Aaron Goodchild, 2, Alliance [Tomb-73R]
Ally—Human Warrior, 1 [Melee] / 3 Health
Eternal Protector <p> 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 attacks for the first time each turn, you may ready her.

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.
<p> (Mounts can’t attack or be attacked.)

Abbyswalker 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.

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

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

Adrienne the Inspiring, 5, Alliance [Alliance Mage-12U, Alliance Shaman-9U, 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-1E]
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. [Activate] >>> Put a token copy 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 (Crow-162R)
Monster Ally—Spirit, Aessina (1), 0 [Nature] / 5 Health
Elusive <p> Other friendly Monster heroes and allies have +10 [Health].

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

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

Ahul Moospeaker, 3, Horde [Ancients-121U]
Ally—Tauren Druid, 1 [Arcane] / 4 Health
Tribes: 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.

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

Akhet, 6 (Tomb-153R)
Monster Ally—Lion, Akhet (1), 5 [Melee] / 5 Health
Protector <p> While Akhet is the only ally in play, double his ATK and [Health], and he has Sentinel.

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

Alaria the Huntress, 1, Alliance [Alliance Shaman-10C, Tomb-74C]
Ally—Night Elf Druid, 0 [Melee] / 1 Health
This ally has +4 ATK while attacking a hero.

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

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

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

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] [Alignment] Worgen token into play for this and each other Night Elf ally you control. [Basic] This and other Worgen allies you control have Aberration.

Alundra, Sin'dorei Timewalker, Horde (Timewalkers-11)
Hero—Blood Elf Paladin, 29 Health
[Front]: [Alundra’s Hammer] <p> Basic [3], Flip Alundra’s Hammer >>> Exhaust target opposing ally. It can’t ready during its controller’s next ready step.
[Back]: [Alundra’s Judgement] <p> Once per game: [Basic] (7) >>> Target ally deals unpreventable holy damage to itself equal to its ATK.

Alyna Sunshower, 1, Horde [Crown-102C, Horde Druid-11C]
Ally—Blood Elf Priest, 1 [Holy] / 1 Health
Elusive (This ally can’t be attacked.) <p> Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)
Amano, Herald of the Sun, 4, Horde (Throne-140U)
Ally—Tauraen 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.

Amar 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.

Ambassador Chromie, 3 [Aspects Treasure-46E]
Ally—Bronze Dragonkin, Chromie (1), 1 [Melee] / 1 Health
When Chromie 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.

Ammuunae, 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.

An Ancient Awakens (Crown-191C, Murkdeep-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.

Anaka the Light’s Bulwark, Alliance (Throne-1)
Hero—Dranei 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

**Eulise** <p> When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.

Ancestral Recovery, 3, Shaman (Alliance Shaman-2C, Azeroth 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 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 Butcherson, 1, Alliance (Alliance Paladin-10U, Alliance Rogue-10U, Outland-110U)
Ally—Human Warrior, 1 [Melee] / 2 Health
You pay (1) less to strike with weapons.

Andrews the Just, 5, Alliance (Alliance Priest-8C, Crown-76C)
Ally—Human Priest, 4 [Holy] / 4 Health
When this ally enters play, you may put target attachment from your graveyard into your hand.

Anduin 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.

Annihilate, 3, Rogue (Alliance Rogue-3C, Alliance Rogue-2C, Wrathgate-65C)
Basic Ability—Combat Combo
Destroy target exhausted ally or equipment.

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 (Ancients-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 Khaz’goroth, 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 [Forest] / 1 Health

**Eulise** (This ally can’t be attacked.)

Arathor, the Eye of Flame, 3, Hunter (Ancients-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 (Horde DK-1U)
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 Potency, 1, Mage (Ancients-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.

Arcanomage Misti, 3, Alliance (ɣ 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.

Aced War Axe, 2, DKPaShWa (Dungeon Treasure-45U)

Equipment—2H Weapon—Axe, Melee (1), 3 Health

You pay (3) less to strike with this weapon while you control 3 or more allies.

Archmage Fandral Staghelm, 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.

Archmound of Malfrion Stormrage, 6, Alliance (Crown-77E)

Ally—Night Elf Druid, Malfrion (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 Warlock.


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.

Ardon Almaste, 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.

Arisella, Daughter of Cemarius (Crown-1)

Monster Hero—Druid Druid, 27 Health

[Front]: (8) >>> Flip Arisella face down. <p> You pay (8) less to flip Arisella if allies you control have 10 or more combined remaining health.

[Back]: Harmonize <p> (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.

Armsman, 3, Warrior (Throne-82U)

Ability—Arms

Ongoing: Your hero has Assault 1 for each armor and item you control.

Army of Undeath, 5, Death Knight (Aspects Treasure-28)

Ability—Unholy

Ongoing: On your turn: [Activate], Remove three cards in an opposing graveyard from the game >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> Ghouls you control have Assault 2.

Arrival of the Naaru, 4, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-SE)

Equipment—Item

Exhaust an ally you control >>> Add a meditation counter to this item. <p> While this item has five or more meditation counters: [Basic] [Activate], Destroy this item >>> Put a 5 [Holy] / 5 [Health] Naaru ally token into play with Absorb and Protector.

Arrowstorm, 1, Hunter (Ancients-16C)

Instant Ability—Marksmanship

Your hero deals 4 ranged damage to target opposing ally with cost 4 or more.

The Art of War, 6, Paladin (Crown-26R)

Ability—Retribution

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

Arthas Menethil, Alliance (Timewalkers-2)

Hero—Human Death Knight, 29 Health


[Back]: Gift of Arthas <p> Once per game: [Basic] (8) >>> Put target ally with cost less than the number of cards in an opponent's graveyard from that graveyard into play under your control.

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, Elderlimb-11I)

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 cost 4 or more.

Asoren Darkenout, 5, Horde (Sylvanas-10C, Throne-142C)

Ally—Tauren Death Knight, 4 (Shadow) / 5 Health

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

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, Gudgel 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.

Aurius, 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.

Aviana the Reborn, 1 (Ancients-162R)
Monster Ally—Aven 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.

Axe of Fenarius, 5, DkPaWa (Ancients-222E)
Equipment—2H Weapon—Axie, 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 the Tauren Chieftains, 6, DkPaWa (Ancients-233C)
Equipment—2H Weapon—Axie, Melee (1), 4 [Melee], 2 Strike
Azgalor the Pit Lord, 7 (Ancients-163E)
Monster Ally—Pit Lord Demon, Azgalor (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.

Azizoth, 4 (Ancients-164R)
Monster Ally—Doomguard Demon, Azizoth (1) 5 [Shadow] / 3 Health
Other Demon allies you control can protect Azizoth. <p> When another Demon ally you control is destroyed, Azizoth deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Baby Murloc, 0 (Crown-194U)
Monster Ally—Murloc Baby, 1 [Melee] / 1 Health

Baine, Son of Cairne, 8, Horde (Ancients-122E)
Ally—Tauren Warrior, Baine (1), 8 [Melee] / 8 Health
Protector <p> War Stomp (When Baine attacks or defends, you may exhaust target opposing hero or ally.) <p> When an opposing hero or ally is exhausted by War Stomp, Baine deals 4 melee damage to it.

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

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

Baradis Darkstone, 5, Alliance (Tomb-76C)
Ally—Dwarf Warlock, 7 [Shadow] / 3 Health
Barador, Wildhammer Timewalker, Alliance (Timewalkers-3)
Hero—Dwarf Shaman, 28 Health
[Front]: Barador’s Bolt <p> [Basic] (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
(6), Flip Barathex >>> Put target ally from an opposing graveyard into play under your control. If you do, that ally also has Ferocity, “This ally can attack only heroes.”, and “At end of turn, destroy this ally.”

Barim’s Main Gauche, 5, RoSh (Thomp-183U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
When this weapon has +3 ATK for each ally you control with 6 or more ATK.

Bark and Bite, 3 (Crown-68R)
Ability
Empower Death Knight: If you control a Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Empower Druid: If you control a Druid hero or ally, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Barman Shanker, 2, Rogue (Alliance Rogue-22U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
When this weapon has +2 ATK while your hero is attacking an exhausted hero or 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-11U)
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.

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

Bash and Slash, 4 (Crown-69R)
Ability
Empower Rogue: If you control a Rogue hero or ally, target ally has +3 ATK and Stealth this turn.

Empower Warrior: If you control a Warrior hero or ally, if target ally would deal combat damage this turn, it deals double that much instead.

Bastion 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: Attached ally has +4 / +4, Protector, and “At the end of your turn, you may ready this ally.”

Bath’vrah the Windwatcher, 5 (Champ Promo-2E, Icecrew-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 (Crown-193C)
Quest
On your turn: Pay (2) to complete this quest.
[spell:Your turn: Pay (2) to complete this quest.]
<p> Reward: Choose a standard class. Put a 1 [Melee] / 1 [Health] allied token into play with the chosen class.

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.

Bazul, Herald of the Fel, 2 (Tomb-152U)
Monster Ally—Satyr Demon Warlock, 3 [Shadow] / 1 Health
Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, this ally deals 3 shadow damage to target opposing hero and heals 3 damage from your hero.

