Aaron Goodchild, 2, Alliance [Tomb-73R]
Ally—Human Warrior, 1 [Melee] / 3 Health
**Eternal, Protector**
>>> When this ally is destroyed, your hero may deal 1 melee damage to target damaged ally for each resource you control.

Ally—Tauren Shaman, 2 [Nature] / 2 Health
When this ally enters play, she may target a second hero or ally has -1 ATK this turn.

Abbie Whizzelblade, 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
Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 3 Strike
When this equipment enters play, you may destroy target armor or item.

AbraCadaver, 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**.
>>> At the end of your turn, for each Cadaver you control, destroy it unless you pay (1).

Abysmal 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. <<< When a Water Elemental enters play under your control, your hero may heal 2 damage from itself.

Abysmal 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. <<< [Mounts can’t attack or be attacked.]

Abysswalker Rakax, 2, Horde [Horde Mage-11U, Twilight-128U]
Ally—Goblin Warlock, 3 [Fire] / 1 Health
When this ally enters play, he may deal 1 fire damage to target ally. If that ally has fatal damage, remove it from the game.

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**
>>> At the end of each turn, if Ripsnarl is damaged, you may put him into his owner’s hand.

Adrena Rush, 7, Rogue [Horde Rogue-2R, Legion-79R]
Ability—Combat
**Combat Talent**
(You can’t put Assassination Tariffs or Subtlety Tariffs in your deck.) <<< 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, Alliance Shaman-90, 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.

Aegwynn, Guardian of Tiriskal, 8 [Betrayal-1E, Betrayal-1 EA]
Master Hero—Human Mage, 0 [Arcane] / 32 Health
When your hero becomes Aegwynn, add three tiriskal counters to her. <<< [Activate]. Remove a tiriskal counter >>> Target ally has **Elusive** this turn. <<< [Activate], Remove a tiriskal counter >>> Draw a card, then discard a card. <<< While Aegwynn has no tiriskal counters on her: [Activate] >>> Put a token of each ally you control into play.

Aesa, 4, Alliance [Aspects Treasure-32U]
Ally—Draenei Shaman, 2 [Nature] / 4 Health
When this ally enters play, you may reveal an ally from your hand. This ally heals damage from your hero equal to the cost of that revealed ally.

Aesha 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, [World-162R]
Monster Ally—Spirit, Aessina (1), 0 [Nature] / 5 Health
**Elusive**
>>> 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. <<< [Reward]: Draw a card.

Agamaggan, 6 [Ancients-161R]
Monster Ally—Boar Beast Demigod, Agamaggan (1), 8 [Melee] / 6 Health
**Monster Hero Required**
>>> **Smash**
When Agamaggan deals combat damage to an exhausted ally, ready Agamaggan. <<< [Basic] (3) >>> Exhaust target ally.

Aggra, 5 [Tomb-161R]
Ally—Orc Shaman, Aggra (1), 4 [Nature] / 6 Health
When Aggra enters play, choose two of the following: **Assault 4, Elusive, Mend 4 or Untargetable**. Aggra has the chosen keywords until she leaves play.

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

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

Agnonizing 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. <<< 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.

Ahul Moonspeaker, 3, Horde [Ancients-121U]
Ally—Tauren Druid, 1 [Arcane] / 4 Health
**Tribe**
When this or another Tauren ally enters play under your control, you may draw a card. If you do, discard a card.

Ahune the Frost Lord, 6 [Holiday-4R]
Monster Ally—Frost Elemental Lord, Ahune (1), 6 [Frost] / 3 Health
When Ahune enters play, he deals 1 frost damage to each opposing hero and ally for this and each other Frost and [Frost] card you control.

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.

Aikal, 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.

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WoW TCG Contemporary OCR – 03 05 2013

1/80
Ahket, 6 (Tomb-153R)
Monster Ally—Lion, Ahket (1), 5 [Melee] / 5 Health

**Protector** <p> While Ahket is the only ally in play, double his ATK and [Health], and he has **Sentinel**.

Akiris 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.)

Alethia Brightsong, 1, Horde (Throne-139C)
Ally—Blood Elf Paladin, 2 [Holy] / 1 Health
When this ally enters play, she deals 3 damage to any target hero.

Alexandra Mognaine, 7 (Dungeon Treasure-24E)
Ally—Spirit Paladin, Macedon's (1), 7 [Holy], 7 Health

**Protector** <p> When Alexandra is destroyed, you may put a 6 [Holy] / 0 [Strike] Two-Handed Sword weapon token named Aeshbringer 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 to 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.

Aliister 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.

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

Alpha Prime, 6, Alliance (Ancients-82R)
Ally—Night Elf Worgen Druid, Alpha Prime (1), 5 [Melee] / 5 Health
When Alpha Prime enters play, put a 2 [Melee] / 2 [Health] [Alliance] Worgen ally token into play for this and each other Night Elf ally you control. <p> This and other Worgen allies you control have **Aberration**.

Alrak Stonecraek, 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.

Alundra’s Hammer
<p> [Back]: If an opposing ally would be destroyed by fatal damage, you may remove it from the game instead.

Amael, 2, Alliance (Aspects Treasure-46E)
Ally—Bronze Dragonkin, Chronium (1), 1 [Melee] / 1 Health
When Chronium deals combat damage to a defending hero, you may shuffle her into her owner's deck. If you do, take an extra turn after this one.

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.

Amara Kells, 2, Horde (Tomb-97C)
Ally—Undead Mage, 2 [Arcane] / 2 Health
When this ally enters play, she deals 2 arcane damage to target hero.

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

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

Ambassador Chronium, 2 (Elements Treasure-46E)
Ally—Bronze Dragonkin, Chronium (1), 1 [Melee] / 1 Health
When Chronium deals combat damage to a defending hero, you may shuffle her into her owner's deck. If you do, take an extra turn after this one.

Ammenae, Construct of Life, 2, DkDrHuMaPaPrRoShLoWa (Tomb-175R)
Equipment—Item
Your hero has “If damage would be healed from a hero or ally you control, that much +1 is healed instead.” <p> At the start of your turn and when 1 or more damage is healed from a hero or ally you control, put a power counter on this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put six 0 [Nature] / 1 [Health] Bloodpetal ally tokens into play with Mend 1.

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, Murked eP-22C)
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, Jaina-9R) 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, ▶️ Alliance Shaman-2C, Elements-79C) Basic Ability—Restoration Put up to two target allies from your graveyard into your hand.

Ancestral Revival, 3, Shaman (Tomb-48R) Instant Ability—Restoration Play only on an opponent’s turn. <p> Put target ally that was destroyed this turn from your graveyard into play with damage on it equal to its [Health] -1.

Ancient Bear Form, 2, Druid (Ancients-9U) Instant Ability—Feral Bear Form, Form (1) Ongoing: Your hero has Protector. <p> Your hero has +5 [Health] for each five resources you control.

Ancient Bone Bow, 3, Hunter (Alliance Hunter-21U, Azeroth-31U, Class-211U) Equipment—Weapon—Bow, Ranged (1), Ranged (2) Strike When you strike with this weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it.)

Ancient Moonkin Form, 2, Druid (Betrayal-8R) Instant Ability—Balance Moonkin Form, Form (1) Ongoing: If your hero would deal or heal damage, it deals or heals that much +1 instead. <p> While you control five or more Ongoing abilities: [Activate] >>> Draw a card.

Andiss Butcherison, 1, Alliance (Alliance Paladin-10U, Alliance Rogue-10U, Outland-110U) Ally—Human Warrior, 1 [Melee] / 2 Health You pay (1) to 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 (.setCellValue=2, Alliance Priest-8C, Crown-76C) Ally—Human Priest, 4 [Holy] / 4 Health When this ally enters play, you may put target attachment from your gravyard into your hand.

Annduin Lothar, Alliance (Timewalkers-1) Hero—Human Warrior, 30 Health [Front]: Lothar’s Battle Cry <p> [Basic] (3), Flip Lothar >>> Allies you control have +1 ATK this turn. [Back]: Lothar’s Strength <p> Once per game: [Basic] (3) >>> Lothar has +3 ATK this turn.

Angry Dread, 3, DKPaRaShWa (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.


Anraphet’s Regalia, 2, MaPrLo (Tomb-164C) Equipment—Armor—Cloth, Chest (1), 1 DEF Your hero has Mend 1. (At the start of your turn, it may heal 1 damage from target hero or ally.)

Ansem, Timewalker Deathblade, 5, Alliance (Ascents-83R) Ally—Human Death Knight, 3 [Melee] / 4 Health Protector <p> This ally has +4/+3 while an opponent controls a [Horde] or Monster hero.

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

Apparatus of K'zathoroth, 3, DKPaWa (Tomb-179C) Equipment—Item, Trinket (2) Your hero has Assault 1. (It has +1 ATK on your turn.)

Apprentice Teep, 1, Alliance (Alliance Paladin-12C, Alliance Hunter-15C, Alliance Priest-9C, Azeroth-176C, Class-127C) Ally—Gnome Mage, 2 [Frost] / 1 Health Elusive (This ally can’t be attacked.)

Arathor, the Eye of Flame, 3, Hunter (Ascents-221U) Equipment—Weapon—Bow, Ranged (1), 1 [Fire], 1 Strike Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> When this weapon enters play, it has +2 ATK this turn.

Arathyn, the Sun’s Shadow, Horde (.setCellValue=1, Horde DK-11U) Hero—Blood Elf Death Knight, 29 Health [Basic] (2), Flip Arathyn >>> Ready target Ghoul you control.

Araxian, Herald of Trickery, 6 (Tomb-151U) Monster Ally—Satyr Demon Rogue, 4 [Melee] / 6 Health Empower Rogue: When this ally enters play, if you control another Rogue hero or ally, your hero has +4 ATK this turn.

Arc Heal, 1, Shaman (Tomb-49U) Instant Ability—Restoration Your hero heals 4 damage divided as you choose from any number of target friendly heroes and/or allies.

Arcane Anomaly, 3 (Betrayal-128C) Monster Ally—Arcane Elemental, 0 [Arcane] / 1 Health This ally has +1 ATK for each card in your hand.

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 Potency, 1, Mage (Ascents-22R) Basic Ability—Arcane Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck.) <p> Ongoing: This ability enters play exhausted. <p> This ability can be exhausted to pay the cost of abilities as though it were a resource.

Arcane Protector, 4 (Betrayal-129U) Monster Ally—Mechanical, 5 [Arcane] / 4 Health Monster Hero Required <p> Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
Arcane Reflection, 3, Mage (Aspects Treasure-11U)
Ability—Arcane
Put a token copy of target ally you control into play.

Arcane Shock, 3, Mage (Betrayal-20U)
Instant Ability—Arcane
Your hero deals 2 arcane damage to target opposing ally. An ally dealt damage this way loses and can't have powers this turn.

Instant Ability—Marksmanship
Your hero deals 1 arcane damage to target hero or ally. Draw a card.

Arcane Unraveling, 4, Mage (Ancients-23U)
Instant Ability—Arcane
Interrupt target ability and remove it from the game. If a non-Ongoing ability is removed from the game this way, you may play it immediately without paying its cost.

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

Arcanoimage Misti, 3, Alliance (Alliance Shaman-11R, 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.

Arcedruid Fandral Staghmeln, 4, Alliance (Betrayal-62R)
Ally—Night Elf Druid, Fandral (1), 1 [Nature] / 5 Health
Elusive <p> [Activate] >>> Target ally has Absorb, Ferocity, Sentinel and Stealth this turn.

Arcedruid 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.

Archimonde the Defiler (Timewalkers-21)
Monster Hero—Eredar Demon Warlock, 28 Health
[Front]: Archimonde's Corruption <p> [Basic] (4), Flip Archimonde >>> Target ally has +2 / -2 this turn.
[Back]: Archimonde's Decree <p> Once per game: [Basic] (7) >>> Put a token copy of an ally you control into play. That copy is also a Demon Monster.

Quest
Pay (4) to complete this quest. <p> Reward: Draw a card.

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.

Arden Almaster, 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.

Aresan Bloodshield, 4, Horde (Aspects Treasure-38U)
Ally—Blood Elf Paladin, 3 [Holy] / 5 Health
Protector <p> Attacking heroes have -2 ATK while in combat with this ally.

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.

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."

Arissa 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 faces up.

Arisella, Daughter of Carinurs (Crown-1)
Monster Hero—Draenor Druid, 27 Health
[Front]: Arcane Image <p> [Basic] (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.

Aristotyls the Malificent (Timewalkers-2)
Hero—Eredar Demon Warlock, 28 Health
[Back]: Gift of Arthas <p> Once per game: [Basic] (8) >>> Put a target ally with cost less than the number of cards in an opponent's graveyard from that graveyard into play under your control.

Artamus the Wise, 2, Alliance (Timewalkers-3)
Monster Hero—Draenor Druid, 27 Health
[Front]: [Basic] (3) >>> Flip Arthas face down.
[Back]: When Artamus heals damage for the first time each turn, he may deal 1 nature damage to target hero or ally.

Arvus Jadesone, 1, Alliance (Alliance Shaman-12C, Elements-108C)
Ally—Dwarven 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, Elderrimb-11U) 
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.

Ashton Barstow, 6, Alliance (Tomb-75C) 
Ally—Worgen Hunter, 6 [Fire] / 4 Health 
You pay (2) less to play this ally if an opponent controls an ally with a cost of 4 or more.

Asoren Darksnout, 5, Horde (Sylvanas-10C, Thrune-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 **Stealth** this turn.

Assassin’s Grace, 2, Rogue (Aspects Treasure-20C) 
Ability—Subtlety 
Ongoing: [Activate] >>> Target ally has **Stealth** this turn. <p> [Activate] >>> Target ally with **Stealth** has **Assault** 2 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.

Assault on Blackrock Spire, Alliance (Betrayal-192U) 
Quest 
If you control three or more [Alliance] allies: Pay (1) to complete this quest. <p>Reward: Draw a card.

Ataraxis, Cudgel of the Warmaster, 4, Warrior (Aspects Treasure-67C) 
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 5 Strike 
Opponents pay (3) more to strike with weapons.

Atiesh, Greatstaff of the Guardian, 3, DrMaPrLo (Betrayal-177E) 
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 5 Strike 
At the start of your turn, remove the top card of your deck from the game. <p>[Basic] [Activate] >>> For each ally removed this way, put a 1 [Arcane] / 1 [Health] Raven Spirit ally token into play. For each ability removed this way, your hero heals 1 damage from target hero or ally. For each equipment removed this way, your hero deals 1 arcane damage to each opposing hero. <p> [Basic] (12), Destroy Atiesh >>> You may play any number of cards removed this way without paying their costs.

Augh (Tomb-4) 
Monster Hero—Pygmy Mage Warrior, 25 Health 
Deckbuilding: You can’t put [Horde], [Alliance], or Talent cards in your deck.

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.)

Aurias, 4 (Champ Promo-1E, Wrathgate-167E) 
Ally—Human Paladin, Unique, 3 [Holy] / 5 Health 
When a friendly Paladin is destroyed, it may deal 3 unpreventable holy damage to 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**.

Aviana the Reborn, 1 (Ancients-162R) 
Monster Ally—Avian Demigod, Aviana (1), 0 [Nature] / 1 Health 
**Elusive** <p> [Activate] >>> Another target Monster ally you control has **Assault** 2 and **Smash** this turn. <p> [Activate] >>> Another target Monster ally you control has **Protector** this turn.

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

Axe of Carnarius, 5, DKPaWa (Ancients-222E) 
Equipment—2H Weapon—Axe, Melee (1), 8 [Melee], 0 Strike 
When you strike with this weapon, your hero and this weapon can’t ready during your next ready step.

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.

Axe of the Tauren Chieftains, 6, DKPaWa (Ancients-223C) 
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike

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.

Azam’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.

Azgor the Pit Lord, 7 (Ancients-163E) 
Monster Ally—Pit Lord Demon, Azgoral (1), 11 [Melee] / 5 Health 
**Smash** <p> When this ally enters play, you may choose and destroy any number of other allies you control. If you do, search your deck for a card and put it into your hand for each ally destroyed this way.

Azizi Daggerlick, 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.

Azurite 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.)

Azurite 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.

Azurite Emmissary, 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.

Azurite 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.
**Azur 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.*)

**Azur 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.*)

**Azinnth, 4 (Ancients-164R)**
Monster Ally—Doomguard Demon, Azinnth (1) [Shadow] / 3 Health
Other Demon allies you control can protect Azinnth. <p> When another Demon ally you control is destroyed, Azinnth deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

**Bahagahnosh 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.

**Baine, Son of Cairne, 8, Horde (Ancients-122E)**
Ally—Tauren Warrior, Baine (1), 8 [Melee] / 8 Health

**Barathex, Undeath's Hand, Alliance (Throne-2)**
Hero—Night Elf Death Knight, 29 Health
[Front]: **Barador’s Bolt** <p> (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador’s Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.

**Barados, Wildhammer Timewalker, Alliance (Timewalkers-3)**
Hero—Dwarf Shaman, 28 Health
[Front]: **Barador’s Bolt** <p> (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador’s Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.

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

**Baine, Son of Cairne, 8, Horde (Ancients-122E)**
Ally—Tauren Warrior, Baine (1), 8 [Melee] / 8 Health

**Baradar, Wildhammer Timewalker, Alliance (Timewalkers-3)**
Hero—Dwarf Shaman, 28 Health
[Front]: **Barador’s Bolt** <p> (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador’s Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.

**Barathex, Undeath’s Hand, Alliance (Throne-2)**
Hero—Night Elf Death Knight, 29 Health
[Front]: **Barador’s Bolt** <p> (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador’s Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.

**Barash the Windwatcher, 5**
Troll Shaman

**Baro Gravehorn, 6, Horde (Crown-103U, Horde DK-10U)**
Ally—Tauren Death Knight, 3 [Melee] / 4 Health

**Barondarkstone, 5, Alliance (Tomb-76C)**
Ally—Dwarf Warlock, 7 [Shadow] / 5 Health

**Barador’s Bolt** <p> (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador’s Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.

**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.

**Baron Blackwood, Horde (Horde Mage-1U)**
Hero—Undead Mage, 25 Health
[Basic] (5), Flip Blackwood >>> Blackwood deals 4 fire damage to each opposing hero, and 1 fire damage to each opposing ally.

**Bash and Slash, 4 (Crown-69R)**

**Basic Ability**—Protection Attachment
**Protection Talent** (*You can’t put Arms Talents or Fury Talents in your deck.*) <p> Attach to target ally. <p> Ongoing: Attacked ally has +4 / +4, **Protector**, and "At the end of your turn, you may ready this ally.”

**Baston of Defense, 3, Warrior (Betrayal-54R)**

**Basic Ability**—Protection Attachment
**Protection Talent** (*You can’t put Arms Talents or Fury Talents in your deck.*) <p> Attach to target ally. <p> Ongoing: Attacked ally has +4 / +4, **Protector**, and "At the end of your turn, you may ready this ally.”

**Bat’rath the Windwatcher, 5 (Champ Promo-2E, Icecrown-166E)**
Ally—Troll Shaman, Unique, 5 [Nature] / 5 Health
When each Shaman you control exhausts for the first time each turn, you may ready it.

**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**
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 Stout, 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

Bear Trap
Ability: [Ranged] / 3 Health
Ongoing Ability: [Basic] 1 [Activate], Remove a card from your deck. (You may exhaust your defending hero if you control another Warlock hero or ally, this ally deals combat damage to a hero, the top card of that hero's controller's deck from the game. Then, search his deck, graveyard, and hand for cards with that name and remove them from the game.)

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

Bear Trap, 3, Hunter (Ancients-17U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <<< Remove target opposing attacking ally from combat. Draw a card.

Beast Mastery Talent (You can't put Marksmanship Talents or Survival Talents in your deck.) <<< Choose one of the following: <<< Rotund Rhino: Put a 2 [Melee] / 5 [Health] Rhinoceros Beast Monster ally token into play with Protector, Spellshield, and Pet (1). <<< Dire Devilaur: Put a 5 [Melee] / 3 [Health] Devilaur Beast Monster ally token into play with Smash, "When this ally deals damage to an opposing hero, that hero can't be healed for the rest of the game," and Pet (1). <<< Cruel Chimaera: Put a 4 [Frost] / 2 [Health] Chimaera Beast Monster ally token into play with Elusive, "When this ally enters play, it deals 1 frost damage to each opposing hero and ally," and Pet (1).

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. <<< 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.

Bemaril, Timewalker Bloodmage, 7, Horde (Ancients-123R)
Ally—Blood Elf Mage, 7 [Fire] / 7 Health
At the start of your turn, you may put a token copy of another target ally you control into play.

Belt of Absolute Zero, 3, DkPaWa (Crystal-180C, Hogger-21C, Horde Warrior-18C)
Equipment—Armor—Plate, Waist (1), 2 DEF Weapons you control have +1 ATK.

Behlira the Black Thorn, 6, Alliance (Betrayal-63E)
Ally—Night Elf Rogue, 5 [Melee] / 3 Health
Elusive, Haste 3, Stealth <<< When this ally deals combat damage to a hero, remove the top card of that hero’s controller’s deck from the game. Then, search his deck, graveyard, and hand for cards with that name and remove them from the game.

Benedictus, the Twilight Father, 5, Aspects (Treasure-47E)
Ally—Human Priest, Benedictus (1), 2 [Shadow] / 0 Health
At the start of each player’s turn, put a 0 [Shadow] / 1 [Health] Cultist ally token into play. <<< Exhaust a Cultist you control >>> Benedictus deals 20 shadow damage to target opposing hero.

Ally—Undead Mage, 4 [Fire] / 2 Health
Besora Galefeather, 3, Horde (Class-169C, Horde Druid-13C, Saurgewar-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, pay target Pet from your graveyard into play if its cost is less than or equal to the number of resources you control. <<< You can control an additional Pet.

Beyond the Grave, 9, Death Knight (Ancients-2R)
Basic Ability—Un holy
Remove target opponent’s graveyard from the game. <<< For each ally removed this way, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <<< For each ability removed this way, your hero deals 2 shadow damage to that opponent's hero and heals 2 damage from itself. <<< For each equipment removed this way, put the top three cards of that opponent’s deck into his graveyard.

Instant Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally enters play, you may exhaust target ally.

Bianca, Timewalker Mage, 1, Alliance, Horde (Betrayal-116U)
Ally—Human Mage, 1 [Frost] / 1 Health
While you control two or more allies that share a [Horde] or [Alliance] race: <<< Activate >>> Target ally can't attack or exhaust this turn.

The Big Bad Wolf, 7 (Betrayal-130R)
Monster Ally—Worgen Warrior, Big Bad (1). 5 [Melee] / 5 Health
When Big Bad enters play, target opposing ally can’t attack or exhaust, loses and can’t have powers, and becomes 0 / 5 until Big Bad leaves play. Big Bad must attack that ally if able. <<< When Big Bad deals fatal combat damage to that ally, he has +5 / +5 and Invincible.

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. <<< Pain: Your hero deals 1 arcane damage to itself. <<< Mind: Draw a card. <<< Cunning: Each opponent discards a card. <<< Power: Your hero deals 3 melee damage to each opposing hero and ally. <<< Time: Repeat this process two more times.

Big Love Rocket, 4 (Holiday-2R)
Ally—Rocket, Mount (1), 0 [Melee] / 8 Health (Basic) [1] [Activate], Reveals the top card of your deck >>> If it’s a location or quest, ready it. <<< Power; or Time.

Bigubbelly, Furlogh Chieftain, 7 (Betrayal-131R)
Monster Ally—Furlogh Shaman, 0 [Nature] / 0 Health
This ally has +1 / +1 for each card in all graveyards.
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.

Bishop Ketodo, 4, Alliance (Tomb-77C) Ally—Human Priest, 3 [Holy] / 4 Health **Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Bitey, 5, Hunter (Betrayal-14C) Monster Ally—Cat Beast, Pet (1), 7 [Melee] / 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.)

Biting Wind, 4, DrMaPrShLo (Tomb-184U) Equipment—1H Weapon—Dagger, Melee (1), 1 [Frost], 3 Strike (3), [Activate] >>> Your hero deals 1 frost damage to target hero or ally. A character dealt this way can’t attack or protect this turn.


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 attacked 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.)*

The Black Morass (Betrayal-194C, Horde Mage-22C, Horde Paladin-22C) Quest
If you played a non-Ongoing ability this turn: <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

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

Blackfang Battleweave Tunic, 2, Rogue (Aspects Treasure-60C) Equipment—Armor—Leather, Chest (1), 1 DEF When an opponent discards a card, your hero deals 2 nature damage to his hero.

Blackfang Tarantula, 1 (Betrayal-132C) Monster Ally—Spider Beast, 2 [Nature] / 1 Health
**Monster Hero Required** <p> **Elusive** (This ally can’t be attacked.) <p> **Stealth** (This ally can’t be protected against.)*

Blackhorn’s Mighty Bulwark, 4, Warrior (Aspects Treasure-61U) Equipment—Armor—Shield, Off-Hand (1), 5 DEF At the start of each player’s turn, ready this armor.

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.

Blackout Truncheon, 2, DkPaRoSh (Honor-171R, Murkdeep-20R) Instant Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike When this weapon enters play, exhaust target hero or ally. That character can’t ready during its controller’s next ready step.

Blackrock Spire, Horde (Betrayal-202R) Location
**Bloodrush** (While an opposing hero has more damage on it than your hero: [Basic] [2], [Activate] >>> Put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and “This ally can attack only heroes.”)

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.

Blaster Trap, 2, Hunter (Worldbreaker-44U) Instant Ability—Survival
**Trap** *(You may exhaust defending hero rather than pay this card’s cost.)* <p> Destroy target attacking ally with cost 4 or more.

Blaze, 2, Mage (Betrayal-58C, Horde Mage-2C) Basic Ability—Fire
Your hero deals 1 fire damage to target ally for each card in your hand.

Blazing Debris, 5, Mage (Horde Mage-3C, 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.]*

Blazing Infernal, 5 (Ancients-165C) Monster Ally—Infernal Demon, 3 [Fire] / 2 Health
When this ally enters play, he deals 1 fire damage to each other ally.

Blessing of Cenarius, 1, Druid (Crown-194R) Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 2 Health
When this Totem enters play, he deals 1 fire damage to each other ally.

Blessing of Gennarius, 1, Druid (Horde Druid-2C, Scouragewar-33C) Instant Ability—Restoration Attachment
Attach to target ally. <p> **Ongoing:** Attached ally has +1 / +1. <p> When attached ally is destroyed, you may draw a card.

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.

Instant Ability—Retribution Blessing
Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blessing of Resolution, 2, Paladin (Tomb-30U)
Ability—Protection Blessing
Attach to target Monster ally you control. <p> Ongoing: Attached ally has +2 / +2 for this and each other ability attached to it.

Blessing of the Pure, 2, Paladin (Betrayal-26C)
Basic Ability—Holy Blessing Attachment
Attach to target ally you control. <p> Ongoing: When this ability enters play, you may destroy target ability. <p> (Attached ally has +2 / +2.

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

Blessing of the Just, 1, Paladin (Aspects of Azeroth-14U)
Ability—Holy Blessing
Attach to target ally. <p> Ongoing: At the start of your turn, add a justice counter to this ability. <p> (Attached ally has +1 / +1 for each justice counter on this ability.

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, DrDkHuMaPaPrRoShLoWa (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, Icercrown-46R)
Ability—Holy Blessing
Attach to target hero. <p> (Ongoing: Attached hero has Assault 3 and Mend 3.

Blessing of Vigilance, 2, Paladin (Ancients-29U)
Basic Ability—Protection Blessing Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has +5 [Health] and Protector.

Blessing of Wisdom, 5, Paladin (Azeroth-64R, Class-59R, Worldbreaker-35R)
Instant Ability—Holy Blessing Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has "(Activate) >>> Draw a card.

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

Blind Rage, 2, Warrior (Ancients-64U)
Basic Ability—Fury Attachment
Attach to target ally. <p> Ongoing: Attached ally has +3 / +3, attacks opposing heroes and allies at random, and must attack each turn if able.

Blistering Fire, 1, Mage (Dark Portal-46C, Horde Mage-2C, Horde Mage-4C)
Basic Ability—Fire
Your hero deals 3 fire damage to target hero.

Blitz, 2, HuMaRoLo (Ancients-71C)
Basic Ability
Your hero deals 3 melee damage to target hero or ally.

Blot 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 and Thunder, 4, Horde (Ancients-77C)
Basic Ability
Put two 2 (Melee) / 2 [Health] [Horde] Orc Warrior ally tokens into play with Ferocity and "This ally can attack only heroes.

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.

Blood Knight Lymesta, 5, Horde (Betrayal-89R)
Ally—Blood Elf Paladin, 4 (Holy) / 3 Health
Absorb <p> (When this ally deals combat damage to a hero, she heals that much damage from your hero.) <p> (This ally has +3 / +4 while an opponent controls an [Alliance] or Monster hero.

Blood Parasite, 3, Death Knight (Tomb-10R)
Ability—Blood

Blood Talent <p> (You can't put Frost Talents or Unholy Talents in your deck.) <p> (Put three 1 [Melee] / 1 [Health] Bloodworm Monster ally tokens into play. <p> Ongoing: When a token you control is destroyed, it heals 2 damage from your hero.

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, Alliance Hunter-2C Azeroth-36C, Class-38C)
Ally—Raptor, Pet (1), 3 (Melee) / 1 Health

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

Bloodfire Greatstaff, 3, DrMaPrShLoWa (Betrayal-178C)

Bloodied Arcane 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> (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add a heirloom counter to target equipment you control.

Bloodsoul, 1, Horde (Ancients-125C, Class-171C, Legion-177C)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
This ally can attack only heroes.
Bones of Transformation, 4,  
DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-8E)  
Equipment—Item  
Naga allies you control have **Assault 3.**  
<< 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)  
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.)  
<< Ongoing: At the start of your turn, you may add a clock counter to this ability. >> On your turn: Remove five clock counters from this ability and destroy it >>> Take an additional turn after this one.

Bottled Cuming, 2, DkDrHuMaPaPrRoShLoWa (Throne-229C)  
Equipment—Item—Potion  
When this item enters play, 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.  
<< 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.  
<< 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.  
<< 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] Treat ally token into play.  
<< On your turn: Exhaust a Druid hero or ally you control and destroy this item >>> Put a 1 [Melee] / 1 [Health] Treat ally token into play.

Bottled Mind, 3, DkDrHuMaPaPrRoShLoWa (Throne-235C)  
Equipment—Item—Potion  
When this item enters play, target opponent discards a card.  
<< 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.  
<< 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.  
<< 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.  
<< 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.)  
<< 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**  
<< 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**  
<< 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**  
<< 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  
Unforgettable  
When this ally exhausts, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Boundless Agony, 3, Rogue (Alliance Rogue-3R, Gladiators-174R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
Damage can't be healed.  
Damage is preventable.

Boundless Hellfire, 4, Warlock (Tomb-53R)  
Ability—Destruction  
Eternal  
(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)  
Your hero deals 1 fire damage to each hero and ally for each resource you control.

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

Boundless Magic, 2, Mage (Tomb-25R)  
Ability—Arcane  
Eternal  
(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)  
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 Might, 3, Paladin (Throne-55R)  
Instant Ability—Retribution  
Eternal  
(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)  
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 back into your deck.)  
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.)  
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 back into your deck.)  
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.)  
For each resource you control, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Boundless Winter, 4, Death Knight (Tomb-11R)  
Ability—Frost  
Eternal  
(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)  
Your hero has +1 ATK this turn for each resource you control.

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

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

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

Branch of Nordrassil, 6, DrMaPrShLo (Crown-179R, Elderlimb-24R)  
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.

Braxis the Sleeper, 6, Alliance (Alliance Druid-11U, Azeroth-179U, Class-129U)  
Ally—Night Elf Druid, 6 [Melee] / 4 Health  
Evasive  
(When 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.  
Pay (7) to complete this quest.  
Reward: Draw a card.

