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike

As this weapon enters play, destroy any number of abilities, allies, and/or equipment you control. <p> This weapon enters play with a +1 ATK counter on it for each card destroyed this way.

Shalyssa Groveshaper, 3, Alliance (Crown-92C)

Ally—Night Elf Druid, 1 [Nature] / 4 Health

**Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*) <p> **Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

Shanis Bladefall, 1, Alliance (Alliance Shaman-19C, Alliance Warrior-17C, Worldbreaker-159C)

Ally—Night Elf Death Knight, 0 [Melee] / 5 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Shanla, Herald of Faith, 3, Alliance (Throne-126U)

Ally—Night Elf Priest, 2 [Melee] / 4 Health

**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, destroy target opposing ability, and all other opposing abilities with the same name as it.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)

Ally—Orc Rogue, 3 [Melee] / 2 Health

**Stealth** <p> When this ally enters play, exhaust target opposing ally. It can't ready during its controller's next ready step.

Shattering Throw, 4, Warrior (Elements-101U)  
Ability—Arms  
Ongoing: When this ability enters play, you may destroy target equipment. <p> [Activate] >>> Target weapon you control has **Thrown** this turn. *(When you strike with that weapon, it has **Long-Range** this combat. At the end of this turn, put that weapon into its owner's hand.)*

Shaylith Swiftblade, 1, Alliance (Throne-127C)  
Ally—Night Elf Rogue, 1 [Melee] / 2 Health  
**Elusive** *(This ally can't be attacked.)*

Shaytha Lumenira, 3, Alliance (Elements-125U)  
Ally—Night Elf Druid, 2 [Arcane] / 4 Health  
This ally has **Arcane Resistance** while you control an ability. *(Prevent all arcane ([Arcane]) damage that would be dealt to this ally.)*

Shield of the Righteous, 3, Paladin (Elements-61R)  
Instant Ability—Protection  
**Protection Talent** *(You can't put Holy Talents or Retribution Talents in your deck.)* <p> Your hero deals X unpreventable holy damage to target hero or ally and has **Assault X** this turn, where X is the [DEF] of a Shield you control.

Shock of the Elements, 2, Shaman (Throne-73U)  
Instant Ability—Elemental  
As an additional cost to play this ability, you may exhaust two allies you control. <p> Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)  
Ability—Protection  
**Protection Talent** *(You can't put Arms Talents or Fury Talents in your deck.)* <p> Put target ally on top of its owner's deck. Your hero deals melee damage equal to that ally's cost to its controller's hero.

Shoulde the Earthshaker, 3, Horde (Crown-118R)  
Ally—Tauren Warrior, 3 [Melee] / 3 Health  
Allies you control with cost 4 or more have +2 / +2 and **Protector**.

Shroud of Cooperation, 3,  
DkDrHuMaPaPrRoShLoWa (Throne-224U)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
As this armor enters play, choose a class. <p> On your turn: (2), [Activate] >>> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Archmage, 6, Mage (Crown-25R)  
Ability—Arcane Fire Frost  
Attach to your hero. <p> Ongoing: Attached hero has: <p> [Activate] >>> Draw a card. <p> [Activate] >>> Your hero deals 4 fire damage to target hero. <p> [Activate] >>> Target ally can't attack or protect this turn.

Shroud of the High Priest, 6, Priest (Crown-34R)  
Ability—Discipline Holy Shadow  
Attach to your hero. <p> Ongoing: Attached hero has: <p> [Activate] >>> You pay (2) less to play your next card this turn. <p> [Activate] >>> Your hero heals 3 damage from each friendly hero and ally. <p> [Activate] >>> Remove the top five cards of target player's deck from the game.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)  
Ability—Affliction Demonology Destruction  
Attach to your hero. <p> Ongoing: Attached hero has: <p> [Activate] >>> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. <p> [Activate] >>> Search your deck for a Demon, reveal it, and put it into your hand. <p> [Activate] >>> Your hero deals 1 fire damage to each ally.

Signed in Blood (Crown-197C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Turn target resource face down.

Silent Crusader, 3, DkPaRoWa (Alliance Rogue-24R, Wrathgate-195R)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
When an opponent's hero is dealt combat damage with this weapon, exhaust all cards he controls.

Sinestra, 6 (Twilight-160R)  
Ally—Black Dragonkin Consort, Sinestra (1), 4 [Fire] / 3 Health  
**Ferocity** <p> On your turn: Destroy another non-token ability, ally, or equipment you control >>> Put two 1 [Shadow] / 1 [Health] Twilight Dragonkin ally tokens into play with **Ferocity**.

Sinister Strike, 2, Rogue (Azeroth-102C, Class-89C, Horde Rogue-12C)  
Instant Ability—Combat Combo  
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Siphon Life, 5, Warlock (Horde Warlock-12R, Legion-110R)  
Instant Ability—Affliction  
**Affliction Talent** *(You can't put Demonology Talents or Destruction Talents in your deck.)* <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Sira'kess Tide Priestess, 3 (Throne-210C)  
Monster Ally—Naga Priest, 2 [Shadow] / 2 Health  
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may put target ally from your graveyard into your hand.

Skinned Whelp Shoulders, 3, DrRo (Worldbreaker-225U)  
Equipment—Armor—Leather, Shoulder (1), 1 DEF  
Your hero has **Assault 2** for each Dragonkin you control.

Skodis the Nethertwister, Alliance (Throne-7) Hero—Dwarf Warlock, 28 Health (5), Flip Skodis >>> Skodis deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skronk Skullseeker, 2, Horde (Class-194C, Horde Rogue-20C, Illidan-168C)  
Ally—Orc Rogue, 1 [Melee] / 3 Health  
This ally has +3 ATK while attacking an exhausted hero or ally.

Skullchewer, 5, Death Knight (Throne-32R)  
Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health  
As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.

Skullstealer Greataxe, 4, DkPaShWa (Crown-189C)  
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike  
This weapon has +1 ATK for each Monster hero and ally you control.

Skywall (Elements-220R)  
Location  
On your turn, if a hero or ally you controlled dealt nature ([Nature]) damage this turn: (2), [Activate] >>> Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> When an Air Elemental enters play under your control, you may exhaust target ally.

Slam, 3, Warrior (Dark Portal-124U, Twilight-100U)  
Ability—Fury  
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Slay the Feeble, 1, Rogue (Alliance Rogue-10C, Class-90C, Drums-65C)  
Ability—Assassination Combo  
Your hero deals 3 melee damage to target exhausted hero or ally.

Slippyfist, 1 (Throne-190U)  
Monster Ally—Murloc Rogue, 1 [Frost] / 1 Health  
This and other Murloc allies you control have **Elusive** while ready. *(They can't be attacked.)*

Smite's Reaver, 4, DkPaRoShWa (Dungeon Treasure-54R)  
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike  
When you strike with this weapon, you may exhaust target hero or ally. <p> When you strike with this weapon for the first time each turn, you may ready it and your hero at the end of this combat.

Smoke Bomb, 4, Rogue (Twilight-74R)  
Ability—Subtlety  
Ongoing: Opposing heroes and allies attack at random. <p> Opponents pay (2) more to play abilities that target a hero or ally you control.

Snaggle, 1 (Worldbreaker Crafted-10E)  
Monster Ally—Gnoll Warrior, 1 [Melee], 1 Health  
This ally has **Assault 1** for each other Monster hero and ally you control.

Sniper Training, 5, Hunter (Crown-19R)  
Ability—Survival

**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*)  
<p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage this turn, it's dealt 5 damage instead.

Snurky, 2 (Throne-191C)  
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health  
This and other Murloc allies you control have **Stealth**. (*They can't be protected against.*)

Soggypaw, 4 (Worldbreaker Crafted-11E)  
Monster Ally—Gnoll Rogue, 4 [Melee], 3 Health  
This ally has **Ferocity** and **Assault 2** while there are no ready opposing allies.

Something That Burns (Elements-216U)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Soridormi, 6 (Elements-167R)  
Ally—Bronze Dragonkin Consort, Soridormi (1), 5 [Arcane] / 6 Health  
(1) >>> Target ally you control has **Protector**, **Elusive**, **Stealth**, or **Untargetable** this turn.

Sorrow's End, 4, DkPaWa (Throne-252R)  
Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike  
Play with the top card of your deck revealed.  
<p> While a card with cost 3 or more is revealed this way, this weapon has +3 ATK. <p> While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

Soul Casket, 3, DrMaPrShLo (Worldbreaker Badge-12E)  
Equipment—Item, Trinket (2)  
[Activate], Discard an ally >>> Your hero deals 2 shadow damage to target hero or ally.