Bear Trap, 3, Hunter (Ancients-170U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Remove target opposing attacking ally from combat.
Draw a card.
Beast Mastery, 3, Hunter (Ancients-18R)
Basic Ability—Beast Mastery

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p> Choose one of the following: <p> Rotund Rhino: Put a 2 [Melee] / 5 [Health] Rhinoceros Beast Monster ally token into play with Protector, Spellshield, and Pet (1). <p> Dire Devilsaur: Put a 5 [Melee] / 3 [Health] Devilsaur 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). <p> Cruel Chimaira: Put a 4 [Frost] / 2 [Health] Chimaira 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).

Belmaril, 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 your hand.

Beltirha the Black Thorn, 6, Alliance (Betrayal-63E)
Ally—Night Elf Rogue, 5 [Melee] / 3 Health
Elusive, Haste 3, Stealth <p>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 all 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] / 8 Health
At the start of each player’s turn, put a 0 [Shadow] / 1 [Health] Cultist ally token into play. <p> Exhust a Cultist you control when this ally deals 2 damage from Benedictus. <p> Exhaust five Cultists you control when Benedictus deals 20 shadow damage to target opposing hero.

Ally—Undead Mage, 4 [Fire] / 2 Health

Bestial Instinct, 2 ( Dungeon Treasure-1C)
Ability
Ongoing: When a Hunter ally enters play under your control or a friendly player’s control, target ally has Ferocity this turn.

Bestial Revival, 3, Hunter (Throne-39R)
Ability—Beast Mastery
Ongoing: When this ability enters play, put target Pet from your graveyard into play if its cost is less than or equal to the number of resources you control. <p> You can control an additional Pet.

Beyond the Grave, 9, Death Knight (Ancients-2R)
Basic Ability— unholy
Remove target opponent’s graveyard from the game. <p> For each ally removed this way, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> For each ability removed this way, your hero deals 2 shadow damage to that opponent’s hero and heals 2 damage from itself. <p> 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: <p> 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. <p> When Big Bad deals fatal combat damage to that ally, he has +5 / +5 and Invincible.

Big Cauldron of Battle, 6, DkDrHmMaPaPrRoShLoWa (Throne-227R)
Equipment— Item
At the start of your turn, choose one at random: Mind; Cunning; Power; or Time. <p> Activate: Your hero deals 1 arcane damage to itself. <p> Activate: Draw a card. <p> Activate: Each opponent discards a card. <p> Activate: Your hero deals 3 melee damage to each opposing hero and ally. <p> Activate: Repeat this process two more times.

Big Love Rocket, 4 (Holiday-2R)
Ally—Rocket, Mount (1), 0 [Melee] / 8 Health
At the start of your turn, this turn. <p> Activate: Reveal the top card of your deck. If it’s a location or quest, ready another target ally you control, and that ally has +2 ATK this turn. <p> Activate: Mounts can’t attack or be attacked.

Big belly, Furbolg Chieftain, 7 (Betrayal-131R)
Monster Ally— Furbolg 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 (Thorn-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.)

Bitye, 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). <p> Activate >>> Your hero deals 1 frost damage to target hero or ally. A character dealt damage this way can’t attack or protect this turn.

Bizzazz, 3, Alliance (Alliance Hunter-11C, Alliance Shaman-12C, Alliance Hunter-16C, Alliance Rogue-11C, Class-128C, Legion-138C)
Ally—Gnome Rogue, 3 [Ranged] / 2 Health
When this ally enters play, draw a card.

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: Pay (2) to complete this quest. <p> Reward: Draw a card.

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.
Bladestorm, 6, Horde (Crown-52R)
Ability—Arms
Arms Talent You can put Fury Talents or Protection Talents in your deck.)<p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK per +1 ATK this turn.

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 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 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 the Pure, 2, Paladin (Betrayal-26C)
Basic Ability—Holy Blessing
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 the Just, 1, Paladin (Aspects-Treasure-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 Light, 1, Paladin (Throne-53C)
Ability—Holy Blessing
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1 per +1 ATK this turn.

Blessing of the Old God, 2, DkDrHuMaPaPrRoShLoWa (Throne-228C)
Equipment—Item
When this item enters play, draw a card. <p> [Activate], Name a class and destroy this item >>> Target ally you control has that class and loses all other classes this turn.

Blessing of the Righteous, 3, Paladin (Throne-54U)
Instant Ability—Protection Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +3 / +3 and Protector. <p> Ongoing: When attached ally is destroyed, it heals 6 damage from your hero.

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

Blessing of Wisdom, 5, Paladin (Azeroth-64R, Class-59R, Horde Paladin-3R)
Instant Ability—Holy Blessing
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blithelijke Felina, 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.

Blackrock Tarantula, 1 (Betrayal-132C)
Monster Ally—Spider Beast, 2 [Nature] / 1 Health

Blacksor’s Mighty Bulwark, 4, Warrior (Aspects-Treasure-61U)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
At the start of each player’s turn, ready this armor.

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

Bladestorm, 6, Horde (Crown-52R)
Ability—Arms
Arms Talent You can put Fury Talents or Protection Talents in your deck.)<p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK per +1 ATK this turn.

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 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 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 the Pure, 2, Paladin (Betrayal-26C)
Basic Ability—Holy Blessing
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 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 Just, 1, Paladin (Aspects-Treasure-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 Light, 1, Paladin (Throne-53C)
Ability—Holy Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1 per +1 ATK this turn.

Blessing of the Old God, 2, DkDrHuMaPaPrRoShLoWa (Throne-228C)
Equipment—Item
When this item enters play, draw a card. <p> [Activate], Name a class and destroy this item >>> Target ally you control has that class and loses all other classes this turn.

Blessing of the Righteous, 3, Paladin (Throne-54U)
Instant Ability—Protection Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +3 / +3 and Protector. <p> Ongoing: When attached ally is destroyed, it heals 6 damage from your hero.

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

Blessing of Wisdom, 5, Paladin (Azeroth-64R, Class-59R, Horde Paladin-3R)
Instant Ability—Holy Blessing
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blinking 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.

Blood of the 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 Knight Lynesta, 5, Horde (Betrayal-89R)
Ability—Blood
Ally—Blood Elf, Paladin, 4 [Holy] / 3 Health
Absorb (When this ally deals combat damage to a hero, she heals that much damage from your hero.) <p> Ongoing: 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 (You can 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 ally 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.)

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

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

Bloodfire Greatstaff, 3, DkMaPrShLo (Betrayal-178C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 3 Health
(3), [Activate] >>> Exhaust target ally.

Bloodsoul, 1, Horde (Ancients-125C, Class-171C, Legion-177C)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
This ally can attack only heroes.
Bloodsurge, 4, Warrior (Throne-84R)
Ability—Fury

**Fury Talent (You can’t put Arms Talents or Protection Talents in your deck.)** <p> Ongoing: If a hero would deal damage, it deals double that much instead.

Bloodthirsty Shout, 3, Warrior (Ancients-65C, % Horde Warrior-2C)
Basic Ability—Fury Shout
Heroes and allies you control have +2 ATK this turn.

Quest
Pay (2) to complete this quest. <p> Reward: Shuffle your graveyard into your deck.

Bobbler, 4 (Murkdeep-8U, Throne-182U)
Monster Ally—Murloc Shaman, 1 [Nature] / 4 Health
This and other Murloc allies you control have

**Assault 2. (They have +2 ATK on your turn.)**

Bolin Moonflare, 2, Alliance (Ancients-84U)
Ally—Night Elf Mage, 1 [Fire] / 3 Health
When another Night Elf ally enters play under your control, this ally deals fire damage to target opposing hero equal to that ally’s cost.

Bone Shield, 2, Death Knight (Betrayer-2R)
Basic Ability—Blood

**Blood Talent (You can’t put Frost Talents or Unholy Talents in your deck.)** <p> Ongoing: (1) [Activate], Remove an ally in an opposing graveyard from the game >>> Add a bone counter to this ability. <p> (2) Weapons you control have +1 ATK and armor you control have +1 [DEF] for each bone counter on this ability.

Borrowed Time, 2, Priest (Crown-31R)
Ability—Discipline

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

Bottled Cuning, 2, DkDrHuMaPaPrRoShLoWa (Throne-229C)
Equipment—Potion
When this item enters play, target hero or ally has +2 ATK and **Stealth** this turn.

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

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

Bottled Knowledge, 3, DkDrHuMaPaPrRoShLoWa (Throne-232C)
Equipment—Potion
When this item enters play, draw two cards, then discard a card. <p> On your turn: Exhaust a Mage hero or ally you control and destroy this item >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Bottled Life, 1, DkDrHuMaPaPrRoShLoWa (Throne-233C)
Equipment—Potion
When this item enters play, put target ally with cost 2 or less from your graveyard into play. <p> On your turn: Exhaust a Paladin hero or ally you control and destroy this item >>> Put target ally with cost 2 or less from your graveyard into play.

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

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

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

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

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

Boundless Agony, 3, Rogue (Alliance Rogue-3R, Alliance Rogue-3R)
Equipment—11-Weapon—Dagger. Melee (1), 2 [Melee], 3 Strike
Damage can’t be healed. <p> Damage is unpreventable.

Boundless Hellsfire, 4, Warlock (Tomb-53R)
Ability—Destruction

**Eternal (When this enters your graveyard from anywhere, you may shuffle it back into your deck.)** <p> 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.)** <p> 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.)** <p> Look at cards from the top of your deck equal to the number of resources you control. Put one of those cards into your hand and the rest on the bottom of your deck.