Breath of the Elements, 5, Shaman (Alliance Shaman-3R, Worldbreaker-94R)  
Instant Ability—Enhance  
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.)  
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  
Evasive  
(When this ally can't be attacked.)  
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, Murkdeep-9C, 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.)  
Attach to target opposing hero.  
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, Hogger-91U)  
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 (Alliance Rogue-12R, Crown-78R)  
Ally—Dwarf Rogue, 2 [Melee] / 3 Health  
Evasive  
(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  
On 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 Drakeonid, 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  
(When this ally may exhaust to become the defender when an opposing hero or ally attacks.)  
Pay 1 when this ally enters play, if you control no ready resources, you may draw a card.
Bunela del Kiesel, 2, Alliance (Rogue-13C Dark Portal-158C)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
Stealth (This ally can’t be protected against.)
\(<p> (Activate) >>> Target hero or ally has Stealth this turn.

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.

Bulwark of the Primordial Mound, 3, PaShWa
Instant Equipment—Armor—Shield, Off-Hand (1), 3 DEF
When this armor enters play, exhaust target opposing hero or ally.

Burdk 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 (When this ally deals damage to a hero, you may deal a card.)
\(<p> (Front) >>> Death Rattle:
Target ally you control has Assault 2 this turn.

Burn Away, 3 (Ancients-78C, Azeroth-156C)
Basic Ability
Destroy target ally.

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.

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 use 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> (Front) >>> 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.

Cara 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> (Front): (2) >>> Flip Caleb face down.
[Back]: At the start of your turn, Caleb deals 1 nature damage to target hero.

Call of Lightning, 4, Shaman (Tomb-50U)
Ability—Elemental
Your hero deals 5 nature damage divided as you choose to any number of target heroes and/or allies.

Call of the Void, 1, Warlock (Ancients-57U)
Basic Ability—Demonomaly
Put target Demon ally from your graveyard into your hand.

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.
Capital City, Lordaeron, Alliance (Betrayal-201R)

Location

Unity: While you control three or more Human allies: [Basic] (1), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with Protector.

"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.

The Caverns of Time (Ancients-233U)
Quest
[Basic] Pay (1) to complete this quest. <p>Quest Reward: Reveal the top card of your deck. If it's an ability, ally, or equipment, you may play it this turn. (Pay costs as normal.)

Celadon Pendant, 2, DrPaoPSh (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—Draenic 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.

Cervyn, 1, Alliance (Alliance Druid-12C, Alliance Hunter-12C, Alliance Mage-14C, Alliance Priest-11C, Alliance Warlock-8C, 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 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>On your turn: 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>On your turn: If your hero or an ally you control would deal damage, it deals that much +1 instead. <p>When your hero or an ally you control would heal damage, it heals that much +1 instead.

Chalice of the Mountain Kings, 3, DiHuaMaPraPshLoWa (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>Quest Reward: Draw a card if a Dragonkin entered play this turn. Draw a card if a Dragonkin left play this turn.

Champion of Life, 3 (Aspects-Treasure-48U)
Ally—Red Dragonkin, 4 [Fire] / 1 Health
When another ally enters play under your control, this ally heals damage from your hero equal to that ally's cost.

Champion of Time, 3 (Aspects-Treasure-49U)
Ally—Bronze Dragonkin, 1 [Melee] / 1 Health
When this ally enters play, if you control no ready resources, ready up to three resources you control.

Champion's Deathdealer Breastplate, 3, HuSh (Elements-179R)
Equipment—Armor—Mail, Chest (1), 1 DEF
When you control this weapon 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.

Champion's Shout, 6, Warrior (Horde Warrior-3R, Tomb-58R)
Basic Ability—Fury Shout
Ongoing: Allies you control have +1 / +1 for each equipment you control.

Chandra Martigh, 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: All opposing players play exhausted.

Champion's Shout, 6, Warrior (Tomb-58R)
Ability—Fury Shout
Ongoing: Allies you control have +1 / +1 for each equipment you control.

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.

Child of Agamaggan, 2 (Ancients-166C)
Monster Ally—Boar Beast, 4 [Melee] / 2 Health
**Monster Hero Required** <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.)

Child of Aviana, 3 (Ancients-167C)
Monster Ally—Harpy Druid, 5 [Nature] / 1 Health
Monster heroes can protect this ally.

Child of Goldrinn, 3 (Ancients-168C)
Monster Ally—Wolf Beast, 3 [Melee] / 1 Health
**Ferocity** (This ally can attack immediately.) <p> **Stealth** (This ally can’t be protected against.)

Child of Tortolla, 2 (Ancients-169C)
Monster Ally—Turtle Beast, 1 [Melee] / 4 Health
**Monster Hero Required** <p> **Protector, Spellshield** (It can’t be targeted by opponents.)

Child of Ursoc, 3 (Ancients-170C)
Monster Ally—Bear Beast, 1 [Melee] / 4 Health
**Assault 3** (This ally has +3 ATK on your turn.)

Child of Ursol, 3 (Ancients-171C)
Monster Ally—Bear Beast, 2 [Nature] / 3 Health
**Mend 1** (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Chog’alla, 9 (Twilight-174E)
Ally—Ogre Magi Warlock, Cho’gall (1), 6 [Shadow] / 0 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.

Chog’alla, 9, Horde (Timewalkers-13)
Hero—Ogre Mage, 25 Health
**[Front]: Chog’gall’s Command** <p> **Basic** [2], Flip Cho’gall >>> You and target opponent each reveal the top card of your decks. If your card has a higher cost, put it into your hand. 
**[Back]: Chog’gall’s Fury** <p> Once per game: [Basic] [6] >>> Cho’gall has +4 ATK and **Smash** this turn.

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.

Chora Cloudspeaker, 6, Horde (Betrayal-90U)
Ally—Tauren Shaman, 4 [Nature] / 6 Health
**Tribes:** When this or another Tauren ally enters play under your control, allies you control have +1 ATK this turn.

Chunly, 3 (Murkhidef-11U, 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, DaPaWa
(Alliance Paladin-23C, Horde DK-25C, Worldbreaker-238C)
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 4 Strike

Claoemora Amberglare, 4, Horde (Citadel Raid-67C, Horde Hunter-16C, Horde Paladin-12C, Qiraj Horde DK-11C, 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 sides 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, Hogger-25C)
Quest
If you control an ally with 6 or more ATK, pay (2) to complete this quest. <p> **Reward:** Draw a card.

Cleansing 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. 
**Reward:** Draw 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.

Clockwork Rocket Bot, 3 (Winter Veil-4R)
Ally—Mechanical, 5 [Melee] / 2 Health
When this ally enters play, target another random hero or ally. This ally and that targeted character deal melee damage to each other equal to their respective ATK.

Cloudburst, 4, Shaman (Betrayal-42R)
Basic Ability—Restoration
Your hero heals 4 damage from each hero and ally you control. Put up to one card from your graveyard into your hand for each character healed for 1 or more damage this way. Remove this card from the game.

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.

Cobra Sting, 4, Hunter (Tomb-20R)
Ability—Survival Sting
Attach to target opposing hero. <p> **Ongoing:** At the start of your turn, your hero deals 1 nature damage to attached hero. <p> At the end of your turn, if attached hero was dealt 5 or more damage this turn, ready all resources 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 Geaver, 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 token into play. <p>Ongoing: When an ally you control with 5 or more ATK is destroyed, you may destroy target equipment.

Combat Stance, 4, Warrior (Ancients-66R)
Basic Ability—Arms, Stance (1)
Ongoing: You can't play cards other than allies and Stances, and you can't complete quests. <p>Each ally you control has Assault X, where X is its cost.

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>[Activate] 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.

Concussion Blow, 4, Warrior (Tomb-59R)
Instant Ability—Protection
Protection Talent (You can't put Arms Talents or Fury Talents in your deck.) <p>[Activate] Exhaust target hero or ally. <p>Ongoing: [Activate] >>> The next time target exhausted hero or ally would be dealt damage this turn, it's dealt double that much instead.

Concussive Barrage, 1, Hunter (Throne-42R)
Instant Ability—Marksmanship
Marksman Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.) <p>[Activate] 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.

Condemn, 2, Paladin (AspectsTreasure-15C)
Instant Ability—Retribution
Destroy target ally that's attacking an ally you control.

Conjure Elementals, 2, Mage (Ancients-24R)
Basic Ability—Frost
Ongoing: At the start of your turn, you may pay (2). If you do, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. Otherwise, destroy this ability.

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—2H 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 (Jaina-10C, 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>[Activate] At the end of your turn, put a 0 [Shadow] / 1 [Health] Egg ally token into play. <p>[Activate] 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 Furbolg, 4 (Ancients-172U)
Monster Ally—Furbolg Shaman, 8 [Nature] / 8
Health
This ally has -1 / -1 for each card in opposing graveyards.

Corrupted Hippogryph, 2 (Crown-166E, Crown Loot-5L)
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.)

Corruption of the Ages, 4, Death Knight (Betrayer-3R)
Basic Ability—Blood
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p>[Activate] Your hero deals 5 shadow damage to target hero and heals 1 damage from itself for each damage dealt this way.

Corvus Promaethon, 5, Alliance (Alliance Warlock-9C, Honor-95C)
Ally—Human Warlock, 3 [Shadow] / 5 Health [Activate] >>> Remove target ability or equipment from the game.

Council of Three Hammers, 9, Alliance (Twilight-103E)
Ability

Counterspell, 2, Mage (Alliance Mage-4R, Azeroth-51R, CitadelRaid-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.

Courage, 1 (Tomb-67C)
Ability
Attach to target ally. <p>Ongoing: Attached ally has +2 [Health]

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.
Cowl of Dying Light, 3, Priest (Aspects Treasure-62C)
Equipment—Armor—Cloth, Head (1), 1 DEF
This armor enters play, put target opposing ability, ally, or equipment with the lowest cost into its owner’s hand. (If one or more are tied for lowest cost, you choose.)

Crabbyfin, 2, Murkdeepr-12U, Therne-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 into play.

Cranleton Deathspark, 4, Alliance (Tomb-78C)
Ally—Gnome Death Knight, 3 [Melee] / 2 Health
Elusive (This ally can’t be attacked.)

Crashin’ Thrashin’ Racer Controller, 5, DrDrHuMaPaPrRoShLoWa (Winter Veil-7R)
Equipment—Item
At the start of your turn, put a 1 [Melee] / 1 [Health] Crashin’ Thrashin’ Racer ally token into play with Ferocity. <p> When a Racer ally you control deals combat damage to an opposing hero, put a credit counter on this item. <p> [Activate]: Remove ten credit counters from this item >>> Destroy target hero.

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, Skilde.”<p> 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.)

Crescent Wand, 3, MaPrLo (Ancients-224R)
Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 3 Strike
If you have 100 or more cards in your deck: [Basic] (3) [Activate] >>> Put a 10 [Arcane] / 10 [Health] Echo of Tyrande Monster ally token into play.

Crime Scene Alarm-o-But, 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 Cranium Crusher, 4, PaRoSh (Ancients Shaman-19C, Scourgewar-238R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike
When an opposing resource turns face down, you may draw a card.

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.)

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.

Critical Mass, 5, Mage (Betrayal-21R)
Basic Ability—Fire
Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.) <p> Reveal cards from the top of your deck until you reveal two cards with the same cost. Your hero deals 1 fire damage to each opposing hero and ally for each card revealed this way. Then shuffle those revealed cards into your deck.

Crown of Chelonian Freedom, 4, DkMaPrShLo (Elements-190U)
Equipment—Armor—Plate, Head (1), 1 DEF
When this armor enters play, put X +1 [DEF] 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, DkDrHuMaPaPrRShLoWa (Crown-171R)
Equipment—Armor—Cloth, Head (1), 1 DEF
Heroes and allies you control with Smash have Assault 3.

The Crucible of Carnage: 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.

Cruul’korak, the Lightning’s Arc, 2, RoSh (Alliance Shaman-28R, Twilight-195R)
Equipment—1H Weapon—Axe, Melee (1), 1 [Nature], 0 Strike
[X] allies you control have Assault X where X is the ATK of this weapon.

Crusade of Kings, X, Paladin (Betrayal-27R)
Basic Ability—Protection
This ability enters play with X crusade counters. <p> Ongoing: Allies with cost equal to the number of crusade counters on this ability have +1 +1 for each crusade counter.

Crusader’s Armament, 2, Paladin (Aspects Treasure-16R)
Ability—Protection
Attach to target armor. <p> Ongoing: Attacked armor has +10 [DEF].

Crusader’s Might, 5, Paladin (Ancients-30R)
Basic Ability—Retribution
This turn, your hero has +1 ATK equal to the combined [DEF] of armor you control.

Crusher of Bonds, 1, DkPaRoShWa (Elements-193C)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 5 Strike
Crushing Death, 1, Death Knight (Ancients-3U)
Basic Ability—Blood
Destroy target equipment with cost less than or equal to the number of cards in its controller’s graveyard.

Crushing Strike, 3, Warrior ( Hogger-3C, 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.

Crystalline Brimstone Ring, 5, DrMaPrShLo (Aftermath Justice-9E)
Equipment—Item, Ring (2)
Eternal <p> If your hero would be destroyed, you may destroy this item instead. If you do, damage on your hero becomes equal to its printed [Health] minus the number of resources you control.

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 (Hogger-26C, Murkdeep-24C, Sylvanas-26C, 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.

Curse of the Fell, 3, Warlock (Betrayal-48R)
Basic Ability—Affliction Curse Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero. Then, if attached hero has 15 or more damage on it, destroy this ability. If you do, put a 5 [Melee] / 5 [Health] Felguard Demon Monster ally token into play with Ferocity.

Curse of the Void, 2, Warlock (Aspects Treasure-26C)
Ability—Affliction Curse
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 that hero has 15 or more damage on it.
WoW TCG Contemporary OCR – 03 05 2013

Cynthia Masters, 4, Alliance [Icecrown-101C, Jaina-11C]
Ally—Human Mage, 3 [Frost] / 4 Health

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

This ally has an additional Assault 1 for each other [Frost] ally you control.

Daedak the Graveborne, 4, Horde (Tomb-99R)
Ally—Blood Elf Death Knight, 4 [Shadow] / 3 Health

External, Protector

When this ally is destroyed, your hero deals 1 shadow damage to target opposing hero for each resource you control. Then, your hero heals 1 damage from itself for each damage dealt this way.

Dagax the Butcher, 2, Horde (Twilight-134R)
Ally—Goblin Rogue, 5 [Melee] / 1 Health

Ferocity, Stealth

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, Alliance Warlock-10C, Elements-112C)
Ally—Dwarf Hunter, 3 [Arcane] / 2 Health

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

Dakturak, 1, Horde (Tomb-100C)
Ally— Orc Rogue, 2 [Melee] / 1 Health

Stealth (This ally can't be protected against.)

Danath Trollbane, 5, Alliance (Betrayal-64R)
Ally—Human Warrior, 5 [Melee] / 5 Health

Protector

When Danath deals damage, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with Protector.

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, Horde Druid-12U)
Ally—Undead Priest, 3 [Holy] / 5 Health

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

Dark Deliverance, 2, Priest (Alliance Priest-2C, Betrayal-32C)

Basic Ability—Shadow

Your hero deals 3 shadow damage to target ally. If an ally is dealt fatal damage this way, your hero heals 3 damage from itself.

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.

Dark Intent, 1, Warlock (Tomb-54U)

Ability—Affliction

As an additional cost to play, put 2 damage on your hero. <p> Attach to target friendly ally. <p>

Ongoing: Attached ally has +2 / +2. <p> If attached ally would deal fatal combat damage to an opposing ally, remove that ally from the game instead.

Dark Lady Sylvanas Windrunner, Horde (Sylvanas-1)

Hero—Undead Hunter, 28 Health

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

[Back]: Song of Sylvanas: Sylvanas and allies you control have Assault 1. (They have +1 ATK on your turn.)

Dark Pharaoh Tekahn (Tomb-1)

Monster Hero—To'Vir Priest, 26 Health

[Front]: (8) >>> Flip Tekahn face down. <p> You pay (8) less to flip Tekahn if you have seven or more allies in your graveyard.

[Back]: At the start of your turn, put two 1 [Shadow] / 1 [Health] To’Vir Ritualist Monster ally tokens into play. Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Dark Portal Hearthstone, 5, DkDrHuMaPaPrRoShLoWa (Betrayal-174U, Betrayal Loot-2L)

Equipment—Item

Basic [Activate] >>> Put target ally you control into its owner’s hand.

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, Horde DK-3R)

Basic Ability—Unholy Attachment

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,

DkDrHuPaPrRoShLoWa (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> <p> <p> <p> <p>

Darkshire Deathsworn, 4, Alliance (Alliance Priest-10C, Alliance-85C)

Ally—Human Death Knight, 4 [Frost] / 3 Health

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

Darkstalker Soran, 2, Alliance (Tomb-79E)

Ally—Worgen Rogue, 1 [Melee] / 1 Health

Elusive

<p> When this ally deals combat damage to a defending hero for the first time each game, this ally has “Allies you control have +2 / +2” until he leaves play.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Alliance Priest-11C, Icecrown-102C)

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

Darkwater Crocolisk, 4 (Betrayal-133C)

Monster Ally—Crocolisk Beast, 4 [Melee] / 4 Health

Darlon Blacksoles, 5, Alliance (Ancients-86U)

Ally—Human Warlock, 5 [Shadow] / 5 Health

Unity: When this ally enters play, if you control three or more Human allies, you may put target opposing ally into its owner’s hand.

Darnassus Mooncaller, 3, Alliance (Ancients-87C)

Ally—Night Elf Priest, 3 [Holy] / 2 Health

Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

Darnassus Shadowblade, 4, Alliance (Ancients-88C)

Ally—Night Elf Rogue, 4 [Melee] / 4 Health

Night Elf allies you control have Stealth. (They can't be protected against.)

Darnassus Tabard, 2, Alliance,

DkDrHuMaPaPrRoShLoWa (Ancients-231U)

Equipment—Item, Tabard (1)

Basic [3], [Activate] >>> Target ally has +2 ATK this turn. You pay (1) less to use this power for each Night Elf ally you control.

Darnassus Warrior, 1, Alliance (Ancients-89C)

Ally—Night Elf Warrior, 2 [Melee] / 1 Health

When this ally enters play, he deals 1 melee damage to target hero.
Daroka Venomfist, 1, Horde (Sylvanas-11C, 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.)

Dannis Leafshade, 6, Alliance (Betrayal-65U)
Ally—Night Elf Death Knight, 4 [Melee] / 3 Health
Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.) <<p>><p> Once per turn: [Basic] (2) >> Allies you control have +2 ATK this turn.

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] / 2 Health
Pets you control have Long-Range. (When they attack, defenders deal no combat damage to them.)

Davus, Herald of Nature, 3, Alliance (Throne-103U)
Ally—Worgen Druid, 5 [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.

Dawnhoof Brightcaller, 2, Horde (Ancients-126C)
Ally—Tauren Paladin, 3 [Holy] / 2 Health
Daze, 3, Rogue (Worldbreaker-86U)
Ability—Combat
Look at target player’s hand and choose a card. He discards that card. <<p>><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>><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, Horde DK-4U, Night-6U)
Basic Ability—Unholy
Your hero deals 3 shadow damage to target hero or ally. <<p>><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 2if 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.

Deathbringer Kor’ush (Throne-21)
Monster Hero—Ogre Death Knight, 32 Health
[Front]: (8) >> Flip Kor’ush face down. <<p>><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 into play under your control.

Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Deathhealer 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.

Deathguard Ashleigh, 4, Horde (Tomb-101R)
Ally—Undead Warrior, 1 [Melee] / 7 Health
You pay (2) less to play equipment, to a minimum of (1). <<p>><p> Weapons you control have +2 ATK. <<p>><p> Armor you control have +2 [DEF].

Deathlord Jones, 4, Horde (Class Promo-6R, Horde DK-12R, Iecrown-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 Brede into play exhausted with "This ally can’t ready during its controller’s ready step." <<p>><p> Once per turn, on your turn: (3) >> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Death’s Decree, 6, Death Knight (Ancients-4U)
Basic Ability—Unholy

Death’s Duo, 4, Death Knight (Horde DK-5C, Throne-28C)
Basic 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.

Deathsmasher Moggar, 5 (Crown-130C, Elderlimb-12C, Hogger-10C)
Monster Ally—Ogre Death Knight, 6 [Frost] / 4 [Health]

Deathstalker Commander Belmont, 3, Horde (Throne 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>><p> Assault 5 <<p>><p> At the start of your turn, target opponent destroys two cards he controls.

Decisive Strike, 2, Rogue (Tomb-42C)
Instant Ability—Combat
Exhaust target hero or ally, and your hero deals 2 melee damage to it.

Decimate, 3, Warrior (Ancients-67U)
Basic Ability—Protection
Destroy up to two target equipment.

Deep Earth Mandle, 4, Druid (Aspects Treasure-63C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When you play an ability, your hero deals damage from itself equal to that ability’s cost.

Deep Freeze, 2, Mage (Dark Portal-49C, Jaina-2C)
Ability—Frost
Attach to target ally, and your hero deals 2 frost damage to it. <<p>><p> Ongoing: Attached ally can’t attack.

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

Deepholm (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>><p> When an Earth Elemental enters play under your control, target ally has Assault 1 this turn.

Wow TCG Contemporary OCR – 03 05 2013 18 / 80
Defender’s Vigil, 1, Warrior (Horde Warrior-8C, 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. <> Reward: When the next opposing ally enters play, if you control a Demon ally, give +1 ATK.

The Defense of Nahom (Tomb-196C)
Quest
If there are two or more classes among allies you control, Pay (5) to complete this quest. <> Reward: Draw two cards.

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

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

Deflecting Brimstone Band, 6, DkPaWa (Aftermath Justice-10E)
Equipment—Item, Ring (2)
If your hero would be dealt damage by an opposing hero or ally, prevent 1 of it and add a stone counter to this item. <> Your hero has Assault 1 for each stone counter on this item.

Demonfog Ritual Helm, 6, MaPrLo (Jaina-22R, Legion-258R)
Equipment—Armor—Cloth, Head (1), 1 DEF When an ally you control is destroyed, each other player destroys an ally he controls.

Delinar Silvershot, 4, Alliance (Ancients-90U)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health When this ally enters play, if you control another Night Elf ally, this ally deals 3 ranged damage to target opposing ally.

Demon Hunter’s Aspect, 2, DkDrHuMaPaPrRoShLoWa (Ancients-214U, Ancients-Loot-21L)
Equipment—Item
Your hero has +1 ATK while attacking heroes, or +2 ATK while attacking Demon heroes.

Demonic Corruption, 3, Warlock (Twilight-87R)
Instant Ability—Demonology
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 Infusion, 1, Warlock (Ancients-58U)
Basic Ability—Demonology Attachment
Attach to target ally. <> Ongoing: Attached ally has +3 / -1, loses all races, and becomes a Monster Demon.

A Demonic Presence (Betrayal-195U)
Quest
Pay (2) to complete this quest. <> Reward: An opponent chooses one: Your hero heals 2 damage from itself; or your hero deals 2 shadow damage to that opponent’s hero. If you control a Demon ally, he must choose both.

Demonic Rebirth, 2, Warlock (Betrayal-49R)
Basic Ability—Demonology
Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.) <> Ongoing: When a Demon enters play under your control, add a nether counter to this ability. <> [Basic][Activate], Destroy this ability. <> Put target Demon ally with cost less than or equal to the number of nether counters on this ability from your graveyard into play.

Demonic Reclamation, 1, Warlock (Worldbreaker-103U)
Ability—Demonology
As an additional cost to play this ability, destroy an ally you control. <> Draw two cards.

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. <> Ongoing: When attached ally is destroyed, put it from its owner’s graveyard into his hand.

Demonic Torrent, 4, Warlock (Aspects-Treasure-27U)
Ability—Demonology
Your hero deals 3 shadow damage to each non-Demon hero and ally.

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

Derogator the Earthsworn, Alliance (Twilight-3)
[Back]: At the start of your turn, target up to three heroes and/or allies. Derogator heals 3, 2, and 1 damage from them, respectively.

Despair, 4, DkPaWa (Betrayal-179R)
Equipment—2H Weapon—Sword, Melee (1), 2 [Melee] / 2 Strike
When your hero deals combat damage with this weapon to a hero, its controller reveals the top three cards of his deck. Add a +1 ATK counter to this weapon for each revealed ally, then put all revealed cards into their owner’s graveyard.

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

Despair of Winter, 5, Death Knight (Ancients-5R)
Basic Ability—Frost
Destroy all allies.

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

Deuce, 2, Hunter (Alliance Hunter-3R, Icercrown-34R)
Ally—Chimaera, Pet (1), 4 [Nature] / 3 Health
Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <> While this ally is in your graveyard, you can control an additional Pet.

Devious Dismantle, 2, Rogue (Alliance Rogue-4U, Ancients-43U)
Basic Ability—Assassination
Destroy target equipment. If you destroyed an equipment with cost 4 or less this way, its controller discards a card.

Devoured (Twilight-208C)
Quest
If all quests you control are named Devoured: Pay (3) to complete this quest. <> 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. <> 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, Horde Paladin-12C, Wrathgate-137C)
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health
>>> 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
[Activate] >>> Draw a card, then draw another card for each heirloom counter on this equipment. <> 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)
Ability—Item, Trinket (2)
(2). Put this equipment into its owner’s hand
>< Draw a card. <> Slash (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-9tU, Class-84U, Horde Rogue-6U)
Ability—Combat
Destroy target equipment.

Disorienting Blow, 1, Rogue (Throne-65tU)
Ability—Combat
Exhaust target hero or ally. It can’t readiness during its controller’s next ready step. <> 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—Subtle
Exhaust all allies controlled by target player. They can’t ready during this next ready step.

Distraction Technique, 2, Rogue (Throne-66tU)
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. <> Ongoing: Attached ally has +4 / +4. <> 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.) <> 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. <> At the end of your turn, destroy this ability if you don’t control an ally.

Divine Redemption, 6, Paladin (Tomb-31R)
Ability—Holy
Put target ally from your graveyard into play and attach this ability to it. <> Ongoing: Attached ally has +5 / +5, Protector, and Invincible. (It can’t leave play, be targeted, or be dealt damage.)

Divinity, 3, Paladin (Ancients-31R)
Basic Ability—Protection
Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.) <> Your hero heals 5 damage from itself. That amount is doubled for each other card named Divinity in your graveyard. <> While there are four copies of Divinity in your graveyard, your hero has 100 [Health].

Documenting the Timeways (Ancients-234C)
Quest
You pay (1) less to complete this quest for each five cards in your graveyard. Pay (5) to complete this quest. <> Reward: Draw a card.

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-43C)
Equipment—Item, Trinket (2)

Dohna Darksky, 3, Horde (Betrayal-91tU)
Ally—Tauren Priest, 2 [Shadow] / 3 Health
Other Tauren allies you control have +2 [Health].

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.) <> When this ally enters play, target ally has -2 ATK this turn.

Don Carlos’ Famous Hat, 5, DkDrHuMaPaPrRoShLoWa (Betrayal-167U)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, put a 4 [Melee] / 4 [Health] Coyote Spirit Monster ally token into play. <> This armor can prevent damage that would be dealt to Coyote allies you control.

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, Jeeccrown-130C)
Ally—Undead Warlock, 2 [Shadow] / 6 Health
Assault 4 (This ally has +4 ATK on your turn.)

Doom Commander Zaakuul, 5 (Betrayal-134E)
Monster Ally—Doomguard Demon, 3 [Shadow] / 6 Health
Monster Hero Required <> When another non-token ally you control is destroyed, put a token copy of that ally into play that is also a Demon Monster.

Doomguard Soldier, 4 (Betrayal-135C)
Monster Ally—Doomguard Demon, 3 [Shadow] / 3 Health
This ally has Assault 3 while you control another Demon. (It has +3 ATK on your turn.)

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

Double Attack Handguards, 3, DrRo (Twilight-179tU)
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 (Jaina-12C, 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 (Sylvanas-12C, Throne-146C)
Ally—Orc Mage, 3 [Frost] / 2 Health

Dragon, Unchained (Elements-207C)
Quest
Pay (2) to complete this quest. <> 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.

The Dragon Soul, 3, DkDrHuMaPaPrRoShLoWa (Aspects Treasure-66E)
Equipment—Item, Dragon Soul (1) [Activate] >>> Add an aspect counter to this item. <> On your turn: [Activate], Remove three aspect counters from this item >>> Destroy target non-hero card.

Dragonheart Piercer, 4, Hunter (Twilight-197R)
Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 0 Strike
Long-Range <> 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.

Dragomwrath, Taregosa’s Rest, 7, DrMaPrShLo (Crow-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 (V Alliance Warlock-2C, 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.

Drain Soul, 1, Warlock (Tomb-55C)
Ability—Affliction
Your hero deals 2 shadow damage to target ally and heals 2 damage from itself.

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.

Dralka, 4, Horde (Betrayal-92R)
Ally—Orc Warrior, Dralka (1), 3 [Melee] / 4 Health
Ferocity <p>While you have no cards in your hand, when Dralka deals combat damage to a hero, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with Ferocity and “This ally can attack only heroes.”

Drak’nar, 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-150U, V Horde DK-130U, 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>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.

Drom’kor, Timewalker Necrolyte, 5, Horde (Ancients-127R)
Ally—Orc Warlock, 6 [Shadow] / 3 Health
If this ally would be destroyed, you may remove three Orc allies in your graveyard from the game. If you do, exhaust this ally and remove all damage from him instead.

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

Drugush the Crusher, 6 (Hogger-11C, Throne-194C)
Monster Ally—Ogre Warrior, 8 [Melee] / 4 Health

Druid and Priest Statue Set, 3, DrkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-1E)
Equipment—Item [Basic] (X) [Activate], Destroy this item >>> Put an X [Nature] / X [Health] Wisp ally token into play with Mend X and Protector.

Dread Drax, 4 (Crown-138R)
Ally—Orc Warrior, 6 [Shadow] / 3 Health
When this ally enters play, put a 4 [Melee] / 2 [Health] Orc Mage ally token into play.

Dread Infernal, 5, Warlock (Betrayer-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, V Alliance Warlock-3C, Elements-87C)
Basic 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.

Durotan, 5, Horde (Betrayal-93R)
Ally—Orc Warrior, Durotan (1), 7 [Melee] / 7 Health
When Durotan enters play, discard your hand.
<p>Durotan can protect Draka and Thrall allies you control.

Durotan’s Battle Harness, 4, DkPaWa (Betrayal-168U)
Equipment—Armor—Plate, Chest (1), 2 DEF
At the start of your turn, add a +1 [DEF] counter to this armor.