Soul Cleave, 3, Warlock (Throne-80U)  
Ability—Destruction  
As an additional cost to play this ability, destroy an ally you control. <p> Destroy up to two target allies.

Soul Swap, 6, Warlock (Throne-81R)  
Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Your hero deals shadow damage to target hero equal to half its remaining health, rounded up, and heals 1 damage from itself for each damage dealt this way.

Soul-Eater Morgania, Alliance (Twilight-7)  
Hero—Worgen Warlock, 28 Health  
[Front]: (2) >>> Flip Morgania face down.  
[Back]: When an opposing ally is destroyed, Morgania heals 1 damage from herself.

Spark of Life, 5, Shaman (Throne-74R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*)  
<p> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. If you do, attach this ability to it. <p> Ongoing: Attached ally has "When this ally attacks for the first time each turn, ready it." <p> When this ability leaves play, destroy attached ally.

Spaulders of the Scarred Lady, 2, HuSh (Crown-174U)  
Equipment—Armor—Mail, Shoulders (1), 1 DEF  
Your hero has **Assault 2** for each ally you control with 6 or more ATK.

Spire of Sunset, 2, DrMaPrShLo (Horde Mage-25R, Wrathgate-196R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spiritual Harmony, 3, Priest (Worldbreaker-82C)  
Ability—Holy  
Put target ally from your graveyard into your hand. If you do, your hero heals damage from itself equal to that ally's cost.

Spiritual Imbalance, 3, Priest (Crown-35C)  
Instant Ability—Shadow  
Target ally has -3 / -3 this turn.

Spiritual Return, 2, Shaman (Worldbreaker-101R)  
Ability—Restoration  
Put target [Fire], [Frost], or [Nature] ally from your graveyard into play if its cost is less than or equal to the number of resources you control. That ally enters play with damage equal to its [Health] -1.

Splashtooth, 3 (Crown-153C)  
Monster Ally—Murloc Warlock, 2 [Shadow] / 4 Health  
When this or another Murloc ally enters play under your control, you may **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Spoils of the Hunt, 3, Hunter (Horde Hunter-11R, Scourgewar-49R)  
Ability—Survival  
Destroy all opposing allies that have or share the highest cost among opposing allies.

Stacia Markton, 5, Alliance (Twilight-123U)  
Ally—Human Hunter, 5 [Nature] / 1 Health  
When this ally enters play, target hero or ally you control has **Long-Range** this turn.

Staff of Ammunae, 3, DrMaPrLo (Worldbreaker Crafted-3E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
**Artifact** (*You may play this card from your graveyard.*) <p> When your hero is dealt 1 or more damage by an attacking hero or ally, you may put a 0 [Nature] / 1 [Health] Seedling Pod ally token into play with **Mend 1**.

Staff of Sorcerer-Thane Thaurissan, 4, DrMaPrShLo (Worldbreaker Crafted-6E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike  
**Artifact** (*You may play this card from your graveyard.*) <p> When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play. <p> On your turn: [Activate] >>> Your hero deals 2 arcane damage to target ally.

Stained Shadowcraft Cap, 1, DrRo (Twilight-183R)  
Equipment—Armor—Leather, Head (1), 1 DEF  
On your turn, if this armor has three or more heirloom counters: [Activate] >>> Your hero deals 3 nature damage to target hero or ally.  
<p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Spaulders, 4, DrRo (Elements-185R)  
Equipment—Armor—Leather, Shoulder (1), 1 DEF  
At the start of your turn, your hero may deal 1 nature damage to target hero or ally, plus an additional 1 for each heirloom counter on this armor. <p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Tunic, 2, DrRo (Worldbreaker-226R)  
Equipment—Armor—Leather, Chest (1), 2 DEF  
[Activate] >>> Target hero or ally has **Stealth** this turn. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Target hero or ally has **Stealth** this turn.

Stakethrower, 4, Hunter (Horde Hunter-25U, Worldbreaker-246U)  
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike  
This equipment enters play with a stake counter. <p> **Long-Range** (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*) <p> Remove a stake counter >>> This weapon has +3 ATK this combat.

Stalwart Bear Form, 4, Druid (Throne-36U)  
Instant Ability—Feral Bear Form, Form (1)  
Target up to two opposing allies. Your hero deals 2 melee damage to each of them. <p> Ongoing: Your hero has **Protector** and +5 [Health].

Stance Mastery, 2, Warrior (Worldbreaker-121R)  
Ability—Protection  
Ongoing: [Activate] >>> Your hero has +1 ATK this combat.

Starburst, 4, Druid (Elements-38R)

Ability—Balance

Your hero deals 3 arcane damage to target hero or ally. Then, you may put this ability into your resource row face down and exhausted.

Starfire, 6, Druid (Azeroth-31R, Class-34R,

Horde Druid-10R)

Ability—Balance

Your hero deals 5 arcane damage to target hero or ally. Draw a card.

Stargaze, 4 (Dungeon Treasure-10C)

Ability

Ongoing: When a Druid ally enters play under your control or a friendly player's control, target player draws a card.

Stargazer Ronal, 4, Alliance (Alliance DK-21C, Twilight-124C)

Ally—Worgen Druid, 4 [Arcane] / 4 Health

When this ally is destroyed, you may shuffle target player's graveyard into his deck.

Stasis, 1, Paladin (Worldbreaker-72C)

Ability—Protection

Attach to target equipment and exhaust it. <p>

Ongoing: Attached equipment can't ready during its controller's ready step.

Steady Shot, 3, Hunter (Citadel Raid-41U, Horde

Hunter-12U, Worldbreaker-48U)

Ability—Marksmanship

Ongoing: At the start of your turn, your hero may deal 1 ranged damage to target hero or ally.

Steal Essence, 2, Warlock (Alliance Warlock-

12U, Azeroth-134U, Class-114U)

Instant Ability—Affliction

Your hero deals 2 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Steal Steel, 2, Rogue (Worldbreaker-92R)

Ability—Subtlety Finishing Move

As an additional cost to play this ability, remove up to five [Rogue] abilities in your graveyard from the game. <p> Search target opponent's deck for an equipment with cost less than or equal to the number of cards removed this way and put it into play under your control.

Steelguard Adamson, Alliance (Throne-8)

Hero—Worgen Warrior, 30 Health

(3), Flip Adamson >>> Choose one: Add a +1

ATK counter to target weapon; or add a +1

[DEF] counter to target armor.

Stevrona Forgemender, 3, Alliance (Elements-126R)

Ally—Dwarf Shaman, 2 [Fire] / 5 Health

Token allies you control have +1 / +1. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.):

Ready target token ally.

Stonebranch, Ancient of War, 4 (Crown-159U)

Monster Ally—Ancient Druid, 2 [Nature] / 2

Health

When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Ferocity**. (They can attack immediately.)

The Stonemother's Gift, 3 (Elements-105U)

Ability

Ongoing: When this ability enters play, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Protector** this turn.

Stormwind Investigator, 2, Alliance (Dungeon

Treasure-16C)

Ally—Human Hunter, 3 [Melee] / 2 Health

When this ally enters play, you may look at the top card of target player's deck. You may put that card into his graveyard.

Strangulate, 3, Death Knight (Worldbreaker-

30U)

Instant Ability—Blood

Interrupt target ability. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Opponents can't

play abilities this turn.

Strength of Will, 3 (Throne-94C)

Ability

Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

String of Beaded Bubbles, 2, DrMaPrShLo

(Worldbreaker Badge-4E)

Equipment—Item, Neck (1)

As this item enters play, choose arcane, fire, forst, or nature. <p> On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Stromdak of Ironforge, Alliance (Alliance

Warrior-1)

Hero—Dwarf Warrior, 30 Health

On your turn: (5), Flip Stromdak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Sulfuras, the Extinguished Hand, 5, DkPaShWa

(Crown-190R)

Equipment—2H Weapon—Mace, Melee (1), 0

[Fire] / 5 Strike

When an ally you control deals damage on your turn, you may add a +1 ATK counter to this weapon for each damage dealt.

Sumi'jin, Guardian of Cenarius, Horde (Twilight-

18)

Hero—Troll Druid, 27 Health

[Front]: (3) >>> Flip Sumi'jin face down.

[Back]: When an ally enters play under your control, Sumi'jin may heal 1 damage from herself.

Summoning Portal, 2, Warlock (Alliance

Warlock-13R, Worldbreaker-112R)

Ability—Demonology

Search your deck for an ally, reveal it, and put it into your hand.

Suncaller Haruh, Horde (Twilight-19)

Hero—Tauren Priest, [Front]: 27, [Back]: 32

Health

[Front]: (2) >>> Flip Haruh face down.