Boundless Might, 3, Paladin (Throne-55R)
Instant Ability—Retribution

**Eternal (When this enters your graveyard from anywhere, you may shuffle it back into your deck.)** <p> Choose one: Target weapon has +1 ATK this turn for each resource you control; or target armor has +1 [DEF] this turn for each resource you control.

Boundless Rage, 1, Warrior (Crown-53R)
Ability—Fury

**Eternal (When this enters your graveyard from anywhere, you may shuffle it back into your deck.)** <p> Target ally has +1 ATK this turn for each resource you control.
Boundless Shadows, 4, Priest (Throne-59R)
Ability—Shadow

**Eternal** (When this enters your graveyard from anywhere, you may shuffle it back into your deck.) <p Target player removes a card from the top of his deck from the game for each resource you control.

Boundless Thievery, 1, Rogue (Crown-37R)
Ability—Subtlety

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

Boundless Wild, 6, Druid (Throne-33R)
Ability—Balance

**Eternal** (When this enters your graveyard from anywhere, you may shuffle it back into your deck.) <p> For each resource you control, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Boundless Winter, 4, Death Knight (Tomb-1IR)
Ability—Frost

**Eternal** (When this enters your graveyard from anywhere, you may shuffle it into your deck.) <p> Your hero has +1 ATK this turn for each resource you control.

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

Brainsplinter, 4, Rogue (Crown-178U)
Equipment—Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike

**Dual Wield** <p> When your hero strikes with this weapon, target ally has **Stealth** this turn.

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

Breathstone-Infused Longbow, 3, Hunter
(Throne-244U)
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 1 Strike

**Long-Range** (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> You pay 2 [Melee] to less play allies with cost 6 or more.

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.

Brittle Bones, 4, Death Knight (Throne-26R)
Ability—Frost Disease

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

Brogore, 3 (Crown-129U, Hogger-9U)
Monster Ally—Ogore Warrior, 0 [Melee] / 6 Health
On your turn: (2) >>> Target Ogore ally has +3 ATK this turn.

Bromor the Shadowblade, 2, Alliance (Throne-58R)
Ally—Dwarf Rogue, 2 [Melee] / 3 Health

**Stealth** <p> When your hero strikes with a weapon, add a +1 ATK counter to that weapon.

Broxigar the Red, Horde (Timewalkers-12)
Hero—Orc Warrior, 30 Health
[Front]: **Broxigar’s Brutality** <p> [Basic] (3), [Back]: **Broxigar’s Rage** <p> Once per game: [Basic] (4) >>> Broxigar has +1 ATK this turn for each 5 damage on him.

Broli Breaks-the-Land, 7, Horde (Tomb-98U)
Ally—Tauren Druid, 6 [Nature] / 7 Health

**Smash** <p> When this ally deals Smash damage, put a 1 [Melee] / 1 [Health] Treant ally token into play for each Smash damage dealt.

Brutal Steel, 5, Warrior (Betrayal-55R)
Basic Ability—Arms Attachment
Attached to target weapon. <p Ongoing: Attached weapon has +10 ATK.

Brutal Strike, 1, Warrior (Crown-54C, Hogger-2C)
Ability—Fury
Choose one: Your hero deals 1 melee damage to target ally; or destroy target damage ally.

Bubblelag, 4 (Murkdeep-10U, Throne-184U)
Monster Ally—Murloc Warrior, 2 [Frost] / 4 Health
This and other Murloc allies you control have **Protector**. (They may exhaust to become the defender when an opposing hero or ally attacks.)

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

Bubula del Kiesel, 2, Alliance (Throne-53C 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.

Bukrug, 4 (Throne-193C)
Monster Ally—Ogore 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.

Bulwark of the Primordial Mound, 3, PaShWa (Tomb-165U)
Instant Equipment—Armor—Shield, Off-Hand (1), 3 DEF
When this armor enters play, exhaust target opposing hero or ally.

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

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

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.

Buzzr Blade, 3, Rogue (Dungeon Treasure-47U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 1 Strike

**Dual Wield** (You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.) <p> When your hero deals fatal damage to an ally while attacking, you may destroy target equipment.

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

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.
The Caverns of Time (Ancients-233U)
Quest
[Basic] Pay (1) to complete this quest. <p>
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.)

Cenarius, Lord of the Forest, 12 (Crown-5E)
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.

Certhy 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 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 to this armor. <p>
Your hero and allies you control have Assault 1 for each scarlet creature.

Chakra, 3, Priest (Throne-60R) Ability—Holy
Holy Talent (<You can't put Discipline Talents or Shadow Talents in your deck>) <p>
Ongoing: If your hero or an ally you control would deal damage, it deals that much +1 instead. <p>
If your hero or an ally you control would heal damage, it heals that much +1 instead.

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 Shout, 6, Warrior (H Horde Warrior-3R, Tomb-58R)
Basic 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 each card in its controller’s hand.

Child of Agamaggan, 2 (Ancients-166C)
Monster Ally—Bear 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.)

Cho’gall, Horde (Timewalkers 13)
Hero—Ogre Mage, 25 Health
[Front]: Cho’gall’s Command <p> [Basic] (2), Flip Cho’gall’s Fury <p>
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]: Cho’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.

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

Chunly, 3 (Murkdeep-11U, Throne-185U)
Monster Ally—Murloc Warrior, 2 [Frost] / 2 Health
This and other Murloc allies you control have +1 / +1.

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.)

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

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

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.

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.

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.

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.

Commander Uithok, 5 (Throne-199E)
Monster Ally—Faceless One Warlock, Uithok (1), 5 [Shadow] / 4 Health
Monster Hero Required <p>
When Uithok enters play, name an ability, ally, or equipment. You 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> Exhaust target hero or ally. <-p> Ongoing: [1], [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

Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.) <-p> Your hero deals 2 ranged damage to target hero or ally. That damage is doubled for each other card named Concussive Barrage in your graveyard.

Condemn, 2, Paladin (Aspects-Treasure-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 [Frost] / [Health] Water Elemental ally token into play. Otherwise, destroy this ability.

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

Corin Stallnorth, 1, Alliance (Jaina-10C, Throne-101C)
Ally—Worgen Warrior, 1 [Melee] / 4 Health

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

Corruption of the Ages, 4, Death Knight (Betrayal-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> Your hero deals 5 shadow damage to target hero and heals 1 damage from itself for each damage dealt this way.

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

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
When 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 (Murkdeep-12U, Throne-186U)
Monster Ally—Murloc Hunter, 1 [Frost] / 1 Health
When this or another Murloc ally enters play under your control, you may put a 1 [Melee] / 1 [Health] Crab Monster ally token into play.

Cranston Deathpark, 4, Alliance (Tomb-78C)
Ally—Gnome Death Knight, 3 [Melee] / 2 Health

Elusive (This ally can’t be attacked.) <-p>

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

Crashin’ Thrashin’ Racer Controller, 5, DkDrHuMaPaPrRoShLoWa (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 Fervorosity. <-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.

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-Bot, 1, Alliance (Dungeon Treasure-12C)
Ally—Mechanical Sentry, 0 [Melee] / 4 Health
[Activate] ->>> When an opposing hero or ally attacks, you may ready this ally.

Crimson Cranium Crusher, 4, PaRoSh (\(\wedge\) Alliance Shaman-19C, Scourgewar-233R)
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.]

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 the Ogre King, 3, DkDrHuMaPaPrRoShLoWa (Crown-171R)
Equipment—Armor—Cloth, Head (1), 2 DEF
Heroes and allies you control with Smash have Assault 3.

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: Attached armor has +10 [DEF].

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

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.

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.

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.

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Curse of the Fel, 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-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.

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.)  
<p> 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  
**Eternal. Protector**—<p> 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.

Dagin Bootzap, 4, Alliance (Alliance Hunter-14C, Alliance Shaman-14C, Alliance Hunter-27C, 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, Danath (1), 5 [Melee] / 5 Health  
**Protector**—<p> When Danath deals damage, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Dar the Beastmaster, 4, Alliance (Crown-79C)  
Ally—Worgen Hunter, 2 [Melee] / 7 Health  
Dar 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 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, DkDrHuMafPfrShLoWa (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 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 / +2. <p> When attached Ghoul deals damage to an opposing hero, destroy target opposing ally.

Darkshire Deathsworn, 4, Alliance (Alliance Priest-10C, Ancients-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.

Darkestwift Keru, 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 Black souls, 5, Alliance (Ancients-86U)  
Ally—Human Warlock, 4 [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 Moongcaller, 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, DkDrHuMafPfrRoShLoWa (Ancients-213U)  
Equipment—Item, Tabard (1) [Basic] [3], [Activate] >>> T 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.)

Darris 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> Once per turn: [Basic] (2) >>> Allies you control have +2 ATK this turn.

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

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

Dawnblaze Blade, 5, DkPkRoWa (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
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 Deadmanes (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, 8 Health)

**Basic Ability—Unholy**

Your hero deals 3 shadow damage to target hero or ally. <p> Ready a Ghoul you control.

Deathbringer Kor’ush (Throne-21)

**Monster Hero—Ogre Death Knight, 32 Health**

*Front:* (8) >>> Flip Kor’ush face down. <p> You pay (8) less to flip Kor’ush if an ally you controlled with 6 or more ATK was destroyed this turn.