Durotar Flamecaster, 3, Horde (Ancients-128C)
Ally—Orc Mage, 4 [Fire] / 3 Health

Durotar Frostblade, 4, Horde (Ancients-129C)
Ally—Orc Death Knight, 7 [Frost] / 1 Health

Dwarf Demolitionist, 3, Alliance (Betrayal-66U)
Ally—Dwarf Demolitionist, 1 [Fire] / 1 Health
When this ally deals combat damage to a defending hero, you may destroy this ally. If you do, it deals 7 fire damage to that 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, Dwarf (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.  
\(<p>\textbf{Stash} \text{ (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Your hero deals 2 nature damage to target hero.}\end{p}\)  
Earthen Crusher, 3 (Ancients-207C)  
Ally—Earthen Warrior, 1 [Meele] / 5 Health  
(1) >>> This ally has +1 ATK this turn.  
Earthen Embrace, 2, Shaman (Alliance Shaman-3C, Worldbreaker-96C)  
Instant Ability—Enhancement  
Attachment to target ally, and your hero heals all damage from it.  
\(<p>Ongoing: Attached ally has +2 ATK.\end{p}\)  
Earthen Guidance, 3 (Dungeon Treasure-3C)  
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.  
Earthquake, 3, Shaman (Crown-40R)  
Instant Ability—Elemental  
Elemental Talent \textit{(You can't put Enhancement Talents or Restoration Talents in your deck.)}  
\(<p>Your hero deals 2 melee damage to each ally. Then, exhaust each ally with 5 or less ATK.\end{p}\)  
Earth's Bounty, 3, Shaman (Class-93C, Horde Shaman-5C, Legion-93C)  
Ability—Restoration  
Put target card from your graveyard into your hand.  
Earthseer Dambrik, 5, Alliance (Tomb-80R)  
Ally—Dwarf Shaman, 3 [Nature] / 5 [Health]  
Harmonize  
\(<p>When you play another ally with cost 4 or more, you may pay (1). If you do, draw a card.\end{p}\)  
Earthseeker Nakza, Horde (Twilight-15)  
Hero—Goblin Shanker, 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.  
Ebon Plague, 4, Death Knight (Ancients-6R)  
Basic Ability—Unholy Disease Attachment  
Unholy Talent \textit{(You can't put Blood Talents or Frost Talents in your deck.)}  
\(<p>Attach to target hero.\end{p}\)  
\(<p>Ongoing: At the start of your turn, put the top card of attached hero's controller's deck into his graveyard. If it's an ability, ally, or equipment, put a number of additional cards from the top of his deck into his graveyard equal to that card's cost.\end{p}\)  
Echo of Baine, 7 (Aspects Treasure-44R)  
Monster Ally—Tauren Echo, 9 [Fire] / 1 Health  
While there is an Echo of Baine in your graveyard, prevent all damage that would be dealt to this ally, and he has \textbf{Ferocity}.  
Echo of Jaina, 3 (Aspects Treasure-45R)  
Monster Ally—Human Echo, 3 [Frost] / 1 Health  
Elusive  
\(<p>If there is an Echo of Jaina in your graveyard: [Activate] >>> You pay (2) less to play your next ability, ally, or equipment this turn.\end{p}\)  
Eddaan of the Exodar, Alliance (Alliance Shaman-1)  
Hero—Draenei Shaman, 28 Health  
On your turn: (1), Flip Eddaan >>> Eddaan heals 3 damage from target hero or ally.  
Edge of Oblivion, 4, DkShWa (Horde Warrior-17R, Scourgewar-235R)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike  
This weapon enters play with five +1 ATK counters.  
\(<p>At the start of your turn, remove a +1 ATK counter. If none remain, destroy this weapon.\end{p}\)  
Equipment—Armor—Mail, Hands (1), 1 DEF  
You pay (1) less to strike with weapons.  
Edwin Blademark, Alliance (Elements-3)  
Hero—Worgen Warrior, 27 Health  
[Front]: (4) >>> Flip Edwin face down.  
[Back]: Allies you control have \textbf{Stealth}. \textit{(They can't be protected against.)}  
Edwin VanCleeft, 4 (Dungeon Treasure-27E)  
Ally—Human Rogue, Edwin VanCleeft (1), 5 [Melee] / 3 Health  
Stealth, Untargetable  
\(<p>When Edwin enters play, put two [Melee] / 1 [Health] Defias Thug ally tokens into play with "This ally can protect allies with VanCleeft in their names."\end{p}\)  
\(<p>When Edwin is destroyed, you may put an ally named Vanessa VanCleeft from your hand into play.\end{p}\)  
Edwin VanCleeft, Alliance (Timewalkers-4)  
Hero—Human Rogue, Edwin VanCleeft (1), 5 [Melee] / 3 Health  
[Front]: \textbf{VanCleeft's Revenge}  
\(<p>[Basic], 2, Flip Edwin >>> Edwin has +1 ATK and \textbf{Stealth} this turn.\end{p}\)  
\(<p>[Back]: \textbf{VanCleeft's Thugs}  
\(<p>[Basic], 5, Once per game:  
\(<p>[Basic], 5, Put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with "This ally can protect your hero."\end{p}\)  
Eel Cutter, 3, DkPaRoWa (Throne-249C)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike (1), [Activate] >>> Allies you control have \textbf{Assault} 1 this turn. \textit{(They have +1 ATK on your turn.)}  
Elderguard Brennan, 5, Horde (Crown-105U, Draenei Paladin-13U)  
Ally—Undead Death Knight, 5 [Shadow] / 8 Health  
This ally enters play with 4 damage on him.  
Elderklimb (Elderklimb-1)  
Monster Hero—Ancient Druid, 27 Health  
[Front]: (4) >>> Flip Elderklimb face down.  
[Back]: \textbf{Ancient's Lore}  
At the start of your turn, Elderklimb heals 4 damage from himself if you control a Treant.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.  
Eldre'Thalas Sowercress, 6, Alliance (Ancients-91C)  
Ally—Night Elf Mage, 3 [Arcane] / 3 Health  
\textbf{Haste} 3  \textit{(You pay (3) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)}  
\(<p>When this ally enters play, draw a card.\end{p}\)  
Elemental Balance, 3, Shaman (Aspects Treasure-23)  
Ability—Elemental  
Choose one: Your hero deals 5 nature damage to each hero; or hero heals 5 damage from each hero.  
Elemental Echo, 6, Shaman (Ancients-50R)  
Basic Ability—Elemental Attachment  
Attach to target ally you control.  
\(<p>Ongoing: When attached ally deals combat damage to a defending hero, put a token copy of that ally into play exhausted.\end{p}\)  
Elemental Energy (Elements-208C)  
Quest  
Pay (5) to complete this quest.  
\(<p>\textbf{Reward}: Draw a card, or two cards if you control an Elemental.\end{p}\)  
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 (Betray-98R, Horde Shaman-6R)  
Ability—Elemental  
Elemental Talent \textit{(You can't put Enhancement Talents or Restoration Talents in your deck.)}  
\(<p>Ongoing: If a hero or ally you control would deal nature ([Nature]) damage, it deals double that much instead.\end{p}\)  
Elemental Purge, 2, Shaman (Alliance Shaman-4U, Ancients-51U)  
Instant Ability—Restoration  
Destroy target ability. If you do, your hero deals 3 nature damage to that ability’s controller’s hero.  
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.  
Elementalist Arax, 5, Alliance (Tomb-81U)  
Ally—Draenei Shaman, 3 [Frost] / 5 Health  
This ally has \textbf{Assault} 1 and \textbf{Mend} 1 for each equipment you control.  

WoW TCG Contemporary OCR – 03 05 2013  22/80
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, Murkdee-p-2C)
Ability—Elemental
Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

Elistari Silverwind, 3, Alliance (Betrayal-67U)
Ally—Night Elf Hunter, 1 [Ranged] / 1 Health
**Elusive** <p>[Activate] >>> This ally deals 1 ranged damage to target hero or ally.

Ellen Burroughs, 5, Horde (Ancients-130U)
Ally—Undead Mage, 5 [Arcane] / 3 Health
When this ally enters play, opposing allies lose and can’t have **Elusive** and **Spellshield** this turn.

Ellie Tinkervoid, 2, Alliance (Aspects Treasure-33C)
Ally—Gnome Warlock, 3 [Shadow] / 2 Health
When this ally enters play, discard a card. <p>[Activate] When this ally leaves play, draw a card.

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

Elune’s Blessing, 5 (Ancients-79C)
Basic Ability—Attachment

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.)

Elysia Lockwood, 4, Alliance (Ancients-92U)
Ally—Human Paladin, 3 [Holy] / 3 Health
When this ally enters play, you may target ally with cost 2 or less from your graveyard into your hand.

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>[Activate] This weapon has +1 ATK and you pay (1) less to strike with it for each emberstone counter on it.

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>[Activate] **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.

Enmee, 3, Alliance (Alliance Shaman-13U, Crown-800)

Enbrin, Timewalker Druid, 2, Alliance, Horde (Betrayal-117U)
Ally—Night Elf Druid, 1 [Arcane] / 1 Health
While you control two or more allies that share [Horde] or [Alliance] race: [Activate] >>> Draw a card.

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.)

The End Time (Ancients-235U)
Quest
If you control eight or more resources: Pay (1) to complete this quest. <p>[Reward]: Draw a card.

Endure, 0, Hunter (Ancients-19R)
Instant Ability—Survival
Play this ability only if your hero has 5 or less remaining health. <p>[Activate] Remove your hero from combat. <p>[Activate] >>> Interrupt target ability that’s targeting your hero.

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

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

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.

Enslaved Red Dragon, 4 (Betrayal-137U)
Monster Ally—Red Dragonkin, 3 [Fire] / 3 Health
While an opponent controls an [Alliance] hero, this ally has +2 ATK and **Spellshield**.

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

Entangling Roots, 2, Druid (Alliance Druid-3C, Azeroth-20C, Class-28C, Elderlimb-2C, Horde Druid-6C)
Ability—Balance
Attach to target ally and exhaust it. <p>[Activate] 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.)
While this ally is undamaged, she has **Assault 4**.


**Quest**

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

**Eralysa Sunshot**, 4, Horde (Throne-147C)

**Ally**—Blood Elf Hunter, 2 [Meelee] / 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.

**Eredar Deathbringer**, 6 (Betrayal-138C)

**Monster Ally**—Eredar Demon Warlock, 4 [Shadow] / 6 Health

When another ally you control is destroyed, this ally heals 4 damage from your hero.

**Eris Havenfire**, 3 (Champ Promo-3E, Wrathgate-168E)

**Ally**—Human Spirit Priest, Unique, 2 [Holy] / 5 Health

When this or another Priest ally enters play under your control, the next time target hero or ally would be dealt damage this turn, prevent it.

**Ernak Stonespeaker**, 5 (Throne-221R)

**Ally**—Broken Shaman, Ernak (1), 5 [Fire] / 5 Health

When Ernak enters play, put a 0 [Meelee] / 2 [Health] Air, Earth, Fire, or Water Totem into play. **<p> Exhaust a Totem you control >>>**<br>[b]Air: Ready Ernak-[b]Air: Ernak has **Protector** this turn.<br>[b]Earth: Ernak has *5 ATK this turn.<br>[b]Water: Ernak 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 [Meelee] / 6 Health

While this ally is undamaged, she has **Assault 4**.


**Quest**

Pay (1) to complete this quest. **<p> Reward:** Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.

**Eversing**, 5 (Crown-62U)

**Ability**

You pay (2) less to play this ability if you control a Hunter hero or ally. **<p> Ability**

You pay (2) less to play this ability if you control a Warlock hero or ally. **<p> Ability**

Attach to target ally. **<p> Ability**

Attached ally has +2 * +2 and **Ferocity**.

**Evidence of Defense**, 5 (Crown-63U)

**Ability**

You pay (2) less to play this ability if you control a Death Knight hero or ally. **<p> Ability**

You pay (2) less to play this ability if you control a Druid hero or ally. **<p> Ability**

Attach to target ally. **<p> Ability**

Attached ally has +2 * +2 and **Protector**.


**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.

**Evidence of Focus**, 5 (Crown-64U)

**Ability**

You pay (2) less to play this ability if you control a Mage hero or ally. **<p> Ability**

You pay (2) less to play this ability if you control a Shaman hero or ally. **<p> Ability**

Attach to target ally. **<p> Ability**

Attached ally has +2 * +2 and **Evasive**.

**Evidence of Light**, 5 (Crown-65U)

**Ability**

You pay (2) less to play this ability if you control a Paladin hero or ally. **<p> Ability**

You pay (2) less to play this ability if you control a Priest hero or ally. **<p> Ability**

Attach to target ally. **<p> Ability**

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> Ability**

Attach to target ally. **<p> Ability**

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> Ability**

You pay (2) less to play this ability if you control a Warrior hero or ally. **<p> Ability**

Attach to target ally. **<p> Ability**

Ongoing: Attached ally has +2 * +2 and **Stealth**.

**Ethereal Spellfinder**, 6 (Betrayal-139U)

**Monster Ally**—Ethereal Mage, 3 [Arcane] / 3 Health

When this ally enters play, gain control of target hero. If it’s attached, you may reattach it.

**Ethereal Thief**, 6 (Betrayal-140U)

**Monster Ally**—Ethereal Rogue, 3 [Meelee] / 3 Health

When this ally enters play, gain control of target armor or item.

**Euphoria**, 3, Druid (Ancients-10R)

**Basic Ability— Balance**

**Balance Talent** (You can’t put Feral Talents or Restoration Talents in your deck.) **<p> Ability**

[Basic] [Activate] >>> Reveal the top card of your deck. If its cost is 4 or more, add a bliss counter to this ability. **<p> Ability**

While there are three or more bliss counters on this ability, you pay (4) less to play cards.

**Evanax, Herald of Death**, 6, Alliance (Throne-106U)

**Ally**—Draenei Death Knight, 3 [Meelee] / 3 Health

**Empower Death Knight** When this ally enters 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 Restoration Talents in your deck.) **<p> Ability**

Attach to target opposing hero. **<p> Ability**

At the start of your turn, your hero deals 1 shadow damage to attached hero. **<p> Ability**

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.


**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.

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

Exortion, 3, Rogue (Tomb-43U) Ability—Subtlety
Ready and gain control of target opposing ally until end of turn. It has Ferocity and Stealth this turn, and can attack only heroes this turn.

Exx 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.*


Eyes of the Beast, 1, Hunter (Alliance Hunter-4U, Wrathgate-39U) Basic Ability—Beast Mastery Ongoing: (1), Exhaust your hero >>> Ready target Pet you control.

Face of Fear, 3, Hunter (Elderlimb-3C, Hogger-5C, 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 Dispels, 2, Priest (Tomb-36U) Ability—Holy
Destroy target ability. Draw a card.

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 (Alliance Priest-12R, 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 Prizelblast, 5, Horde (Horde Priest-13C, Twilight-135C) Ally—Goblin Mage, 4 [Arcane] / 4 Health Elusive (This ally can't be attacked)*

The Fall of Loldraeren, Horde (Betrayal-193U) Quest
[Basic] Pay (2) to complete this quest. <p> Reward: [Horde] ally's you control have +1 ATK this turn.

The Fall of Neferset City (Tomb-197C) Quest
On your turn: (2), Flip Faixa >>> Put two 1/1 Demon and Wolves. <p> Reward: Reveal the top card of your deck. If it’s an ally, target ally you control and have +2 ATK and Ferocity this turn. (It can attack immediately.)

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

Fan of Knives, 3, Rogue (Alliance Rogue-6R, Horde Rogue-8R, Icecrown-63R) Basic 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.

Fandral's Flamescythe, 3, DrHu (Tomb-195C) Equipment—2H Weapon—Polearm, Melee (1), 1 [Fire], 1 Strike
When this weapon enters play, put a 2 [Fire] / 2 [Health] Flame Cat Monster ally token into play.

Fangs of the Father, 5, Rogues (Aspects Treasure-68R) Equipment—2H Weapon—Dagger, Melee (1), 4 [Meele], 2 Strike
When your hero deals combat damage with this weapon to an opposing hero, choose one: That hero’s controller discards two random cards; or exhaust up to two target allies, and they can’t ready next turn; or search your deck for up to two poisons, reveal them, and put them 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 Horgath, 3, Horde (Betrayal-94R) Ally—Orc Shaman, 3 [Nature] / 1 Health Bloodrush: At the start of your turn, if an opposing hero has more damage on it than your hero, you may put this ally from your graveyard into your hand.

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.

Fast-Acting Poison, 0, Rogue (Betrayal-38U) Instant Ability—Assassination Poison Attachment
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.

Father Charles, 5, Alliance (Alliance Priest-13C, Crown-82C) Ally—Human Priest, 5 [Holy] / 4 Health
When this ally enters play, it heals all damage from target ally you control.
Father Winter's Helper, 1 (Winter Veil-5R)
Ally—Helper, 1 [Melee] / 1 Health
When this ally enters play, each player removes the top card of his deck from the game. Players may play their opponents' cards removed this way this game. *(Pay costs as normal.)*

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

Favor of Nature, 2, Druid (Twilight-30C)
Ability—Balance
Attach to target friendly ally. <p> Ongoing:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked ally is destroyed, you may destroy target ability.

Favor of Steel, 2, Warrior (Twilight-97C)
Ability—Protection
Attach to target friendly ally. <p> Ongoing:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked ally is destroyed, draw a card.

Favor of the Elements, 2, Shaman (Twilight-80C)
Ability—Elemental
Attach to target friendly ally. <p> Ongoing:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked 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:
Attacked ally has **Assault 2.** <p> When attacked 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.

Frost Strike, 2, Warrior (Tomb-60U)
Ability—Arms
Weapons you control have +4 ATK this turn.

Dual Wield <p> At the start of your turn, destroy this weapon unless you remove an ally in your graveyard from the game.

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 Inversion, 2, Warlock (Betrayal-50C)
Instant Ability—Affliction
Target ally has +4 / -2 this turn.

Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 0 Strike

Fel Steed Saddlebags, 2, DkDrHuMaPaPrR0ShLoWa (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.

Feldrake, 0 (Ancients-174R, Ancients Loot-3L)
Monster Ally—Dragonkin Demon, Mount (1), 0 [Shadow] / 1 Health
When you place a resource face up into your resource row, this ally may deal 2 shadow damage to target hero. *(Mounts can't attack or be attacked.)*

Felguard Annihilator, 2 (Betrayal-141C)
Monster Ally—Felguard Demon, 2 [Melee] / 2 Health
When this ally is destroyed, it deals 1 melee damage to target opposing hero or ally.

Felguard Marauder, 2 (Ancients-175C)
Monster Ally—Felguard Demon, Unlimited, 2 [Melee] / 3 Health

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 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.)*

Feral Prowess, 2, Druid (Betrayal-9C)
Basic Ability—Feral
Your hero deals 2 melee damage to target hero or ally, or 4 if that character is exhausted.

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.
Festering Disease, 1, Death Knight (Horde DK-66U, Ancient-7U)
Basic Ability—Unholy Disease Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, put the top card of attached hero's controller's deck into his graveyard. If it's an ally, your hero heals 1 damage from itself.

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.

Filmlt Sparklight, 5, Alliance (Ancients-93U)
Ally—Gnome Priest, 4 [Holy] / 5 Health
When this ally enters play, he heals 8 damage from each hero.

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
**Decimation Talent** (You can't put Affliction Talents or Demonology Talents in your deck.) <p> Destroys target ability, ally, or equipment.

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.

Basic Ability—Fire Attachment
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.

Firestarter, 2, Mage (Tomb-26R)
Ability—Fire
**Fire Talent** (You can't put Arcane Talents or Frost Talents in your deck.) <p> Your hero deals 1 fire damage to each opposing hero and ally, or 4 if that character was dealt fire damage this turn.

Firestorm, 5, Mage (Ancients-25U)
Instant Ability—Fire
Your hero deals 3 fire damage to each ally.

Ally—Blood Elf Mage, 1 [Fire] / 2 Health
**Assault 1** (This ally has +1 ATK on your turn.)

Flame Charge, 2, Mage (Aspects-Treasure-12C)
Instant Ability—Fire
As an additional cost to play, reveal another ability from your hand. <p> Your hero deals fire damage to target ally equal to the cost of that revealed ability.

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.

Flame Volley, 2, Mage (Betrayal-22C)
Instant Ability—Fire
Your hero deals 1 fire damage to each opposing ally.

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.)

Flamestrike, 7, Mage (Azeroth-54R, Horde Mage-7R)
Basic Ability—Fire
Your hero deals 3 fire damage to each opposing hero and ally.

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 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 (Betrayal-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.

Flickering Cowl, 4, MaPrLo (Tomb-166U)
Equipment—Armor—Cloth, Head (1), 1 DEF
On your turn: (1), [Activate] >>> Target ally has +1 / -1 this turn.
Flickering Shoulders, 3, HuSh (Tomb-167C) Equipment—Armor—Mail, Shoulder (1), 1 DEF On your turn: [Activate] >>> Target 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.)

Floating Spellbook, 1 (Betrayal-166C, Betrayal Loot-1L) Ally—Spellbook [Arcane] / 1 Health Elusive, Spellshield <p> You have no maximum hand size.

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
to 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 +1 counter to this item.  <p>Your hero has Assault 1 for each damage 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 Heal, 2, DrPrSh (Ancients-72C) Instant Ability

Your hero heals 5 damage from target hero or ally.

Focused Flames, 3 (Dungeon Treasure-6 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 Bane, 0, RoSh (Betrayal-180R) Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 1 Strike
You pay (1) more to play this weapon for each card in opposing hands.

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.

When this ally readiness, draw a card.

Foe’s Might, 2, Shaman (Tomb-51C) Ability—Enhancement
Target ally or target of your choosing has +1 ATK and Sentence this turn. *(When this ally exhausts for the first time each turn, ready it.)*

Forkdrum 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, Elusive, 20C, Elements-211C) Quest
If you control an equipment: Pay (3) to complete this quest.  <p>Reward: Draw a card.

Fork Lightning, 5, Shaman (Gladiators-63C, Murkdeep-3C) Ability—Elemental
Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.

Forsaken Blightspreader, 2, Horde (Dungeon Treasure-19C) 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).*

Fortified Defenses, 4, Warrior (Betrayal-56U) Basic Ability—Protection
Ongoing: Your hero has Protector.  <p>While you control five or more allies:  [Activate] >>> Ready target hero or ally.

Fossilized Hatchling, 1 (Aftermath Crafted-1E) Monster Ally—Fossil Hatchling, 3 [Melee], 3 Health
Play only if you have four or more allces 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.)*

Freezing Rain Totem, 3, Shaman (Betrayal-43U) Ability Ally—Elemental, Water Totem (1), 0 [Frost] / 2 Health
Ongoing: When this Totem enters play, it deals 1 frost damage to each opposing hero and ally.  <p>At the start of your turn, this Totem deals 2 frost damage to target opposing hero.  <p>(Tontems can’t attack.)

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

Frenzied Doomsguard, 6, Warlock (Tomb-56U) Monster Ally—Doomsguard Demon, Pet (1), 8 [Shadow] / 6 Health
Smash <p>If this ally would deal Smash damage, it deals that much +2 instead.

Frenzied Felhound, 3 (Ancients-176C) Monster Ally—Felhunter Demon, 2 [Shadow] / 2 Health
When this ally enters play, it may deal 1 shadow damage to target ally.

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.)*

Frenzyfin, 7 (Ancients-177U) Monster Ally—Murloc Mage, 5 [Arcane] / 5 Health
At the start of your turn, you may search your deck for a Murloc ally and put it into play.

Friends in High Places, 3, Druid (Elderrlimb-4C, Gladiators-19C) Instant Ability—Balance
Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Frigid Frailty, 2, Death Knight (Ancients-8C) Instant Ability—Frost
Target ally has 0 ATK and can’t gain ATK this turn.

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

Frizzle Stumbleshad, 3, Alliance (Twilight-109C) Ally—Gnome Priest, 3 [Shadow] / 3 Health
Unforgettable
Frizzlight, 2 (Tomb-143C) Monster Ally—Murloc Priest, 3 [Holy] / 2 Health
Damage that this and other Murloc allies you control would deal is unpreventable.
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-7C, Azeroth-109C, Class-96C, Horde Shaman-7C)
Instant Ability—Elemental
Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can’t attack or protect this turn.

Frost Shokk, 2, Shamon (Alliance Shaman-7C, Horde-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 Stasis, 3, Mage (Betrayal-23R)
Basic Ability—Frost Attachment
Attach to target opposing ally. <p> Ongoing: Attacked ally can't attack or exhaust. <p> When attacked ally is dealt damage, destroy it and put three 2 [Frost] / 1 [Health] Water Elemental ally tokens into play.

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

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.)

Frostwolf, 3 (Betrayal-142C)
Monster Ally—Wolf Beast, 3 [Melee] / 2 Health
This and other allies you control have +1 ATK while attacking [Alliance] heroes and allies.

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
Attack to target ally. <p> Ongoing: Attached ally has -2 / -2.

Frozen Frenzy, 6, DKSh (Twilight-102E)
Ability—Frost Enforcement
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.

Frozen Strength, 3, Death Knight (Tomb-12U)
Ability—Frost
Attach to target ally, 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 has +4 ATK.

Fumold Mountainfrost, 5, Alliance (Jaina-13C, Throne-109C)
Ally—Dwarf Shaman, 6 [Frost] / 4 Health
When this ally enters play, <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.)

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] / 1 [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,  searchData Horde DK-15C, 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.

Furbolg Avenger, 5 (Ancients-178C)
Monster Ally—Furbolg Warrior, 5 [Melee] / 1 Health
While you have six or more cards in your graveyard, this ally has +4 [Health] and Protector.

Furbolg Chieftain, 6 (Ancients-179U)
Monster Ally—Furbolg Warrior, 8 [Melee] / 4 Health
While you have eight or more cards in your graveyard, prevent all damage that attacking allies would deal to this ally.

Furbolg Firecaller, 4 (Ancients-180C)
Monster Ally—Furbolg Shaman, 3 [Fire] / 4 Health
While you have four or more cards in your graveyard, this ally has Assault 2 and 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.)

Furbolg Shaman, 5 (Betrayal-143C)
Monster Ally—Furbolg Shaman, 5 [Nature] / 2 Health
When this ally enters play, if you have five or more cards in your graveyard, it may deal 5 nature damage to target hero.

Furious George, 1, Hunter (Ancients-201U)
Ally—Monk Beast, Pet (1), 0 [Melee] / 3 Health
When this ally defends, reveal the top card of your deck. If it’s an ally, ally, or equipment with an even cost, remove this ally from combat. Put that revealed card on the bottom of your deck. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

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
Fury of the Ages, 7, Warrior (Betrayal-57R)
Basic Ability—Fury
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race). <p> "Ongoing:" >>> Allies you control have Ferocity.

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

Gahz'rilla, 7, Hunter (Betrayal-15E)
Monster Ally—Hydra Beast, Pet (1), 8 [Frost] / 8 Health
Protector <p> When this ally is dealt fatal damage, put two 4 [Frost] / 4 [Health] Hydra Beast Monster ally tokens into play with Protector and "When this ally is dealt fatal damage, put two 2 [Frost] / 2 [Health] Hydra Beast Monster ally tokens into play with Protector."

Gakta, 2, Warlock (Ancients-59C)
Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 1 Health
When this ally enters play, you may put 2 damage on your hero. If you do, draw a card.

WoW TCG Contemporary OCR – 03 05 2013 29 / 80
WoW TCG Contemporary OCR – 03 05 2013

Gakuri, 3, Warlock (Crowd-48U)

Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 4 Health
[Activate], Destroy another Monster or Demon ally you control

Galarak Barrenmark, 3, Alliance (Aspects Treasur-34C)

Ally—Dwarf Hunter, 2 [Melee] / 4 Health
Ally you control have +1 ATK while attacking heroes.

Gale Force, 1, Shaman (Alliance Shaman-6C, Ancients-52C)

Basic Ability—Enhancement
Target ally has Ferocity this turn. (It can attack immediately)

Galvano the Beast Lord, 5, Horde (Tomb-102E)

Ally—Undead Hunter, 8 [Ranged] / 3 Health
When this ally enters play, choose Loyal Spider, Angry Wolf, or Cunning Monkey.


Ganvar Singebeard, 2, Alliance (Aspects Treasur-35U)

Ally—Dwarf Mage, 3 [Fire] / 1 Health
At the start of your turn, this ally deals fire damage equal to his ATK to each opposing hero.

Gardos Gravelfang, 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.)

<b> When this ally is destroyed, you may put target card in a graveyard on the bottom of its owner’s deck.

Garell Stout, 4, Horde (Horde Warlock-15U, Horde Mage-14U, 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
Aberation (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.)

Ferocity (You can attack immediately.)

At the end of your turn, if this ally is undamaged, put him into his owner’s hand.

Garona Halforcen, Horde (Timewalkers-14)

Hero—Orc Draenei Rogue, 27 Health
[Front]: Garona’s Trickery <b> [Basic] (1), Flip

Garona >>> Target ally you control has Stealth this turn.

[Back]: Garona’s Treachery <b> [Once per game: [Basic] (2) >>> When an ally you control deals damage to an opposing hero this turn, Garona has +1 ATK this turn.

Garrosh Hellscream, 7, Horde (Class Promo-7E, Scourgewar-175E)

Ally—Orc Warrior, Unique, 7 [Melee] / 7 Health
Protector <b> Each ally you control has Assault X, where X is its printed ATK.

Garrosh, Son of Grom, 5, Horde (Ancients-131E, Ancients-131 EA)

Ally—Orc Warrior, Garrosh (1), 5 [Melee] / 7 Health
Ferocity <b> Garrosh can attack only heroes.

At the start of your turn, for this and each other Orc ally you control, put a 2 [Melee] / 2 [Health] [Horde] Orc Ally warrior token into play with Ferocity and Sentinel and this ally can attack only heroes.

Garyk Stormcree, 3, Horde (Ancients-132U)

Ally—Orc Shaman, 4 [Melee] / 2 Health
When this ally deals combat damage to an opposing hero, Orc allies you control have Ferocity this turn. (This also affects Orc allies that enter play later this turn.)

Gantlet of the Ancient Frostwolf, 5, HuSh (Betrayal-169U)

Equipment—Armor—Mail, Hands (1), 2 DEF [Basic] (2), [Activate] >>> Target ally you control has +2 ATK and Smash this turn.

Gavel of Peroth’arn, 3, DKPaWA (Ancients-225R)

Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 3 Strike
When you play an ally with cost equal to the number of resources you control, you pay (3) less to strike with this weapon this turn.

Gavin Haverton, 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, Buhewater 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.

General Husam, 5 (Tomb-121E)

Monster Ally—Tal’vir Hunter Warrior, Husam (1), 0 [Melee] / 0 Health
Protector, Sentinel <b> Husam enters play with four +1 / +1 counters.

When an ally you control attacks, add a +1 / +1 counter to Husam. <b> If Husam would be dealt damage, remove that many +1 / +1 counters from him instead.

General Turalyon, 8, Alliance (Betrayal-68E)

Ally—Human Paladin, Turalyon (1), 7 [Holy] / 5 Health
Protector <b> When Turalyon enters play, put a 4 [Melee] / 4 [Health] Spirit ally token named Lothar into play with Ferocity and Lothar (1).

<b> Turalyon has Invincible while you control an ally named Lothar.

Gerana Sparklif, 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 (Alliance Warlock-11R, Crown-85R)

Ally—Human Warlock, 4 [Shadow] / 4 Health
When this ally enters play, he deals 4 shadow damage to your hero. <b> When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gerwixcicks, 2, Horde (Horde Mage-15C 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.

Ghostly Charger, 2 (Betrayal-144R, Betrayal Loot-3L)

Monster Ally—Spirit Horse, Mount (1), 0 [Melee] / 3 Health
If you placed a resource face up into your resource row this turn: [Basic] [Activate] >>> Target ally has Ferocity and Stealth this turn.

<b> (If you control at least 2 cards.)

Goulmaster 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.)

<b> Attach to target ally. <b> Ongoing: Attached ally has +6 / +6. <b> 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.
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. **Guardian’s Endurance, 2, Warrior (Tomb-61U)* Ability—Protection Ongoing: Your hero has **Protector.** *(It can exhaust to become the defender when an opposing hero or ally attacks.)* <p> Your hero has +5 [Health] while you control an equipment.

Guise of the Stalker, 3, Rogue *(Ancients-44U)* Basic Ability—Subleth Attachment Attach to target ally. <p> Ongoing: Attached ally has +3 ATK, **Stealth,** and **Spellshield.** *(It can’t be targeted by opponents.)*

Gul’dan, Horde (Timewalkers-15) Hero—Orc Warlock, 28 Health [Front]: **Gul’dan’s Darkness** >>> [Basic] (5), Put 2 damage on Gul’dan, flip Gul’dan >>> Draw two cards. [Back]: **Gul’dan’s Summoning** >>> Once per game: [Basic] (6) >>> Put a X [Fire] / X [Health] Demon Monster ally token into play, where X is the number of cards in your hand as it enters play.

Guly Rustinx, 2, Alliance *(Alliance Druid-16C, Alliance Priest-14C, Elements-116C, Alliance Warlock-12C)* 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 Hammeregard, 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.)*

Gurthalak, Voice of the Deeps, 3, DkPaWa (Aspects-Treasure-69R) Equipment—2H Weapon—Sword, Melee (1), 3 [Melee], 3 Strike While you have no cards in your hand, this weapon has +2 ATK and you pay (2) less to strike with it.

Gurubashi Punisher, 3, DkPaRoShWa (Crown-181U, Hogger-22U) 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.

Gunvan, 4, Alliance (Alliance Hunter-15U, Class-133U, Outland-119U) Ally—Drained 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.

Guruzk, 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.)*

Guthbuster, 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.

Gutlin, 1 *(Crown-151C, Hogger-13C, Murkdeep-15C)* 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 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.

Haeidis, 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.

Hagrrix the Mindsight, 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.

Hakkar the Houndmaster *(Timewalkers-22)* Monster Hero—Demon Hunter, 28 Health [Front]: **Hound of Hakkar** >>> [Basic] (3), Flip Hakkar >>> Put a 2 [Shadow] / 2 [Health] Felhound Demon Monster ally token into play. [Back]: **Hakkar’s Wrath** >>> Once per game: [Basic] (4) >>> Target Demon ally you control has +2 ATK and **Long-Range** this turn.