[Back]: (Haruh has +5 [Health].)

Sunwalker Nahano, Horde (Elements-16)

Hero—Tauren Paladin, 30 Health

[Front]: (3) >>> Flip Nahano face down.

[Back]: Allies you control with **Protector** have +1 ATK while defending.

Sura Lightningheart, 7, Horde (Worldbreaker-

191C)

Ally—Tauren Shaman, 4 [Nature] / 5 Health

When this ally enters play, if you control another [Nature] card, she may deal 4 nature damage to target hero or ally.

Surge of Blood, 2, Death Knight (Alliance DK-

11C, Wrathgate-29C)

Ability—Blood

Your hero deals 2 melee damage to target hero or ally. Weapons you control have **Assault 2** this turn.

Surge of Power, 3 (Throne-95R)

Ability

Ongoing: Token allies you control have +1 / +1.

Suvok Frozeneye, Horde (Worldbreaker-17)

Hero—Orc Mage (Frost), 25 Health

[Front]: (4) >>> Flip Suvok face down.


[Back]: At the start of your turn, Suvok deals 1 frost damage to target opposing ready ally.

Swarmtooth, 2 (Throne-192U)

Monster Ally—Murloc Mage, 1 [Frost] / 1

Health

When this or another Murloc ally enters play under your control, you may reveal the top card of your deck. If it's a Murloc, put it into your hand.

Swift Brewfest Ram, 2 (Holiday -5R)

Ally—Ram, Mount (1), 0 [Melee] / 4 Health

When you place a resource face up into your resource row, choose one at random: Each player draws a card; or each player discards a card. (Mounts can't attack or be attacked.)

Swift Hand of Justice, 1, DkHuPaRoWa

(Worldbreaker-232U)

Equipment—Item, Trinket (2)

(2), Put this equipment into its owner's hand

>>> Target ally has **Ferocity** this turn. <p>

**Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Swindle, 1, Rogue (Twilight-75U)

Ability—Subtlety

Ready target opposing equipment, then gain control of it until end of turn.

Sylvanas, Queen of the Forsaken, 5, Horde

(Crown-119E)

Ally—Undead Hunter, Sylvanas (1), 4 [Melee] / 4 Health

When Sylvanas enters play, you may remove any number of [Horde] allies in your graveyard from the game. If you do, put a 1 [Melee] / 1 [Health] Skeleton ally token into play for each ally removed this way. <p> Sylvanas has **Assault 1** for each Skeleton ally you control.

Talaan Solaras, 3, Horde (Elements-146C)  
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health  
**Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero deals 1 melee damage to target damaged ally.

Talian Bladebender, 3, Alliance (Alliance Priest-24C, Illidan-141C)  
Ally—Night Elf Warrior, 2 [Melee] / 4 Health  
Opponents can't strike with weapons.

Tallie Sprinklelight, 2, Alliance (Throne-128C)  
Ally—Gnome Priest, 1 [Holy] / 4 Health  
**Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Tania Falan, 2, Alliance (Twilight-125U)  
Ally—Worgen Mage, 2 [Arcane] / 3 Health  
When this ally enters play, you may draw a card. If you do, discard a card.

Tar'gak the Felcrazed, 9 (Throne-196U)  
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health  
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (Crown-93C)  
Ally—Dwarf Rogue, 6 [Melee] / 1 Health  
**Stealth** (This ally can't be protected against.)

Tarn Darkwalker, 2, Horde (Betrayal-180C, Horde Warlock-19C)  
Ally—Orc Warlock, 3 [Shadow] / 1 Health  
Demons have **Ferocity**. (They can attack immediately.)

Tarnished Raging Berserker's Helm, 3, HuSh (Twilight-184R)  
Equipment—Armor—Mail, Head (1), 2 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Ready up to three other target cards you control. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tattered Dreadmist Mantle, 3, MaPrLo (Worldbreaker-227R)  
Equipment—Armor—Cloth, Shoulder (1), 1 DEF  
If this equipment would prevent magical damage, it prevents that much +3 instead. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): The next time target hero or ally would be dealt magical damage this turn, prevent it.

Tattered Dreadmist Mask, 1, MaPrLo (Twilight-185R)  
Equipment—Armor—Cloth, Head (1), 1 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Look at the top three cards of your deck. Put one into your hand and the rest on the bottom of your deck. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tattered Dreadmist Robe, 4, MaPrLo (Elements-186R)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
If your hero would deal damage with an ability, it deals that much +1, and plus an additional 1 for each heirloom counter on this armor instead. <p> **Stash**: Add an heirloom counter to target equipment you control.

Taz'dingo, 3, Horde (Azeroth-260C, Class-195C, Horde Hunter-22C, Horde Warrior-17C)  
Ally—Troll Hunter, 2 [Ranged] / 2 Health  
When this ally enters play, he deals 1 ranged damage to target hero or ally.

Tazrik Crankrust, Horde (Elements-17)  
Hero—Goblin Shaman, 28 Health  
[Front]: (4) >>> Flip Tazrik face down.  
[Back]: Tazrik has **Assault 1** for each Elemental ally you control.

Tears of Aessina, 1, Druid (Horde Druid-11C, Twilight-34C)  
Instant Ability—Restoration  
Your hero heals 2 damage from each of up to two target heroes and/or allies.

Telor Sunsurge, 1, Horde (Worldbreaker-192C)  
Ally—Blood Elf Warrior, 1 [Melee] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Tempest Totem, 4, Shaman (Elements-84R)  
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 4 Health  
Ongoing: When this card enters play, you may put target Totem from your graveyard into your hand. <p> You pay (1) less to play Totems, to a minimum of (1). <p> (Totems can't attack.)

Tendrils of Darkness, 5, Priest (Throne-64U)  
Ability—Shadow  
Your hero deals 5 shadow damage to target ally. When that ally is destroyed this turn, its controller discards a card.

Teretha of the Undercity, Horde (Horde Priest-1)  
Hero—Undead Priest, 26 Health  
On your turn: (3), Flip Teretha >>> Target opponent chooses an ally he controls and puts it into its owner's hand.

Terina Calin, 3, Alliance (Alliance DK-22C, Alliance Hunter-19C, Alliance Paladin-17C, Alliance Shaman-20C, Alliance Warrior-18C, Worldbreaker-160C)  
Ally—Human Rogue, 4 [Nature] / 1 Health  
When this ally enters play, if you control an equipment, you may destroy target equipment.

Terrastra, 6 (Twilight-173R)  
Ally—Earth Elemental Ascendant, Terrastra (1), 3 [Melee] / 9 Health  
When this or another [Melee] card you control is destroyed, your hero has +1 ATK this turn. <p> [Melee] allies you own everywhere have **Stash**: Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play."

Tesla, 4, Hunter (Alliance Hunter-9C, Worldbreaker-49C)  
Ally—Wind Serpent, Pet (1), 3 [Nature] / 3 Health  
**Assault 2** (This ally has +2 ATK on your turn.) <p> **Ferocity** (This ally can attack immediately.)

Tez Tez the Patchmonger, 2, Horde (Horde Mage-21C, Horde Warlock-20C, Outland-189C)  
Ally—Troll Priest, 2 [Shadow] / 1 Health  
When this ally enters play, target opposing ally has -3 ATK this turn.

Thadrus, Shield of Teldrassil, 3, Alliance (Crown-94R)  
Ally—Night Elf Warrior, 1 [Melee] / 7 Health  
**Protector** <p> This ally can't attack. <p> When this ally deals damage to an ally, destroy that ally.

Tharal Wildbreeze, 2, Alliance (Crown-95C)  
Ally—Night Elf Druid, 2 [Nature] / 1 Health  
**Elisuve** (This ally can't be attacked.) <p> **Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)

Tharuk Foulblade, 4, Horde (Elements-147C)  
Ally—Orc Rogue, 3 [Nature] / 3 Health  
This ally has +3 ATK while attacking an exhausted hero or ally.

Therazane the Stonemother, 7 (Elements-171E)  
Ally—Earth Elemental Lord, Therazane (1), 3 [Melee] / 9 Health  
Earth Elementals you control have **Protector**. <p> At the start of your turn, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> Destroy an Earth Elemental you control >>> Ready target hero or ally you control.

Thespius Bloodblaze, 2, Horde (Crown-120C)  
Ally—Blood Elf Mage, 3 [Fire] / 1 Health  
**Elusive** (This ally can't be attacked.)