*Back:* At the start of your turn, you may pay (3) and remove target ally in an opposing graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play under your control.

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

Deathdealer 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> Weapons you control have +2 ATK. <p> Armor you control have +2 [DEF].

Deathlord Jones, 4, Horde (Class Promo-6R, 8 Health)

Horde DK-12C, Icecrown-129R)

**Ally—Undead Death Knight, 4 [Frost] / 4 Health**

When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Ghoul ally token named Brode into play exhausted with "This ally can’t ready during its controller’s ready step." <p> Once per turn, on your turn: (3) >>> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Death’s Decree, 6, Death Knight (Ancients-4U)

**Basic Ability—Unholy**


Death’s Duo, 4, Death Knight (V Hyper 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.

Deathsman Mogdar, 5 (Crown-130C, Enderlirm-12C, Hogger-10C)

**Monster Ally—Ogre Death Knight, 6 [Frost] / 4 [Health]**

Deathstalker Commander Belmont, 3, Horde (Dungeon Treasure-17U)

**Ally—Undead Rogue, Belmont (1), 2 [Melee] / 4 Health**

On your turn: [Activate] >>> Allies you control with cost 4 or less have +2 ATK this turn.

**Army, 3, Warrior (Ancients-67U)**

**Basic Ability—Protection**

Destroy up to two target equipment.

Deep Earth Mantle, 4, Druid (Aspects Treasure-63C)

**Equipment—Armor—Leather, Shoulder (1), 1 DEF**

When you play an ability, your hero heals 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> 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> This ally has +2 / +2 while you control another Merciless One.

Defender’s Vigil, 1, Warrior (V Hyper 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.

The Defense of Nahom (Tomb-196C)

**Quest**

If there are two or more classes among allies you control: Pay (5) to complete this quest. <p> 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, allies you control have **Assault 1** and **Stealth**.

The Defias Kingpin (Dungeon Treasure-57C)

**Quest**

You pay (1) less to complete this quest for each opposing ally in play. <p> On your turn: Pay (5) to complete this quest. <p> Reward: Draw a card.

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. <p> Your hero has **Assault 1** for each stone counter on this item.

Demonfang 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.

Demon's Presence (Betrayal-195U)

**Quest**

Pay (2) to complete this quest. <p> **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-493)

**Basic Ability—Demonology**

**Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.)** <p> Ongoing: When a Demon enters play under your control, add a nether counter to this ability. <p> **[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.

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-2L)

**Equipment—Item**

Your hero has +1 ATK while attacking heroes, or +2 ATK while attacking Demon heroes.

Demonic Infusion, 1, Warlock (Ancients-85U)

**Basic Ability—Demonology**

**Attachment**

Attach to target ally. <p> **Ongoing:** Attached ally has +3 / -1, loses all races, and becomes a Monster Demon.

Demonic Torrent, 4, Warlock (Aspects Treasure-27U)

**Ability—Demonology**

Your hero deals 3 shadow damage to each non-Demon hero and ally.

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 ally 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. <p> **Destroy** target armor or weapon.
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.) <p>
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.

Dhoro's Ravestrike, 3, Horde (Horde Paladin-13C, Horde Paladin-12C, Wrathgate-137C)
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health (3) >>> This ally has Assault 3 this turn.

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.

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

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

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

Divine Redemption, 6, Paladin (Tomb-31R)
Ability—Holy
Put target ally from your graveyard into play and attach this ability to it. <p>
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.) <p>
Your hero heals 5 damage from itself. That amount is doubled for each other card named Divinity in your graveyard. <p>
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. <p>
Reward: Draw a card.

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

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

Don Carlos’ Famous Hat, 5, DkDrHuMaPaPrRoShLoWa (Betrayer-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. <p>
This armor can prevent damage that would be dealt to Coyote allies you control.

Doom Commander Zaakul, 5 (Betrayer-134E)
Monster Ally—Doomguard Demon, 3 [Shadow] / 3 Health

Monster Hero Required <p>
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, (Betrayer-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.)

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.)

Dradom Chillblade, 2, Alliance [aina-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

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.

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

Drain Essence, 3, Warlock (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, 3, Warlock (Tomb-55C)
Ability—Affliction
Your hero deals 2 shadow damage to target ally and heals 2 damage from itself.

Dra’karr, 6, (Crown-131C)
Monster Ally—Ogre Shaman, 7 [Nature] / 5 Health

Smash (If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

Drandus the Deathcaller, 2, Horde (Horde DK-15U, Horde DK-13U, 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.)

Drauzal the Mortener, Horde (Throne-11)
Hero—Orc Mage, 25 Health

(3), Flip Drauzal >>> Drauzal deals 4 fire damage to target hero or ally that was dealt damage this turn.

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

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-127B)
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.)
Drugh the Crusher, 6 (Hogger-11C, Throne-194C)
Monster Ally—Ogre Warrior, 8 [Melee] / 4 Health

Druid and Priest Statue Set, 3, DkDrHuMaPaPrRoShLoWa (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.

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

Dungard Ironcutter, 8 (Ancients-206R)
Ally—Earthen Warrior, Dungard (1), 7 [Melee] / 7 Health
Protector <p> (1) >>> This ally has +2 ATK this turn. <p> (1) >>> Prevent the next 2 damage that would be dealt to this ally this turn. <p> At the end of your turn, ready this ally.

Dun’zarg, 3 (Tomb-136C)
Monster Ally—Ogre Shaman, 2 [Fire] / 3 Health
When this ally attacks for the first time each turn, he has +4 ATK this turn while you control another Ogre hero or ally.

Durholde Tracking Hound, 4 (Betrayal-136C)
Monster Ally—Dog Beast, 3 [Melee] / 5 Health
At the start of your turn, target ally loses and can’t have Elusive this turn.

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 Draika 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.

Earthen Crusher, 3 (Ancients-207C)
Ally—Earthen Warrior, 1 [Melee] / 5 Health
(1) >>> This ally has +1 ATK this turn.

Earthen Embrace, 2, Shaman (Alliance Shaman-3C, Worldbreaker-96C)
Instant Ability—Enhancement Attachment
Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 ATK.

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

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

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

Earthseer Dambrak, 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.

Ebun Plague, 4, Death Knight (Ancients-6R)
Basic Ability—Unholy Disease Attachment
Unholy Talent (You can’t put Blood Talents or Frost Talents in your deck.) <<< Attach to target hero. <p> Ongoing: At the start of your turn, put the top card of attacked 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.

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 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.

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.

Equipment—Armor—Mail, Hands (1), 1 DEF
You pay (1) less to strike with weapons.

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

Edwin VanCleef, Alliance (Timewalkers-4)
Hero—Human Rogue, 27 Health
[Front]: VanCleef’s Revenge <p> [Basic] (2), Flip Edwin >>> Edwin has +1 ATK and Stealth this turn.
[Back]: VanCleef’s Thugs <p> Once per game: [Basic] (5) >>> Put two [Melee] / [Health] Defias Thug ally tokens into play with “This ally can protect your hero.”

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

Ekkergaard Brennan, 5, Horde (Crownt-105U, Horde Paladin-13U)
Ally—Undead Death Knight, 5 [Shadow] / 8 Health
This ally enters play with 4 damage on him.

Eklerlimb (Eklerlimb-1)
Monster Hero—Ancient Druid, 27 Health
[Front]: (4) >>> Flip Eldermage face down.
[Back]: Ancient’s Lore: At the start of your turn, Eklerlimb heals 4 damage from himself if you control a Treant.

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

Eldre’Thalas Sorceress, 6, Alliance (Ancients-91C)
Ally—Night Elf Mage, 3 [Arcane] / 3 Health
Haste 3 (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.

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 attacked ally deals combat damage to a defending hero, put a token copy of that ally into play exalted.

Elemental Purge, 2, Shaman (Alliance Shaman-4U, Ancient’s 51U)
Instant Ability—Restoration
Destroy target ability. If you do, your hero deals 3 nature damage to that ability’s controller’s hero.
Elementalist Arax, 5, Alliance (Tomb-81U) 
Ally—Draenei Shaman, 3 [Frost] / 5 Health 
This ally has **Assault 1** and **Mend 1** for each equipment you control.

Elements' Fury, 3, Shaman (Alliance Shamen-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** 
>>> 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 **Splistheid** this turn.

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

Elune's Blessing, 5 (Ancients-79C) 
Basic Ability—Attachment 
Attach to target ally. 
>>> Ongoing: Attached ally has +3 +/+3.

Elysia Lockewood, 4, Alliance (Ancients-92U) 
Ally—Human Paladin, 3 [Holy] / 3 Health 
When this ally enters play, you may put 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. 
>>> This weapon has +1 ATK and you pay (1) less to strike it for each emberstone counter on it.

Emelia Darkhand, 1, Horde (Horde DK-15C, Horde DK-14C, Scourgewar-172C) 
Ally—Undead Death Knight, 3 [Shadow] / 1 Health 
**Protector** 
This ally may exhaust to become the defender when an opposing hero or ally attacks. 
>>> This ally can't attack unless an opponent controls more allies than you.

Emree, 3, Alliance (Alliance Shamen-13U, Crown-80U) 
[Activate] >>> Ready another target ally.