Haku, Son of Morning, Horde *(Horde Paladin-1U)* Hero—Tauren Paladin, 30 Health [Basic] (7), Flip Haku >>> Haku deals unpreventable holy damage to target hero or ally equal to the cost of an ally you control.

Hammer of Justice, 2, Paladin *(Alliance Paladin-4C, Azeroth-68C, Citadel-raid-54C, Class-62C, Horde Paladin-6C, Horde Paladin-4C)* Instant Ability—Protection Exhaust target hero or ally. It can’t ready during its controller’s next ready step. <p> **Hammer of Retribution, 2, Paladin (Twilight-58C)* Instant Ability—Retribution Exhaust up to three target heroes and/or allies.

Hammer of Sanctity, 1, Paladin *(Ancients-33U)* Basic Ability—Protection Exhaust up to two targeting heroes and/or allies. Characters exhausted this way can’t ready during their controller’s next ready step.

Hammer of Sparks, 4, DkPaRoShWa *(Tomb-187U)* Equipment—1H Weapon—Mace, Melee (1), 2 [Fire], 2 Strike At the end of your turn, your hero deals 2 fire damage to target hero for each ally you control with 6 or more ATK.

Hammer of Vengeance, 3, Paladin *(Tomb-32U)* Instant Ability—Retribution Exhaust target ready opposing ally. Your hero may deal unpreventable holy damage equal to that ally’s ATK to another 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.)*

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


Hamuul Runetotem, Horde *(Timewalkers-16)* Hero—Tauren Druid, 28 Health [Front]: **Hamuul’s Guidance** >>> [Basic] (4), Flip Hamuul >>> Target ally you control has +2 ATK and **Stealth** this turn. [Back]: **Hamuul’s Furor** >>> Once per game: [Basic] (6) >>> This turn, target ally you control has +4 ATK, **Smash,** and “When this ally deals damage to an opposing hero, it heals that much damage from your hero.”

Hand of Devotion, 1, Paladin *(Tomb-33C)* Instant Ability—Protection Play only on an opponent’s turn. <p> Your hero has **Protector** this turn. *(It may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Your hero has **Sentinel** this turn. *(When this ally exhausts for the first time each turn, ready it.)*

Hand of Dread, 3, Death Knight *(Betrayal-5C)* Instant Ability—Unholy Your hero deals 1 shadow damage to target ally for each card in that ally’s controller’s graveyard.

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 Gul’dan, 7, Warlock (Tomb-57R)
Instant Ability—Demonology

Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.)<p>
Your hero deals 6 shadow damage to target hero or ally. If an ally is dealt fatal damage this way, put a token copy of that ally into play under your control. That copy is also a Demon.

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.

Hands of Deceit, 4, Rogue (Ancients-45R)
Basic Ability—Subtlety
Target opponent chooses a number. Then you choose “higher,” “equal” or “lower.”<p>
That opponent reveals his hand and discards all cards with cost higher than, equal to, or lower than the chosen cost, accordingly.

Hanu Skyhorn, 2, Horde (Elements-1341U)
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 Darkstirker, 3, Horde (Horde Mage-15C, Scourgewar-179C)
Ally—Tauren Death Knight, 5 [Melee] / 3 Health
Protector<pp>
This ally can’t attack unless an opponent controls more allies than you.

Haratha Hammerflame, 2, Alliance (Alliance Shaman-15C, Alliance Warlock-15C, Alliance Shaman-14C, Twilight-111C)
Ally—Dwarf Shaman, 3 [Fire] / 2 Health
When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

Harbinger Sefu, 5 (Tomb-122R)
Monster Ally—Toil’vir Rogue Warrior, 4 [Melee] / 5 Health
While you control one or more equipment, this ally has Stealth.<p>
While you control two or more equipment, this ally has Ferocity.<p>
While you control three or more equipment, this ally has Sentinel.

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.

Harrison Jones, 5 (Tomb-162R)
Ally—Human Archaeologist, Harrison Jones (1), 2 [Melee] / 9 Health
At the start of your turn, target an ability or equipment you control. Then target an opposing card that shares a type with that targeted card. You and that opposing card’s controller exchange control of those cards.

Harudu Cloudshot, 3, Horde (Tomb-104C)
Ally—Tauren Hunter, 1 [Melee] / 5 Health
This ally has +4 ATK while attacking an ally with cost 4 or more.

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 >>><p>

A Head Full of Wind (Elements-212U)
Quest
On your turn: Pay [3] to complete this quest.<p>

Headress of the First Shaman, 6, HuSh (Timewalkers Crafted-4E)
Equipment—Armor—Mail, Head (1), 1 DEF
At the start of your turn, choose one of the following and put it into play: 2 [Fire] / 1 [Health] Fire Elemental ally token, 2 [Melee] / 1 [Health] Earth Elemental ally token, 2 [Nature] / 1 [Health] Air Elemental ally token, or 2 [Frost] / 1 [Health] Water Elemental ally token.<p>
While you control a [Fire], a [Frost], a [Melee], and a [Nature] ally, your hero has Assault 8.

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>
Remove any number of breeze counters from this armor >>><p>
Your hero loses 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.

Hellscramble Slicer, 3, Horde, RoSh (Betrayal-181U)
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 1 Strike
Dual Wield<pp> When this weapon enters play, if an opponent controls an [Alliance] hero, add a +1 ATK counter to this and each other weapon you control.

Helm of Blazing Glory, 8, DkPaWa (Tomb-169R)
Equipment—Armor—Plate, Head (1), 4 DEF
While your hero has 5 or less remaining health, double the ATK of weapons you control and double the [DEF] of armor you control.

Helm of Setesh, 3, DkPaWa (Horde Warrior-4U, Tomb-170U)
Equipment—Armor—Plate, Head (1), 1 DEF
On your turn: [4], [Activate] >>> Put a 2 [Shadow] / 2 [Health] Void Seeker ally token into play.<p>
Token allies you control have Assault 1. (They have +1 ATK on your turn.)

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.

Helm of Thorns, 2, DrRo (Ancients-209C)
Equipment—Armor—Leather, Head (1), 1 DEF
[Activate] >>> Exhaust target opposing ally with cost 2 or less.

Helplessness, 3, Rogue (Aspects Treasure-21R)
Ability—Subtlety
You may discard a [Rogue] ability instead of paying this ability’s cost.<p>
Look at target player’s hand and choose a card. That player discards that card.

Hemet Nesingwary, 3 (Champ Promo-4E, Icecrown-167E)
Ally—Dwarf Hunter, Unique, 2 [Ranged] / 4 Health
Hunters you control can be exhausted to pay costs as though they were resources.

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.

WoW TCG Contemporary OCR – 03 05 2013 34 / 80
WoW TCG Contemporary OCR – 03 05 2013

Hersir’s Greatspur, 6, DrHu (Horde Druid-26U, Worldbreaker-242U)
Equiptment—2H Weapon—Polearm, Melee (1), 3 [Nature], 2 Strike
When an ally enters play under your control, your hero deals 1 nature damage to target hero or ally.

Hesawar Stormwalker, 3, Horde (Sylvaras-14C, 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.

Hidden Strike, 1, Rogue (Ancients-46C)
Basic Ability—Subtlety
Reveal an ally from your hand. Your hero deals melee damage equal to that ally’s ATK to target exhausted ally.

High Chieftain Baine Bloodhoof, 7, Horde (Twilight-141E)
Ally—Tauren High Chieftain, Baine (1), 7 [Melee] / 7 Health.
Protector—This ally has Assaul 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.

Protector—High Warlord’s Steed, 7, Horde, DhHuPaRoShWa (Ancients-226U)
Equipment—2H Weapon—Axe, Melee (1), 1 [Melee], 1 Strike

Protector—While your hero is attacking an [Alliance] hero, this weapon has +3 ATK.

Highborne Soul Mirror, 7, DhDrHuMaPaPrRoShLoWa (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.

Highlander Lion, 3 (Betrayal-146C)
Protector—This ally may exhaust to become the defender when an opposing hero or ally attacks.

Highland Lion, 3 (Betrayal-146C)
Monster Ally—Ogre Beast, 2 [Melee] / 3 Health
This and other allies you control have +1 ATK while attacking [Horde] heroes and allies.

Hira, 1, Alliance (Alliance Druid-17C, Alliance Hunter-16C, Alliance Priest-15C, Alliance Rogue-13C, Worldbreaker-140C)
Ally—Drnaei Shaman, 2 [Fire] / 1 Health
Protector—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.

Hogger (BlizzCon 2011, Hogger-1)
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 taken into play.

Protector—This ally has all standard classes in all zones.

Holy Blaze, 6, Priest (Twilight-64U)
Basic Ability—Holy
Your hero deals 4 unpreventable holy damage to each of up to two target allies.

Holy Ground, 4, Paladin (Ancients-34U)
Basic Ability—Holy
Your hero deals 2 unpreventable holy damage to each opposing ally and heals 2 damage from each friendly ally.

Basic Ability—Holy
Your hero heals 5 damage from target hero or ally. </p> Draw a card.

Holy Shock, 3, Paladin (Alliance Paladin-6R, Illidan-61R)
Instant Ability—Holy
Holy Talents (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.

Holy Vengeance, 2, Paladin (Elements-57R)
Basic 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 Word: Hope, 2, Priest (Alliance Priest-3U, Betrayal-33U)
Instant Ability—Holy Attachment
Attach to target ally. </p> Ongoing: Attached ally has +3 [Health]. </p> When a tached ally is dealt damage while defending, your hero heals 3 damage from itself.

Holy Wrath, 6, Paladin (Elements-58R)
Basic 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.

Hood of Hidden Flesh, 1, MaPrLo (Timewalkers-Judicial-1E)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, look at the top three cards of your deck. Remove one from the game face down and put the rest on the bottom of your deck. </p> If you control seven or more resources: [Activate] >>> Put the card you removed this way into your hand.

Horn of Winter, 2, Death Knight (Alliance DK-7C, Elements-28C, Horde DK-7C, Horde DK-7C)
Basic Ability—Frost
Heroes and allies you control have Assaul 1 this turn. (They have +1 ATK on your turn.)

Horrgrin, 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 6/6R)
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.

Hugh Mann, 4, Alliance (Ancients-94U)
Ally—Human Paladin, 2 [Holy] / 5 Health
Other Human allies you control have +1 / +1.

Hulkling Helboar, 3, (Ancients-182C)
Monster Ally—Boar Beast Demon, 5 [Melee] / 1 Health
When this ally enters play, target ally you control 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.)

Huln Highmountain, Horde (Timewalkers-17)
Hero—Tauren Hunter, 29 Health [Front]: Huln's Aim <p> [Basic] (4), Flip Huln >>> Target ally you control has Long-Range this turn.
[Back]: Huln's Honor <p> Once per game: [Basic] (6) >>> Huln has +3 ATK and Long-Range this turn.

Human Darkweaver, 4, Alliance (Betrayal-70C)
Ally—Human Priest, 3 [Shadow] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, target opponent removes the top three cards of his deck from the game.

Human Footman, 2, Alliance (Betrayal-71C)
Ally—Human Warrior, 1 [Melee] / 5 Health

Human Knight, 3, Alliance (Betrayal-72C)
Ally—Human Paladin, 1 [Holy] / 4 Health
Protector <p> At the start of your turn, this ally deals 2 damage from your hero.

Human Operative, 1, Alliance (Betrayal-73C)
Ally—Human Rogue, 1 [Melee] / 2 Health
Unity: While you control three or more Human allies, this ally has Assault 2 and Stealth.

Human Peasant, 1, Alliance (Betrayal-74C)
Ally—Human Peasant, 1 [Melee] / 1 Health
When this ally enters play, you may turn a face up resource you control face down. If you do, this ally deals 1 melee damage to target hero or ally.

Human Sniper, 5, Alliance (Betrayal-75C)
Ally—Human Hunter, 5 [Ranged] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, target ally you control has Long-Range this turn.

Hungering Cold, 4, Death Knight (Alliance DK-8R, Twilight-2R)
Ability—Frost
Frost Talent (You can't put Arcane Talents or Fire 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 (Jaina-14C, Throne-113C)
Ally—Dwarf Warlock, 5 [Shadow] / 3 Health

Hunter's Focus, 1, Hunter (W, Alliance Hunter-13C, Tomb-21C)
Basic Ability—Marksmanship
Target ally has +2 ATK and Long-Range this turn. (Defenders deal not combat damage to it.)

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 Lightbow, 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 Barus, 3, Alliance (Ancients-95U)
Ally—Human Death Knight, 3 [Frost] / 2 Health
Unity: When this ally enters play, if you control three or more Human allies, target opposing ally has -3 ATK this turn.

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.

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 one 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 opponent hero.

Ice Lance, 2, Mage (Alliance Mage-8C, Class-53C, Drums-36C, Jaina-6C)
Ability—Frost
Your hero deals 2 frost damage to target ally, or 6 if that ally is ready.

Ice Prison, 5, Mage (Ancients-26C)
Basic Ability—Frost Attachment
Attach to target opposing ally. Draw a card. <p> Ongoing: Attached ally can't ready.

The Ichor of Undeath, Priest (Alliance Priest-26U, Horde Priest-25U, Wrathgate-203U)
Quest
Pay (2) to complete this quest. <p> Pay: Put target ally from your graveyard into your hand.

Idra'kes 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'kes 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> Pay: 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."

Iliadan Stormrage, Alliance (Timewalkers-5)
Hero—Night Elf Mage, 25 Health
[Front]: Iliadan's Focus <p> [Basic] (2), Flip Iliadan >>> The next time Iliadan would deal non-combat damage this turn, he deals that much +1 instead.
[Back]: Iliadan's Fury <p> Once per game: [Basic] (5) >>> Iliadan deals 1 arcane damage to target ally for each ability in your graveyard.

Iliadan the Betrayer (Timewalkers-23)
Monster Hero—Night Elf Demon Rogue, 27 Health
[Front]: Iliadan's Shear <p> [Basic] (2), Flip Iliadan >>> Iliadan deals 2 melee damage to target exhausted ally.
[Back]: Vengeance of Iliadan <p> Once per game: [Basic] (6) >>> Exhaust up to two target opposing heroes and/or allies. They can't ready during their controller's next ready step.

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.
Impaling Shot, 2, Hunter (Aspects Treasure-8C)
Ability — Survival
Your hero deals 2 damage to target hero or ally, and your hero can't attack your hero.

In Unending Numbers (Ancients-236U)
Quest
Pay (4) to complete this quest. <p>Reward:
Name a race. Shuffle each ally of the named race from your graveyard into your deck, then draw a card.

Incapacitate, 3, Rogue (Worldbreaker-90U)
Ability — Combat
Attach to target resource. <p>Ongoing:
Attached resource can't be targeted.

Incinerate, 2, Warlock (Class-107U, Outland-86U, Twilight-90U)
Ability — Destruction
Your hero deals 2 damage to target hero or ally, or 4 if your hero dealt fire damage with an ability to that character this turn.

Indauna Blooddire, 6, Horde (Horde Mage-16C, Icercrown-133C)
Ally — Blood Elf Warlock, 7 [Fire] / 4 Health

Infectious Brutality, 3, Warrior (Crown-56U, Horde Warrior-51U)
Basic 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
Ongoing: At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p>(Totem 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, Alliance Rogue-8C, Elements-73C, Horde Rogue-10C)
Basic 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.)

Infinite Brilliance, 4, Mage (Aspects Treasure-13R)
Ability — Arcane
Ongoing: At the start of your turn, draw a card.

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.)

Immer 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.

Immervate, 4, Druid (Azeroth-23R, Class-33R, Elderlimb-5R, Horde Druid-4R)
Instant Ability — Restoration
Target player draws three cards.

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>Ongoing: [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-8Q)
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-12C, Elements-98C)
Instant Ability — Fury
Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Interfering Shot, 1, Hunter (Tomb-22U)
Ability — Survival
Attach to target ally. <p>Ongoing: Attached ally can't attack your hero.

Intervening Shot, 2, Hunter (Betrayal-16U)
Instant Ability — Survival
Put target defending ally you control into its owner's hand. Your hero deals 5 ranged damage to target attacker.

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.

Jadefire Netherseer, 4, Mage (DkDrHuMaPaPrRoShLoWa, Allied Mage-100U, Legion-108R)
Instant Ability — Dispel
Remove up to five [Mage] 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.

Ishael Bloodlight, 1, Horde (Tomb-105C)
Ally — Blood Elf Paladin, 1 [Holy] / 2 [Health]
This ally has Protector and Sentinel while an ability is attached to him.

Iset, Construct of Magic, 3,
DkDrHuMaPaPrRoShLoWa (Tomb-176R)
Equipment — Item
If your hero would deal non-combat damage, it deals that much +1 instead. <p>Ongoing: At the start of your turn and when you play an ability, add a power counter to this item. <p>Ongoing: At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put three 1 [Arcane] / 1 [Health] Construct ally tokens into play with "If your hero would deal non-combat damage, it deals that much +1 instead."

Izzy Quizfiz, 1, Horde (Horde Druid-13C, Horde Warrior-12C, Twilight-150C)
Ally — Goblin Shaman, 1 [Nature] / 2 Health
[Activate] >>> Destroy target non-hero card.
Deckbuilding: You can't put [Horde], [Alliance], or class cards in your deck.

Jaal, 3, Alliance (Ancients-96U)
Ally — Draenei Shaman, 1 [Nature] / 5 Health
[Activate] >>> Destroy target ally you control has AssaulT 3 this turn.

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, Elderlimb-151U)
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, Elderlimb-16C)
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 Netherseer, 1 (Ancients-183U)
Monster Ally — Satyr Demon Warlock, 2 [Shadow] / 1 Health
When this ally enters play, he deals 1 shadow damage to target opposing hero unless its controller reveals his hand.
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, Eldervale-17C] 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 Soulstealer, 6 [Ancients-184U] Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 4 Health When this ally enters play, an opponent chooses one: You draw two cards; or this ally deals 5 shadow damage to that opponent's hero and heals 5 damage from your hero.

Jadefire Trickster, 3 [Crown-146C, Eldervale-19C] Monster Ally—Satyr Demon Rogue, 4 [Shadow] / 4 Health This ally can attack only heroes.

Jaelen the Ripper, 1, Alliance (Tomb-84R) Ally—Night Elf Rogue, 1 [Melee] / 1 Health Elusive, Stealth <p>When this ally deals fatal damage, he also deals 5 melee damage to target opposing hero.

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 your 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.

Jai, Lady of Theramore, 4, Alliance (Class Promo-4E, [crown-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).

Jaina Proudmoore, Alliance (Jaina-1) Hero—Human Mage, 25 Health [Front]: Pay (3) >>> Flip Jaina face down. [Back]: Frost Focus: If Jaina would deal ([Frost]) damage to an opposing hero or ally, she deals that much +1 instead.

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.

Janvari the Thunderspeaker, Alliance (Throne-4) Hero—Draenei Shaman, 28 Health (4), Flip Janvaru >>> Choose one: Janvaru deals 3 damage to target hero; or Janvaru heals 4 damage from himself.

Jeral of Gilneas, Alliance (Alliance Hunter-1) Hero—Warren, 28 Health. On your turn: (2), Flip Jeral >>> Jeral deals 3 natural damage to target ally with cost 4 or more.

Jarius Blackwood, 2, Alliance (Tomb-85U) Ally—Worgen Druid, 1 [Nature] / 4 Health When 1 or more damage is healed from a hero or ally you control, you may pay (1). If you do, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Jarod Shadowsong, 4, Alliance (Ancients-97R) Ally—Night Elf Warrior, Jarod (1), 6 [Melee] / 1 Health Elusive, Spellshield, Stealth

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.

Jarrod 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.

Jasian, Shrine Keeper (Tomb-6) Monster Hero—Dryad Druid Hunter, 25 Health Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

Jasmin, Nature’s Chosen, Alliance (Twilight-4) Hero—Worgen Druid, 27 Health [Front]: (4) >>> Flip Jasmin face down. [Back]: When an ally enters play under your control, Jasmin 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.

Jaw of Repudiation, 2, DkPaWa (Timewalkers Justice-2E) Equipment—Armor—Plate, Head (1), 1 DEF (8) >>> Your hero deals 8 melee damage to target hero.

Jeishal, 2, Alliance (Crown-88U) Ally—Human Warrior, 3 [Melee] / 2 Health When this ally enters play, destroy target opposing a mor. If you destroyed an armor with cost 2 or less this way, draw a card.

Jenixa Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-4C, Alliance Warlock-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.

Jevan Grimtotem, 6, Horde (Ancients-133R) Ally—Tauren Shaman, Jevan (1), 2 [Nature] / 8 Health Smash <p>Tribe: When this or another Tauren ally enters play under your control, double Jevan's ATK this turn.

Jex’ali, 3, Horde (Icecrown-15C, 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 Shinehog, 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.

Jhaunash, 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> [Protecor] <p> This ally has +1 / +1 for each resource you control.

Jingling Bell, 6, DKDrHuMaPaPrRoShLoWa
(Winter Veil-8R)

Equipment—Item
[Basic] [6], [Activate]. Make a jingle noise >>> Reveal the top card of your deck. If it is an ability, ally, or equipment, you may play it this turn without paying its cost.

Jinie Blastwheel, Horde (Elements-13)
Hero—Goblin Mage, 25 Health
[Front]: (4) >>> Flip Jiniex face down.
[Back]: At the start of your turn, Jinie deals 1 arcane damage to target hero or ally that was created by any 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> [Protecor] <p> Exhaust all opposing heroes and allies. Your hero has

**Assault 3** this turn.

Jumahko Thundersky, 4, Horde (Horde Druid-14C, Horde Paladin-16C, 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.)

Juno’zin, Horde (Worldbreaker-14)
Hero—Troll Druid (Balance), 27 Health
[Front]: (4) >>> Flip Juno’zin face down.
[Back]: When Juno’zin is dealt combat damage while defending, he deals 1 nature damage to the source of that damage.

Kaeve of the Exodor, Alliance (Alliance Priest-1)
Hero—Draenei Priest, 26 Health
On your turn: (4), Flip Kaeve >>> Kaeve heals 3 damage from each hero and ally you control.

Kadus Frosthand, 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.

Kaelyn Vineminder, 4, Alliance (Alliance Rogue-15C, Wrathgate-121C)
Ally—Night Elf Druid, 3 [Nature] / 5 Health
When this ally enters play, target opposing ally can’t ready during its controller’s ready step while this ally remains under your control.

Kaelin, 5, Horde (Horde Paladin-17C, Tomb-106C)
Ally—Troll Shaman, 4 [Frost] / 5 Health

**Mend 2** (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Kagra of the Crossroads, 1, Horde (Draenei Mage, 2 [Arcane] / 2 Health

**Ferocity** (This ally can attack immediately.)

Kagotha, 3, Horde (Dungeon Treasure-2IU)
Ally—Orc Rogue, Kagotha (1), 2 [Melee] / 4 Health
Opposing heroes and allies lose and can’t have

**Elusive and Untargetable.**

Kalahl the Sunseeker, 4, Horde (Ancients-134R)
Ally—Tauren Priest, 3 [Holy] / 4 Health

**Tribe** When this or another Tauren ally enters play under your control, this ally heals damage from your hero equal to that ally’s [Health], then deals unpreventable holy damage to target opposing hero equal to that ally’s [Health].

Kalaan, 2, Alliance (Tomb-86C)
Ally—Draenei Hunter, 1 [Nature] / 5 Health

Kalam Blacksteel, 3, Alliance (Crown-89C, Jinai-15C)
Ally—Worgen Death Knight, 3 [Frost] / 3 Health

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

Kalan’qi, 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.

Kalderoi Wind Chimes, 1, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-2E)

Equipment—Item
This item enters play with three chime counters.
[Protecor] <p> Basic [Activate]. Remove a chime counter from this item, choose a [Horde] or [Alliance] race >>> Your hero heals 1 damage from itself for each ally you control of the chosen race.

Kaldrac 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, Alliance Priest-14C, 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.)

Kalila of Silvermoon City, Horde (Horde Warlock-1)
Hero—Blood Elf Warlock, 28 Health
On your turn: (3), Flip Kalila >>> Target player discards a card at random.

Kallas Sunflame, 6, Horde (Horde Mage-17R, Legion-194R)
Ally—Blood Elf Mage, 6 [Fire] / 5 Health
(1) >>> Other [Fire] allies you control have +1 ATK this turn.

Kalilpessa, 4, Alliance (Alliance Warlock-15U, Dark Portal-172U)
Ally—Draenei Mage, 2 [Arcane] / 2 Health

**Long-Range** (Defenders deal no combat damage to this ally.) <p> When this ally deals combat damage to a defending ally, draw a card.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C, Horde Hunter-19C)
Ally—Draenei Mage, 2 [Arcane] / 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).
WoW TCG Contemporary OCR – 03 05 2013


Karazhan Concubine, 3 [Betrayal-147C] Monster Ally—Succubus Demon, 4 [Shadow] / 1 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.

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.


Karuzak, 6, Warlock [Aspects Treasure-28R] Monster Ally—Doomguard Demon, Pet (1), 6 [Shadow] / 6 Health At the start of your turn, each opponent chooses one: This ally deals 6 shadow damage to his hero, or you draw two cards.


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.


Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> Elusive (This ally can’t be attacked.)

Kedan Burstbeard, 4, Alliance [Tomb-87C] Ally—Dwarf Mage, 4 [Arcane] / 3 Health When this ally enters play, if you control an equipment, this ally may deal 1 arcane damage to each opposing ally.


As an additional cost to play, discard a card. <p> When this ally enters play, you may put target Monster ally with cost 2 or less from your graveyard into play.


Harmonize (You pay (1) less to play allies with printed cost 4 or more.) <p> When this ally enters play, it heals 3 damage from target hero or ally.


Harmonize (You pay (1) less to play allies with printed cost 4 or more.)


Elusive <p> While you control another Monster hero or ally, this ally has Harmonize.

Keeper Yarashal, 4 [Ancients-186C] Monster Ally—Keeper of the Grove Druid, 3 [Nature] / 4 Health When this ally enters play, it heals 5 damage divided as you choose from any number of target Monster heroes and/or allies.

Kelaash, 3, Horde [Sylvanas-15C, Throne-157C] Ally—Undead Warlock, 4 [Fire] / 1 Health When this ally enters play, if you control a Demon or Pet, it deals 4 fire damage to target hero.


Ferocity (This ally can attack immediately.)

Kenshi 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.


Long-Range <p> Time Is Money (This ally can use [Activate] powers immediately.) <p> [Activate] >>> Remove this ally from combat.

Kil’rek, 2 [Betrayal-148R] Monster Ally—Imp Demon, Kil’rek (1), 0 [Fire] / 3 Health

Elusive <p> [Activate] >>> Kil’rek deals 1 fire damage to target opposing hero for each Demon ally you control.

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.


Quest

Pay (4) to complete this quest. <p> Reward: Draw a card.

Khadgar, 5, Alliance [Betrayal-76R] Ally—Human Mage, Khadgar (1), 7 [Arcane] / 4 Health

You pay (2) less to play abilities, to a minimum of (1). <p> When you play an ability, you may ready Khadgar.

Khadgar’s Kilt of Abjuration, 3, MaPrLo [Betrayal-170G]

Equipment—Armor—Cloth, Legs (1), 1 DEF [Basic] (2), [Activate] >>> Opposing allies lose and can’t have powers this turn.

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.


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 (Alliance Hunter-5C, Class-391, Horde Hunter-10U, Outland-30U) Instant Ability—Beast Mastery

Target Pet you control deals melee damage equal to its ATK to target ally.

Kil’rek, 2 [Betrayal-148R] Monster Ally—Imp Demon, Kil’rek (1), 0 [Fire] / 3 Health

Elusive <p> [Activate] >>> Kil’rek deals 1 fire damage to target opposing hero for each Demon ally you control.

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 (q>p) This ally has +2 / +2 for each other Worgen you control. (q>p) While this ally is ready, opposing heroes and allies can’t attack other Worgen you control.

Kinz, 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.)

Korga Earthguard, 2, Horde (Drums-177C, Horde Druid-17C, Horde Paladin-19C)
Ally—Tauren Shaman, 1 [Nature] / 4 Health

Protector (q>p) At the end of your turn, ready this ally.

Kirk Jizzgar, 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.

Kiss of Death, 2, Rogue (Ancients-47R)
Basic Ability—Combat Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. (q>p) Weapons you control have +1 ATK this turn for each card removed this way.

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.)

Kizzil Grinderstern, 3, Horde (Elements-136C)
Ally—Goblin Rogue, 1 [Nature] / 4 Health

Time is Money (This ally may use [Activate] powers immediately.) (q>p) [Activate] >>> Target hero or ally has Stealth this turn. (It can’t be protected against.)

Klanoc Macleod, 4 (Champ Promo-6E, Scourgewar-210E)
Ally—Human Warrior, Unique, 4 [Melee] / 5 Health
(1), Put 1 damage on a Warrior you control >>> It has +1 ATK this turn.

Klandark, 3, Horde (Ancients-135U)
Ally—Orc Shaman, 3 [Nature] / 3 Health

Bloodrush: When this ally deals combat damage while attacking for the first time each turn, if an opposing hero has more damage on it than your hero, ready this ally.

Kloxx Dedrix, 1, Horde (Worldbreaker-181C)
Ally—Goblin Death Knight, 0 [Melee] / 1 Health

Time is Money (This ally can use [Activate] powers immediately.) (q>p) [Activate] >>> Target ally can’t attack this turn.

Knife Throw, 1, Rogue (Aspects Treasure-221U)
Ability—Assassination
Target Dagger you control has +4 ATK and 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.)

Knight Karia, 2, Alliance (Alliance DK-14C, Alliance Warrior-11G, 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.

Ko’gun, Hammer of the Firelord, 5, DrPaPrSh (Tomb-188R)
Equipment—IH Weapon—Mace, Melee (1), 1 [Fire], 3 Strike
If an opposing hero was dealt 6 or more damage this turn: [Activate] >>> Put three 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play.

Kolorath, 8 (Throne-213E)
Monster Ally—Kracn, 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

Korath, 8, Horde (Betrayal-96U)
Ally—Orc Mage, 3 [Frost] / 3 Health
When this ally enters play, double the ATK of target ally this turn.

Korbash the Devastator, 7 (Tomb-138R)
Monster Ally—Ogre Lord Warrior, 7 [Melee] / 7 Health

Conspicious (q>p) When this ally enters play, exhaust a target opposing hero or ally for each Ogre hero and ally you control. Characters exhausted this way can’t ready this turn or next turn.

Korgen Skulldeaver, 4, Horde (Betrayal-97U)
Ally—Orc Death Knight, 4 [Shadow] / 4 Health
Destroy another ally you control >>> Target orc ally has Ferocity this turn.

Koralztrasz, 6 (Worldbreaker-211R)
Ally—Red Dragonkin Consort, Koralztrasz (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’iron Vanguard, Horde (Class Promo-13R, Wrathgate-219R)
Location
[Activate] >>> Target [Horde] hero or ally you control has Assault 1 this turn. (q>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.)

Kraven the Gravebound, 3, Alliance (Tomb-88U)
Ally—Human Death Knight, 2 [Shadow] / 2 Health
When this ally enters play, you may destroy another ally you control. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Krax Gravesteel, 2, Horde (Aspects-39R)
Ally—Goblin Death Knight, 2 [Melee] / 1 Health
When this ally is destroyed, target opposing ally has -2 [Health] this turn.

Kraxos Chizzlecon, 5, Horde (Twilight-144U)
Ally—Goblin Death Knight, 3 [Melee] / 3 Health
Assault 3 (This ally has +3 ATK on your turn.)
(q>p) Stasis (As this enters your resource row, you may have it enter face up. Immediately turn it face down.). Add a heirloom counter to target equipment you control.

Krazal the Eggregator, 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 Snomenderain, 5, Horde (Crown-112C, Sylvanas-16C)
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.)

Kress, Herald of the Hunt, 4 (Tomb-149U)
Monster Ally—Naga Hunter, 2 [Melee] / 2 Health

Empower Hunter: When this ally enters play, if you control another Hunter hero or ally, this ally deals 2 ranged damage to each of up to two target heroes and/or allies.

Krezza the Explosive, 3, Horde (Sylvanas-17R, 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

Conspicious (q>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.