Thira Anvilash, Alliance (Elements-9)  
Hero—Dwarf Warlock, 28 Health  
[Front]: (3) >>> Flip Thira face down.  
[Back]: When you attach an ability to an opposing hero or ally, Thira deals 1 shadow damage to that character and heals 1 damage from herself.

Thorns, 4, Druid (Alliance Druid-9R, Dark Portal-28R)  
Instant Ability—Balance  
Attach to target hero or ally. <p> Ongoing: When attached character is dealt combat damage, it deals 1 nature damage to the source of that combat damage.

Thrall, Guardian of the Elements, 8 (Twilight-177E)  
Ally—Orc Shaman, Thrall (1), 6 [Nature] / 6 Health  
You pay (8) less to play this ally if you control each of the following: [Fire] card, [Frost] card, [Melee] card, and [Nature] card. <p> Other abilities, allies, and equipment you control can't be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class Promo-10E, Icecrown-142E)  
Ally—Orc Shaman, Unique, 6 [Frost] / 6 Health  
**Protector, Frost Resistance** <p> When this ally enters play, you may put target [Horde] card from your graveyard into your hand. <p> Other [Horde] allies you control have +2 / +2.

Thrandis the Venomous, 6, Horde (Worldbreaker-193R)  
Instant Ally—Blood Elf Hunter, 6 [Nature] / 6 Health  
When your hero defends, you may put two 1 [Nature] / 1 [Health] Snake ally tokens into play.

Throat Slasher, 1, Rogue (Throne-253C)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike  
Your hero has **Dual Wield**. (*You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.*) <p> This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.

Throk the Conqueror, 5 (Crown-138C)  
Monster Ally—Ogre Lord Warrior, 6 [Melee] / 6 Health  
This ally can't attack unless you control another ally with 6 or more ATK.

Throne of the Tides (Throne-263R)  
Location  
(1), [Activate] >>> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Throwing Starfish, 1, DkDrHuMaPaPrRoShLoWa (Throne-243R, Throne Loot-2L)  
Equipment—Item  
At the start of your turn, you may add a starfish counter to this item. <p> (2), Remove a starfish counter from this item >>> Your hero deals 1 melee damage to target hero or ally.

Thrug the Hurler, 6 (Throne-197U)  
Monster Ally—Ogre Warrior, 4 [Melee] / 4 Health  
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thunder Clap, 4, Warrior (Class-122R, Dark Portal-125R, Horde Warrior-8R)  
Instant Ability—Arms  
Your hero deals 1 melee damage to each opposing hero and ally. A character dealt damage this way has -1 ATK this turn.

Thunderous Challenge, 5, Warrior (Worldbreaker-122U)  
Instant Ability—Protection  
Your hero deals 2 melee damage to each opposing hero and ally. A character dealt damage this way has -2 ATK this turn.

Thunderpetal, 3, Horde (Crown-121U)  
Ally—Tauren Shaman, 2 [Nature] / 4 Health  
**Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*) <p> When 1 or more damage is healed from a hero or ally you control, this ally deals 1 nature damage to target opposing hero.

Thunderstrike Weapon, 1, Shaman (Worldbreaker-102U)  
Ability—Enhancement  
Attach to target equipment you control. <p> Ongoing: When attached equipment exhausts, you may pay (1). If you do, your hero deals 1 nature damage to target hero or ally.

Tidal Elemental, 1, Mage (Elements-54U)  
Ally—Water Elemental, Pet (1), 2 [Frost] / 2 Health  
**Elusive** (*This ally can't be attacked.*) <p> (2), [Activate] >>> Exhaust target ally.

Tidal Totem, 2, Shaman (Crown-44U)  
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health  
Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <p> **Mend 3** (*At the start of your turn, this Totem may heal 3 damage from target hero or ally.*) (*Totems can't attack.*)

The Tidehunter's Gift, 3 (Elements-106U)  
Ability  
Ongoing: When this ability enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Elusive** this turn.

Tidus the Relentless, 5, Alliance (Elements-127R)  
Ally—Worgen Hunter, 0 [Arcane] / 1 Health  
**Aberration, Ferocity** <p> This ally has +1 ATK for each exhausted resource you control.

Tilly Fiddlelight, Alliance (Worldbreaker-9)  
Hero—Gnome Priest (Holy), 26 Health  
[Front]: (3) >>> Flip Tilly face down.  
[Back]: Each ally you control has **Mend 1**. (*At the start of your turn, it may heal 1 damage from target hero or ally.*)

Timriv the Enforcer, 4, Horde (Elements-148U)  
Ally—Goblin Warrior, 3 [Melee] / 3 Health  
**Time is Money** (*This ally may use [Activate] powers immediately.*) <p> [Activate] >>> Destroy all opposing damaged allies.

Tinker Casey Springlock, 4, Alliance (Alliance Shaman-21C, Drums-146C)  
Ally—Gnome Warrior, 4 [Melee] / 4 Health  
This ally has **Protector** while she's undamaged.

Tinker Priest Cassie, Alliance (Throne-9)  
Hero—Gnome Priest, 26 Health  
On your turn: (5), Flip Cassie >>> Target opponent chooses an ability, ally, and equipment he controls. Put each of them into its owner's hand.

To Arms!, 6, RoWa (Elements-103E)  
Ability—Arms Combat  
Ongoing: Your hero has Dual Wield. <p> Melee weapons you control have +5 ATK. <p> You pay (5) less to strike with Melee weapons.

Tol'zin, 3, Horde (Elements-149R)  
Ally—Troll Druid, 2 [Arcane] / 2 Health  
This ally has +2 / +2 for each token ally you control. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Token allies you control have **Assault 1** this turn.

Tommi Spazzratchet, 1, Alliance (Crown-96C)  
Ally—Gnome Rogue, 2 [Melee] / 1 Health  
**Stealth** (*This ally can't be protected against.*)

Tor Earthwalker, 4, Horde (Crown-122C)  
Ally—Tauren Druid, 2 [Nature] / 4 Health  
When you attach an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

The Torch of Retribution (Worldbreaker-266C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw a card.

Tormenting Gouge, 1, Rogue (Elements-77C)  
Instant Ability—Combat  
Exhaust each opposing ally with cost 4 or less.

Torr'nag, 7 (Crown-139U)  
Monster Ally—Ogre Shaman, 6 [Frost] / 6 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn. <p> **Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Toshe Chaosrender, 4 (Throne-222R)  
Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health  
Opponents can't complete quests. <p> You can complete opposing quests. (*You get the rewards.*) <p> Toshe has +1 / +1 for each opposing face-down resource.

Totemic Vigor, 3, Shaman (Elements-85R)  
Ability—Enhancement  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ongoing: Totems you control have +2 [Health]. <p> Your hero has **Assault 1** for each Totem you control.

Touch of Brilliance, 1, Mage (Throne-51U)  
Ability—Arcane  
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Toz'jun, 5, Horde (Horde Shaman-19C, Worldbreaker-194C)  
Ally—Troll Shaman, 4 [Nature] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Track Dragonkin, 1, Hunter (Worldbreaker-50C)  
Instant Ability—Survival  
Target ally has -2 ATK this turn, or -4 ATK if it's a Dragonkin.

Track Enemy, 1, Hunter (Throne-45U)

Ability—Survival

Attach to target hero or ally you control, then **Delve**. <p> Ongoing: When attached character deals damage to an opposing hero, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Trade Prince Gallywix, 2, Horde (Worldbreaker-195E)

Ally—Goblin Trade Prince, Gallywix (1), 3 [Melee] / 2 Health

Goblin allies you control have **Time is Money** and “[Activate] >>> Ready a resource you control.”

Trag’ush, 4 (Crown-140C)

Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health

**Conspicuous** (*Opposing heroes and allies can protect against this ally.*)

Traxel Emberklik, 5, Horde (Worldbreaker-196C)

Ally—Goblin Warlock, 1 [Fire] / 7 Health

**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Treads of Fleeting Joy, 2, DrRo (Aftermath Justice-4E)

Equipment—Armor—Leather, Feet (1), 1 DEF  
If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.

Treespeaker Onaha, 5, Horde (Throne-170R)

Ally—Tauren Druid, 3 [Nature] / 7 Health

When damage is healed from this ally, put that many 1 [Melee] / 1 [Health] Treant ally tokens into play.

Trickster’s Gambit, 3, Rogue (Alliance Rogue-11R, Elements-78R)

Instant Ability—Subtlety

The next time damage would be dealt to your hero this turn, it’s dealt to another target hero or ally instead.

Trilik the Light’s Spark, Alliance (Twilight-8)

Hero—Gnome Priest, 26 Health

[Front]: (4) >>> Flip Trilik face down.

[Back]: You pay (1) less to play your first ally each turn.