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

The End Time (Ancients-235U) 
Quest 
If you control eight or more resources: Pay (1) to complete this quest. 
>>> 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. 
>>> Ongoing: [Activate] >>> Remove your hero from combat. 
>>> [Activate] 
>>> Interrupt target ability that's targeting your hero.

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

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 **Splistheid**.

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

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

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

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.

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

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

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

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

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

Quest 
Pay (3) to complete this quest. 
>>> Reward: Reveal the top five cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.
**Essence of Focus, 5 (Crown-64U)**

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

- **<p>** You pay (2) less to play this ability if you control a Shaman hero or ally.
- **<p>** Attack to target ally. 
- **<p>** Ongoing: Attached ally has +2 / +2 and **Elusive**.

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

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

- **<p>** You pay (2) less to play this ability if you control a Priest hero or ally.
- **<p>** Attack to target ally. 
- **<p>** Ongoing: Attached ally has +2 / +2 and can’t be targeted by opponents.

**Essence of Rage, 5 (Crown-66U)**

**Ability**
You pay (1) less to play this ability for each Monster hero and ally you control. 

- **<p>** Attack to target ally. 
- **<p>** Ongoing: Attached ally has +2 / +2 and **Smash**.

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**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.

**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.

**Eye of the Legion, 4 (Ancients-173C, Ancients Loot-1L)**

Monster Ally—Demon, 3 [Fire] / 4 Health

1 >>> Look at a random card in target opponent’s hand.

**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 (Elderlym-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.

**Faithful Dispel, 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.

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**Fandral’s Flamescythe, 3, DrHu (Tomb-185C)**

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

- **<p>** When this weapon enters play, put a 2 [Fire] / 2 [Flame] Flame Cat Monster ally token into play.

**Fangs of the Father, 5, Rogue (Aspects Treasure-68R)**

**Equipment—2H Weapon—Dagger, Melee (1), 4 [Melee], 2 Strike**

- **<p>** 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.

**Farseeer Horgth, 3, Horde (Betrayal-94R)**

Ally—Orc Shaman, 3 [Nature] / 1 Health

**Bloodbrush**
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.

**Farseeer Nobundo, 5 (Crown-167R)**


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 (V Alliance Priest-13C, Crown-82C)
Ally—Human Priest, 5 [Holy] / 4 Health
When this ally enters play, he 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.)

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.

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

Feeding Frenzy, 2, Rogue (Tomb-180R)
Equipment—1H Weapon—Dagger, Melee (1), 3 [Melee], 0 Strike
**Dual Wield**<p>At the start of your turn, destroy this weapon unless you remove an ally in your graveyard from the game.

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

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

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

Feldrake, 0 (Ancients-174R, Ancients Loot-3L)
Monster Ally—Dragokin 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

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.

Festerling Disease, 1, Death Knight (V Horde DK-6U, Ancients-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.

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

Fire and Grimstone, 4, Warlock (Crown-47R)
Ability—Destruction
**Destruction 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.

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.

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 Lance, 1, Mage (Crown-21C)
Instant Ability—Fire
Your hero deals 3 fire damage to target ally.

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

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.

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, 0 [Arcane] / 1 Health
**Elusive, Spellshied**<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.

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 Heal, 2, DrPrSh (Ancients-72C)
Instant Ability
Your hero heals 5 damage from target hero or ally.

Focused Flames, 3 (Dungeon Treasure-6C)
Ability
Ongoing: When a Mage ally enters play under your control or a friendly player's control, it deals 1 fire damage to each opposing ally.

Fool's 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.

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Forager Cloudbloom, 1, Horde (Horde Druid 15U, Horde Paladin 14U, Illidan 15SU)
Ally—Tauren Druid, 1 (Arcane) / 1 Health
When this ally readies, draw a card.

Force of Earth, 2, Shaman (Tomb-51C)
Ability—Enhancement
Target hero or ally has +1 ATK and Sentinel this turn. (The first time it exhausts each turn, ready it.)

Forged of Shadow and Flame (Alliance Warrior 26C, Horde Warrior 25C, Elements 211C)
Quest

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

Forsaken Blightspeaker, 2, Horde (Dungeon Treasure-18C)
Ally—Undead Warlock, 1 (Shadow) / 1 Health
When this ally deals damage to an opposing ally, destroy that ally.

Forsaken Royal Dreadguard, 2, Horde (Dungeon Treasure-19C)
Ally—Undead Rogue, 2 (Melee) / 3 Health
At the start of your turn, this ally deals 1 melee damage to target hero for each Forsaken Royal Dreadguard you and other friendly players control (including himself).

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 allies in your graveyard.

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

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> (Totems can’t attack.)

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.

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 (Eldering-4C, Gladiators-19C)
Instant Ability—Balance
Put two 1 (Melee) / 1 (Health) Treant ally tokens into play.

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

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

Frigglight, 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.

Instant Ability—Frost
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can’t attack this turn.

Frost Stasis, 3, Mage (Betrayal-23R)
Basic Ability—Frost Attachment
Attach to target opposing ally. <p> Ongoing: Attached ally can’t attack or exhaust. <p> When attached ally is dealt damage, destroy it and put three 2 (Frost) / 1 (Health) Water Elemental ally tokens into play.

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.

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 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.

Fumdo Mountainfrost, 5, Alliance (Jaina-13C, Throne-109C)
Ally—Dwarf Shaman, 6 (Frost) / 4 Health
When this ally enters play, Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

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

“Fungus Face” McGillicuddy, 3, Horde (Class-178C, Horde DK-18C, Horde DK-15C, Legion-183C)
Ally—Undead Priest, 3 (Holy) / 3 Health
When this ally is destroyed, you may destroy target ability.

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

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.

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Furious George, 1, Hunter (Ancients-20U)
Ally—Monkey Beast, Pet (1), 0 [Melee] / 3 Health
When this ally defends, reveal the top card of your deck. If it's an ability, 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 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>[Activate]
-b>Ongoing</b>: Allies you control have Ferocity.

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

Gaktai, 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.

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

Galabak BarreMark, 3, Alliance (Aspects Ally you control >>>> This ally deals 4 fire damage to your hero. If you do, draw a card.

Gallano the Beast Lord, 5, Horde (Tomb-102E)
Ally—Undead Hunter, 8 [Ranged] / 3 Health

Garona Singebeard, 2, Alliance (Aspects
Treasure-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.

Garell Stout, 4, Horde (Horde Warlock-15U, Garona Mage-14U, Outland-161U)
Ally—Undead Warlock, 3 [Fire] / 4 Health
When this ally attacks, he deals 2 fire damage to target opposing hero.

Garona Halforcen, Horde (Timewalkers-14)
Hero—Orc Draenei Rogue, 27 Health
Front]: <aligner>Garona's Trickery</aligner>-<p>[Basic] (1), Flip Garona >>> Target ally you control has Stealth this turn.
[Back]: <aligner>Garona's Treachery</aligner>-<p>[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, Son of Grom, 5, Horde (Ancients-131E, Ancients-131 EA)
Ally—Orc Warrior, Garrosh (1), 5 [Melee] / 7 Health
<aligner>Protector</aligner>-p-> Garrosh can attack only heroes.
<p>[Activate] At the start of your turn, for this and each other Orc ally you control, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with <aligner>Protector</aligner> and "This ally can attack only heroes.”

Garyk Stormcrier, 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.)

Gaudettes 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'arr, 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.

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

General Husam, 5 (Tomb-121E)
Monster Ally—Tol'vir Hunter Warrior, Husam (1), 0 [Melee] / 0 Health
<aligner>Protector, Sentinel</aligner>-p-> Husam enters play with four +1/+1 counters. <p>[Activate] When an ally you control attacks, add a +1/+1 counter to Husam. <p>[Activate] If Husam would be dealt damage, remove that many +1/+1 counters from him instead.

Garrosh, Son of Grom, 5 (Ancients-131E)
Ally—Orc Warrior, 5 [Melee] / 7 Health
When this ally enters play, he deals 2 shadow damage to your hero. <p>[Activate] When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gerrang, 2, Horde (Horde Mage-15C Twilight-138C)
Ally—Goblin Shaman, 2 [Fire] / 2 Health
When an ally you control deals fire damage, your hero has Assault 1 this turn.

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

Gifted Heal, 1, Priest (Ancients-36U)
Instant Ability—Holy
Your hero heals 4 damage from itself. Then, if your hero is undamaged, draw a card.

Giliblins Bully, 4 (Elderlimb-13C, Throne-177C)
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health
<aligner>Protector</aligner> (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Giliblin Deathscreamer, 2 (Throne 178R)
Monster Ally—Goblin Death Knight, 4 [Frost] / 2 Health
This ally can attack only heroes. <p>[Activate] At the start of your turn, if this ally is in your graveyard, you may remove another Monster ally in your graveyard from the game. If you do, put this ally into play.
When Gobbler or another Monster ally token into play with
your control an armor.

You may destroy all of these ally tokens into play with
your control an armor.

When Gobbler or another Murloc ally token into play, you may destroy each one
and destroy any ally he controls.

Goblin Sapper, 3, Horde (Betrayal-95U)
Ally—Goblin Demolitionist, 1 [Fire] / 1 Health
When this ally deals combat damage to a defending hero, you may destroy this ally. If you do,
destroy target resource.

Goblink, 6 (Ancients-181R)
Monster Ally—Wolf Beast Demigold, Goblink (1), 1 [Melee] / 5 Health
Ferocity.