WoW TCG Contemporary OCR – 03 05 2013
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 Gupid, 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, Iceteam-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.)

Ally—Human Priest, 2 [Holy] / 1 Health
Prevent all damage that opposing heroes would deal to this ally.

Lady Nazjar, 6 (Throne-206E)
Monster Ally—Naga Sea Witch, Nazjar (1), 5 [Frost] / 7 Health
(3), Exhaust three Naga heroes and/or allies you control >>> Nazjar 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.

Lady Vashj (Timewalkers-24)
Monster Hero—Night Elf Priest, 26 Health
[Front]: Vashj’s Obedience <p>: [Basic] (5), Flip Vashj >>> Vashj deals 3 shadow damage to target hero or ally. Remove the top card of that character's controller's deck from the game for each damage dealt this way.
[Back]: Vashj’s Intent <p>: Once per game: [Basic] (8) >>> Vashj deals 1 shadow damage to target ally for each opposing card that's removed from the game.

Lady Voltaire, 3, Alliance (Betrayal-77R)
Ally—Human Death Knight, 0 [Frost] / 9 Health
Unity: While you control three or more Human allies, if another Human ally you control would be dealt damage, you may have it be dealt to this ally instead.

Laenthor Shademoon, 2, Alliance (Alliance Druid-19C, Alliance Hunter-17C, Alliance Mage-20C, Alliance Rogue-16C, Alliance Warlock-18C, Alliance Warrior-12C, Alliance Hunter-18C, 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-IL)
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-IL)
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.

Lara, Timewalker Commander, 7, Alliance (Ancients-99R)
Ally—Human Warrior, 0 [Melee] / 0 Health
This and other Human allies you control have +1/+1 for each Human ally you control.

Larissa 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.)

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.

The Last Relic of Argus, 2
DkDrHuMaPaRqShLoWa (Timewalkers Crafted-6E)
Equipment—Item
You pay (1) less to complete quests. <p>: When you complete a quest, your hero heals 3 damage from itself.

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 Bolt Crossbow, 5, HuRo (Tomb-189U)
Equipment—Weapon—Crossbow, Ranged (1), 2 [Ranged], 2 Strike
Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.)

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.

Lava Strike, 2, Shaman (Ancients-53U)
Basic Ability—Enhancement
Target up to two heroes and/or allies. Your hero deals 2 melee damage to the first and 1 fire damage to the second.

Lazarus Marrowbane, 2, Horde (Crown-113C)
Ally—Undead Warrior, 0 [Melee] / 7 Health
This ally can protect your hero.

Leafbeard, Ancient of Lore, 6 (Ancients-187U)
Monster Ally—Ancient Druid, 5 [Nature] / 6 Health
When this ally enters play, if your hero is a Monster, you may exhaust target ally. It can't ready during its controller's next ready step.

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 attacked 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-SE]

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>“Leeerrooooy Jenkins!”</p>

>>> This ally has Ferocity this turn.

Legacy of Arlok, 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.

>>> On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legacy of Betrayal, 4, RoLo [Betalay-59E]

Basic Ability

Remove target opposing ally and all opposing allies that share that ally's name from the game.

>>> On your turn: (4), [Activate], Destroy your hero with cost 2 or less.

Legacy of Stormrage, 7, DrMa [Ancients-73E]

Basic Ability

Ongoing: When an ally enters play under your control, you may put X 1 [Melee] / 1 [Health] Trait on the new ally's card. Where X is that ally's cost. <p>When you play a non-Ongoing ability, you may copy it. (You may choose new targets for the copy.)</p>

Legacy of the Legion, 6, HuWa [Ancients-74E]

Basic Ability


Leggings of the Vanquished Usurper, 3, DrRo [Elements-183U]

Equipment—Armor—Legs (1), 1 DEF

This armor enters play, where X is that ally's cost. <p>When you play a non-Ongoing ability, you may copy it. (You may choose new targets for the copy.)</p>

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.) <<<

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.

Lexie Silverblade, 5, Alliance [Ancients-100U]

Ally—Night Elf Rogue, 2 [Melee] / 2 Health

Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.) <<< When this ally enters play, you may destroy target ally with cost 2 or less.

Liba Wobblebonk, 5, Alliance [Alliance Warrior-13C, Alliance Warlock-16C, Azeroth-200C, Class-144C]

Ally—Gnome Mage, 3 [Arcane] / 4 Health

When this ally enters play, draw a card.

The Lich King (Timewalkers-28)

Monster Hero—Spirit Death Knight (Front): Lich King's Siphon <<< [Basic] (4), Flip

The Lich King >>> When target ally is destroyed this turn, the Lich King heals damage from himself equal to that ally's cost.

[Back]: Wrath of the Lich King <<< Once per game: [Basic] (10) >>>> Choose a number.

Destroy all opposing abilities, allies, and equipment with that cost. Then each opponent reveals his hand and discards all abilities, allies, and equipment with that cost.

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, Alliance Warlock-4U, Azeroth-280U, Class-108U, Horde Warlock-8U)

Instant Ability—Affliction

As an additional cost to play, put 2 damage on your hero. <<< Draw two cards.

Lifemender Dorn, 1, Horde (Civet Raid-71C, Drums-179C, Horde Shamans-17C)

Ally—Tauren Druid, 2 [Nature] / 1 Health

Once per turn: (1) >>> This ally heals 1 damage from target hero or ally.

Light of Dawn, 2, Paladin (Betrayal-29R)

Instant Ability—Holy Attachment

Holy Talent (You can't put Protection Talents or Retribution Talents in your deck.) <<< Attach to target ally, and your hero heals all damage from it. Add a holy counter to this ability for each damage healed this way. <<< Ongoing: Attached ally has +1 / +1 for each holy counter on this ability. <<< Attached ally has Absorb.

Light of Redoning, 1, Paladin (Elements-60C)

Instant Ability—Protection

Your hero has +3 ATK while defending this combat.

Light of the Naaru, 2, Paladin (Crown-29U, Horde Paladin-61)

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.


Ability—Elemental

Your hero deals 4 nature damage to target hero or ally.

Lightning in a Bottle (Alliance Priest-24C, Elements-213C, Horde Druid-24C)

Quest

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

Lightning Whet Axe, 2, DkHuPaRoShWa [Murkdeep-21C, Sylvanas-23C, Throne-250C]

Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike

Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <<< 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-58O)

Ability—Holy

Your hero heals 10 damage from target hero or ally.

Light's Vengeance, 1, Paladin (Betrayal-30U)

Instant Ability—Retribution

This turn, target ally has +3 ATK, and damage it would deal is unpreventable.

Lions, Tigers, and Bears, 5, Druid (Ancients-11R)

Basic Ability—Feral


Living Roots, 1, Druid (Twilight-32C)

Ability—Balance

Attach to target ally. <<< Ongoing: Attached ally can't attack or exhaust unless its controller pays (2).

Living Seed, 2, Druid (Betrayal-10R)

Basic Ability—Restoration Attachment

Restoration Talent (You can't put Balance Talents or Feral Talents in your deck.) <<< Attach to your hero. <<< Ongoing: At the start of your turn, add a growth counter to this ability, and your hero heals 1 damage itself for each growth counter. Then, if there are four or more growth counters on this ability, destroy it. If you do, put a 4 [Nature] / 4 [Health] Ancient monster ally token into play with Protector.
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, DrPnPSh (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.

Lockjaw, 5 (Tomb-154R)
Monster Ally—Crocolisk, Lockjaw (1), 5 [Melee] / 3 Health
When Lockjaw enters play, you may destroy target opposing damaged ally. If you do, put a 1 [Melee] / 1 [Health] Crocolisk Monster ally token into play for each damage on that destroyed ally.

Lord Dur, Herald of the Elements, 4, Alliance
(Twringe-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>
-> Elusive, Stealth, Untargetable
<p>
-> Damage that this ally would deal is unpreventable.

Lord Afras azzrasz, 7 (Aspects Treasure-50E)
Ally—Red Dragonkin, Afrasazzrasz (1), 6 [Fire] / 8 Health
At the end of your turn, put a 1 [Fire] / 1 [Health] Red Dragonkin ally token into play for each ally you control. <p>
On your turn, if Afrasazzrasz is in your hand: (6), Reveal Afrasazzrasz and shuffle him into your deck.>
Put six 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play.

Lord Darion Mograin, 5 (Champ Promo-7E, Scourgewar-211E)
Ally—Human Death Knight, Unique, 5 [Frost] / 6 Health
(1), Destroy a Death Knight you control >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

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 on 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.

Lord Jorach Ravenholt, 4 (Champ Promo-8E, Scourgewar-212E)
Ally—Human Rogue, Unique, 5 [Melee] / 4 Health
(1), Exhaust a Rogue you control >>> Exhaust target hero or ally.

Lord Kur’talos Ravencrest, 3, Alliance (Ancients-10IE, Ancients-101EA)
Ally—Night Elf Warrior, Kur’talos (1), 1 [Melee] / 5 Health
Spellshield <p>
Kur’talos has +5 ATK to the combined cost of other allies you control.

Lord Dann 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.

Lor'emaster Pooth, 5, Alliance (Betrayal-78R)
Ally—Worgen Druid, 4 [Melee] / 5 Health
When you complete a quest, you may put a 2 [Melee] / 2 [Health] [Alliance] Worgen ally token into play.

Lor'hemar Theron, Regent Lord, 6, Horde (Tomb-107E)
Ally—Blood Elf Hunter, Lor'hemar (1), 5 [Ranged] / 7 Health
Each player plays with the top-card of his deck revealed. <p>
On your turn, you may play any cards revealed this way. (Pay costs as normal.)

Lost Isles, Horde (Worldbreaker-270R)
Location
(1), [Activate] >>> Target Goblin you control has Assault 1 this turn for each equipment you control.

Lothar’s Edge, 4, Alliance, DkPaWa (Betrayal-190U)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Health
When this weapon enters play, if an opponent controls a [Horde] hero, you pay (3) less to strike with this weapon this turn.

Lucy Elizabeth, 2, Alliance (Crown-91C)
Ally—Human Paladin, 3 [Holy] / 2 Health
Protector
(You may exhaust to become the defender when an opposing hero or ally attacks.)

Lyka de Wall, 6, Horde (Horde Rogue-18C, Illidan-160C)
Ally—Troll Warrior, 6 [Melee] / 5 Health
Protector
(You 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.)

Lyra, Timewalker Embermage, 4, Alliance, Horde (Betrayal-119U)
Ally—Night Elf Mage, 3 [Fire] / 3 Health
Spellshield <p>
While you control two or more allies that share a [Horde] or [Alliance] race: [Activate] >>> This ally deals 5 fire damage to target hero.

Lyra 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, Alliance Warlock-17C, 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.

Magatha Grimtoteam, 6, Horde (Betrayal-98R)
Ally—Tauren Shaman, Magatha (1), 2 [Nature] / 8 Health
Tribe: When this or another Tauren enters play under your control, Magatha heals 5 damage from your hero. <p>
Your hero has Assault 5 while it’s undamaged.

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 Ogre Monster hero and has +6 ATK and Smash.

Magma Blast, 1, Shaman (Betrayal-44C)
Instant Ability—Elemental
Choose one: Your hero deals 1 fire damage to target ally; or your hero deals 3 fire damage to target hero.
WoW TCG Contemporary OCR – 03 05 2013

Magma Spike, 4, Mage (Horde Mage-8C, Legion-49C)
Basic Ability—Fire
Your hero deals 5 fire damage to target hero or ally.

Magni, the Mountain King, 4, Alliance (Worldbreaker-150E)
Aliy—Dwarf Warrior King, Magni (1), 4 [Melee] / 4 Health
Protector 5p—Dwarves you control have +[Health] equal to the combined [DEF] of armor you control. *P* Flash! Put a 1 [Melee] / 1 [Health] [Alliance] Dwarf Warrior ally token into play.

Mahna Lightsky, 4, Horde (Worldbreaker-183U)
Aliy—Tauren Paladin, 3 [Melee] / 4 Health
Protector 1p—This ally has Nature Resistance on opposing turns.

Mahona, Hand of the Earthmother, Horde (Horde Druid-1U)
Hero—Tauren Druid, 28 Health
Basic (2), Flip Mahona *O* Reveal the top four cards of your deck. Put a revealed attachment into your hand and the rest on the bottom of your deck.

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.

Maimong’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.

Makuna Hatada, 4, Horde (Betrayal-99E)
Aliy—Tauren Druid, 4 [Melee] / 4 Health
Basic (5) *O* This and other allies you control have +5 ATK, Absorb, and Smash this turn.

Malar Silverfrost, 4, Alliance (Jaina-17C, Throne-121C)
Aliy—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.

Malizia Wizwhirl, Horde (Worldbreaker-15)
Hero—Goblin Shaman (Elemental), 28 Health
Front: (2) *O* Flip Malizia face down.
Back: When an opposing ally is dealt nature ([Nature]) damage, Malizia may deal 1 nature damage to target hero.

Malazar Eldarch, 6, Horde (Aspects Treasures-40U)
Aliy—Undead Hunter, 4 [Nature] / 4 Health
You pay (3) less to play this ally if you control a Pet.

Malfurion Stormrage, 8 (Elements-177E)
Aliy—Night Elf Archdruid, Malfurion (1), 3 [Nature] / 8 Health
Protector, Stealth, Unattactable *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 Stormrage, Alliance (Timewalkers-6)
Hero—Night Elf Druid, 27 Health
Front: Malfurion’s Call *P* [Basic] (3), Flip Malfurion >>> Put two 1 [Melee] / 1 [Health]
Treant ally tokens into play.
Back: Malfurion’s Tranquility *P* Once per game: [Basic] (X) >>> Malfurion heals X damage from himself and each ally you control.

Malfurion’s Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration
Restoration Talent (You can’t put 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.
Ongoing: Attached ally has +2 / +2.
When this ability leaves play, destroy attached ally.

Malkri the Demonmistress, 3, Horde (Horde Warlock-17U, Outland-173U)
Aliy—Blood Elf Warlock, 3 [Fire] / 2 Health
Friendly Pets have +2 ATK.

Maloc, Herald of Trickery, 4, Alliance (Throne-122U)
Aliy—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.

Malorne the White Stag, 10 (Ancients-1E, Ancients-1 EA)
Monster Master Hero—Stag Beast Demigod, 2 [Nature] / 38 Health
Basic (1) *O* Put a 1 [Melee] / 1 [Health]
Treant ally token into play.
Back: [Basic] (2), Exhaust two allies you control >>> Reveal the top card of your deck, then place it into your resource row exhausted as an additional resource. *P* [Basic] (20) *O* Shuffle your graveyard into your deck, then search your deck for any number of cards and play them without paying their costs.

Manda Agate, 2, Mage (Alliance Mage-9U, Azeroth-57U, Class-54U, Horde Mage-10U, Jaina-7U)
Ability—Arcane
Ongoing: (1), Destroy this ability >>> Draw two cards.

Manda 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.

Manafow, 5, Mage (Ancients-27R)
Basic Ability—Arcane
Draw cards equal to the highest cost among allies you control.

Mandible of Beth’blac, 3, DKPaWa (Crown-186C, Horde Warrior-20C)
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

Longe-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.

Mannoroth the Destructor (Timewalkers-25)
Monster Hero—Pit Lord Demon Warrior, 30 Health
Front: Mannoroth’s Command *P* [Basic] (5), Flip Mannoroth >>> Reveal the top five cards of your deck. Put a revealed ally or equipment into your hand and the rest on the bottom of your deck.
Back: Mannoroth’s Rampage *P* Once per game: [Basic] (6) *O* Double the ATK of target ally or weapon this turn.

Mandle of Abrahmis, 2, DKPaWa (Betrayal-171R)
Equipment—Armor—Plate, Shoulders (1), 2 DEF
When another armor or weapon enters play under your control, choose one: Add a +1 ATK counter to target weapon you control; or add a +1 [DEF] counter to target armor you control.

Mandle of Master Cho, 3, MaPrLo (Tomb-171U)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF (Activate), Name a standard class >>> Target ally you control has that class and loses all other classes this turn.

Marcus Dominar, 5, Alliance (Worldbreaker-151C)
Aliy—Worgen Warrior, 5 [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.)

Marius Jator, 5, Alliance (Worldbreaker-152U)
Aliy—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) *O* This ally has Assault 3 and loses and can’t have Long-Range this turn.
Mark of Cenarius, 4, Druid (Aspects Treasure-5U)
Ability—Restoration
Attach to target friendly ally. <p> Ongoing: When this ability enters play, complete target quest you control without paying its cost. <p> Attached ally has +1 / +1 for each face-down resource you control.

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 Goldrim, 5, Druid (Elderlimb-6C, Horde Druid-5C, Throne-3SC)
Basic Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +5 / +5.

Mark of Growth, 4, Druid (Ancients-12U)
Basic Ability—Restoration Attachment
Attach to target hero. <p> Ongoing: Attached hero has Mend 3.

Mark of Life, 3, Druid (Horde Druid-6C, Icercrown-27C)
Instant Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and Mend 1. (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Mark of Malorne, 2, Druid (Ancients-13C, Horde Warrior-26C)
Basic Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +3.

Mark of Restoration, 2, Druid (Tomb-15U)
Ability—Restoration
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2. <p> Ongoing: When attached ally attacks, it heals damage equal to its ATK from each other friendly hero and ally.

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.

Marundal the Kindred, 4, Alliance (Alliance Warlock-18R, Honor-108R)
Allies—Night Elf Druid, 4 [Arcane] / 4 Health
Each ally has ATK and [Health] equal to its cost, and can’t gain or lose ATK or [Health].

Master Marksman, 2, Hunter (Twilight-44R)
Ability—Marksmanship
Marksman Talent (You can’t put Beast Mastery on Survival Talents in your deck.) <p> Ongoing: Your hero has Ranged Dual Wield. <p> Ongoing: 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, Alliance Hunter-6R, Azeroth-40R)
Basic 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, Sylvanas-8U)
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.

The Master’s Touch (Betrayal-197C)
Quest [Basic] Pay (4) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put one into your hand and the other into your graveyard.

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 Isoro’ath (Elderlimb-29C, 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.

Maw of the Dragonlord, 6, DrPaPrSh (Aspects Treasure-70R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike
You pay (1) less to play this weapon for each quest you control. <p> When you complete a quest, your hero heals 4 damage from itself.

Maxie the Blaster, 3, Horde (Elements-140R)
Ally—Goblin Mage, 2 [Arcane] / 4 Health
Time is Money <p> [Activate] >>> The next 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.

McCloyd the Fox, 2, Hunter (Crown-17C)
Ally—Fox, Pet (1), 2 [Melee] / 1 Health
Elusive, Ferocity, Stealth

Mechanical Greench, 3 (Winter Veil-3R)
Monster Ally—Mechanical, 2 [Melee] / 4 Health
If this ally would deal damage to a hero, it deals double that much instead.

Medivh the Corrupted, Alliance (Timewalkers-7)
Hero—Human Warlock, 28 Health
Front: Medivh’s Sight <p> [Basic] (1), Flip Medivh >>> Look at target player’s hand. 
Back: Medivh’s Dark Portal <p> Once per game: (Basic) (6) >>>> Search your deck for an ally, reveal it, and put it into your hand.

Medivh’s Journal (Betrayal-198C)
Quest Pay (1) to complete this quest. <p> Reward: Look at target player’s hand.

Mekktorak, King of the Gnomes, 5, Alliance (Throne-123E)
Ally—Gnome Warrior, Mekktorak (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> Mekktorak 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-990)
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 Firebrawl, 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 natural damage to target hero or ally equal to the number of Green Dragonkin you control.

Merrymaker Chen, 6 (Winter Veil-6R)
Ally—Pandaren Monk, Chen (1), 3 [Melee] / 7 Health
When Chen enters play, you may say “Is trouble brewing?” If you do, until the start of your next turn, opposing heroes and allies attack at random and must attack if able. <p> [Basic] (3), Say “You seem a little parched.” >>> Another target hero or ally has +3 ATK and attacks opposing heroes and allies at random this turn.

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 Babor, 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.

Millennium Blade, 2, Rogue (Betrayal-183C)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee] / 1 Strike
Dual Weapon (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> While you control another weapon, this weapon has +1 ATK, and you pay (1) less to strike with it.

Mind Crush, 4, Priest (Ancients-38U)
Basic Ability—Shadow
Target opponent chooses and destroys an ally he controls. Remove cards from the top of that player’s deck from the game equal to the ATK of that destroyed ally.

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 Shatter, 2, Priest (Tomb-37C)
Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. If a hero was dealt damage this way, its controller discards a card.

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 Wipe, 3, Priest (Aspects Treasure-17U)
Ability—Shadow
Choose “ability,” “ally,” or “equipment,” and then target player discards a random card. If he discarded a card that has the chosen type, he discards another random card.

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 attacked hero’s controller’s turn, that player exhausts a ready resource he controls.

Mindbender Ghur’sha, 7 (Hogger-14R, Throne-203R)
Monster Ally—Merciless One, Ghur’sha (1), 4 [Melee] / 8Health
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.

Miniature Winter Veil Tree, 3,
DrHuMaPrRoShLoWa (Winter Veil-9R)
Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee] / 1 Strike
[Basic] [Activate] >>> Add a +1 ATK counter to this weapon, and another target player gains control of this weapon.

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 Shatter, 2, Priest (Tomb-37C)
Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. If a hero was dealt damage this way, its controller discards a card.

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 Wipe, 3, Priest (Aspects Treasure-17U)
Ability—Shadow
Choose “ability,” “ally,” or “equipment,” and then target player discards a random card. If he discarded a card that has the chosen type, he discards another random card.

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 attacked hero’s controller’s turn, that player exhausts a ready resource he controls.

Mindbender Ghur’sha, 7 (Hogger-14R, Throne-203R)
Monster Ally—Merciless One, Ghur’sha (1), 4 [Melee] / 8Health
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.

Miniature Winter Veil Tree, 3,
DrHuMaPrRoShLoWa (Winter Veil-9R)
Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee] / 1 Strike
[Basic] [Activate] >>> Add a +1 ATK counter to this weapon, and another target player gains control of this weapon.
WoW TCG Contemporary OCR – 03 05 2013
Mulgore Deathwalker, 5, Horde (Ancients:136C)
Ally—Tauren Death Knight, 4, [Melee] / 5 Health
**Protector** <p>**Tribe**: When this or another Tauren ally enters play under your control, this ally may deal 2 melee damage to target damaged ally.

Mulgore Guardian, 2, Horde (Ancients:137C)
Ally—Tauren Paladin, 2, [Holy] / 4 Health
This ally can’t attack. <p>**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Mun Earthfury, 5, [Crown:169R]
Ally—Tauren Shaman, Mun, 5, [Nature] / 4 Health
**Harmonize, Protector** <p>When Mun 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.

**Instant Ability**—Marksmanship
Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

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.

Murkdeep (Murkdeep-1)
**Monster Hero**—Murloc Shaman, 28 Health
**[Front]**: (4) >>> Flip Murkdeep face down.
**[Back]**: **RwlRwlRwl**: When a Murloc ally enters play under your control, Murkdeep deals 1 nature damage to target opposing hero and heals 1 damage from himself.

Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Murloc Coastrunner, 1, (Hogger-15C, Murkdeep-16C, Thorne-188C)
**Monster Ally**—Murloc Rogue, Unlimited, 2
**[Frost]**: / 1 Health

Murozond, The Lord of the Infinite, 12 (Aspects Treasure:1E)
**Monster Master Hero**—Infinite Dragonkin Aspect, 2, [Arcane] / 42 Health
On your turn, if Murozond is in your hand: (3) >>> Remove Murozond from the game with twelve time counters on him. <p>On your turn, if Murozond is removed from the game: (2) >>> Remove a time counter from Murozond. <p>At the start of your turn, if Murozond has a time counter, remove a time counter from him. <p>When the last time counter is removed from Murozond, you may put him into play. <p>If Murozond is in play: The first time you would draw a card on your turn, search your deck for any card and put it into your hand instead.

Murphy Watson, 4, Horde (Horgo 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.)*

Muzzle, 3 (Hogger-16C)
**Monster Ally**—Gnoll Warrior, 4, [Melee] / 3 Health

Myro Lumastis, 3, Alliance (Betrayal:79U)
Ally—Human Warlock, 3, [Fire] / 2 Health
**Unity**: When this ally enters play, if you control three or more Human allies, remove target opposing ally from the game. <p>When this ally leaves play, the owner of that removed ally puts that ally into play.

**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.

Naasi, 3, Alliance (Tomb-89C)
Ally—Draenei Paladin, 2, [Holy] / 4 Health
**Protector** <p>At the end of each opponent’s turn, if your hero wasn’t dealt damage this turn, you may draw a card.

Nadina the Red, 4, Horde (Tomb-108R)
Ally—Blood Elf Paladin, 2, [Holy] / 6 Health
**Protector** <p>At the end of each opponent’s turn, if your hero wasn’t dealt damage this turn, you may draw a card.

Naisi, 3, Alliance (Tomb-89C)
Ally—Draenei Paladin, 2, [Holy] / 4 Health
**Protector** <p>At the end of each opponent’s turn, if your hero wasn’t dealt damage this turn, you may draw a card.

Nadina of Silvermoon City, Horde (Horde Paladin-1)
**Hero**—Blood Elf Paladin, 29 Health
On your turn: (3), Flip Naedia >>> Naedia deals 2 damage from target hero or ally.

Nalisa Nightbreeze, 1, Alliance (Ancients:102U)
**Instant Ally**—Night Elf Hunter, 1, [Melee] / 1 Health
**Evasive** <p>When this ally enters play, target Night Elf ally you control has **Spellshield** this turn. *(It can’t be targeted by opponents.)*

Nami Dabpox, 1, Alliance (Alliance Warlock-19C, Worldbreaker-153C)
Ally—Gnome Warlock, 1, [Fire] / 2 Health
**Evasive** *(This ally can’t be attacked.)*

Nargle, Fang of the Swarm, 7 (Tomb-144E)
**Monster Ally**—Murloc Warrior, 5, [Melee] / 5 Health
At the end of an opponent’s turn, remove this ally from the game. If you do, destroy all non-Murloc allies, then players put all Murloc allies from their graveyards into play.

Naruko Sunsteppe, 5, Horde (Aspects Treasure:42C)
**Ally**—Tauren Paladin, 4, [Holy] / 4 Health
**Protector** <p>This ally has +2 / +2 while you control another ally, an ability, and an equipment.

Nasala Silvertree, 3, Alliance (Aspects Treasure:36R)
**Ally**—Night Elf Druid, 0, [Melee] / 6 Health
At the start of each player’s turn, put 1 [Melee] / 1 [Health] Teant ally token into play.

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 Purification, 1, Druid (Tomb-16R)
**Ability**—Restoration
Destroy target ability or equipment with cost less than or equal to the number of token allies you control.

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.)*

Norse the Twisted, 6, Hunter (Twilight-45U)
**Ally**—Snake, Pet (1), [Nature] / 4 Health
As an additional cost to play this ally, destroy an ally, 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-19U, Outland-179U)
**Ally**—Tauren Druid, 2, [Melee] / 4 Health
**Fercity** *(This ally can attack immediately.)* <p>**Stealth** *(This ally can’t be protected against.)*
At the start of your turn, put a 2 [Frost] / 1 [Health] into your deck. (It can attack immediately.)

Neferset Flamecaller, 2 (Tomb-126C)
Monster Ally—To'vir Mage Shaman, 2 [Fire] / 3 Health

Sentinel (When this ally exhausts for the first time each turn, ready it.)

Neferset Frostbringer, 4 (Tomb-127C)
Monster Ally—To’vir Mage Shaman, 3 [Frost] / 3 Health

Sentinel (When this ally exhausts for the first time each turn, ready it.)

Neferset Runcaster, 4 (Tomb-128C)
Monster Ally—To’vir Paladin Priest, 1 [Holy] / 6 Health

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

Neferset Shadowlancer, 1 (Tomb-131C)
Monster Ally—To’vir Hunter Warlock, 2 [Shadow] / 1 Health

When this ally enters play, if you control an equipment, your hero has +2 ATK while attacking this turn.

Neferset Shadowwalker, 6 (Tomb-132U)
Monster Ally—To’vir Hunter Warlock, 3 [Shadow] / 6 Health

Sentinel (When this ally exhausts for the first time each turn, ready it.)

Nefretset Shieldguard, 5 (Tomb-133U)
Monster Ally—To’vir Paladin Priest, 3 [Holy] / 5 Health

Mend 1, Protector, Sentinel (When this ally exhausts for the first time each turn, ready it.)

Nehru, Timewalker Hunter, 5, Alliance, Horde (Betrayal-1210)
 Ally—Tauren Hunter, 2 [Ranged] / 6 Health

While you control two or more allies that share a [Horde] or [Alliance] race: (2) >>> This ally has Assault 2 this turn.

Neltharion the Earthwarder, 1 (Ancients-192E)
Monster Ally—Black Dragonkin Aspect, Neltharion (1), 8 [Fire] / 8 Health

Smash <p> As Neltharion enters play, you may destroy five non-hero cards you control. If you do, he enters play. Otherwise, put him into your owner’s graveyard. (He doesn’t enter play.)

Nep’Lahim, 8 (Throne-195R)
Monster Ally—Ogre Warlock, Nep’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.) <= 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 deals 2 damage from target hero or ally.

Nefセット Shadowlancer, 1 (Tomb-131C)
Monster Ally—To’vir Hunter Warlock, 2 [Shadow] / 1 Health

When this ally enters play, if you control an equipment, your hero has +2 ATK while attacking this turn.

Neferset Shadowwalker, 6 (Tomb-132U)
Monster Ally—To’vir Hunter Warlock, 3 [Shadow] / 6 Health

Sentinel (When this ally exhausts for the first time each turn, ready it.) <p> When this ally attacks, another target hero or ally has +2 ATK this turn.

Neferset Shieldguard, 5 (Tomb-133U)
Monster Ally—To’vir Paladin Priest, 3 [Holy] / 5 Health

Mend 1, Protector, Sentinel (When this ally exhausts for the first time each turn, ready it.)

Neltharion the Earthwarder, 1 (Ancients-192E)
Monster Ally—Black Dragonkin Aspect, Neltharion (1), 8 [Fire] / 8 Health

Smash <p> As Neltharion enters play, you may destroy five non-hero cards you control. If you do, he enters play. Otherwise, put him into your owner’s graveyard. (He doesn’t enter play.)

Nep’Lahim, 8 (Throne-195R)
Monster Ally—Ogre Warlock, Nep’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.) <= 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 deals 2 damage from target hero or ally.
Ner’zhul (Timewalkers-26)  
Monster Hero—Orc Shaman, 28 Health  
[Front]: Ner’zhul’s Ritual  
<cp> [Basic]  (4), Flip  
Ner’zhul >>> ner’zhul deals 3 damage from target ally you control and has +1 ATK this turn for each damage healed this way.  
[Back]: Ner’zhul’s Windwalking  
<cp> Once per game; [Basic]  (7) >>> Ready all allies you control.  

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 Gildenrose, 3, Alliance (Elements-121C)  
Ally—Night Elf Warrior, 2 [Melee] / 4 Health  
(2) >>> Another target ally has <Bold>Assault 1</Bold> 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.  
<cp> 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.  

Nether Vision, 1, Warlock (Aspects Treasure-29C)  
Ability—Demonology  
Look at the top five cards of your deck. Choose an ally from among them and reveal it. Put that revealed ally into your hand and the rest on the bottom of your deck.  

Nethermaven Donna Chastain, 5, Alliance  
(Alliance Priest-18C, Alliance Warlock-20C, Wrathgate-125C)  
Ally—Human Warlock, 3 [Shadow] / 6 Health  
<Bold>Nether Balance 3</Bold> (This ally has +3 ATK on your turn.)  

Netherpocalypse, 5, Warlock (Ancients-60R)  
Basic Ability—Destruction  
Each opponent chooses one: Your hero deals 10 shadow damage to his/hero; or destroy all resources he controls; or destroy all abilities, allies, and equipment he controls.  

Nexxus-Thief Asar (Tomh-3)  
Monster Hero—Ethereal Rogue, 27 Health  
[Front]: (8) >>> Flip Asar face down.  
<cp> You pay (8) less to flip Asar if an opposing hero was dealt that much damage three or more times this turn.  
[Back]: At the start of your turn, Asar deals 1 melee damage to target opposing hero for each Monster hero and ally you control.  

Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.  

Nibbler, 2 (Hogger-17C, 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.  

Nillevar 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.  

Night Elf Arcanist, 3, Alliance (Betrayal-80C)  
Ally—Night Elf Mage, 2 [Arcane] / 2 Health  
<Bold>Haste 3</Bold> (You pay (3) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)  

Night Elf Bladedancer, 5, Alliance (Betrayal-81C)  
Ally—Night Elf Warrior, 5 [Melee] / 1 Health  
<Bold>Haste 2</Bold> (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)  
<cp> Elusive (This ally can’t be attacked.)  

Night Elf Grovewalker, 2, Alliance (Betrayal-82C)  
Ally—Night Elf Druid, 3 [Nature] / 2 Health  
<Bold>Spellsheild</Bold> (This ally can’t be targeted by opponents.)  

Night Elf Moon Priestess, 4, Alliance (Betrayal-83C)  
Ally—Night Elf Priest, 5 [Holy] / 3 Health  

Night Elf Ranger, 3, Alliance (Betrayal-84C)  
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health  
<Bold>Nightfall 2</Bold> (This ally has +2 ATK on your turn.)  

Night Elf Swiftblade, 4, Alliance (Betrayal-85C)  
Ally—Night Elf Rogue, 3 [Melee] / 3 Health  
<Bold>Haste 2</Bold> (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)  

Nightsaber Cub, 4 [Twilight-176U, Twilight Loot-11]  
Ally—Cat, 4 [Melee] / 2 Health  
<Bold>Ferocity</Bold> (This ally can attack immediately.)  

Nightstalker Austen, 6, Alliance (Alliance Hunter-7C, Worldbreaker-154C)  
Ally—Human Hunter, 6 [Ranged] / 5 Health  
Opposing allies lose and can’t have <Bold>Elusive</Bold>.  

Ally—Goblin Hunter, 2 [Arcane] / 1 Health  

Nimanda, 5, Warlock (Ancients-62R)  
Monster Ally—Succubus Demon, Pet (1), 3 [Shadow] / 3 Health  
When this ally enters play, gain control of target opposing ally. You control that ally while this ally remains under your control, and that ally can attack only heroes while you control it.  

No Mercy, 5, Rogue (Betrayal-39R)  
Basic Ability—Assassination Finishing Move  
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game.  
<cp> Destroy all opposing allies and equipment with cost less than or equal to the number of abilities removed this way.  

Nocturnal Gaze, 4, DrRo (Timewalkers Justice-3E)  
Equipment—Armor—Leather, Head (1), 1 DEF  
While you have no cards in your hand, your hero has <Bold>Assault 2</Bold>.  

NoKaled, the Elements of Death, 3, Shaman  
(Aspects Treasure-71R)  
Equipment—1H Weapon—Axe, Melee (1), 5 [Melee], 5 Strike  
When you strike with this weapon, add a surge counter to it.  
<cp> Allies you control have +2 ATK for each surge counter on this weapon.  

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 <Bold>Assault 1</Bold> this turn. This power triggers only once per turn.
Nordrassil, the World Tree (Crown-198R)
Location
[Activate] >>> Add a life counter to this location.

[Spell] On your turn: [Activate], Remove a life counter from this location >>> Your hero deals 2 damage from target hero or ally. [Spell] 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.

Northshire Cleric, 3, Alliance (Ancients-103C)
Ally—Human Priest, 4 [Holy] / 2 Health

Unity: While you control three or more Human allies, damage that would be dealt by heroes and allies you control is unpreventable.

Northshire Crusader, 2, Alliance (Alliance Priest-16C, Ancients-104C)
Ally—Human Paladin, 2 [Holy] / 3 Health

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

Nox the Lifedrainer, 7, Horde (Crown-116R)
Ally—Goblin Warlock, 0 [Shadow] / 0 Health
This ally has +1 / +1 for each damage on opposing heroes.

Nxious Trap, 3, Hunter (Elements-43R)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this ability’s cost.) [Spell] 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. [Spell] When your hero becomes Nozdormu, if you control no ready resources, target player skips his next turn.

Nyala Shadefury, 3, Alliance (Ancients-105U)
Ally—Night Elf Warrior, 2 [Melee] / 2 Health
Elusive [Spell] >>> Other Night Elf allies you control have Assault 2.

Obliterate, 2, Death Knight (Horde DK-8C, Scourgewar-28C)
Ability—Frost
Your hero deals 2 melee damage to target hero or ally, or 4 if you control a Disease.

Obliterating Trap, 3, Hunter (Tomb-23U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) [Spell] Destroy target attacking ally. If its cost is 4 or more, Delve.

Obsdia, 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 Colossus, 6 (Tomb-155R)
Monster Ally—Colossus, 7 [Melee] / 4 Health

Protector [Spell] If this ally would be destroyed, remove all damage from it, exhaust it, and add three stone counters to it instead. [Spell] At the start of your turn, remove a stone counter from this ally. If none remain, ready this ally. [Spell] While this ally has a stone counter on it, it can’t ready and has Invincibility. (It can’t be killed, be targeted, or be dealt damage.)

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 Cleaver, 2, DkPaRoShWa (Tomb-190C)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike
You pay (3) less to strike with this weapon while you control an ally with an ability attached to it.

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.

Olumet, Herald of the Light, 5 (Tomb-134U)
Monster Ally—ToVvr Paladin Priest, 4 [Holy] / 5 Health

Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, prevent the next 3 damage that would be dealt to target hero or ally this turn.

Olaf Steelbreaker, 5, Alliance (Alliance DK-17C, Citadel Raid-63C, Class-147C, Scourgewar-150C)
Ally—Dwarf Warrior, 4 [Melee] / 6 Health

Protector

Old Bones, 4, Hunter (Alliance Hunter-9U, Azeroth-421U, Class-41U)
Ally—Bear, Pet (1), 4 [Melee] / 4 Health
This ally can protect your hero.

Olivia Demascia, 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.

Onneka Bloodfang, 1, Horde (Horde Mage-20C, HordeWarlock-18C, Worldbreaker-185C)
Ally—Orc Warlock, 2 [Fire] / 1 Health

Ferocity (This ally can attack immediately.) [Spell]
This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)

Ability—Fury
Destroy all equipment.

The Opening of the Dark Portal (Betrayal-199C)

Quest
Pay (2) to complete this quest. [Spell]: Reward: Choose a [Horde] or [Alliance] race, then reveal the top four cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Opportunity, 3, Rogue (Ancients-48R)

Basic Ability—Subtlety

Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.) [Spell]
Target an opposing hero or ally for each different cost among cards you control with cost 5, 4, 3, 2, and/or 1, starting with the highest. (You can’t target the same card twice.) Your hero deals melee damage equal to that cost to that hero or ally, respectively.

Oppress, 2, Priest (Worldbreaker-77C)

Ability—Discipline
Destroy target ability. If you do, its controller discards a card.

Orc Blackblade, 5, Horde (Betrayal-100C)
Ally—Orc Rogue, 5 [Melee] / 4 Health

Bloodrush: When this ally enters play, if an opposing hero has more damage on it than your hero, target opponent chooses and discards a card.

Orc Flamecaller, 6, Horde (Betrayal-101C)
Ally—Orc Mage, 6 [Fire] / 5 Health

Bloodrush: While an opposing hero has more damage on it than your hero, this ally has Ferocity. (It can attack immediately.)

WoW TCG Contemporary OCR – 03 05 2013

52 / 80
Orc Necrolyte, 4, Horde (Betrayal-103C)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally enters play, it deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Orc Peon, 1, Horde (Betrayal-104C)
Ally—Orc Peon, 1 [Melee] / 1 Health
When this ally enters play, you may turn a face up resource you control face down. If you do, target ally has +2 ATK this turn.

Organic Lifeform Inverter, 4, HuRoSh (Twilight-201U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 0 Strike
When this weapon is destroyed, you may target ally from your hand.

Orgrim Doomhammer, 8, Horde (Betrayal-105E)
Ally—Orc Warrior, Orgrim (1), 8 [Melee] / 7 Health
When Orgrim deals combat damage to a hero, that hero's controller chooses and destroys a card for each damage dealt.

Orgrimmar Heartstriker, 3, Horde (Ancient-138C)
Ally—Orc Rogue, 2 [Melee] / 2 Health
Bloodrush: When this ally enters play, if an opposing hero has more damage on it than your hero, put a 2 [Melee] / 2 [Health] [Orc] Orc Warrior ally token into play with Ferocity and "This ally can attack only heroes."

Orgrimmar Killblade, 2, Horde (Ancients-139C)
Ally—Orc Rogue, 3 [Melee] / 2 Health
Stealth (This ally can't be protected against.)

Orgrimmar Marksman, 5, Horde (Ancients-140C)
Ally—Orc Hunter, 3 [Fire] / 3 Health
Ferocity (This ally can attack immediately.)
<p>When this ally enters play, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with Ferocity and "This ally can attack only heroes."

Orgrimmar Tabard, 4, Horde, DkDrHuMaPaPrRoLoWa (Ancients-216U)
Equipment—Item, Tabard (1) [Basic] (3), [Activate] >>> Your hero deals 4 melee damage to target opposing hero. You pay (1) less to use this power for each Orc ally you control.

Orkahn of Orgrimmar, 4, Horde (Workbreaker-186U)
Ally—Orc Warrior, 3 [Melee] / 4 Health
Protector >>> When this ally enters play, you may put target equipment from your graveyard into your hand.

Oroon the Great, 4, Alliance (Alliance Paladin-16U, Alliance Priest-19U, Class-148U, Drums Starter-3U)
Ally—Draenei Shaman, 4 [Melee] / 4 Health

Orox Darkhorn, 2, Horde (Ancients-141U)
Ally—Tauren Priest, 1 [Shadow] / 4 Health
Este: When this or another Tauren ally enters play under your control, you may remove the top card of target player's deck from the game.

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.

Overpowered Chicken Splitter, 4, HuRo (Tomb-191C)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 4 Strike
When this weapon enters play, you pay (4) less to strike with it this turn.

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—Orcs Warrior, Ivar (1), 3 [Melee] / 6 Health
Aberration <<< 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—Orc 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, Alliance Warlock-19C, Azeroth-212C)
Ally—Goblin 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.

The Path to the Dragon Soul (Alliance Rogue-25C, Ancients-237C, Horde DK-24C)
Quest
Pay (1) to complete this quest. <p>Reward: Draw a card, then choose and discard a card.

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

Pauldrons of Roaring Flame, 3, DkPaWa (Tomb-172C)
Equipment—Armor—Plate, Shoulder (1), 2 DEF (2) >>> Your hero has Protector this turn. (It may exhaust to become the defender when an opposing hero or ally attacks.)

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 Strike
This weapon has +X ATK, where X is the highest cost among Dragonkin allies you control.

Perevinkle Clob, 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.

Peroth'aarn, 5 (Ancients-193R)
Monster Ally—Satyr Demon Warlock
Peroth'aarn (1), 4 [Shadow] / 6 Health
At the start of your turn, an opponent chooses one: He removes the top ten cards of his deck from the game; or he chooses a hero or ally he controls, and Peroth'aarn deals 10 shadow damage to it.
Persuasive Resurrection, 7, Priest (Aspects:Treasure-18R)
Ability—Holy
Ongoing: At the start of your turn, you may put target ally from an opponent's graveyard into play under your control.

Peter Hotlelet, Alliance (Worldbreaker-8)
Hero—Human Warrior (Axes), 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.

Petreus 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.

Philosopher Kirilenko, 7, Alliance (Tomb-90U)
Ally—Human Paladin, 4 [Holy] / 7 Health
Protector—Whenever this ally enters play, if your hero has 15 or more damage on it, this ally heals 7 damage from your hero.

Piercing Shots, 2, Hunter (Betrayal-17R)
Basic Ability—Marksmanship
Marksmanship Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.)
Ongoing: Damage that heroes and allies you control would deal is unpreventable. >> At the end of your turn, if an opposing hero was dealt 5 or more damage this turn, you may draw a card.

Pierson Vale, Keeper of Secrets, Alliance (Alliance Warlock-11U)
Hero—Worgen Warlock, 28 Health
[Basic] (3), Flip Pierson >>> Pierson deals 2 shadow damage to target ally and heals 2 damage from himself.

Pit Lord's Destroyer, 4, DkPaWa (Ancients-227C)
Equipment—2H Weapon—Mace, Melee (1), 2 [Melee], 3 Strike
When your hero deals combat damage with this weapon, if you control a Monster hero or ally, you may add a +1 ATK counter to this weapon.

Pithran Mithrilshot, 5, Alliance (Alliance Hunter-18U, Dark Portal-185U)
Ally—Dwarf Hunter, 3 [Ranged] / 1 Health
Elusive (This ally can't be attacked.) >> 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.) >> Your hero has Protector.

Plagued Mind, 3, Death Knight (Throne-31U)
Ability—Unholy Disease
Attach to target hero. >> 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—While you control four or more cards in play with the same name, you may play this ally without paying his cost.

Platinum Shield of the Valorous, 3, PaShWa
Legion-266U, Murkdeep-19U
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each face-down resource you control.

Poison Bomb, 5, Rogue (Throne-67R)
Ability—Assassination
Your hero deals 3 nature damage to each opposing hero and ally. >> Ongoing: This ability enters play with up to three gas counters on it.
>> 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 Fang Bracers, 3, DrRo (Tomb-173U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
When this armor enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. >> (2), [Activate] >>> Your hero deals 1 nature damage to target opposing hero for each token ally you control.

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
This armor has +1 [DEF] counter to target armor you control. >> (2), [Activate] >>> Add a +1 [DEF] counter to target armor 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. >> (2), [Activate] >>> Add an heirloom counter to target equipment you control.

Polished Spaulders of Valor, 4, DkPaWa (Elements-184R)
Equipment—Armor—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). >> (2), [Activate] >>> 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. >> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Polyomorph: Pig, 3, Mage (Tomb-27U)
Ability—Arcane
Attach to target opposing ally. >> Ongoing: Attached ally becomes 1 / 1 and is also a Pig.
>> When attached ally is destroyed, your hero heals 3 damage from itself.

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, 1 (Tomb-71C)
Ability
Attach to target ally. >> (2), [Activate], Attached ally has +2 ATK.

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.) >> Ongoing: This ability enters play with two bubble counters.
>> 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].
Puzzle Box of Yogg-Saron, 7, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-4E)
Equipment—Item
Players play with the top card of their decks revealed. << 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. << [Activate] >> Shuffles target player's deck.

Pygmy Firebreaker, 3 (Tomb-156C)
Monster Ally—Pygmy Mage, 3 [Fire] / 3 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, draw a card.

Pygmy Pyramid, 4 (Tomb-157E)
Monster Ally—Pygmy, 3 [Melee] / 3 Health
Monster Hero Required << Elusive, Mend 2, Protector << When this ally is destroyed, put three 3 [Melee] / 1 [Health] Pygmy Monster allies tokens into play, the first with Elusive, the second with Mend 2, and the third with Protector.

Pyroclastic Consumption, 5, Mage (Crown-154U)
Ability—Fire Talent
Attach to target hero. << Ongoing: When attached hero is dealt fire or [Fire] damage, add an inferno counter. << At the start of your turn, your hero deals 1 fire damage to attached hero for each inferno counter.

Pyromancer Davins, 6, Alliance (Worldbreaker-156R)
 Ally—Worgen Warlock, 5 [Fire] / 7 Health
Aberration << (1) >> Target friendly ally has +2 / -2 this turn. << 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 Talent
(You can’t put Arcane Talents or Frost Talents in your deck.) << You pay (1) less to play this ability for each [Fire] card you control. << Your hero deals 10 fire damage to target hero or ally.

Pythiss, Herald of Frost, 5 (Tomb-150U)
Monster Ally—Naga Mage, 3 [Frost] / 5 Health
Empower Mage: When this ally enters play, if you control another Mage hero or ally, you may draw two cards.

Queen Azshara (Timewalkers-27)
Monster Hero—Night Elf Mage, 25 [Front]: Whims of Azshara << Basic >> (3).
Exhausted ally you control, flip Azshara >> Draw a card.
[Back]: Azshara’s Vanity << Once per game: [Basic] (5) >> Azshara deals 1 arcane damage to target ally for each card in your hand.

Queen Azshara’s Dressing Gown, 2, MaPrLo (Worldbreaker-Crafted-7E)
Equipment—Armor—Cloth, Chest (1), 1 DEF
An Elf if you control is destroyed, it may deal arcane damage equal to its ATK to target hero or ally.

Quel’Serrar, 3, Warrior (Betrayal-184C)
Equipment—IH Weapon—Sword, Melee (1), 2 [Melee] / 2 Strike
Your hero has +5 [Health].

Quick Trap, 2, Hunter (Crown-180U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) << Your hero deals 3 melee damage to target attacking ally.

Rage of the Elements, 1, Shaman (Crown-43U)
Ability—Enhancement
Attach to target ally. << 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.) << When attached ally is destroyed, if it was a Monster, put this ability from the graveyard into it’s owner’s hand.

Ragestrike, 1 (Tomb-145C)
Monster Ally—Murloc Shaman, 0 [Natur] / 1 Health
This an other Murloc allies you control have Assault 1. (They have +1 ATK on your turn.)

Raging Blow, 9, Warrior (Ancients-68R)
Basic Ability—Fury
Fury Talent: You can’t put Arms Talents or Protection Talents in your deck. << Your hero deals 15 melee damage to target opposing hero.

Raging Shout, 3, Warrior (Worldbreaker-120U)
Ability—Fury Shout
Ongoing: Allies you control have Assault 1. << 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.

Raging Stance, 3, Warrior (Aspects Treasure-30R)
Ability—Fury, Stance (1)
Ongoing: Your hero has Two-Handed Dual Wield. (Your hero has Dual Wield. One or both weapons you control can be Two-Handed. You can control a Two-Handed weapon and an Off-Hand equipment.) << You can’t complete quests or play abilities, allies, armor, or items. << You pay (2) less to strike with weapons. << (4), [Activate] >> Ready your hero and all weapons you control.

Ragnaros the Firelord, 7, Elements-173E
Ally—Fire Elemental Lord, Ragnaros (1), 5 [Fire] / 6 Health
Fire Elementals you control have Ferocity. << At the start of your turn, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. << Destroy a Fire Elemental you control. This ally deals 1 fire damage to target hero or ally.

Raise the Dead, 2, Death Knight (V Horde DK-8C, Tomb-13C)
Basic Ability—Unholy

Raja’sul the Relentless, Horde (V Horde Warrior-1U)
Hero—Troll Warrior, 30 Health [Basic] (4), [Flap] Raja’sul >> Heroes and allies you control have +1 ATK this turn.

Rajh, Construct of the Sun, 3, DkDrHuMaPaPrRoShLoWa (Tomb-177R)
Equipment—Item
Your hero has Protector. << At the start of your turn and when you play an ally, add a power counter to this item. << At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put a 6 [Fire] / 6 [Health] Construct ally token into play with Protector.

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.

Rakzí the Earthgraced, 2, Horde (Elements-142R)
Ally—Goblin Shaman, 1 [Nature] / 4 Health
This ally has Assault 1 for each equipment you control. << Stash: Target weapon you control has Assault 1 this turn.

Rallying Cry of the Dragonslayer, 1 (Throne-93C)
Ability
Attach to target ally. << 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.

Rampaging Furbolg, 1 (Ancients-94C)
Monster Ally—Furbolg Warrior, 1 [Melee] / 3 Health
When this ally enters play, put the top two cards of target player’s deck into his graveyard.

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 Grimtouche, 1, Horde (Horde DK-20C, Knight-18C)
Ally—Tauren Death Knight, 1 [Shadow] / 2 Health
When this ally readies, it deals 1 shadow damage to each opposing ally.

WoW TCG Contemporary OCR – 03 05 2013 56 / 80
Rasojin, 3, Horde (Horde Warrior-14U, Tomb-109R)<br>Alien—Troll Druid, 0 [Melee] / 2 Health<br><strong>Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)</strong> <br>&gt;&gt; When this ally enters play, put two 1 [Melee] / 1 [Health] Trent ally tokens into play. &lt;&lt; This ally has +1 ATK for each token ally you control.

Ravenous Bite, 2, Hunter (Alliance Hunter-10C, Azeroth-44C)<br>Instant Ability—Beast Mastery<br>Target ally has +3 ATK this turn. &lt;&lt; Target ally has +3 ATK this turn.

Ravenous Furboleg, 2 (Betrayal-152C)<br>Monster Ally—Furboleg Hunter, 3 [Melee] / 2 Health<br>When this ally attacks, target player puts the top card of his deck into his graveyard.

Rawrbrgle (Throne-24)<br>Monster Hero—Murloc Warrior, 30 Health<br>[Front]: (8) &gt;&gt; Flip Rawrbrgle face down. &lt;&lt; You pay (8) less to flip Rawrbrgle if you control five or more Murloc allies.<br>[Back]: Monster allies you control have +1 / +1. Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Razo’jin, 3, Horde (Horde Mage-18U, Elements-143U)<br>Alien—Troll Shaman, 1 [Fire] / 2 Health<br><strong>Fercity &lt;&lt; When this ally enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.</strong>

Razor Hill Assassin, 4, Horde (Ancients-142C)<br>Alien—Orc Rogue, 4 [Melee] / 2 Health<br>When this ally enters play, target ally you control has <strong>Assault 2 and Stealth</strong> this turn.

Razor Hill Spiritseer, 2, Horde (Ancients-143C)<br>Alien—Orc Shaman, 2 [Frost] / 2 Health<br><strong>Bloodrush: While an opposing hero has more damage on it than your hero, this ally has <strong>Assault 2</strong>. </strong><br>She has +2 ATK on your turn.)

Raztu’or, 4, Horde (Class-191C, Horde Priest-19C, Scourgewar-187C)<br>Alien—Troll Warrior, 5 [Melee] / 3 Health<br>When this ally attacks, you may destroy target weapon.

Reanimator’s Hacker, 4, DkHuShWa (Horde DK-26U, Horde Shaman-24U, Horde Warrior-21U, Scourgewar-241U)<br>Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike (2), Destroy this weapon &gt;&gt;&gt; Put target ally from your graveyard into your hand.

Reawakening, 5, Druid (Worldbreaker-39R)<br>Ability—Restoration<br>Put any number of [Nature] allies from your graveyard into your resource row face down and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Ildidan-31U, Twilight-33U)<br>Instant Ability—Restoration<br>Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Reckless Fireball, 2, Mage (Ancients-28U)<br>Basic Ability—Fire<br>Your hero deals 4 fire damage to target opposing hero or ally. That character’s controller may discard a card from his hand. If he does, his hero deals 4 fire damage to target hero or ally of his choice.

Reclaimed Ashkandi, 3, DkPaWa (Crown-188R)<br>Equipment—2H Weapon—Sword, 1 Strike, 4 [Melee] / 5 Strike<br>Play only if you control three or more equipment. &lt;&lt; Your hero has <strong>Smash</strong>.

Red Rider Air Rifle, 5, DkDrHuMaPaPrShLoWa (Holiday-1R)<br>Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 2 Strike<br><strong>Long-Range &lt;&lt; This weapon enters play with two eye counters. &lt;&lt; This weapon has +2 ATK for each eye counter on it. &lt;&lt; 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.</strong>

Redeeming Dispel, 2, Priest (Alliance Priest-6C, Ancients-40C)<br>Instant Ability—Discipline<br>Choose one: Destroy target ability; or put target ally from your graveyard into your hand.

Rejuvination, 2, Druid (Worldbreaker-40C)<br>Instant Ability—Restoration<br>Attach to target hero. &lt;&lt; Ongoing: Attached hero has <strong>Mend 2 </strong>(At the start of your turn, it may heal 2 damage from target hero or ally.)

Relkwa Proudhorn, Horde (Worldbreaker-16)<br>Hero—Tauren Paladin (Retribution), 30 Health<br>[Front]: (2) &gt;&gt;&gt; Flip Relkwa face down.<br>[Back]: Damage that Relkwa and allies you control would deal is unpreventable.

Remulos, Son of Garunus, 4 (Crown-157R)<br>Monster Ally—Keeper of the Grove Druid, Remulos (1), 4 [Nature] / 4 Health<br><strong>Harmmonize &lt;&lt; When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Trent ally token into play.</strong>

Rend, 1, Warrior (Alliance Warrior-7C, Azeroth-146C, Horde Warrior-7C)<br>Instant Ability—Arms<br>Attach to target hero or ally. &lt;&lt; Ongoing: At the start of your turn, your hero deals 1 melee damage to attacked character.

Rend and Tear, 4, Druid (Elements-36R)<br>Instant Ability—Feral Cat Form, Form (1)<br><strong>Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.) &lt;&lt; Ongoing: When this ability enters play, your hero deals 1 melee damage to each of up to three target opposing heroes and/or allies. &lt;&lt; Your hero has <strong>Assault 2</strong> for each damaged opposing character.</strong>

Renshol, Herald of Nature, 6 (Tomb-158U)<br>Monster Ally—Keeper of the Grove Druid, 4 [Nature] / 4 Health<br><strong>Empower Druid: When this ally enters play, if you control another Druid hero or ally, this ally heals 3 damage from target friendly hero or ally. &lt;&lt; Your hero has 1 [Melee] / 1 [Health] Trent ally token into play for each damage healed this way.

Renzo Soulfang, 3, Alliance (Tomb-91R)<br>Alien—Worgen Warlock, 1 [Shadow] / 6 Health<br>At the start of your turn, if you control fewer resources than each opponent, this ally deals 3 shadow damage to each opposing hero and heals 1 damage from your hero for each damage dealt this way.

Reoccupation (Throne-256U)<br>Quest<br>On your turn: Pay (2) to complete this quest. &lt;&lt; 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)<br>Instant Ability—Retribution<br><strong>Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck.) &lt;&lt; Destroy target ability, ally, or equipment that damage was dealt with or dealt by this turn.

Repurposed Lava Dredger, 3, DrPa (Worldbreaker-245R)<br>Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike (3), [Activate] &gt;&gt;&gt; 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, 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)<br>Quest<br>If you have no cards in hand: Pay (2) to complete this quest. &lt;&lt; Reward: Draw a card.

Restless Blades, 2, Rogue (Tomb-45R)<br>Ability—Combat<br><strong>Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.) &lt;&lt; Ongoing: Weapons you control have +1 ATK. &lt;&lt; Your hero has <strong>Infinite Wield</strong>. (You can control any number of one-handed Melee weapons and strike with any number of one-handed Melee weapons during the same combat.)
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 hand, 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.

Rhonin, 3 (Champ Promo-10E, Icetown-168E)
Ally—Human Mage, Unique, 4 [Frost] / 3 Health
(2), Discard a Mage with cost X >>> Interrupt target card with cost X.

Rhonin the Time-Lost, 5, Alliance (Ancients-106E)
 Ally—Human Mage, Rhonin (1), 4 [Arcane] / 6 Health
At the start of your turn, Rhonin may deal 1 arcane damage to target opposing hero. <p>
If a hero or ally you control would deal non-combat damage, it deals that much +1 for each ally you control instead.

Riftmaker, 5, Rogue (Betrayal-185R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this weapon for each ally you control of the chosen race.) <<< Dual Wield <<< Allies you control have Assault 1.

Righteous Cleanse, 2, Paladin (Throne-58U)
Instant Ability—Holy
Destroy target ability. <<< 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 Freezein’, 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. <<< Empower Shaman: If you control a Shaman hero or ally, your hero deals 4 frost damage to target opposing hero.

Ring of the Boy Emperor, 3, DrMaPrShLo (Aftermath Crafted-9E)
Equipment—Item, Ring (2)
When this item enters play, name another ability, ally or equipment. <<< At the start of your turn, if you control the named card, put a destiny counter on this item. <<< [Activate], Remove five destiny counters from this item >>>> Destroy target hero.

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 (Workbreaker-61U)
Ability—Arcane
Your hero deals 1 arcane damage to each opposing hero and ally. <<< 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.) <<< 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. <<< 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.

Ritual of the Ages, 4, Warlock (Betrayal-51R)
Basic Ability—Demonology
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <<< Search your deck for an ally, reveal it, and put it into your hand.

Roar of the Ages, 8, Druid (Betrayal-11R)
Basic Ability—Feral
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <<< Ongoing: Allies you control have +3 / +3.

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.

Rodrigo, 5, Alliance (Alliance Hunter-20C, Class-154C, Outland-140C)
Ally—Human Paladin, 4 [Melee] / 5 Health

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.

Roke the Ice Baron, 2, Alliance (Betrayer-153R, Jaina-18R)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Elsive <<< [Frost] Allies you control have ![Activate] >>> Target ally can’t attack this turn.*

Rolan Phoenix, 3, Alliance (Worldbreaker-157R)
Ally—Worgen Druid, 3 [Nature] / 4 Health
Aberration <<< 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.) <<< Your hero deals 3 nature damage to target hero or ally, plus an additional 3 for each equipment in that character’s party.

Ror Tramplehoof, 7, Horde (Ancients-144U)
Ally—Tauren Druid, 7 [Melee] / 7 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.)

Rosalyne 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.
Royal Crest of Lordaeron, 6, PaWa (Betrayal-172R)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
Your hero has Protector. <p> At the start of your turn, add a +1 [DEF] counter to this armor for each ally you control. <p> Your hero has Assault 10 while this armor has 10 or more [DEF].

Ruby Blazewing, 6 (Worldbreaker-212U)
Ally—Red Dragonkin, [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, 2 [Melee] / 1 Health
Ally you control have Ferocity.

Ruby Enforcer, 3 (Worldbreaker-214C)
Ally—Red Dragonkin, 2 [Fire] / 4 Health
You pay (2) less to play Priests and Paladins, to a minimum of (1).

Ruby Enflameblade, 2 (Worldbreaker-215C)
Ally—Red Dragonkin, 2 [Fire] / 1 Health
Ally you control have Assault 1.

Ruby Protector, 4 (Worldbreaker-216C)
Ally—Red Dragonkin, 3 [Melee] / 3 Health
Ally you control have Protector.

Ruby Skyrazor, 5 (Worldbreaker-217C)
Ally—Red Dragonkin, 4 [Fire] / 4 Health
Ally you control have Untargetable.

Ruby Stalker, 1 (Worldbreaker-218C)
Ally—Red Dragonkin, 1 [Melee] / 2 Health
Ally 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.

Ruination, 5, Warrior (Horde Warrior-6C, Scourgewar-111C)
Basic Ability—Arms
Choose one or both: Destroy target ally; or destroy target weapon.

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.

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.

Sand Scarab, 1 (Tomb-160U, Tomb Loot-11L)
Monster Ally—Scarab, 1 [Melee] / 1 Health
If an opposing ally would be destroyed, you may remove it from the game instead.

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—Subtle
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.

Sark, 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.
Savindur, 2, Alliance (Workbreaker-158C)
Ally—Worgen Warlock, 2 [Fire] / 1 Health
Aberration (Prevent non-combat damage that would be dealt to this ally.) ➡️ Ferocity
(This ally can attack immediately.)

Scalding Totem, 3, Shaman (Ancients-54U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the end of your turn, add a flame counter to this Totem. ➡️ When this Totem is destroyed, put a 2 [Fire] / 1 [Health] Fire Elemental ally into play for each flame counter that was on this Totem. ➡️ [Basic] [6] >>> Destroy this Totem. ➡️ (Totems can’t attack.)

Scap of the Bandit Prince, 1, HuSh (Tomb-174R)
Equipment—Armor—Mail, Head (1), 1 DEF
When you play a card with cost 6 or more, add a scalp counter to this armor. ➡️ At the start of your turn, if this armor has three or more scalp counters on it, your hero deals 6 melee damage to target opposing hero.

Scaramanga, 1, Alliance (Alliance DK-20C, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C)
Ally—Human Warlock, 2 [Shadow] / 1 Health
Location—Scarlet Monast (174U)
Scrap the Bandit Prince, 1, HuSh
Location—Scarlet Monast (174U)

Scepter of Power, 2, DrPBrSh (Tomb-193U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike
Exhaust an ally you control >>> Add a tone counter to this weapon. ➡️ While this weapon has four or more tone counters on it, it has Harmonize. (You pay (1) less to play allies with cost 4 or more.)

Scheming Dreadlord, 2 (Ancients-195C)
Monster Ally—Dreadlord Demon, 1 [Shadow] / 2 Health
Elusive (This ally can’t be attacked.) ➡️ This ally has Assualt 3 while an opposing hero has 15 or more damage on it.