Trista, Herald of the Fel, 4, Alliance (Throne-129U)

Ally—Worgen Warlock, 5 [Fire] / 2 Health

**Empower Warlock:** When this ally enters play, if you control another Warlock hero or ally, search your deck for a Pet or Demon ally, reveal it, and put it into your hand.

Tristani the Sunblade, 4, Horde (Crown-123R)

Ally—Blood Elf Rogue, 5 [Melee] / 4 Health

**Stealth** <p> When this ally deals combat damage to an opposing hero, that hero’s controller reveals a random card from their hand. This ally deals melee damage to that hero equal to that revealed card’s cost unless its controller discards that card.

Triton Legplates, 2, DkPaWa (Throne-225R)

Equipment—Armor—Plate, Legs (1), 2 DEF

At the end of each opponent’s turn, if your hero was not dealt damage this turn, you may add a triton counter to this armor. <p> On your turn: [Activate], Remove five triton counters from this armor >>> Your hero has **Assault 10**, and combat damage that it would deal is unpreventable this turn.

Trixie Boltclunker, 2, Alliance (Alliance Mage-21C, Alliance Paladin-18C, Alliance Rogue-20C, Alliance Shaman-22C, Class-159C, Scourgewar-158C)

Ally—Gnome Warrior, 1 [Melee] / 4 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Troggbane, Axe of the Frostborne King, 3,

DkPaWa (Worldbreaker-247E)

Equipment—1H Weapon—Axe, Melee (1), 0 [Frost], 0 Strike

(X) >>> This equipment has +X ATK this turn.

Trophy Kill, 3, Hunter (Alliance Hunter-10C, Class-46C, Dark Portal-40C)

Instant Ability—Marksmanship

Destroy target ally with cost 4 or more.

Turn the Blade, 1, Hunter (Citadel Raid-42C,

Drums-33C, Horde Hunter-13C)

Ability—Survival

Attach to target ally or weapon. <p> Ongoing: Attached card has -3 ATK.

Twilight Citadel (Twilight-220R)

Location

On your turn: (1), [Activate] >>> Put a 1 [Shadow] / 1 [Health] Twilight Dragonkin ally token into play.

Twilight Corruptor, 5 (Twilight-161U)

Ally—Twilight Dragonkin, 2 [Shadow] / 1 Health

When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally may deal 2 shadow damage to each opposing hero and ally.

Twilight Drake, 4 (Twilight-162U)

Ally—Twilight Dragonkin, 3 [Melee] / 5 Health

When this ally enters play, if an ability, ally, or equipment was destroyed this turn, target player discards a card.

Twilight Emissary, 4 (Twilight-163U)

Ally—Twilight Dragonkin, 4 [Melee] / 4 Health

When this ally enters play, if an ability, ally, or equipment was destroyed this turn, you may put target Death Knight or Shaman ally from your graveyard into your hand.

Twilight Extermination (Twilight-217C)

Quest

On your turn: Destroy an ability, ally, or equipment you control and pay (2) to complete this quest. <p> Reward: Draw a card.

Twilight Shadowdrake, 3 (Twilight-164U)

Ally—Twilight Dragonkin, 4 [Shadow] / 1 Health

When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally may deal 4 shadow damage to target hero.

Twilight Wyrmkiller, 6 (Twilight-165U)

Ally—Twilight Dragonkin, 6 [Melee] / 3 Health  
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally has **Ferocity** this turn.

Twilight’s Hammer, 7, DrPaPrSh (Twilight-203R)

Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike

On your turn: [Activate]; Exhaust your hero; destroy another ability, ally, or equipment you control >>> Gain control of target opposing card if it shares a card type with that destroyed card.

Twined Band of Flowers, 2, DrPaPrSh

(Worldbreaker Badge-8E)

Equipment—Item, Ring (2)

On your turn: [Activate] >>> Your hero heals 1 damage from each ally you control and has **Assault 1** this turn for each damage healed this way.

Twist of Faith, 5, Priest (Alliance Priest-10R, Legion-78R)

Ability—Shadow

Attach to target ally. <p> Ongoing: You control attached ally.

Twisted Arcana, 1, Mage (Twilight-53U)

Instant Ability—Arcane

As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Draw two cards.

Twisted Death Pact, 2, Death Knight (Twilight-29U)

Instant Ability—Blood

As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Twisted Fire Nova, 5, Shaman (Twilight-85U)

Ability—Elemental

As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 7 fire damage divided as you choose to any number of target heroes and/or allies.

Twisted Infernal, 7, Warlock (Twilight-92U)

Ally—Infernal Demon, Pet (1), 8 [Fire] / 8 Health

As an additional cost to play this ally, destroy an ability, ally, or equipment you control. <p> **Ferocity** (*This ally can attack immediately.*)

Twisted Light, 2, Paladin (Twilight-60U)

Instant Ability—Holy

As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Prevent the next 3 damage that target friendly hero or ally would be dealt this turn. <p> Your hero deals 3 unpreventable holy damage to target opposing hero or ally.

Twisted Massacre, 5, Rogue (Twilight-76U)

Ability—Assassination

As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Destroy all exhausted opposing allies.

Twisted Mind Spike, 1, Priest (Twilight-69U)  
Ability—Shadow  
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 3 shadow damage to target ally. Then, its controller discards a card.

Twisted Rampage, 3, Warrior (Twilight-101U)  
Ability—Fury  
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Ready your hero and all Melee weapons you control. Melee weapons you control have +2 ATK, and you pay (2) less to strike with them this turn.

Twisted Wrath, 2, Druid (Twilight-35U)  
Instant Ability—Balance  
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 5 nature damage to target hero.

Tyrande, High Priestess of Elune, 4, Alliance (Crown-97E)  
Ally—Night Elf Priest, Tyrande (1), 3 [Arcane] / 5 Health  
**Elusive** <p> When Tyrande enters play, you may shuffle any number of [Alliance] allies from your graveyard into your deck. If you do, put a 0 [Nature] / 1 [Health] Wisp ally token into play for each ally shuffled back into the deck this way. <p> At the end of your turn, for each Wisp you control, Tyrande deals 1 nature damage to target opposing hero and heals 1 damage from each hero and ally you control.

Tyrennius Scatheblade, 2, Horde (Citadel Raid-72C, Class-196C, Horde Mage-22C, Horde Warrior-18C, Legion-206C)  
Ally—Blood Elf Paladin, 3 [Holy] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Tyrus Blackhorn (Crown-3)  
Monster Hero—Satyr Demon Warlock, 28 Health  
[Front]: (8) >>> Flip Tyrus face down. <p> You pay (8) less to flip Tyrus if an opposing hero has 15 or more damage.  
[Back]: When an attacking Demon hero or ally you control deals combat damage to a hero, that hero's controller chooses and discards a card.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Tyrus Lionheart, 1, Alliance (Alliance Paladin-19C, Gladiators-118C)  
Ally—Human Paladin, 1 [Holy] / 1 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
<p> This ally has +4 ATK while defending.

Tyrygosa, 6 (Elements-160R)  
Ally—Blue Dragonkin Consort, Tyrygosa (1), 3 [Arcane] / 8 Health  
At the start of your turn, reveal the top card of your deck. If it's an ability, you can play it immediately without paying its cost. (If it has X in its cost, X is 0.)

Unbinding (Twilight-218C)  
Quest  
On your turn: Pay (1) to complete this quest. <p> Reward: Look at the top card of target opponent's deck. You may remove that card from the game.

Unholy Ground, 4, Death Knight (Horde DK-10R, Worldbreaker-31R)  
Ability—Unholy  
Ongoing: When a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Unleash Elements, 3, Shaman (Elements-86R)  
Ability—Enhancement  
Put a copy of each token ally you control into play.

Unleash Inferno, 3, Shaman (Crown-45R)  
Ability—Enhancement  
Attach to target ally or weapon you control. <p> Ongoing: (1) >>> Attached card has +2 ATK this turn.

Unleash the Swarm!, 4 (Throne-91U)  
Ability  
Reveal the top seven cards of your deck. Put all revealed Murloc allies with cost 1 or less into play and the rest on the bottom of your deck.

Unstable Corruption, 3 (Throne-218R)  
Monster Ally—Water Elemental, 1 [Nature] / 5 Health  
When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

Unstable Infusion, 2, Mage (Worldbreaker-62C)  
Ability—Arcane  
Your hero deals arcane damage to target hero or ally equal to the cost of an equipment in that character's party.

Uzak'zim, Horde (Elements-18)  
Hero—Troll Warlock, 28 Health  
[Front]: (4) >>> Flip Uzak'zim face down.  
[Back]: At the start of your turn, Uzak'zim deals 1 shadow damage to each opposing hero and ally that has an attachment you control.