When this ally enters play, if you control another Shaman hero or ally, this ally
attaches 4 nature damage divided as you choose to any of your target heroes and/or
allys.

Gorlash, Herald of the Elements, 6 (Tomb-137U)
Monster Ally—Orge Shaman, 6 [Nature] / 5 Health
Empower Shaman: When this ally enters play, if you control another Shaman hero or ally, this
ally attaches 4 nature damage divided as you choose to any of your target heroes and/or
allys.

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

Goug, 1, Rogue (Alliance Rogue-6C, \(\bullet\) Alliance Rogue-7C, Azeroth-99C, Class-BGC, Horde
Rogue-9C, Worldbreaker-89C)
Instant Ability—Combat Combo
Exhaust target hero or ally. It can’t be ready during its controller’s next ready step.

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

Grag’tok, 4 (Crown-133C, Hogger-12C)
Monster Ally—Orge Mage, 3 [Fire] / 5 Health
When an ally with 6 or more ATK enters play under your control, this ally deals 1 fire damage
to each opposing hero and ally.

Grek Foulblade, 4, Horde (Crown-106C, Sylvanas-13C)
Ally—Orc Death Knight, 6 [Melee] / 2 Health
Grand Crusader, 3, Paladin (Throne-56R)
Ability—Protection
Protection Talent You can’t put Holy Talents or Retribution Talents in your deck.)<4>
Ongoing: Allies you control with cost 2 or less have +2 / +2.

Grand Marshal’s Tome of Power, 2, Alliance,
DrMaPaPrShLo (Ancients-215U)
Equipment—Item, Off-hand (1)(2). (Activate) >>> Allies you control have
Assault 1 while in combat with heroes this turn, or
Assault 2 if in combat with [Horde] heroes.

Gravilord Adams, 6, Horde (Crown-107R, \(\bullet\) Horde DK-16R)
Ally—Undead Death Knight, 5 [Shadow] / 5 Health
When you play this ally, you may pay any number of times. <4> Put a 3 [Melee] / 3 [Health]
Ghoul token into play for each (1) paid this way.

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

Greater Chain Lightning, 7, Shaman (Drums-
68R, Murkdeep-4R)
Ability—Elemental
Target up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them,
respectively.

Greater Flesheast, 3 (Betrayal-145C)
Monster Ally—Flesheast, 4 [Nature] / 2 Health

Grenn, 5 (Winter Veil-2R)
Monster Ally—Yeti, Greench (1), 6 [Melee] / 5 Health
Smash <4> When the Grenn enters play and when he attacks, search target opponent’s deck
for a card and remove it from the game.

Greta Grindstone, 4, Alliance (Tomb-83U)
Ally—Dwarf Warrior, 2 [Melee] / 6 Health
This ally has +1 [Health] and Protector while you control an armor.

Grlgmr (Throne-22)
Monster Hero—Murloc Hunter, 28 Health
Front: (8) >>> Flip Grlgmr face down. <4> You pay (8) less to flip Grlgmr if an opposing hero
was dealt 8 or more damage this turn.
Back: Monster allows you control have
Ferocity.
Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Grim Fate, 4, Death Knight (Aspects-Treasure-
3C)
Ability—Unholy
Each player puts the top card of his deck into his
graveyard. Put a 3 [Melee] / 3 [Health] Ghoul
ally token into play for each ally put into a
graveyard this way.
Grim Touch, 5, Death Knight (Betrayal-4R)
Basic Ability—Frost Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has **Assault 1** for each card in opposing graveyard. <p> When attached ally attacks, target opponent puts the top three cards of his deck into his graveyard.

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

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

Grok Goreblade, 3, Horde (<b>Horde Warrior-11C, Tomb-103C</b>)
Ally—Orc Warrior, 2 [Melee] / 2 Health
This ally has +2/+2 while you control an equipment.

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

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

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

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

Guardian of the Ages, 8, Paladin (Betrayal-28R)
Ally—Spirit Guardian, Pet (1), 8 [Holy] / 8 Health
**Rift** (**Choose a [Horde] or [Alliance] race. You pay (1) less to play this ally for each ally you control of the chosen race.**) <p> **Protector**

Guardian of the Light, 1, Paladin (Ancients-32R)
Instant Ability—Protection
Play only if an opposing hero or ally is attacking. <p> Put a 5 [Holy] / 5 [Health] Guardian ally token into play with **Protector** and “At end of turn, destroy this ally.”

Guardian Spirit, 1, Priest (Ancients-37R)
Basic Ability—Holy
**Holy Talent** (**You can't put Discipline Talents or Shadow Talents in your deck.**) <p> Your hero heals all damage from target friendly ally. You may have your hero’s remaining health become equal to the [Health] of that ally.

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.

Guil’dan, Horde (Timewalkers-15)
Hero—Orc Warlock, 28 Health
[Front]: **Guil’dan’s Darkness** <p> [Basic] [5].
Put 2 damage on all objects, flip Guil’dan >>> Draw two cards.

[Back]: **Guil’dan’s Summoning** <p> 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.

Gully Rustinax, 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> **Elsive** (**This ally can't be attacked.**)  

Gurthalak, Voice of the Deeps, 3, DkPaWa (Aspects Treasure-69R)
Equipment—1H 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.

Monster Ally—Murloc Priest, 1 [Holy] / 1 Health
This and other Murloc allies you control have +1 [Health].

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.

Hagtrix the Mindsifter, 5, Horde (Throne-148R)
Ally—Goblin Priest, 3 [Shadow] / 5 Health
At the start of your turn, each opponent discards a card. <p> When an opponent discards a card, this ally deals 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** <p> [Basic] [3], Flip Hakkar >>> Put a 2 [Shadow] / 2 [Health] Felhound Monster ally token into play.

[Back]: **Hakkar’s Wrath** <p> 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-11U)
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 Laird-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> Draw a card.

Hammer of Sanctity, 1, Paladin (Ancients-33U)
Basic Ability—Protection
Exhaust up to two target opposing 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.

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

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Hamuul Runetotem, Horde (Timewalkers-16)
Hero—Tauren Druid, 28 Health
[Front]: Hamuul’s Guidance <p> [Basic] (4), 
While you control three or more equipment, this ally you control has +2 ATK and Stealth this turn.
[Back]: Hamuul’s Fury <p> Once per game: 
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. (The first time it exhausts 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 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, DrPapaSh [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.

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—Tal’vr 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 >>> Put a 2 [Nature] / 1 [Health] Warm ally token into play with Ferocity and Stealth.

Headaddress 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.

Heavenly Breeze, 2, DrPapaSh [Aftermath Justice-7E]
Equipment—Armor—Cloth, Back (1), 1 DEF
At the start of your turn, add a breeze counter to this armor. <p> (2), [Activate], Remove any number of breeze counters from this armor >>> Your hero heals 1 damage from itself for each counter removed this way.

Hellisa, 3, Warlock (Throne-78C)
Monster Ally—Succubus Demon, Pet (1), 4 [Shadow] / 3 Health
When this ally enters play, you may exhaust target ready opposing ally. If you do, that ally deals shadow damage equal to its ATK to its controller’s hero.

Hellscreecher Slicer, 3, Horde, RuSh [Betrayal-181U]
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 1 Strike
Dual Weld <p> 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 Setes, 3, DkPaWa [Horde Warrior-4R, 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 Thorns, 2, DrRo [Ancients-209C]
Equipment—Armor—Leather, Head (1), 1 DEF
(1), [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.

Hesawa Stormwalker, 3, Horde (Sylvanas-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 Guardian Malosun (Tomb-5)  
Monster Hero—Tol’vir Paladin Priest, 25 Health  
Deckbuilding: You can’t put [Horde], [Alliance], or Talent cards in your deck.

High Inquisitor Whitename, 5 (Dungeon Treasure-29R)  
Ally—Human Priest, Whitename (1), 2 [Holy] / 8 Health  
When Whitename attacks, you may put target ally from your graveyard on top of your deck. If you do, she deals damage from your hero equal to the cost of that ally.

High Magus Olvek, Alliance (Throne-3)  
Hero—Dwarf Mage, 25 Health  
(1), Flip Olvek >>> Choose “ability,” “ally,” or “equipment,” then reveal the top card of your deck. If it has the chosen type, put it into your hand.

High Oracle Naseem, 3 (Tomb-123R)  
Monster Ally—Tol’vir Protector <p>This ally has all standard classes in all zones.

High Priestess Neeri, Horde (Throne-15)  
Hero—Goblin Priest, 26 Health  
(3), Flip Neeri >>> Remove the top three cards of target opponent’s deck from the game. Neeri deals 2 damage from herself for each ally removed this way.

High Prophet Barim, 3 (Crown-160R)  
Monster Ally—Tol’vir Paladin Priest, Barim (1), 1 [Holy] / 1 Health  
Other allies you control have +ATK equal to Barim’s ATK and +[Health] equal to Barim’s [Health].

High Warlord Cromush, 6, Horde (Dungeon Treasure-20U)  
Ally—Orc Warrior, Cromush (1), 5 [Melee] / 5 Health  
Protector (Cromush may exhaust to become the defender when an opposing hero or ally attacks.)  
<p>While Cromush has exactly 1 remaining health, he has Assault 10.