Scimitar of the Sirocco, 4, DrPaWa
(Workbreaker Crafted-2E)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
Artifact (You may play this card from your graveyard.) ➡️ When you play this weapon, allies you control have Ferocity this turn.

Scorch, 0, Mage (Alliance Mage-11U, Gilad
Basic Ability—Fire
Your hero deals 1 fire damage to target hero or ally.

Scorching Totem, 3, Shaman (Aspects Treasure-24C)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 5 Health
Ongoing: At the start of your turn, your hero deals 1 fire damage to target opposing hero for each ally you control. ➡️ (Totems can’t attack.)

Sea Legs (Elements-215U, Jaina-28U)
Quest

Seal Fate, 1, Rogue (Workbreaker-91R)
Ability—Assassination
Assassination Talent (You can’t put Combat Talents or Subtlety Talents on your deck.) ➡️ As an additional cost to play this ability, put the top five cards of your deck into your graveyard. ➡️ 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, Workbreaker-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.

Seering Pain, 2, Warlock (Workbreaker-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 Scorching, 3 (Holiday-4R)
Ally—Fire Elemental, 2 [Fire] / 1 Health
Ferocity ➡️ 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.

Secrets of the Ages, 4, Mage (Betrayal-24R)
Basic Ability—Arcane
Rit (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) ➡️ Put a token copy of target ally you control into play.

Seed of Corruption, 2, Warlock (Elements-94U)
Instant Ability—Affliction
Attach to target opposing ally. ➡️ Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached ally. ➡️ When attached ally is destroyed, your hero deals 2 shadow damage to target hero or ally.

Seeds of Their Demise (Jaina-29C, Sylvanas-29C, Throne-258C)
Quest
Pay (0) to complete this quest. ➡️ 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. ➡️ 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 (Workbreaker-81R)
Ability—Shadow
Attach to target hero. ➡️ 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.) ➡️ When this ally enters play, target ally has +1 / -1 this turn.

Sen’jin, Horde (Timewalkers-1B)
Hero—Troll Priest, 26 Health
[Front]: Sen’jin’s Ward ➡️ [Basic] [3], Flip Sen’jin >>> Prevent the next 2 damage that would be dealt to target ally you control this turn.
[Back]: Sen’jin’s Mojo ➡️ Once per game: [Basic] [5] >>> Sen’jin heals 6 damage from each friendly hero and ally.

Seraxa Brightmix, 2, Horde (Horde Druid-16R, Tomb-110R)
Ally—Goblin Priest, 2 [Holy] / 2 Health
Elusive ➡️ Each ally you control with an ability attached to it has +2 / +2.
Sergeant Corsetti, 3, Alliance (Tomb-92C) Ally—Human Rogue, 2 [Melee] / 3 Health When this ally enters play, she deals 2 melee damage to target exhausted opposing hero or ally.

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.)

Servant of Terestian, 6 (Betrayal-153C) Monster Ally—Imp Demon, 7 [Fire] / 2 Health Elusive (This ally can't be attacked.)

Setesh, Construct of Destruction, 3, DkDrHuMaPaPrRoShLaWa (Tomb-178R) Equipment—Item Your hero has Assault 1. <p>[Activate] >>> At the start of your turn and when your hero deals combat damage to an opposing hero, add a power counter to this item. <p>[Activate] At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put two 0 [Shadow] / 4 [Health] Void Wurm ally tokens into play with Assault 4.

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.

Seva Shadowancer, 3, Alliance (Alliance Priest-18R, Azeroth-216R) Ally—Night Elf Priest 2 [Holy] / 1 Health Elusive <p>[X], [Activate] >>> This ally heals X damage from target hero or ally.

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>[Activate] You may look at the cards removed this way at any time. <p>[Activate] 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.

Shade of Aran, 5 (Betrayal-154R) Monster Ally—Spirit Mage, Aran (1), 5 [Arcane] / 5 Health <p>[Activate] >>> As Aran enters play and as your turn starts, you may choose another ally. If you do, Aran has all powers of the chosen ally until the start of your next turn.

Shadow Bolt, 3, Warlock (Alliance Warlock-11U, Azeroth-132U, Class-11 10, 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—Subtle
Subtlety Talent (You can't put Assassination Talents or Combat Talents in your deck.) <p>[Activate] Your hero has Assault 2 and Stealth this turn. <p>[Activate] Ongoing: When you play a [Rogue] ability, your hero has Assault 2 and Stealth this turn.

Shadow Word: Corruption, 2, Priest (Tomb-40U) Ability—Shadow Attach to target friendly Monster ally. <p>[Activate] Ongoing: Attached ally has +1 / +1. <p>[Activate] When attached ally deals combat damage to a hero, remove the top three cards of that hero's controller's deck from the game.

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 <p>[Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.

Shadowglenn Stalker, 6, Alliance (Ancients-107C) Ally—Night Elf Rogue, 5 [Melee] / 4 Health Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

Shadowmistress Jezabel Hawke, 3, Alliance (Alliance Hunter-211U, Outland-143U) Ally—Human Warlock, 2 [Shadow] / 3 Health Friendly Pets have +2 [Health].

Shadowmoon Mage, 5 (Betrayal-155C) Monster Ally—Ogre Mage, 9 [Arcane] / 1 Health

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>[Ferocity] <p>[Activate] (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.

Shadowseer Thraner, 6, Alliance (Tomb-93U) Ally—Dwarf Priest, 4 [Shadow] / 6 Health When this ally enters play, reveal the top card of your deck. If it's an ability, ally, or equipment, target opponent removes cards from the top of his deck from the game equal to that revealed card's cost.

Shadowy Apparition, 2, Priest (Tomb-41R) Ally—Apparition, 1 [Shadow] / 1 Health Shadow Talent (You can't put Discipline Talents or Holy Talents in your deck.) <p>[Activate] This ally has +1 ATK while attacking heroes for each opposing card removed from the game. <p>[Activate] If this ally would deal damage to a hero, remove that many cards from the top of that hero's controller's deck from the game instead. <p>[Activate] At the end of your turn, put this ally 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>[Activate] (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Target ally has Stealth this turn.

Shaka Deadmark, 4, Horde (Ancients-145U) Ally—Orc Hunter, 3 [Ranged] / 3 Health When this ally enters play, target an opposing hero. Orc allies you control have +3 ATK while in combat with that hero 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.)

Shalugd doom, the Axe of Unmaking, 0, DkpWaWa (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>[Activate] This weapon enters play with a +1 ATK counter on it for each card destroyed this way.

WoW TCG Contemporary OCR – 03 05 2013 61 / 80
Shalysa Groveshaper, 3, Alliance (Grown-92C)
Ally—Night Elf Druid, 1 [Nature] / 4 Health
**Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)  
-> **Mend 2** (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Shandris Feathermoon, 8, Alliance (Ancients-108R)
Ally—Night Elf Hunter, Shandris (1), 8 [Ranged] / 1 Health
**Haste 4** -> **Ferocity**  
-> At the end of your turn, put Shandris into her owner’s hand from play.  
-> Discard another card named Shandris Feathermoon.  
-> Shandris has Long-Range and can attack two opposing heroes and/or allies at the same time this turn.

Shanas 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.

Shard of the Virtuous, 5, DrPaPrSh (Betrayal-186U)
**Equipment**—1H Weapon—Mace, Melee (1), 1 [Holy] / 3 Strike  
-> At the start of your turn, your hero heals 1 damage from itself for each ally you control.  
-> This weapon has +3 ATK while your hero is undamaged.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)
Ally—Orc Rogue, 3 [Melee] / 2 Health
**Stealth**  
-> When this ally enters play, exhaust target opposing ally. It can’t ready during its controller’s next ready step.

Shattering Blow, 4 (Ancients-80C, Azeroth-168C)
**Basic Ability**  
Destroy target equipment.

Shattering Throw, 4, Warrior (Elements-101U)
**Ability**—Arms  
-> Ongoing: When this ability enters play, you may destroy target equipment.  
-> [Activate]  
-> Target weapon you control has Thrown this turn. (When you strike with that weapon, it has Long-Range combat. At the end of this turn, put that weapon into its owner’s hand.)

Shaylith Swifthlade, 1, Alliance (Throne-127C)
Ally—Night Elf Rogue, 1 [Melee] / 2 Health
**Evasive** (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 Light, 1, Paladin (Ancients-35C, Tome of the Paladin-8C)
**Instant Ability**—Protection  
-> Prevent the next 4 damage that would be dealt to target defending ally this turn.

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.)  
-> 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.

Shivarras Deathspeaker, 5 (Betrayal-156C)
Monster Ally—Shivarras Demon, 6 [Fire] / 3 Health  
When this ally enters play, she may deal 3 fire damage to target hero with 15 or more damage on it.

Shiverspine, 4 (Tomb-146U)
Monster Ally—Murloc Priest, 3 [Holy] / 4 Health  
When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

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.  
-> Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockburst, 1, Warrior (Aspects Treasure-31C)
**Instant Ability**—Protection  
Opposing allies enter play exhausted this turn.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)
**Ability**—Protection
**Protection Talent** (You can’t put Arms Talents or Fury Talents in your deck.)  
-> 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.

Should 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.  
-> [On your turn: (2), [Activate]  
-> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Ardachim, 6, Mage (Crown-25R)
**Ability**—Arcane Fire Frost  
Attach to your hero.  
-> [Activate]  
-> Your hero deals 4 fire damage to target hero.  
-> [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.  
-> Ongoing: Attached hero has:  
-> [Activate]  
-> You pay (2) less to play your next card this turn.  
-> [Activate]  
-> Your hero heals 3 damage from each friendly hero and ally.  
-> [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.  
-> Ongoing: Attached hero has:  
-> [Activate]  
-> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself.  
-> [Activate]  
-> Search your deck for a Demon, reveal it, and put it into your hand.  
-> [Activate]  
-> Your hero deals 1 fire damage to each ally.

Shumu’zun, 3, Horde (Aspects Treasure-43C)
Ally—Troll Mage, 3 [Arcane] / 1 Health
**Evasive**  
-> [Draw a card.]

Si’t7 Assassin, 2, Alliance (Alliance Priest-19C, Alliance Shaman-16C, Ancient-109C)
Ally—Human Rogue, 4 [Melee] / 1 Health
Siamat, Lord of the South Wind, 9 (Tomb-159E)
**Monster Hero Required**  
-> When Siamat enters play, exhaust all [Horde] and [Alliance] allies.  
-> [Horde] and [Alliance] allies can’t ready.  
-> At the start of your turn, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play for each exhausted [Horde] and [Alliance] ally.

Sigil of the Legion, 2 (Betrayal-61C)
**Basic Ability**—Attachment  
-> Attach to target ally.  
-> Ongoing: Attached ally has +1 / +1, or +2 / +2 if it’s a Demon.

Signed in Blood (Grown-197C)
**Quest**  
Pay (1) to complete this quest.  
-> Reward: Turn target resource face down.

Signet of the Timewalker, 1, DrMaPrShLo (Ancients-217U)
**Equipment**—Item, Ring (2)
-> At the start of your turn, add a time counter to this item. Then, if it has four or more time counters on it, destroy it. If you do, draw two cards.

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 Squishing, 2 (Holiday - 6R)
Monster Ally—Squishing, 0 [Nature] / 2 Health
At the start of your turn, reveal the top card of your deck. If you revealed an ability, ally, or equipment this turn, this ally has +1 ATK this turn equal to the cost of that revealed card.

Sinister Strike, 2, Rogue (Alliance Rogue-5C, 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.

Sinister Watcher, 2 (Ancients-196C)
Monster Ally—Floating Eye Demon, 3 [Shadow] / 1 Health
When this ally enters play, look at the top three cards of your deck and put them back in any order.

Siphon Life, 5, Warlock (Alliance Warlock-5R, Horde Warlock-12R, Legion-110R)
Instant Ability—Affliction Combo
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.

Siphon of Undeath, 4, Death Knight (Horde DK-9U, Tomb-14U)
Basic Ability—Unholy
Destroy target ally. If you control a Ghoul, your hero heals 5 damage from itself.

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.

“Six-Shot” Sallí Wolstone, Alliance (Alliance Priest-1U)
Hero—Dwarf Hunter, 28 Health
[Basic] (2), Flip Sallí >>> Pets you control have +2 ATK this turn.

Skinned Whelp Shoulders, 3, DrRo (Worldbreaker-225U)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
Your hero has Assault 2 for each Dragonkin you control.

Skitter, 3, Hunter (Ancients-21R)
Elusive <p> When this ally deals combat damage to a hero, add a venom counter to that hero. <p> At the start of your turn, destroy each opposing hero with three or more venom counters on it.

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 (Crowncraft-198C)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +1 ATK for each Monster hero and ally you control.

Sky Captain Swayze, 2 (Aspects Treasure-51R)
Ally—Human Sky Captain, Swayze (1), 1 [Ranged] / 1 Health

Skyler Faye, Daughter of the Light, Alliance (Alliance Priest-1U)
Hero—Human Priest, 26 Health
[Basic] (1), Flip Skyler >>> Skyler heals 3 damage from target 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.

Slughter, 4, Rogue (Tomb-46R)
Ability—Assassination
Destroy target ally or weapon with cost 4 or less. If you do, add 1 ATK counters to a weapon you control equal to the ATK of the card destroyed this way.

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.

Slimefin, 4 (Tomb-147U)
Monster Ally—Murloc Rogue, 3 [Melee] / 3 Health
This and other Murloc allies you control can’t be targeted by opponents.

Slipperyfist, 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.)

Shigdaleuncher Krillzix, 8, Horde (Tomb-111R)
Ally—Goblin Hunter, 8 [Nature] / 8 Health
When this ally enters play, you may reveal the top card of your deck. If you reveal an ability, ally, or equipment this way, this ally deals nature damage equal to that revealed card’s cost to each other hero and ally.

Smite’s Reaver, 4, DkPaRoShWa (Dungeon Treasure-54R)
Equipment—I 1 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, at the end of this combat, you may ready it and your hero.

Smoke Bomb, 4, Rogue (Twilight-74R)
Ability—Subleth
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.

Snappypin, 5 (Betrayal-157R)
Instant Monster Ally—Murloc Mage, 4 [Frost] / 4 Health
Murloc allies in your hand are instant.

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.

Smurky, 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.

Soothing Brimstone Circle, 4, DrPaPrSh
(Aftermath Justice-11E)
Equipment—Item, Ring (2)
[Activate], Exhaust an ally you control >>> You pay (X) less to complete target quest this turn, where X is the cost of that exhausted ally.

Soridorni, 6 (Elements-167R)
Ally—Bronze Dragonkin Consort, Soridorni (1), 5 [Arcane] / 6 Health
(1) >>> Target ally you control has Protector, Elusive, Stealth, or Unforgettable 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.
>>> While a card with cost 3 or more is revealed this way, this weapon has +3 ATK. >>> 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. <<< Destroy up to two target allies.

Soul Pox
Ability—Shadow
This ability can be put Demonology Talents or Destruction Talents in your deck.)
>>> 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, target this ability to it. <<< Ongoing: While this ally attacks, choose and destroy a resource you control.

Soulswap, 6, Warlock (Throne-81R)
Ability—Affliction
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)
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.

Soultrap, 2, Warlock (Alliance Warlock-6U, Ancients-63U)
Ability—Destruction
As an additional cost to play, put 5 damage on your hero. <<< Remove target ally from the game.

Soulthrinker, 3, DkPaRoWa (Aspects Treasure-72R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
When a Monster hero deals combat damage with this weapon, it also heals that much damage from itself, and then add a +1 ATK counter to this weapon.

Soulender Keldah, 1, Horde (Ancients-146U)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally attacks, choose and destroy a resource you control.

Soulteaker Adams, 5, Horde (Tomb-112U)
Ally—Undead Warlock, 2 [Shadow] / 7 Health
When this ally deals fatal combat damage while attacking, draw a card.

Sparke of Brilliance, 1, Mage (Tomb-28C)
Ability—Arcane
Draw two cards, then put a card from your hand on top of your deck.

Spark of Life, 5, Shaman (Throne-74R)
Ability—Restoration
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)
>>> 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. <<< Ongoing: When this ally attacks for the first time each turn, ready it. <<< When this ability leaves play, destroy attached ally.

Spark of Rage, 2, Shaman (Ancients-55R)
Basic Ability—Enhancement
Ongoing: At the start of your turn, destroy this ability. If you do, allies you control have +3 ATK and Smash this turn. (This also affects allies that enter play later this turn.)

Spaulders of Eternity, 2, DrRo (Ancients-212C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When this armor enters play, your hero has +1 ATK this turn for each ally you control.

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.

Spawn of Hyakiss, 3 (Betrayal-158U)
Monster Ally—Spider Beast, 3 [Nature] / 3 Health
Spellshield <<< This ally has +1 / +1 for each other Beast ally you control.

Spawn of Rokad, 6 (Betrayal-159U)
Monster Ally—Hound Beast, 2 [Melee] / 6 Health
When this ally enters play, if an opponent controls an ally with cost 6 or more, this ally has +4 ATK and Ferocity this turn.

Spawn of Shadilkith, 4 (Betrayal-160U)
Monster Ally—Bat Beast, 2 [Nature] / 5 Health

Spire of Scarlet Pain, 6, DrMaPrLo (Tomb-194U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire], 5 Strike
On your turn: (2), [Activate] >>> Your hero deals 1 fire damage to target hero or ally for each ally you control. <<< When an ally you control exhausts, you may ready this weapon.

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.

Spirit Link Totem, 2, Shaman (Ancients-56R)
Ability Ally—Restoration, Air Totem (1), 0 [Nature] / 3 Health
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)
>>> Ongoing: When an ally you control deals damage to an opposing hero, this Totem heals that much damage from your hero. <<< (Tотемы can’t attack.)

Spirit of Winter Veil, 7 (Winter Veil-1R)
Basic Ability
Ongoing: At the start of each player’s turn, he may draw two cards. <<< Each player may place up to two additional resources each turn.

Spirit Shield, 2, Priest (Alliance Priest-7U, Ancients-42U)
Instant Ability—Discipline
The nexttime damage would be dealt to target hero or ally this turn, prevent it. For each damage prevented this way, your hero heals 1 damage from that character.

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.)
Splintered Brimstone Seal, 6, DrHuSh
(Aftermath [justice-12E])
Equipment—Item, Ring (2)
(4), [Activate] >>> Play target non-Ongoing ability in your graveyard immediately without paying its cost. The next time it would enter a graveyard from anywhere this turn, remove it from the game instead.

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.

Spring Rabbit, 1 (Holiday [3-R])
Ally—Rabbit, 2 [Nature] / 1 Health
(1), Exhaust this and another Rabbit ally you control >>> Put a 1 [Melee] / 1 [Health] Bunny Egg ally token into play.

Spurious Sarcophagus, 2,
DiDrHuMaPaPrRoShLoWa (Tomb-181R, Tomb Loot-2L)
Equipment—Item
[Activate] >>> Remove target card in your graveyard from the game. If you do, add a revive counter to this item. <<< [Activate], Remove five revive counters from this item >>>> Put target card that was removed from the game this way into your hand.

Stable Master, 1, Hunter (Alliance Hunter-11U, Illidan-40U)
Basic Ability—Beast Mastery
Ongoing: You can control an additional Pet.

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.

Stafa'jul, 6, Horde (Ancients-147U)
Ally—Troll Priest, 3 [Shadow] / 3 Health
When this ally enters play, target player may put each of up to two target opposing allies with cost 3 or less into its owner's hand.

Staff of Ammuaeas, 3, DrMaPrLo (Worldbreaker Crafted-3E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
Artifact (You may play this card from your graveyard.) <<< 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 Infinite Mysteries, 5, DrMaPrShLo
(Betrayal-187R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane] / 8 Strike
(4), [Activate], Destroy this weapon >>> Search target opponent's deck for a card; then that opponent names a card. If you searched for the named card, that opponent puts it into his hand. Otherwise, remove that card from the game, and you may play that card without paying its cost.

Staff of Sorcerer-Thane Thaurissian, 4, DrMaPrShLo (Worldbreaker Crafted-6E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike
Artifact (You may play this card from your graveyard.) <<< When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play. <<< 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.
<<< [Activate] 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.
<<< [Activate] 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.
<<< [Activate] Add a +1 ATK counter to target weapon.

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. <<< [Activate] Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <<< Remove a stake-counter >>> This weapon has +3 ATK this combat.

Stalk of Corruption, 2, DrMaPrShLo (Ancients-229U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
[Basic] [6] [Deploy] >>>> Your hero deals 2 shadow damage divided as you choose to any number of target heroes and/or allies.

Stalwart Bear Form, 4, Druid (Eldrwlk-9U, 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.

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, Horde Druid-8R)
Basic 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.

Status, 1, Paladin (Worldbreaker-72C)
Ability—Protection
Attach to target equipment and exhaust it.

Static Shock, 1, Shaman (Betrayal-45R)
Basic Ability—Enhancement Attachment
Enhancement Talent (You can't put Elemental Talents or Restoration Talents in your deck.) <<< Attach to target ally or weapon you control.

Ongoing: When attached card exhausts, add a static counter to this ability.

Ability—Markmanship
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, Alliance Warlock-7U, 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 from your graveyard from the game. <<< 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.
Stella Bellamy, 6, Alliance (Ancients-110U)
Ally—Human Warrior, 3 [Melee] / 4 Health
*Unity: When this ally enters play, if you control three or more Human allies, you control +2 ATK this turn.

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, Elderlibm-22U)
Monster Ally—Ancient Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant allying 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.

Storm of the Ages, 2+X, Shaman (Betrayal-46R)
Basic Ability—Elemental
*Rift* (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control the chosen race.): <p>-(1) Your hero deals X nature damage divided as you choose to any number of target heroes and/or allies.

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.

Stormwind Summoner, 1, Alliance (Ancients-111C)
Ally—Human Warlock, 0 [Shadow] / 1 Health
**Assault 1** (This ally has +1 ATK on your turn.) <p>-(1) When this ally is destroyed, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with *Protector*.

Stormwind Tabard, 5, Alliance
DkDhHuMaPaPrRoShLoWa (Ancients-218U)
Equipment—Item, Tabard (1) [Basic] (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with *Protector*. You pay (1) less to use this power for each Human ally you control.

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 (Sylvanas-9C, Throne-94C)
Ability
Attach to target ally. <p>Ongoing: Attached ally has +2 / +2.

Strife, 3, Warrior (Ancients-70R)
Basic Ability—Fury
Ongoing: Heroes have **Assault 3**. <p>Damage is unpreventable. <p>Damage can’t be healed.

Strike, 1 (Ancients-81C)
Basic Ability
Your hero deals 1 melee damage to target hero or ally.

String of Beaded Bubbles, 2, DrMaPrShLo (Worldbreaker Badge-4E)
Equipment—Item, Neck (1)
As this item enters play, choose arcane, fire, frost, or nature. <p>On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Stormdak of Ironforge, Alliance (Alliance Warrior-1)
Hero—Dwarf Warrior, 30 Health
On your turn: (5), Flip Stormdak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Strongroot, Ancient of War, 5 (Ancients-197U)
Monster Ally—Ancient Druid, 1 [Nature] / 9 Health
This ally can protect Monster heroes and allies you control. <p>-(1) When an opposing ally attacks, ready this ally.

Subdue, 2, Priest (Aspects Treasure-19C)
Ability—Discipline
Attach to targeting opposing ally. Draw a card. <p>Ongoing: Attached ally can attack only heroes.

Sulfras, the Extinguished Hand, 5, DkPaShWa (Crown-190R, Hogger-23R)
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.

Suum’jin, Guardian of Cenarius, Horde (Twilight-18)
Hero—Troll Druid, 27 Health
[Front]: (3) >>> Flip Suum’jin face down.
[Back]: When an ally enters play under your control, Suum’jin may heal 1 damage from herself.

Summoning Portal, 2, Warlock (Alliance Warlock-13R, Worldbreaker-112R)
Ability—Demonology
Search your deck for a 1 ally, reveal it, and put it into your hand.

Sunclaw Haruh, Horde (Twilight-19)
Hero—Tauren Priest, [Front]: 27, [Back]: 32 Health
[Front]: (2) >>> Flip Haruh face down.
[Back]: (Haruh has +5 [Health].)

Sunstalker Maelan, 6, Horde (Tomb-113C)
Ally—Blood Elf Rogue, 6 [Melee] / 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, you may deal 4 nature damage to target hero or ally.

Surge of Blood, 2, Death Knight (Alliance DK-11C, Wratgbate-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: Tokens allied you control have +1 / +1.

Suwok Frozeneye, Horde (Worldbreaker-17)
Hero—Orc Mage (Frost), 25 Health
[Front]: (4) >>> Flip Suwok face down.
[Back]: At the start of your turn, Suwok deals 1 frost damage to target opposing ready ally.

Swarmtooth, 2 (Murkdeep-17U, 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.

Swiftfey, 6 (Tomb-148R)
Monster Ally—Murloc Mage, 0 [Frost] / 0 Health
This ally has +3 / +3 for this and each other Murloc hero and ally 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.
Sylvanas Windrunner, Alliance (Timewalkers-8) Hero—High Elf Hunter, 28 Health
[Front]: **Sight of Sylvanas** <p> [Basic] (2), Flip
Sylvanas >>> Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.
[Back]: **Aim of Sylvanas** <p> Once per game: [Basic] (6) >>> Sylvanas deals 13 ranged damage to target ally.

Tabard of the Legion, 1
DkDrHuMaPaPrRoShLoWa (Ancients-219U) Equipment—Item, Tabard (1) (3), [Activate] >>> Look at the top card of your deck. You may put that card on the bottom of your deck. You pay (1) less to use this power for each Demon ally you control.

TaNiRa, FaNg oF GroLdRiNN, AlliAnCe (AlliAnCe RoGue-1U) Hero—Night Elf Rogue, 27 [Basic] (3), Flip
Taerin >>> Weapons you control have +2 ATK this turn.

TaIlgunnEr! (Tomb-199C) Quest
If you control a ally with an ability attached to it: Pay (2) to complete this quest. <p> Reward: Draw a card.

TaKaRa, TiMeWAlker WaLLoRD, 2, HoRde (Ancients-148R) Ally—Orc Warrior, 3 [Melee] / 4 Health
**Ferocity** <p> This ally can attack only heroes. <p> When this ally attacks, the defending player reveals the top card of his deck. If it’s an ally, he puts it into his hand.

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.

Opponents can’t strike with weapons.

TaLiAx TiRAnjAw, 2, AlliAnCe (Tomb-94R) Ally—Gnome Warrior, 2 [Melee] / 2 Health
**Protector** <p> While you control a weapon, double this ally’s ATK. <p> While you control an armor, double this ally’s [Health].

TAlli 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.)*

TaLuReT, HeRAlD oF Faith, 4 (Tomb-135U) Monster Ally—Tol’vir Paladin Priest, 3 [Holy] / 5 Health
**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, you may have target player shuffle all a lies from his graveyard into his deck.

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.

TaRethA’s DiVersioN (Betrayal-200C) Quest
[Basic] Pay (2) to complete this quest. <p> Reward: Turn target opposing face-up resource face down. If it was a location, you may draw a card.

TaR’gak the Felrazed, 9 (Hogger-18U, Throne-196D) 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 (AlliAnCe ShanMan-7C, CrowN-93C) Ally—Dwarf Rogue, 6 [Melee] / 1 Health
**Stealth** *(This ally can’t be protected against.)*

TaRN DaRkwarLerK, 2, HoRde (Betrayer-180C, Horde Warlock-19C) Ally—Orc Warlock, 3 [Shadow] / 1 Health
Demons have Ferocity. *(They can attack immediately.)*

TaRwLa GlADeSprinG, 2, AlliAnCe (Ancients-112C, Legion-167C) Ally—Night Elf Druid, 1 [Nature] / 1 Health
**Elusive** *(This ally can’t be attacked.)* <p> [Activate] >>> You pay (1) less to play your next card this turn.

TaTteRRed DaMMtRaNd MantLe, 3, MaPrLo (WorlMbReaKer-227R) Equipment—Armor—Cloth, Shoulder (1) / 1 DEF
If this equipment would prevent magic 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.

TaTteRRed DaMMtRaNd 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.

TaTteRReD DiRMaStRaD 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.

Tauren Deathwalker, 5, Horde (Betrayer-106C) Ally—Tauren Death Knight, 3 [Frost] / 7 Health

Tauren Lightcaller, 4, Horde (Betrayer-107C) Ally—Tauren Paladin, 2 [Holy] / 5 Health
**Absorb** *(When this ally deals combat damage to a hero, he heals that much damage from your hero.)*

Tauren Mystic, 2, Horde (Betrayer-108C) Ally—Tauren Shaman, 2 [Nature] / 3 Health
**Tribe:** When this or another Tauren ally enters play under your control, this ally deals 1 nature damage to target hero and heals 1 damage from your hero.

Tauren Plainsrider, 3, Horde (Betrayer-109C) Ally—Tauren Hunter, 1 [Ranged] / 5 Health
**Long-Range** *(Defenders deal no combat damage to this ally.)*

Tauren Sunhoof, 6, Horde (Betrayer-110C) Ally—Tauren Paladin, 5 [Holy] / Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Tauren Tracker, 1, Horde (Betrayer-111C) Ally—Tauren Hunter, 1 [Ranged] / 3 Health
When this ally attacks, he deals 1 ranged damage to target hero.

Tauren Wildmender, 3, Horde (Betrayer-112C) Ally—Tauren Druid, 3 [Nature] / 3 Health
When this ally enters play, she heals 3 damage from your hero.

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

TaZ’RiK CrANKrUsT, HoRde (Elements-17) Hero—Goblin Shaman, 28 Health
[Front]: (4) >>> Flip TaZ’rIk face down.
[Back]: TaZ’rIk has **Assault 1** for each Elemental ally you control.

TeArS oF AeSSiNa, 1, Druid (Horde Druid-11C, Twilight-34C) Instant Ability—Restitution
Your hero heals 2 damage from each of up to two target heroes and/or allies.

TelDrAAssi TrACkLiEr, 1, AlliAnCe (Ancients-113C) Ally—Night Elf Hunter, 1 [Ranged] / 2 Health
**Elusive** *(This ally can’t be attacked.)*

TelDrAAssi WIlGuaRD, 3, AlliAnCe (Ancients-114C) Ally—Night Elf Druid, 2 [Nature] / 4 Health
Teler 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, Son-of-Storms, 7, Horde (Wonderland) 19R, Outland-188R
Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health
When this ally enters play, ready a hero or ally you control.

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.)

Tendril of Darkness, 5, Priest (Throne of Air)—Shadow
Your hero deals 5 shadow damage to target ally. When that ally is destroyed this turn, its controller discards a card.

Terestian Illhoof, 5, Betrayal-161R
Monster Ally—Satyr Demon Warlock, Terestian (1), 2 [Shadow] / 6 Health
When this ally enters play, **Portal (Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)** <p> At the end of your turn, you may destroy another Demon ally you control. If you do, Terestian deals shadow damage to target opposing hero or ally equal to the cost of that destroyed Demon.

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.

Ally—Human Rogue, 4 [Nature] / 1 Health
When this ally enters play, if you control an equipment, you may destroy target equipment.

Teron Gorefiend, Horde (Timewalkers-19)
Hero—Orc Death Knight, 29 Health
[Front]: **Grip of Gorefiend** <p> [Basic] (3), Flip Gorefiend >>> Gorefiend deals 1 shadow damage to target ally and heals 1 damage from himself.
[Back]: Gorefiend's Decay <p> Once per game: [Basic] (7) >>> This turn, when a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

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.”

Terrifying Shout, 3, Warrior (Tomb-62C)
Ability—Fury Shout
Put target ally or equipment on top of its owner's deck.

Tesia, 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.)

Tessa Black, 6, Alliance (Ancients-115E)
Ally—Human Warlock, 0 [Shadow] / 0 Health
This ally has +ATK and +[Health] equal to the remaining health of your hero.

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.

Thane Kurdran Wildhammer, 6, Alliance (Betrayal-68R)
Ally—Dwarf Warrior, Kurdran (1), 3 [Nature] / 7 Health
**Protector** <p> When Kurdran enters play, put a 0 [Nature] / 1 [Health] Egg ally token into play. <p> At the start of your turn, target Egg ally you control becomes a 6 [Melee] / 6 [Health] Gryphon Beast Monster ally named Sky'ree with Sky'ree (1).