Vaakia, 1, Alliance (Throne-130C)  
Ally—Draenei Shaman, 2 [Fire] / 1 Health  
When this ally attacks, she deals 1 fire damage to target hero.

Vad of the Four Winds, Alliance (Twilight-9)  
Hero—Worgen Warrior, 30 Health  
[Front]: (4) >>> Flip Vad face down.  
[Back]: At the end of your turn, you may ready Vad.

Vaerik Proudhoof, 4, Horde (Azeroth-262C, Class-197C, Horde Warrior-19C)  
Ally—Tauren Warrior, 5 [Melee] / 3 Health

Vakus the Inferno, 1, Alliance (Twilight-126R)  
Ally—Worgen Warlock, 4 [Fire] / 1 Health  
**Aberration, Ferocity** <p> This ally can attack only heroes. <p> At the end of your turn, destroy this ally.

Vala Carville, 5, Horde (Horde DK-21C, Horde Druid-21C, Horde Mage-23C, Worldbreaker-197C)  
Ally—Undead Mage, 5 [Arcane] / 5 Health

Valak the Vortex, 1, Alliance (Throne-131R)  
Ally—Worgen Mage, 2 [Arcane] / 1 Health  
When this ally attacks, you may discard an ability. If you do, he deals arcane damage to target ally equal to the cost of that ability.

Valanos, 4, Alliance (Alliance Hunter-20C, Class-160C, Dark Portal-193C)  
Ally—Draenei Hunter, 2 [Melee] / 5 Health

Valerie Worfield, Horde (Worldbreaker-18)  
Hero—Undead Hunter (Survival), 28 Health  
[Front]: (3) >>> Flip Valerie face down.  
[Back]: Prevent the first 1 damage that would be dealt to Valerie each turn.

Valytha Colton, 4, Horde (Elements-150C, Horde Druid-22C)  
Ally—Undead Hunter, 4 [Arcane] / 4 Health

Vampiric Siphon, 6, Death Knight (Crown-10R)  
Ability—Blood  
Destroy up to two target allies. Your hero heals damage from itself equal to the combined remaining health of allies destroyed this way.

Vanda Skydaughter, 6, Horde (Class-198C, Dark Portal-239C, Horde Druid-23C, Horde Shaman-20C)  
Ally—Tauren Druid, 6 [Nature] / 5 Health

Vandos, Herald of War, 4, Alliance (Throne-132U)  
Ally—Human Warrior, 3 [Melee] / 4 Health  
**Empower Warrior**: When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa VanCleaf, 5 (Dungeon Treasure-33R)  
Ally—Human Rogue, Vanessa VanCleaf (1), 4 [Nature] / 5 Health  
**Stealth, Untargetable** <p> When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Vanira Raventhorne, Alliance (Elements-10)  
Hero—Worgen Druid, 27 Health  
[Front]: (5) >>> Flip Vanira face down.  
[Back]: Vanira has **Assault 2** while you control a Form. (She has +2 ATK on your turn.)

Varah, Fury of the Stars, 6, Alliance (Alliance Druid-21C, Class-161C, Scourgewar-159C)  
Ally—Night Elf Druid, 6 [Arcane] / 5 Health  
**Assault 2** (This ally has +2 ATK on your turn.)

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)  
Ally—Night Elf Druid, 3 [Nature] / 1 Health  
When this ally enters play, you may turn a quest you control face down. If you do, this ally deals 3 nature damage to target ally.

Vazu'jin, 5, Horde (Crown-124C)  
Ally—Troll Rogue, 4 [Melee] / 4 Health  
**Elusive** (This ally can't be attacked.)

Veline Bladestar, 2, Horde (Worldbreaker-198C)  
Ally—Blood Elf Warrior, 0 [Melee] / 6 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Velkin Gray, 4, Alliance (Crown-98U)  
Ally—Human Death Knight, 1 [Shadow] / 5 Health  
**Protector** <p> When this ally enters play, if an ally you controlled was destroyed this turn, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Vendetta, 2, Rogue (Throne-69R)  
Ability—Assassination  
**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

Venerable Mass of McGowan, 2, DkRoShWa (Worldbreaker-248R)  
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike  
While your hero is attacking an ally, this equipment has +2 ATK for each heirloom counter on it. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Vengeful Crusader Strike, 2, Paladin (Elements-62U)  
Instant Ability—Retribution  
Your hero deals 4 melee damage to target attacker.

Verdant Boon, 2, Druid (Throne-37U)  
Ability—Balance  
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Vesh'ral, 3, Horde (Azeroth-264C, Citadel Raid-73C, Class-199C, Horde Priest-20C)  
Ally—Troll Mage, 3 [Fire] / 1 Health  
**Ferocity** (*This ally can attack immediately.*)

Vial of Stolen Memories, 6, DkDrPaWa (Crown-177R)  
Equipment—Item, Trinket (2)  
When this item enters play, search your deck for three cards with different names, reveal them, and remove them from the game face down. <p> [Activate], Name a card >>> Look at a random card removed this way. If that card has that name, you may reveal it and put it into your hand.

Vicious Grell, 1 (Crown-165U, Crown Loot-11L)  
Monster Ally—Grell, Pet (1), 1 [Fire] / 1 Health  
If this ally would be destroyed on an opponent's turn, you may pay (1). If you do, return him to his owner's hand instead.

Vicious Strike, 1, Rogue (Twilight-77C)  
Instant Ability—Combat  
Your hero deals 3 melee damage to target ally with cost 4 or less.

Viciousness, 2, Alliance (Worldbreaker-125U)  
Ability  
Ongoing: (1), [Activate] >>> Target Worgen ally you control has **Ferocity** this turn.

Victor Baltus, Alliance (Worldbreaker-10)  
Hero—Worgen Warlock (Demonology), 28 Health  
[Front]: (2) >>> Flip Victor face down.  
[Back]: Demons you control have +1 / +1.

Viewless Wings, 5, DrHuRoSh (Aftermath Justice-8E)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
Allies you control have **Assault 1** for each ally you control.

Vigil of the Light, 6, PaPr (Worldbreaker-124E)  
Ability—Holy  
Put target ally from your graveyard into play. If you do, attach this ability to it. <p> Ongoing: At the start of each turn, your hero heals all damage from attached ally.

Vincent Brayden, 5, Alliance (Elements-128C)  
Ally—Human Paladin, 6 [Melee] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Vindicator Saaris, 6, Alliance (Throne-133R)  
Ally—Draenei Warrior, 6 [Melee] / 4 Health  
When this ally enters play, each opponent destroys an equipment he controls until he controls only one.

Vindicator's Shock, 1, Paladin (Crown-30U)  
Ability—Holy  
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Violet Proto-Drake, 7 (Worldbreaker Crafted-12E)  
Ally—Dragonkin, 5 [Melee], 5 Health  
You pay (1) less to play this ally for each different color among Dragonkin you control. <p> Other Dragonkin you control have +2 / +2.

Vizo Arctwister, 3, Horde (Crown-125C)  
Ally—Goblin Mage, 4 [Arcane] / 3 Health

Void Rip, 4, Warlock (Twilight-93U)  
Instant Ability—Destruction  
Remove target ally from the game.

Voidbringer Jindal'an, Horde (Throne-20)  
Hero—Troll Warlock, 28 Health (X), Flip Jindal'an >>> Reveal the top X cards of your deck. Put a revealed Demon into your hand and the rest on the bottom of your deck.

Volatile Thunderstick, 4, Hunter (Twilight-204U)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 1 Strike  
**Long-Range** <p> When you strike with this or another Ranged weapon, your hero deals 1 nature damage to target hero or ally.

Vol'jin, Darkspear Chieftain, 7, Horde (Throne-171E)  
Ally—Troll Shadow Hunter, Vol'jin (1), 7 [Melee] / 7 Health  
At the end of your turn, target opposing [Alliance] or Monster ally becomes 1 / 1, loses and can't have powers, and is also a Frog until it leaves play (*even if Vol'jin leaves play*).

Vorix Zorbuzz, Horde (Worldbreaker-19)  
Hero—Goblin Rogue (Assassination), 27 Health  
[Front]: (3) >>> Flip Vorix face down.  
[Back]: If Vorix would deal melee damage, he deals that much nature damage +1 instead.

Vortex, 0, Mage (Throne-52U)  
Instant Ability—Arcane  
Monster allies in your hand are instant this turn until you play a Monster ally.