High Warlord Zogar, 6 (Crown-135E)  
Monster Ally—Ogre Lord Warrior, 10 [Melee] / 10 Health  
Play this ally only if you control an Ogre hero or ally.

High Warlord’s Cleaver, 3, Horde, DkHuPaRoShWa (Ancients-226U)  
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee], 1 Strike  
While your hero is attacking an [Alliance] hero, this weapon has +3 ATK.

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

Historian’s Sash, 1, MaPrLo (Ancients-210U)  
Equipment—Armor—Cloth, Waist (1), 1 DEF  
At the start of your turn, add a history counter to this armor.  
<p>Remove three history counters from this armor >>> You pay (1) less to complete target quest this turn.

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

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 Word: Hope, 2, Priest (Alliance Priest-3U, Betrayal-3SU)  
Instant Ability—Holy Attachment  
Attach to target ally.  
<p>Ongoing: Attached ally has +3 [Health].  
<p>When attached ally is dealt damage while defending, your hero heals 3 damage from itself.

Hood of Hidden Flesh, 1, MaPrLo (Timewalkers Justice-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 Human allies, turn a face-up resource you control face down.

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

Horgrim, 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.

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

Hulking 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.)

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

Humrik Blackiron, 4, Alliance (Jaina-14C, Throne-113C)  
Ally—Dwarf Warlock, 5 [Shadow] / 3 Health

Hunter’s Focus, 1, Hunter (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.)

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.

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.

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Icaros the Sunward, 3, Horde (Crown-111C)
Ally—Blood Elf Paladin, 1 [Melee] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Ice Barrier, 3, Mage (Crown-23R)
Ability—Frost
Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck.) <p> Ongoing: This ability enters play with three ice counters. <p> If your hero would be dealt damage, remove an ice counter from this ability. If you do, prevent that damage. Then, if no counters remain, destroy this ability. <p> At the start of your turn, your hero deals 5 frost damage to target opposing hero.

Ice Lance, 2, Mage (Alliance Mage-8C, Class-53C, Drums-36C, 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 move.
Idra’kess Enchantress, 4 (Throne-204U)
Monster Ally—Naga Mage, 2 [Frost] / 5 Health [Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.
Idra’kess Mistress, 3 (Throne-205U)
Monster Ally—Naga Mage, 1 [Frost] / 4 Health When this ally attacks, she deals 1 frost damage to each [Horde] and [Alliance] hero and ally.

If You’re Not Against Us... (Crown-196C)
Quest
Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero deals 3 shadow damage to his hero.

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

Ilidan the Betrayer (Timewalkers-23)
Monster Hero—Night Elf Demon Rogue, 27 Health
[Front]: Ilidan’s Shear <p> [Basic] (2), Flip
Ilidan >>> Ilidan deals 2 melee damage to target exhausted ally.
[Back]: Vengeance of Ilidan <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.

Impaling Shot, 2, Hunter (Aspects Treasure-8C)
Ability—Survival
Your hero deals ranged damage to target ally equal to that ally’s cost.

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.

Infectious Brutality, 3, Warrior (Crown-56U, ♂ Horde Warrior-5U)
Basic Ability—Fury
Ongoing: On your turn: [Activate] >>> Target ally has +2 ATK this turn.

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 attacked hero. Then, if attacked 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.

Imerivatore, 4, Druid (Azeroth-23R, Class-30R, 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> On your turn: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.

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.

Irontree Knives, 3, RoWa (Crown-182U)
Equipment—Weapon—Shuriken, Ranged (1), 2 [Melee] / 0 Strike
This weapon enters play exhausted. <p> Thrown (When you strike with this weapon, your hero has Long-Range this combat. At the end of the turn, put this weapon into owner’s hand.)

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.

Isiset, Construct of Magic, 3,
DkDrHuMaPaPrRoShLoWa (Tomb-176R)
Equipment—Item
If your hero would deal non-combat damage, it deals that much +1 instead. <p> At the start of your turn and when you play an ability, add a power counter to 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 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.”

Iso’rath (Crown-2)
Monster Hero—Iso’rath, [Front]:21, [Back]:32
Health
[Front]: Your starting and maximum hand sizes are nine cards. <p> (10) >>> Flip Iso’rath face down.
[Back]: Your starting and maximum hand sizes are nine cards. <p> [Activate] >>> Destroy target non-hero card.
Deckbuilding: You can’t put [Horde], [Alliance], or class cards in your deck.

Izzy Quizifiz, 1, Horde (♂ Horde Druid-13C, ♂ Horde Warrior-12C, Throne-150C)
Ally—Goblin Shaman, 1 [Nature] / 2 Health

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

Jadefire Felsworn, 6 (Crown-141U, Elderslimb-15U)
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, Elderslimb-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-14C, Elderlimb-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 Scout, 1 (Crown-14C, Elderlimb-18C)
Monster Ally—Satyr Demon Hunter, 3 [Shadow] / 2 Health
This ally can attack only heroes.

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, Elderlimb-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** (>) When this ally deals fatal damage, he also deals 5 melee damage to target opposing hero.

Jaena, 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.

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.

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.

Jakt 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 this turn.

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

Jarius Blackwood, 2, Alliance (Thomb-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.

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

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.

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

Jenira Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, 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.

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

Jez’al, 3, Horde (Horde Paladin-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.

Jingling Bell, 6, DkDrHuMaPaPrRoShLoWa (Winter Vei-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.

Joleera, Horde (Throne-17) Hero—Blood Elf Rogue, 27 Health
On your turn: (2), Flip Joleera >>> Joleera has +2 ATK 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.)

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.

Kaelzin, 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.)

Kagtha, 3, Horde (Dungeon Treasure-21U)
Ally—Orc Rogue, Kagtha (1), 2 [Melee] / 4 Health
Opposing heroes and allies lose and can’t have **Elusive and Untargetable**.

Kahul the Sunseer, 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, Jaina-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.)

Kalam’ti, 3, Horde (Throne-155R)
Ally—Troll Mage, 3 [Fire] / 2 Health
When this ally enters play, he deals 3 fire damage to each opposing hero and ally that was dealt damage this turn.

Kaldorei Wind Chimes, 1, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-2E)
Equipment—Item
This item enters play with three chime counters. <p>When this or another Tauren ally enters play under your control, double Jevan’s ATK this turn.

Kaldric Stoutwhisker, 3, Alliance (Crown-90U)
Ally—Dwarf Paladin, 2 [Holy] / 3 Health
When 1 or more damage is healed from a hero or ally you control, this ally has **Assault 2** this turn.

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.)
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.

Kallipssa, 4, Alliance [Alliance Warlock-15U, Dark Portal-27U]
Ally—Draenei Mage, 2 [Arcane] / 2 Health
Long-Range: [Defenders deal no combat damage to this ally.]<<<<<<<<<
When this ally enters combat, you may put a creature into play.
Kara Vestral, 2, Alliance (Jaina-16C, Throne-116C)
Ally—Human Mage, 3 [Arcane] / 2 Health
Karazhan Concubine, 3 (Betrayal-147C)
Monster Ally—Succubus Demon, 4 [Shadow] / 1 Health
When this ally enters play, you may exhaust it to target any creature. It can’t ready during its controller’s next ready step.
Karrok Scarred, 5, Horde (Class-184C, Horde Warrior-14C, Horde DK-17C, Outland-167C)
Ally—orc Warrior, 5 [Melee] / 4 Health
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 of these: This ally deals 6 damage to the hero; or you draw two cards.
Ally—Troll Shaman, 1 [Nature] / 2 Health
Protector (This ally may Exhaust to become the defender when an opposing hero or ally attacks.)<<<<<<<<<
At the start of your turn, this ally heals 1 damage to itself.
Kazbav, 2, Horde [Horde Warrior-13C, Throne-156C]
Ally—Goblin Warrior, 2 [Melee] / 2 Health
Protector (This ally may Exhaust to become the defender when an opposing hero or ally attacks.)<<<<<<<<<
Elusive (This ally can’t be targeted.)<<<<<<<<<
Kedan Burstbeard, 4, Alliance (Thomb-87C)
Ally—Dwarf Mage, 4 [Arcane] / 3 Health
When this ally enters play, if you control an equipment, this ally deals 1 arcane damage to each opposing ally.
Keening Shivarra, 5 [Ancients-185U]
Monster Ally—Shivarra Demon Warlock, 4 [Shadow] / 4 Health
As an additional cost to play, discard a card.<<<<<<<<<
When this ally enters play, you may put a target Monster ally with cost 2 or less from your graveyard into play.
Keeper Alinar, 3 (Crown-154C)
Monster Ally—Keeper of the Grove Druid, 2 [Nature] / 4 Health
Harmonize: (You pay (1) less to play allies with printed cost 4 or more.)<<<<<<<<<
When this ally enters play, he heals 3 damage from target hero or ally.
Killer Babs, 2 (Crown-155C)
Monster Ally—Keeper of the Grove Druid, 1 [Nature] / 4 Health
Harmonize: (You pay (1) less to play allies with printed cost 4 or more.)<<<<<<<<<
Keeper Remulos, 6 (Champ Promo-5E, Wrathgate-165E)
Ally—Keeper of the Grove Druid, Unique, 6 [Nature] / 6 Health
When a Druid you control deals combat damage to a hero, put two [1] [Melee] / [1] Health Treant ally tokens into play.
Keeper Sharus, 1 (Crown-156R)
Monster Ally—Keeper of the Grove Druid, 0 [Nature] / 2 Health
Elusive: 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, he heals 1 damage divided as you choose from any number of target Monster heroes and/or allies.
Ko’gun, Hammer of the Firelord, 5, DrPaPrSh
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: [Activate] >>> Kil’rek deals 1 fire damage to target opposing hero for each Demon ally you control.
Kilsanjin, Beast 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.]
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.<<<<<<<<<
Weapons you control have +1 ATK in this turn for each card removed this way.
Klannoc Macleod, 4 (Champ Promo-6E, Sourgwar-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
Blooddrush: 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.
Knife Throw, 1, Rogue (Aspects Treasure-22U)
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.)
Ko’gun, Hammer of the Firelord, 5, DrPaPrSh
Instant Ability: Beast Mastery
Target Pet you control deals melee damage equal to its ATK to target ally.
Kulluk, 4, Alliance (Throne-117R)
Ally—Gnome Rogue, 4 [Nature] / 4 Health
When this ally enters play, each opponent draws 3 cards.<<<<<<<<<
At the end of each turn, if an opponent has no cards in his hand, destroy his hero.
Kulluk, 4, Alliance (Throne-117R)
Ally—Gnome Rogue, 4 [Nature] / 4 Health
When this ally enters play, each opponent draws 3 cards.<<<<<<<<<
At the end of each turn, if an opponent has no cards in his hand, destroy his hero.
Ko’gun, Hammer of the Firelord, 5, DrPaPrSh
Instant Ability: Beast Mastery
Target Pet you control deals melee damage equal to its ATK to target ally.
Ko’gun, Hammer of the Firelord, 5, DrPaPrSh
Instant Ability: Beast Mastery
Target Pet you control deals melee damage equal to its ATK to target ally.
Ko’gun, Hammer of the Firelord, 5, 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.