Thanu Sunhorn, 4, Horde (Tomb-114U)
Ally—Tauren Paladin, 2 [Holy] / 5 Health
**Protector** <p> When damage is healed from your hero, your hero may heal that much damage from target ally.

Tharal Wildbreze, 2, Alliance (Crown-95C)
Ally—Night Elf Druid, 2 [Nature] / 1 Health

**Elusive** (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.

The Forgotten (Tomb-2)
Monster Hero—Tol'vir Paladin, 29 Health
[Front]: (8) >>> Flip The Forgotten face down. <p> You pay (8) less to flip The Forgotten if you control an ability, an ally, and an equipment. [Back]: When The Forgotten deals combat damage to an opposing hero, he heals that much damage from himself.

Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

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.

Thespious Bloodblaze, 2, Horde (Crown-120C, Horde Mage-19C)
Ally—Blood Elf Mage, 3 [Fire] / 1 Health

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

Thieving Little Pluckers (Tomb-200C)
Quest
If you control two or more equipment: Pay (2) to complete this quest. <p> Reward: Draw a card.

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.

Thoglos, 2, Warlock (Betrayal-52U)
Monster Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health
This ally can protect your hero. <p> When this ally is dealt fatal damage, he heals 5 damage from your hero.

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.

Thorns of Nordrassil, 1, Druid (Betrayal-12U)
Basic Ability—Balance Attachment
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control another Ongoing ability.

Thrall, Horde (Timewalkers-20)
Hero—Orc Shaman, 28 Health
[Front]: **Thrall's Blessing** <p> [Basic] (4), Flip Thrall >>> Target up to three heroes and/or allies. Thrall heals 3, 2, and 1 damage from them, respectively.
[Back]: **Thrall's Lightning** <p> Once per game: [Basic] (8) >>> Target up to three heroes and/or allies. Thrall deals 3, 2, and 1 nature damage to them, respectively.
Thrall the Earth-Warder, 10 (Tomb-9E, Tomb-9EA)

Master Hero—Orc Shaman, 0 [Nature] / 40 Health

**Assault 5, Mend 5**<p>When Thrall deals damage to an opposing hero, put a 5 [Meele] / 5 [Health] Earth Elemental ally token into play with **Protector**.


**Protector**<p>When Thrall readsies, choose one: Thrall deals 3 damage from your hero; or Thrall deals 3 nature damage to target opposing hero.<p><p>(3) >>> Ready Thrall.

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, [Meele] card, and [Nature] card.<p><p>Other abilities, allies, and equipment you control can’t be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class Promo-10E, Icceward-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><p>Other [Horde] allies you control have +2 / +2.

Thrall’s Desire, 3 (Tomb-63R) Ability—Aspect of Thrall, Desire (1) Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero heals 1 damage from target hero or ally.

Thrall’s Doubt, 4 (Tomb-64R) Ability—Aspect of Thrall, Doubt (1) Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall’s Fury, 2 (Tomb-65R) Ability—Aspect of Thrall, Fury (1) Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero deals 1 fire damage to target opposing hero.

Thrall’s Patience, 5 (Tomb-66R) Ability—Aspect of Thrall, Patience (1) Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Put a 2 [Meele] / 1 [Health] Earth Elemental ally token into play.<p><p>(<p><p>When your hero attacks, if you control four exhausted Aspect of Thrall abilities, destroy all four of them. If you do, search your deck and/or hand for a master hero named Thrall the Earth-Warder and put it into play.

Thrands 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 (Alliance Rogue-20C, Throne-253C) Equipment—1H Weapon—Dagger, Melee (1), 1 [Meele], 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>(<p>(This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.


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>(<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 [Meele] / 4 Health

**Empower Monster**<p>When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thuder Bluff Spiritwalker, 6, Horde (Ancients-149C) Ally—Tauren Shaman, 3 [Nature] / 6 Health

**Tribes**<p>When this or another Tauren ally enters play under your control, your hero has **Assault 2** this turn.<p>(Your hero has +2 ATK on your turn.)

Thuder Bluff Steelsnout, 4, Horde (Ancients-150C) Ally—Tauren Warrior, 5 [Meele] / 3 Health

**Tribes**<p>When this or another Tauren ally enters play under your control, you may exhaust target hero or ally.

Thuder Bluff Sunwalker, 3, Horde (Ancients-151C) Ally—Tauren Paladin, 1 [Holy] / 5 Health

**Protector**<p>This ally may exhaust to become the defender when an opposing hero or ally attacks.<p><p>When Thrall attacks, if you control four exhausted Aspect of Thrall abilities, destroy all four of them. If you do, search your deck and/or hand for a master hero named Thrall the Earth-Warder and put it into play.

**Thundershoot, 3, Horde (Ancients-152C) Ally—Tauren Druid, 2 [Nature] / 4 Health

**Tribes**<p>When this or another Tauren ally enters play under your control, this ally heals 2 damage from 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.

Thunderstrike Weapon, 1, Shaman (Worldbreaker-102U) Ability—Enhancement

Attach to target equipment you control. <p><p>(<p><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

**Eulsive**<p>(This ally can’t be attacked.)<p>(<p>(2), [Activate] >>> Exhaust target ally.

Tidolibet, 2, Shaman (Crow-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><p>(<p>(Mend 3)<p>(At the start of your turn, this totem may heal 3 damage from target hero or ally.)<p>(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><p>(<p>(1), Destroy this ability >>> Target ally has **Eulsive** 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 Fiddlaknight, Alliance (Worldbreaker-9) Hero—Gnome Priest (Holy), 26 Health [Front]: (3) >>> Flip Tilly face down. [Back]: Each ally you control has **Mend 1**<p>(At the start of your turn, it may heal 1 damage from target hero or ally.)
To Arms!, 6, RoW (Elements-103E)
Ability—Arms Combat
Ongoing: Your hero has Dual Wield. <p> Melee weapons you control have +5 ATK. <p> You pay (S) less to strike with Melee weapons.

Toho Bloomhorn, 4, Horde (Ancients-156U)
Ally—Tauren Druid, 1 [Nature] / 5 Health
Protector <p> When this ally is destroyed, you may put him from the graveyard into his owner’s resource row face down and exhausted.

Toz'in, 3, Horde (Elements-149R)
Ally—Troll Druid, 2 [Arcane] / 2 Health
This ally has +2 / +2 for each token ally you control. <p> Spa$h (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.

Tomadae the Magnificent, 6, Alliance (Alliance Warlock-201U, Oakland-145U)
Ally—Draenei Mage, 5 [Arcane] / 5 Health
If your hero would deal damage with an ability, it deals that much +1 instead.

Tommi Spazzratchet, 1, Alliance (Alliance Rogue-165, 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 attack an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Toraan, Eye of O’ros, 2, Alliance (Ancients-119R)
Ally—Draenei Hunter, 1 [Ranged] / 1 Health
When this ally deals combat damage to an opposing hero, you pay (1) less to play your next card this turn for each damage dealt.

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.

Tor’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> Spa$h (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.)

Tortolla, 6 (Ancients-198R)
Monster Ally—Turtle Beast Demigod, Tortolla (1), 1 [Melee] / 13 Health
Monster Hero Required <p> Protector <p> Other Monster heroes and allies you control have Spellshield. (They can’t be targeted by opponents.)

Tortzuk Soulfang, 2, Horde (Ancients-157E)
Ally—Orc Warlock 2 [Fire] / 1 Health
Spellshield <p> When this ally deals combat damage to a hero, you may pay (3). If you do, put a 5 [Fire] / 5 [Health] Infernal Demon Monster ally token named Infernius into play with Infernius (1) and Smash.

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. <p> You get the rewards. <p> Toshe has +1 / +1 for each opposing face-down resource.

Totentnic Cleanse, 1, Shaman (Aspects-Treasure-25C)
Instant Ability—Restoration
Play only if you control a Totem. <p> Destroy target ability.

Totentnic 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.

Tower of Radiance, 4, Paladin (Tomb-35R)
Ability—Holy
Holy Talent (You can’t put Protection Talents or Retribution Talents in your deck.): This ability enters play with four radiance counters on it. <p> Ongoing: At the start of your turn, remove a radiance counter from this ability. If none remain, destroy this ability. <p> Your hero has Assault 1 and Mend 1 for each radiance counter on this ability.

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.)

Tracker’s Mark, 2, Hunter (Aspects-Treasure-10U)
Ability—Marksmanship
Attach to target opposing hero. <p> Ongoing: At the start of your, your hero deals 1 ranged damage to attached hero. <p> At the end of your turn, if 5 or more damage was dealt to attached hero this turn, look at the top card of that hero’s controller’s deck. You may put that card on the bottom of that deck.

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."

Trog’lush, 4 (Crown-140C)
Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health
Conspicuous (Opposing heroes and allies can protect against this ally.)

Tracers! (Tomb-201C)
Quest
Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero heals 3 damage from itself.

Traxel Emberdkik, 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 Teslah, 2, Horde (Tomb-115C)
Ally—Goblin Rogue, 1 [Melee] / 3 Health
Assault 2 (This ally has +2 ATK on your turn.)

Trickster’s Edge, 5, RoSh (Ancients-230R)
Equipment—1H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
Dual Wield <p> This weapon enters play with a +1 ATK counter on it. <p> When your hero deals combat damage to an opposing hero with this weapon, double the number of +1 ATK counters on this weapon.

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.
Trickster’s Reflex, 1, Rogue (Tomb-47U)
Instant Ability—Subtle
Monster heroes and allies you control have
**Stealth** this turn and can’t be targeted by opponents this turn.

Trillik the Light’s Spark, Alliance (Twilight-8)
Hero—Gnome Priest, 26 Health
[Front]: (4) >>> Flip Trillik 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**
When this ally enters play, if an ability, ally, or equipment you control discards a card.

Triton Legplates, 2, DrPaWa (Throne-225R)
Equipment—Armor—Flame, 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.

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

Trogg Earthrager, 5 (Ancients-199C)
Monster Ally—Trogg Shaman, 4 [Melee] / 4 Health
When this ally enters play, target Monster hero or ally has **Assault 1** this turn for this and each other Monster hero and ally you control.

Troggbane, Axe of the Frostborne King, 3, DrPaWa (Worldbreaker-247E)
Equipment—1H Weapon—Axe, Melee (1), 0 [Frost], 0 Strike
(X) >>> This equipment has <X ATK this turn.

Troll Aethrower, 4, Horde (Betrayal-113U)
Ally—Troll Hunter, 1 [Ranged] / 6 Health
**Ferocity**
This ally has +1 ATK for each damage on it.

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 (Alliance Hunter-12C, Citadel Raid-42C, Drums-33C, Horde Hunter-13C, Sylvanas-6C)
Basic Ability—Survival Attunement
Attach to target ally or weapon. **<p>Ongoing:** Attached card has -3 ATK.

Twilight Assassin, 3 (Aspects Treasure-53C)
Ally—Blood Elf Rogue, 2 [Meelee] / 2 Health
When this ally enters play, draw a card for each player, unless that player chooses and discards a card.

Twilight Gulfred [Twilight-220R]
Location
On your turn: (1), [Activate] >>> Put a [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, target player discards a card.

Twilight Emissary, 4 (Twilight-163U)
Ally—Twilight Dragonkin, 4 [Meelee] / 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 Frost Evoker, 5 (Aspects Treasure-54C)
Ally—Human Mage, 5 [Frost] / 3 Health
When this ally enters play, she deals 1 frost damage to target opposing hero or ally for this and each other [Frost] card you control.

Twilight Shadowdralke, 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 [Meelee] / 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>**

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>**

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.

Tyrygosa, High Priestess of Elune, 4, Alliance (Crown-97E)

Ally—Night Elf Priest, Tyrane (1), 3 [Arcane] / 5 Health

Eulsive <p>
When Tyrane 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.

Tyrygosa the Blue, 7, (Aspects Treasure-55R)

Ally—Blue Dragonkin Consort, Tyrygosa (1), 4 [Arcane] / 10 Health

When Tyrygosa enters play, you may remove a non-Ongoing ability in your hand from the game. <p>
At the start of your turn, you may copy that ability. If you do, you may play the copy without paying its cost.

Uberserc, 5, Hunter (Tomb-24R)

Monster Ally—Core Hound, Pet (1), 4 [Fire] / 7 Health

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p>
This ally can attack two opposing heroes and/or allies at the same time. (This ally deals combat damage to both defenders, and both defenders deal combat damage back to this ally.)

Uldum (Tomb-202R)

Location

(2), [Activate] >>> Choose one: Target weapon has +3 ATK this turn; or target armor has +3 [DEF] this turn.

Unstoppable Abyssal, 4 (Ancients-200C)

Monster Ally—Abyssal Demon, 4 [Fire] / 4 Health

When this ally enters play, target opposing ally can’t prevent this turn.

Unyielding Faith, 2, Paladin (Horde Paladin-9R, Wrathgate-57R)

Instant Ability—Holy

Holy Talent (You can’t put Protection Talents or Retribution Talents in your deck.) <p>
Prevent all damage that would be dealt this turn.

Ursoc the Mighty, 4 (Ancients-201R)

Monster Ally—Bear Beast Demigod, Ursoc (1), 5 [Melee] / 7 Health

Ursoc can protect allies you control named Ursol the Wise. <p>
While you control Ursoc the Mighty and Ursol the Wise, if they would deal combat damage while attacking, they deal double that much instead.

Ursol the Wise, 5 (Ancents-202R)

Monster Ally—Bear Beast Demigod, Ursol (1), 4 [Nature] / 7 Health

Ursol can protect allies you control named Ursol the Wise. <p>
At the end of your turn, if you control Ursol the Wise and Ursol the Mighty, Ursol heals all damage from both of them.

Uther the Lightbringer, Alliance (Timewalkers-10)

Hero—Human Paladin, 29 Health

[Front]: Uther’s Faith <p> [Basic] (3), Flip Uther’s Faith >>> Uther heals 5 damage from himself.

[Back]: Uther’s Redemption <p> Once per game: [Basic] (4) >>> Put target ally from your graveyard into play.

Uzak’zim, Horde (Elements-18)

Hero—Troll Warlock, 28 Health

[Front]: Uzak’zim face down. <p>
[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.
Vakus, 1, Alliance (Alliance Shaman-18C, Throne-130C)
ally—Draenei Shaman, 2 [Fire] / 1 Health
When this ally attacks, she deals 1 fire damage to target hero.

Vaalos the Venerable, Alliance (Alliance Shaman-IU)
Hero—Draenei Shaman, 28 Health
[Basic] (3), Flip Vaalos >>> Target ally has +3 ATK this turn.

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.

Varik Proudhoof, 4, Horde (Azeroth-262C, Class-197C, Horde Warrior-19C, Horde DK-18C)
ally—Tauren Warrior, 5 [Melee] / 3 Health

Vagaries of Time, 4, DrFaPrSh (Betrayal-189C) Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 3 Health
[Basic] (3), [Activate] >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

The Vainglorious (Alliance Warlock-25C, Ancients-238C) Quest
[Basic] Pay (2) to complete this quest. <p>Reward: Your hero heals 3 damage from itself.

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

Valathar Blackstorm, 6, Alliance (Aspects Treasure-37C) ally—Night Elf Death Knight, 0 [Shadow] / 1 Health
Elusive <p>This ally has +1 ATK for each ally in all graveyards.

When Valera enters play, reveal the top three cards of your deck. Place all revealed quests and locations into your resource row exhausted as additional resources, and put the rest on the bottom of your deck.

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.

VanCleef’s Boots, 4, DrRo (Betrayal-173R) Equipment—Armor—Leather, Feet (1), 1 DEF
When this armor enters play, choose "Demon," a [Horde] race, or an [Alliance] race. <p>[Activate] >>> Reveal the top three cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Vandra, 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 VanCleef, 5, (Dungeon Treasure-33R) ally—Human Rogue, Vanessa VanCleef (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.

Variable Pulse Lightning Capacitor, 4, DrMaPrShLo (Tomb-182R) Equipment—Item, Trinket (2)
When you play an ability, you may add an overload counter to this item. <p>On your turn: (2), [Activate], Destroy this item >>> Destroy all abilities, allies, and equipment with cost less than or equal to the number of overload counters on this item.

Elusive (This ally can’t be attacked.)

Velen, Prophet of the Naaru, 7, Alliance (Tomb-95E) ally—Draenei Priest, Velen (1), 5 [Holy] / 7 Health
At the end of your turn, Velen deals 5 unpreventable holy damage to target opposing [Horde] or Monster hero or ally. If that character is dealt fatal damage this way, draw a card.

Veliana Felblood, 4, Horde (Tomb-116U) ally—Blood Elf Warlock, 2 [Fire] / 3 Health
At the end of your turn, you may destroy another ally you control. If you do, this ally deals 5 fire damage to target opposing hero.

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 token into play.

Vendetta, 2, Rogue (Throne-69R) Ability—Assassination
Assassination Talent (You can’t use 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.

Venomous Wounds, 2, Rogue (Betrayal-41R) Basic Ability—Assassination
Assassination Talent (You can’t use Combat Talents or Subtlety Talents in your deck.) <p>Ongoing: At the end of your turn, if your hero dealt combat damage to a hero this turn, trigger each Poison you control.

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—Rerituation
Your hero deals 4 melee damage to target attacker.

Verdant Boon, 1, Alliance (Elements-115R) ally—Draenei Shaman, 28 Health
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.
**Verdant Vengeance**, 1, Druid (Aspects Treasure-6R)

Ability—Balance
Ongoing: When a Treant you control is destroyed, add a seed counter to this ability. <p>
At the start of your turn, if there are 10 or more seed counters on this ability, you may destroy it. If you do, put 1 [Melee] / 1 [Health] Treant treant tokens into play.

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-1L)
Monster Ally—Grell, Pet (1), [Fire] / 1 Health
If this ally would be destroyed on an opponent's turn, you may play (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.

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.

Vigilant Guard, 1, DkPaWa (Ancients-75C)
Instant Ability
Target opposing ally must attack your hero this turn if able. Draw a card.

Vile Strike, X, Death Knight (Aspects Treasure-4U)
Ability—Unholy
Target hero has = X [Health] this turn.

Vile Watcher, 5 (Betrayal-162C)
Monster Ally—Floating Eye Demon
When this ally enters play, you may look at the top card of each opponent's deck.

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.

Violet Signet of the Archmage, 3, DrMaPrShLo (Timewalkers Justice-5E)
Equipment—Item, Ring (2)
(2), [Activate], Turn a face-up resource you control face down >>> Add a charge counter to this item. <p>
[Basic] [Activate] >>> You pay (1) less to play your next ability this turn for each charge counter on this item.

Violet Signet of the Grand Restorer, 6, DrPaPrSh (Timewalkers Justice-6E)
Equipment—Item, Ring (2)
[Activate] >>> Put target card from your graveyard on the bottom of your deck. Then, your hero heals damage from itself equal to that card's cost.

Violet Signet of the Great Protector, 3, DkDrPaWa (Timewalkers Justice-7E)
Equipment—Item, Ring (2)
Your hero has Protector. <p>
While you control five or more allies, your hero has +12 [Health].

Violet Signet of the Master Assassin, 6, DrHuRoSh (Timewalkers Justice-8E)
Equipment—Item, Ring (2)
[Basic] (X), [Activate], Destroy this item >>> Destroys all abilities, allies, and equipment with cost X

Virendra Moonglow, 7, Alliance (Betrayal-87U)
Ally—Night Elf Priest, 5 [Holy] / 5 Health

**Haste** *(You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)*
<p>
*When this ally enters play, if you control another Night Elf ally, you may destroy target ability.*

Virgil, Timewalker Marshal, 5, Alliance (Ancients-120R)
Ally—Human Warrior, 3 [Melee] / 5 Health

**Protector** <p>
At the start of each opponent's turn, ready all Human allies you control.

Visage of the Destroyer, 7, DrMaPrLo (Aspects Treasure-74U)
Equipment—2H Weapon—Staff, Melee (1), [Shadow], 5 Strike
When this weapon enters play, you may remove target from the game. If you do, your hero heals damage from itself equal to that ally's ATK. <p>
When this weapon leaves play, put that removed ally into play under its owner's control.

Vishanka, Jaws of the Earth, 7, Hunter (Aspects Treasure-75R)
Equipment—Weapon—Bow, Ranged (1), 0 [Ranged], 0 Strike

**Long-Range** <p>
This weapon enters play with five +1 ATK counters. <p>
At the start of your turn, remove a +1 ATK counter from this weapon. If none remain, destroy it.

Vitality, 4, Warrior (Hogger-8R, Illidan-114R)
Ability—Protection

**Protection Talent** *(You can put Arms Talents or Fury Talents in your deck.)* <p>
Ongoing: At the start of your turn, add a might counter. <p>
For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vizo Arc'twister, 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.

Void Terror, 5 (Ancients-203C)
Monster Ally—Void Terror Demon, 5 [Shadow] / 5 Health

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.

Voidshrieker, 1 (Betrayal-163C)
Monster Ally—Voidwalker Demon, 1 [Shadow] / 2 Health

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

Volatile Poison, 3, Rogue (Ancients-49U)
Basic Ability—Assassination Poison Attachment
Attach to target hero that was dealt combat damage by your hero this turn. <p>
Ongoing: At the start of your turn, your hero deals 4 nature damage to attached hero.

Volatile Terrorfiend, 4 (Ancients-204U)
Monster Ally—Terrorguard Demon, 3 [Fire] / 4 Health
When an ally you control is destroyed for the first time on each of your turns, this ally has +3 ATK and Smash this turn.

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.
Vor'zun, 4, Horde (Grown-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, **Horde Warrior-15C** Ally—Tauren Druid, 2 [Nature] / 1 Health When this ally attacks, you may exhaust target hero or ally.

Vuz’jin, 2, Horde (Horde DK-19C, Throne-172C) Ally—Troll Death Knight, 2 [Frost] / 3 Health (2) >>> Token allies you control have +1 ATK this turn.

Vyloks, 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 (Hogger-28U, 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 (Hogger-29C, 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 (Jaina-23C, 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 Demonsoul, 3, MaPrLo (Ancients-231C) Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike When your hero deals combat damage with this weapon, it also heals 1 damage from itself.

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.

Warden Tonarin, 1, Alliance (Alliance Warlock-13C, Azeroth-22C) Ally—Night Elf Warrior, 1 [Melee] / 1 Health **Elusive, Protector** Warglaive of Azzinoth, 4 DkRoWa (Betrayer-190E) Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike **Dual Wield** <p> When your hero deals combat damage with this weapon to a hero, put a 3 [Fire] / 3 [Health] Demon Monster ally token into play named Flame of Azzinoth. <p> At the start of your turn, if you control two or more allies named Flame of Azzinoth, this weapon has +10 ATK this turn.

Warlord Grok’tol’b (Brown-4) Monster Hero—Ogre Shaman, 31 Health [Front]: (8) >>> Flip Grok’tol’b face down. <p> You pay (8) less to flip Grok’tol’b if you control at least two allies each with 6 or more ATK. [Back]: **Assault 3, Smash** (If Grok’tol’b 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.

Wastewalker Shoulderpads, 3, DrRo (Alliance Rogue-14U, Illidan-217U) Equipment—Armor—Leather, Shoulders (1), 1 DEF When your hero attacks, you may exhaust target hero or ally.

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.

Watsun, Timewalker Lightsheid, 3, Alliance, Horde (Betrayer-126R) Ally—Dwarf Paladin, 2 [Holy] / 5 Health **Protector** <p> At the start of your turn, choose one: this ally’s health damage from your hero equal to this ally’s ATK; or this ally deals unpreventable holy damage to target hero equal to this ally’s ATK. <p> If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Wazix Blonktop, 5, Alliance (Worldbreaker-163C) Ally—Gnome Priest, 5 [Holy] / 4 Health **Untargetable**
Basic Ability. Damage to attached character.

At the start of your turn, your hero deals 2 nature damage to target ally.


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.

Balance

If one or more token allies with the same type were put into play under your control, put that many +1 into play instead.

Wild Cascade, 6, Druid (Crown-16R)

Balance

At the start of your turn, put a token copy of each token ally you control into play.

Wild Fervor, 2, Hunter (Elements-46U)

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.

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.

Your hero has Mend 1 for each growth counter on this ability.

Wild Hammer, 7, Warrior (Elements-20R)

Equipment — 2H Weapon — Mace, Melee (1), 7 [Melee], 7 Strike

Fury Talent, You can't put Arms Talents or Protection Talents in your deck.

Your hero has Two-Handed Dual Wield. While you control no ready resources, you pay (7) less to strike with Two-Handed weapons.

Wild Mushroom, 3, Druid (Twilight-37R)

Balance

Ongoing: This ability enters play with three fungus counters.

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 Rejuvenation, 2, Tomb (Tomb-18U)

Instant Ability — Restoration

Attach to your hero. When this ability enters play, put a [Melee] / [Health] Treant token into play if your hero is undamaged.

Otherwise, your hero heals 1 damage from itself.

Wild Roots, 3, Druid (Twilight-38U)

Balance

At 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.)

Ongoing: Attached ally can't ready.

Wild Seeds, 3, Druid (Ancients-15U)

Basic Ability — Balance

Your hero deals 1 nature damage to each of up to three target allies. Put a [Melee] / [Health] Treant ally token into play for each ally that was dealt fatal damage this way.

Wild Wrath, 2, Druid (Tomb-19C)

Instant Ability — Balance

Your hero deals 2 nature damage to target ally. Put a [Melee] / [Health] Treant ally token into play.

Wildfire, 5, Mage (Tomb-29U)

Instant Ability — Fire

Choose one: Your hero deals 5 fire damage to target hero or ally; or your hero deals 1 fire damage to each opposing hero and ally.

Wildhammer Gryphon, 4 (Betrayal-164U)

Monster Ally — Gryphon Beast, 3 [Melee] / 3 Health

While an opponent controls a [Horde] hero, this ally has +2 ATK and Elusive.

Wildlife Defender, 2, PaShWa (Elements-187R)

Equipment — Armor — Shield, Off-Hand (1), 2 DEF

While you control a Dragonkin, your hero has Protector. Pay: 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-15C)

Ally — Troll Druid, 4 [Nature] / 6 Health

When this ally enters play, she heals 3 damage from each hero and ally you control.

Will of Cerennius, 2, Druid (Aspects-Treasure-7C)

Ability — Restoration

Each player puts the top card of his deck into his resource row face down and exhausted.

Windguard Totem, 2, Shaman (Throne-75U)

Ability Ally — Elemental, Air Totem (T), 0 [Nature] / 4 Health

Ongoing: At the start of each opponent's turn, you may ready all allies you control.

(Totems can't attack.)

The Windlord’s Gift, 3 (Elements-107U)

Ability

When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Ongoing: Destroy this ability >>> Target ally has Untargetable this turn.

Windrunner’s Bow, 4, Hunter (Betrayal-191R)

Equipment — Weapon — Bow, Ranged (1), 3 [Ranged], 0 Strike

While your hero has 5 or less remaining health, double the ATK of this weapon, and it has Long-Range.

Windrunner’s Heartseeker, 5, Hunter (Citadel-27R, Sylvanias-24R)

Equipment — Weapon — Crossbow, Ranged (1), 0 [Ranged], 0 Strike

Long-Range

When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play.

This weapon has +1 ATK for each Undead you control.

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 Garb, 7, DkDrHuMaPaPrRoShLoWa
(Holiday 2/1R)
Equipment—Armor—Cloth, Head (1), Chest (1), Feet (1), 3 DEF
(2), [Activate] >>> Put a 0 [Melee] / 1 [Health]
Present ally taken into play with “This ally can’t attack.” <<< When a Present you control is destroyed, reveal the top card of your deck and put it into your hand.

Wisdom, 4 (Tomb-72C)
Ability
Draw two cards.

Wisp Amulet, 4, DkDrHuMaPaPrRoShLoWa
(Alphabet Crafted-5E)
Equipment—Item
When a non-monster ally in your deck is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally into play. <<< Wisp 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. <<< 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. <<< Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <<< On your turn, allies in attached hero’s party have -1 [Health].

Wolpertinger, 8 (Holiday 2/5R)
Monster Ally—Wolpertinger, 10 [Melee] / 10 Health
Evasive, Stealth, Unattargetable <<< When this ally is destroyed, destroy your hero.

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. <<< 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.

Basic Ability—Balance
Your hero deals 3 nature damage to target hero or ally.

Wrath of the Ages, 5, Hunter (Betrayal-19R)
Basic Ability—Beast Mastery
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <<< This turn, double the ATK of target ally, and it has Smash.

Wrathguard Defender, 3 (Betrayal-165C)
Monster Ally—Wrathguard Demon
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
Wrathion, 6 (Aspects Treasure-57R)
Ally—Black Dragonkin, Wrathion (1), 4 [Shadow] / 4 Health
At the start of each player’s turn, that player chooses and destroys a card he controls.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-8R, Betrayer-76R)
Instant Ability—Retribution
Destroy all allies that attacked this turn.

Wrex, 2, Horde (Horde Druid-18C, Horde Paladin-20C, Tomb-117C)
Ally—Goblin Death Knight, 1 [Frost] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Wuzlo Grindergear, 3, Alliance (Horde大树-18C, 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.

Wyrremst Captain, 5 (Aspects Treasure-58U)
Ally—Tauren Warrior, 0 [Melee] / 4 Health
At the start of your turn, reveal the top card of your deck. This ally has +1 ATK this turn equal to the cost of that revealed card.

Wyrremst Protector, 6 (Aspects Treasure-59U)
Ally—Red Dragonkin, 5 [Fire] / 5 Health
Allies you control have “When this ally deals damage to an opposing hero, this ally also heals that much damage from your hero.”

Wyrmwing Treads, 2, HuSh (Worldbreaker-228D)
Equipment—Armor—Mail, Feet (1), 1 DEF (1), Exhaust a Dragonkin you control >>> Ready target exhausted ally.

Xanza, 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.) <<< Attach to target ally, or target hero or ally if you control a Ranged weapon. <<< Ongoing: Attached character can’t attack or exhaust unless its controller pays (2).

Xander Blackcrow, 5, Alliance (Betrayal-88U)
Ally—Human Hunter, 1 [Ranged] / 1 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally tokens into play with Protector. <<< This ally has +1/+1 for each other Human ally you control.

Xarantaur, 5, Horde (Ancients-159R)
Ally—Tauren Druid, Xarantaur (1), 0 [Melee] / 0 Health
Xarantaur has +1/+1 for each card in all players’ hands. <<< At the start of each player’s turn, that player draws a card.

Xavius (Timewalkers-29)
Monster Hero—Satyr Demon Druid, 27 Health
[Front]: Xavius’s Power <<< [Basic] (4), Flip Xavius >>> You may place an additional resource this turn.
[Back]: Xavius’s Corruption <<< Once per game: [Basic] (8) >>>> Put a 1 [Melee] / 1 [Health] Satyr Demon ally token into play for each two resources you control.

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.)

Xaruris, 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.

Xan’ni, 3, Horde (Horde Druid-19C, Throne-173C)
Ally—Troll Druid, 1 [Nature] / 5 Health
When you attach a ability to a hero or ally, draw a card.

Yazi 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 (Crowd-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.) <<< This ally has +1 [Health] for each resource you control. <<< 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.
WoT CG Contemporary OCR – 03 05 2013 79 / 80
Zovaar the Fallen (Timewalkers-30)
Monster Hero—Draenei Paladin, 29 Health
[Front]: **Zovaar's Blessing** <p> [Basic] (3), Flip
Zovaar >>> Zovaar heals 1 damage from target
hero or ally for each ally you control.
[Back]: **Zovaar's Vengeance** <p> Once per
game: [Basic] (6) >>> Zovaar has +ATK this turn
equal to the remaining health of target ally you
control.

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.

Zuglisch, 4 (Tomb-142C)
Monster Ally—Ogre Warrior, 6 [Melee] / 2
Health

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.)*

Zul'jin, 3, Horde (Betrayal-115R)
Ally—Troll Rogue, Zul'jin (1), 1 [Melee] / 5
Health
**Stealth** <p> Zul'jin has +1 ATK for each damage
on him. <p> Once per turn: [Basic] Put 1 damage
on Zul'jin >>> Ready Zul'jin.

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.