Vor'zun, 4, Horde (Crown-126C)  
Ally—Troll Hunter, 3 [Melee] / 2 Health  
When this ally enters play, target ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Voss Treebender, 1, Horde (Azeroth-266C, Horde Druid-24C)  
Ally—Tauren Druid, 2 [Nature] / 1 Health  
When this ally attacks, you may exhaust target hero or ally.

Vuza'jin, 2, Horde (Throne-172C)  
Ally—Troll Death Knight, 2 [Frost] / 3 Health (2) >>> Token allies you control have +1 ATK this turn.

Vyloxx, 6 (Crown-148R)  
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health  
When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

Wake of Destruction (Throne-260U)  
Quest  
If you control two or more Monster heroes and/or allies: Pay (2) to complete this quest. <p> Reward: Draw a card.

Waking the Beast (Throne-261C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's a Monster ally, put it into your hand. Otherwise, leave it on top of your deck.

Wand of Ruby Claret, 3, MaPrLo (Worldbreaker-249C)  
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike  
When this equipment enters play, you may put target ability from your graveyard on top of your deck.

Wand of the Forgotten Star, 1, MaPrLo (Alliance Priest-25U, Gladiators-188U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When combat damage is dealt with this weapon to a hero, that hero's controller puts that many cards from the top of his deck into his graveyard.

War Party Hitching Post, 1, DkDrHuMaPaPrRoShLoWa (Elements-189R, Elements Loot-2L)  
Equipment—Item  
You can control any number of Mounts.

Warchief Garrosh Hellscream, 4, Horde (Twilight-149E)  
Ally—Orc Warrior, Garrosh (1), 6 [Melee] / 3 Health  
When another [Horde] ally enters play under your control, it has **Assault 2**, **Ferocity**, and "At the end of your turn, destroy this ally." this turn.

Warchief's Revenge, Horde (Worldbreaker-252R)  
Quest  
Goblin Hero Required <p> On your turn: For each ally you control, you may pay (1) to complete this quest. <p> Reward: Your hero deals 1 nature damage to target hero or ally for each (1) paid this way.

Warlord Grok'thol (Crown-4)  
Monster Hero—Ogre Shaman, 31 Health  
[Front]: (8) >>> Flip Grok'thol face down. <p> You pay (8) less to flip Grok'thol if you control at least two allies each with 6 or more ATK.  
[Back]: **Assault 3**, **Smash** (*If Grok'thol would deal more than fatal combat damage to a defending ally, he deals the rest to that ally's controller's hero.*)  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Warmace of Menethil, 5, DkPaWa (Alliance Warrior-22R, Worldbreaker-250R)  
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike  
When damage is dealt with this equipment, draw a card.

Warning Shot, 1, Hunter (Elements-44C)  
Instant Ability—Survival  
Target ally with cost 4 or more has -5 ATK this turn.

Wasteland Tallstrider, 5 (Throne-219E, Throne Loot-3L)  
Monster Ally—Tallstrider, 4 [Melee] / 4 Health  
**Ferocity** <p> When this ally attacks, you may reveal the top card of your deck. If you revealed a quest or location this way, this and other allies you control have +2 ATK and **Ferocity** this turn.

Watchman Visi, 4, Alliance (Worldbreaker-162C)  
Ally—Human Hunter, 4 [Nature] / 3 Health  
This ally has **Assault 2** while an opposing hero is face down. (*It has +2 ATK on your turn.*)

Waters of Elune (Throne-262C)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Draw a card.

Wazix Blonktop, 5, Alliance (Worldbreaker-163C)  
Ally—Gnome Priest, 5 [Holy] / 4 Health  
**Untargetable**

Waz'luk, 1, Horde (Citadel Raid-74C, Class-200C, Dark Portal-242C, Horde Priest-21C, Horde Warlock-21C)  
Ally—Troll Mage, 2 [Fire] / 1 Health  
When this ally enters play, he deals 1 fire damage to target hero.

Wendy Anne, 2, Alliance (Crown-99C)  
Ally—Human Mage, 2 [Frost] / 3 Health  
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Wentletrap Vest, 2, HuSh (Throne-226C)  
Equipment—Armor—Mail, Chest (1), 2 DEF

What Illidan Wants, Illidan Gets . . . (Alliance Warlock-30U, Horde Warlock-28U, Illidan-252U)  
Quest  
If you control a Demon: Pay (2) to complete this quest. <p> Reward: Draw a card.

What's Haunting Witch Hill? (Worldbreaker-267C)  
Quest  
Pay (2) and an additional (1) for each opposing face-up resource to complete this quest. <p> Reward: Draw a card.

Whirlwind, 5, Warrior (Class-123U, Betrayer-126U, Horde Warrior-9U)  
Instant Ability—Fury  
Your hero deals melee damage to each opposing ally equal to the ATK of a Melee weapon you control.

Widow Venom, 4, Hunter (Elements-45U)  
Ability—Beast Mastery  
Attach to target hero or ally. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 2 nature damage to attached character.

Wild Cascade, 6, Druid (Crown-16R)  
Ability—Balance  
Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild Fervor, 2, Hunter (Elements-46U)  
Ability—Beast Mastery  
Target ally has **Assault 2**, **Ferocity**, and **Long-Range** this turn.

Wild Growth, 1, Druid (Twilight-36R)  
Instant Ability—Restoration  
**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Your hero heals all damage from each ally you control. Then, this ability enters play with a growth counter for each ally healed this way. <p> Ongoing: Your hero has **Mend 1** for each growth counter on this ability.

Wild Hammer, 7, Warrior (Elements-201R)  
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 7 Strike  
**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Your hero has Two-Handed Dual Wield. <p> While you control no ready resources, you pay (7) less to strike with Two-Handed weapons.

Wild Mushroom, 3, Druid (Twilight-37R)  
Ability—Balance  
Ongoing: This ability enters play with three fungus counters. <p> At the start of your turn, remove a fungus counter from this ability. If none remain, destroy this ability. If you do, your hero deals 5 nature damage to target hero, plus an additional 5 for each other card named Wild Mushroom you control.

Wild Roots, 3, Druid (Throne-38U)  
Ability—Balance  
Attach to target ally and exhaust it, then **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> Ongoing: Attached ally can't ready.

Wildlife Defender, 2, PaShWa (Elements-187R)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
While you control a Dragonkin, your hero has **Protector**. <p> **Stash**: Put target Dragonkin from your graveyard on top of your deck.

Wildseer Varel, Alliance (Throne-10)  
Hero—Worgen Druid, 27 Health  
On your turn: (4), Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.


Wildweaver Masa'zun, 6, Horde (Twilight-150C)  
Ally—Troll Druid, 4 [Nature] / 6 Health  
When this ally enters play, she heals 3 damage from each hero and ally you control.

Windguard Totem, 2, Shaman (Throne-75U)  
Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 4 Health  
Ongoing: At the start of each opponent's turn, you may ready all allies you control. <p> (*Totems can't attack.*)

The Windlord's Gift, 3 (Elements-107U)  
Ability  
Ongoing: When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Untargetable** this turn.

Windspeaker Nuvu, 1, Alliance (Alliance Shaman-23C, Twilight-127C)  
Ally—Draenei Shaman, 1 [Nature] / 2 Health  
When this ally attacks for the first time each turn, ready him.

Wing Clip, 1, Hunter (Dark Portal-42C, Worldbreaker-51C)  
Instant Ability—Survival  
Target hero or ally can't attack your hero this turn. Your hero deals 1 melee damage to it.

Winter Veil Disguise Kit, 2, DkDrHuMaPaPrRoShLoWa (Holiday -1R)  
Equipment—Item  
[Activate] >>> Target ally you control is also a Snowman this turn. <p> When a Snowman you control defends against a non-[Fire] hero or ally, remove it from combat.

Wisp Amulet, 4, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E)  
Equipment—Item  
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally token into play. <p> Wisps you control have **Harmonize**.

Witch Doctor Ka'booma, 2, Horde (Crown-127R)  
Ally—Troll Warlock, 4 [Shadow] / 1 Health  
When this ally deals combat damage to a defending hero, reveal the top card of your deck. This ally deals shadow damage to your hero equal to that revealed card's cost, then put that card into your hand.

The Witch's Bane (Worldbreaker-268C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card for each five opposing face-down resources.

Withering Decay, 4, Death Knight (Worldbreaker-32U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> On your turn, allies in attached hero's party have -1 [Health].

Word of Glory, 3, Paladin (Twilight-61U)  
Ability—Holy  
Ongoing: Your hero has **Protector** and **Mend 1**.

The Worldbreaker (Twilight-219R)  
Quest  
Pay (8) and turn all other quests you control named The Worldbreaker face down to complete this quest. <p> Reward: Your hero has **Assault 5** and [Fire] this turn, plus an additional **Assault 5** this turn for each other quest turned face down this way.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C, Dark Portal-30C, Horde Druid-12C, Worldbreaker-42C)  
Ability—Balance  
Your hero deals 3 nature damage to target hero or ally.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-8R, Betrayer-76R)  
Instant Ability—Retribution  
Destroy all allies that attacked this turn.

Wuzlo Grindergear, 3, Alliance (Throne-134C)  
Ally—Gnome Warrior, 1 [Melee] / 5 Health  
Weapons you control have **Assault 2**. (They have +2 ATK on your turn.)

Wyndarr Shadefist, 4, Alliance (Alliance Rogue-21C, Wrathgate-128C)  
Ally—Night Elf Rogue, 4 [Melee] / 3 Health  
This ally has **Stealth** while an opponent controls an ally with cost 4 or less.

Wyrmwing Treads, 2, HuSh (Worldbreaker-228U)  
Equipment—Armor—Mail, Feet (1), 1 DEF (1), Exhaust a Dragonkin you control >>> Ready target exhausted ally.

Wysko, 2, Horde (Horde Rogue-21U, Horde Warrior-20U, Legion-209U)  
Ally—Troll Warrior, 3 [Melee] / 2 Health  
Weapons you control have +1 ATK while your hero is attacking.

Wyvern Sting, 1, Hunter (Worldbreaker-52R)  
Instant Ability—Survival Sting  
**Survival Talent** (You can't put *Beast Mastery Talents* or *Marksmanship Talents* in your deck.) <p> Attach to target ally, or target hero or ally if you control a Ranged weapon. <p> Ongoing: Attached character can't attack or exhaust unless its controller pays (2).

Xeris, 3, Alliance (Elements-129C)  
Ally—Draenei Death Knight, 3 [Melee] / 2 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Target ally has -1 ATK this turn.

Xuurvis, 4, Alliance (Throne-135C)  
Ally—Draenei Priest, 2 [Holy] / 6 Health  
When 1 or more damage is healed from this ally, you may draw a card.

Yana'mi, 3, Horde (Throne-173C)  
Ally—Troll Druid, 1 [Nature] / 5 Health  
When you attach an ability to a hero or ally, draw a card.

Yazli Earthspark, 2, Horde (Horde Druid-25C, Horde Mage-24C, Horde Priest-22C, Twilight-151C)  
Ally—Goblin Shaman, 2 [Nature] / 2 Health  
When this ally attacks, she may deal 2 nature damage to target hero.

Yertle, 4, Hunter (Crown-20R)  
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0 Health  
**Protector, Eternal** (When this enters your graveyard from anywhere, you may shuffle it into your deck.) <p> This ally has +1 [Health] for each resource you control. <p> When this ally is destroyed, put a Shell armor token into play with [DEF] equal to the number of resources you controlled as this ally was destroyed.

Yoza'tsu, 4, Horde (Elements-151C)  
Ally—Troll Warlock, 4 [Fire] / 1 Health  
When this ally enters play, target opposing ally has -1 [Health] this turn.

Ysera the Dreamer, 20 (Worldbreaker-22E)  
Master Hero—Green Dragonkin Aspect, 3 [Nature] / 40 Health  
You pay (1) less to play Ysera for each face-down resource you control. <p> **Mend 3** <p> At the start of your turn, you may draw a card.

Yuna Sunridge, Horde (Worldbreaker-20)  
Hero—Tauren Priest (Holy), 27 Health  
[Front]: (3) >>> Flip Yuna face down.  
[Back]: **Mend 1** (At the start of your turn, Yuna may heal 1 damage from target hero or ally.)

Zakis Trickstab, 3, Horde (Horde Rogue-22C, Horde Shaman-21C, Worldbreaker-199C)  
Ally—Goblin Rogue, 3 [Nature] / 1 Health  
**Elusive** (This ally can't be attacked.) <p> **Stealth** (This ally can't be protected against.)

Zane the Sniper, Alliance (Twilight-10)  
Hero—Human Hunter, 28 Health  
[Front]: (2) >>> Flip Zane face down.  
[Back]: You pay (1) less to strike with Ranged weapons.

Zarixx, Herald of Death, 7, Horde (Throne-174U)  
Ally—Goblin Death Knight, 4 [Melee] / 4 Health  
**Empower Death Knight**: When this ally enters play, if you control another Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play, and token allies you control have +1 ATK and **Ferocity** this turn.

Zarvix the Tormentor, 5, Horde (Elements-152R)  
Ally—Goblin Priest, 2 [Shadow] / 7 Health  
**Time is Money** <p> [Activate] >>> Target player puts the top card of his deck into his graveyard for each Goblin you control.

Zaza'jun, 4, Horde (Crown-128U)  
Ally—Troll Druid, 2 [Nature] / 2 Health  
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Assault 1**. (They have +1 ATK on your turn.)

Zazel the Greedy, Horde (Twilight-20)  
Hero—Goblin Rogue, 27 Health  
[Front]: (6) >>> Flip Zazel face down.  
[Back]: **Assault 2** (Zazel has +2 ATK on your turn.)

Zazzo Dizzleflame, 4, Alliance (Crown-100R)  
Ally—Gnome Warlock, 1 [Fire] / 5 Health  
On your turn: [Activate] >>> Destroy another target ally. If you do, that ally's controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

Zeni'vun, 3, Horde (Elements-153U)  
Ally—Troll Mage, 1 [Arcane] / 5 Health (2), Discard a card >>> This ally deals 1 arcane damage to each opposing hero and ally.

Zerzu, 3, Horde (Horde Shaman-22C, Worldbreaker-200C)  
Ally—Troll Druid, 2 [Nature] / 4 Health  
When this ally enters play, she heals all damage from [Nature] allies you control.

Zimzi the Trickster, Horde (Elements-19)  
Hero—Goblin Rogue, 27 Health  
[Front]: (2) >>> Flip Zimzi face down.  
[Back]: Zimzi and allies you control with **Stealth** also have **Assault 1**.

Zin'sul, Horde (Elements-20)  
Hero—Troll Death Knight, 29 Health  
[Front]: (2) >>> Flip Zin'sul face down.  
[Back]: You pay (1) less to strike with weapons.

Zintix the Frostbringer, 3, Alliance (Throne-136R)  
Ally—Gnome Death Knight, 3 [Frost] / 3 Health  
When this ally deals damage to an opposing hero, you may search your deck for an attachment and play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (Drums-34U, Horde Hunter-14U)  
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Zizzlix Drizzledrill, 2, Horde (Throne-175C)  
Ally—Goblin Priest, 1 [Shadow] / 5 Health  
Opponents can't target this ally.

"Zooti" Fizzlefury, 5, Alliance (Elements-130U)  
Ally—Gnome Mage, 3 [Frost] / 4 Health  
**Elusive** <p> When this ally enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Zor'chal the Shadowseer, 6 (Throne-198U)  
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Zor'dul Deathbinder, 1, Horde (Twilight-152C)  
Ally—Orc Mage, 0 [Arcane] / 1 Health  
**Assault 1** (*This ally has +1 ATK on your turn.*)  
<p> When this ally is destroyed, you may draw a card.

Zudzo, Herald of the Elements, 5, Horde (Throne-176U)  
Ally—Goblin Shaman, 5 [Nature] / 5 Health  
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, this ally deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Zulanji, 2, Horde (Horde Hunter-23C, Horde Warrior-21C, Worldbreaker-201C)  
Ally—Troll Priest, 4 [Holy] / 1 Health

Zulbraka, 6, Horde (Horde Priest-23C, Worldbreaker-202C)  
Ally—Troll Warrior, 6 [Melee] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Zumix of Kezan, Horde (Horde Mage-1)  
Hero—Goblin Mage, 25 Health  
On your turn: (4), Flip Zumix >>> Draw two cards.

Zunjo of Sen'jin, Horde (Horde Hunter-1)  
Hero—Troll Hunter, 28 Health  
On your turn: (2), Flip Zunjo >>> Target ally has -4 ATK this turn.

Zuur, 4, Alliance (Alliance Shaman-24C, Worldbreaker-164C)  
Ally—Draenei Shaman, 3 [Nature] / 3 Health  
When this ally enters play, you may put target [Nature] card from your graveyard into your hand.

Zygore Bladebreaker, 6, Horde (Azeroth-275C, Class-203C, Horde Warrior-22C)  
Ally—Orc Warrior, 4 [Melee] / 3 Health  
When this ally enters play, you may destroy target armor or weapon.