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Kolorath, 8 (Throne-213E)
Monster Ally—Kraken, Kolorath [1], 6 [Frost] / 12 Health
When Kolorath enters play, put all non-[Frost] allies into their owner’s hands.

Korath Icefang, 4, Horde (Betrayal-96U)
Ally—Orc Mage, 3 [Frost] / 3 Health
When this ally enters play, double the ATK of target ally this turn.

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

Conspicuous
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.

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

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

Krazmix Smokelpain, 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

Conspicuous
Empower Monster: When this ally enters play, if you control another Monster hero or ally, you may shout “ME BIGGEST!” while pounding your fists on the table. If you do, this ally and target opposing ally deal melee damage to each other equal to their respective ATK.

Kromdar, Herald of War, 5, Horde (Throne-160U)
Ally—Orc Warrior, 6 [Melee] / 4 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, you may destroy target damaged ally.

Krum’shal, 5 (Crown-137U)
Monster Ally—Ogre Shaman, 6 [Nature] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +3 ATK and Smash this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

Lady Bancroft, 1, Alliance (Ancients-98C, V Alliance Priest-15C, Citadel-Raid-61C, Wrathgate-122C)
Ally—Human Priest, 2 [Holy] / 1 Health
Prevent all damage that opposing heroes would deal to this ally.

Lady Naz’jar, 6 (Throne-206E)
Monster Ally—Naga Sea Witch, Naz’jar [1], 5 [Frost] / 7 Health
(3), Exhaust two Naga heroes and/or allies you control >>> Naz’jar deals 5 frost damage to target hero or ally. A character dealt damage this way can’t attack or exhaust this turn.

Lady Sira’kess (Throne-23)
Monster Hero—Naga Mage, 25 Health
[Front]: (8) >>> flip Sira’kess face down. <p>
You pay (8) less to flip Sira’kess if you played three or more Frost and/or [Frost] cards this turn.
[Back]: [Activate] >>> Sira’kess deals 1 frost damage to target hero or ally. <p>
You pay (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 dealt to this ally instead.

Laenthor Shademoon, 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.

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.

Larrisa Valorshield, 4, Alliance (Throne-119C)
Ally—Human Paladin, 4 [Holy] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Quest
On your turn: Pay (5) to complete this quest. <p>
Reward: Your hero heals 3 damage from itself. Draw a card.

The Last Relic of Argus, 2, DKDrHuMaPrRoShLoWa (Timewalkers Crafted-6E)
Equipment—Item
You pay (1) less to complete quests. <p>
Reward: Your hero heals 3 damage from itself.

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 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.

Leeching Fever, 3, Death Knight (Crown-9U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.
Legends of Arlokk, 2, MaPrLo (Crown-183U) Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike
On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally. <<< [0] On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legacy of Betrayal, 4, RoLo (Betrayal-59E) Basic Ability
Remove target opposing ally and all opposing allies that share that ally's name from the game. (You can't put Balance Talents or Feral Talents in your deck.) <<< [1] Attach to your hero. <<< [Ongoing]: At the start of your turn, add a growth counter to this ability, and your hero heals 1 damage from 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].

Lockmaw, 5 (Tomb-154R) Monster Ally—Crocolisk, Lockmaw (1), 5 [Melee] / 3 Health
When Lockmaw 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 that destroyed ally.

Lodur, Herald of the Elements, 4, Alliance (Throne-120U) Ally—Dwarf Shaman, 4 [Melee] / 4 Health [Empower Shaman]: When this ally enters play, if you control another Shaman hero or ally, target opposing ally becomes 1 / 1 and is also a Frog this turn.

Lord Afrasastrasz, 7 (Aspects-Treasure-50E) Ally—Red Dragonkin, Afrasastrasz (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. <<< [Ongoing]: On your turn, if Afrasastrasz is in your hand: (6), Reveal Afrasastrasz and shuffle him into your deck >>> Put six 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play.

Lord Darion Mograine, 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 Godfrey, 6 (Dungeon-Treasure-30E) Ally—Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health
At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play. <<< [At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.

Lord Jarach Ravenholdt, 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-101E, Ancients-101 EA)
Ally—Night Elf Warrior, Kur'talos (1), 1 [Melee] / 5 Health
**Spellshield** -> Kur'talos has +ATK equal to the combined cost of other allies you control.

Lordann the Bloodreaver, 2, Horde (Throne-161R)
Ally—Blood Elf Warrior, Lordann (Throne-161R)

Lothar’s Edge, 4, Alliance, DkPaWa (Betrayal-182U)
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 (Crow-91C)
Ally—Human Paladin, 3 [Holy] / 2 Health
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Lyra, Timewalker Emberrage, 4, Alliance, Horde (Betrayal-118U)
Ally—Night Elf Mage, Lyra (1), 3 [Fire] / 3 Health
**Spellshield** -> While you control two or more allies that share a [Horde] or [Alliance] race: [Activate] >>> This ally deals 5 fire damage to target hero.

Mazzhum, 3, Warlock (Alliance Warlock-8C, Alliance Warlock-17C, Elements-93C, Horde Warlock-9C)
Ally—Felhunter Demon, Mazzhum (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.

Malfurion’s Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration
**Restoration Talent** (*You can’t put Balance Talents or Feral Talents in your deck.*) -> 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.

Maloic, Herald of Trickery, 4, Alliance (Throne-122U)
Ally—Human Rogue, 4 [Melee] / 1 Health
**Empower Rogue**: When this ally enters play, if you control another Rogue hero or ally, gain control of target opposing equipment.

Mallorie the White Stag, 10 (Ancients-1E, Ancients-1EA)
Monster Master Hero—Stag Beast Demigod, 2 [Nature] / 38 Health
*[Basic] (1) -> Put a 1 [Melee] / 1 [Health] Treant ally into play. -> *[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.

Mana 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.

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

Mandible of Beth’tilac, 3, DkPaWa (Crown-186C, Horde Warrior-20C)
Equipment—1H Weapon—Axe, 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.*) -> 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 -> *[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 -> Once per game: [Basic] (6) >>> Double the ATK of target ally or weapon this turn.

Mandala’s Call, 3, Mage (Betrayal-185R)
**Equipment**—1H Weapon—Axe, Melee (1), 1 [Melee] / 0 Strike
**Dual Wield** -> Double the ATK of this and other weapons you control.

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

Malfurion Stormrage, Alliance (Timewalkers-6)
Hero—Night Elf Druid, Malazan (Timewalkers-6)
**Malfurion’s Call** -> *[Basic] (3), Flip Malfurion >>> Put two 1 [Melee] / 1 Health
Treant ally tokens into play.
**Malfurion’s Tranquility** -> Once per game: [Basic] (X) >>> Malfurion heals X damage from himself and each ally you control.
Mantle of Abrhims, 2, DkPaWa (Betrayal-171R)
Equippment—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 armor you control; or add a +1 [DEF] counter to target armor you control.

Mantle of Master Cho, 3, MaPrLo (Tomb-171U)
Equippment—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.

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> [Activate]: Target ally has +1 / +1 and Mark of the Ancients, 1, Druid (Crown-17A)
Ability—Beast Mastery
Ongoing: Pets you control have +2 / +2.

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 Goldtrim, 5, Druid (Elderlimb-6C, Horde: Druid-5C, Throne-35C)
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 hero has Mand 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 Mand 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 friendly ally. <p> Ongoing: Attached ally has +2 / +2. <p> 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.)
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 Wipe, 3, Priest (Aspects-Treasure-17U)
Ability—Shadow
Choose “ability,” “ally,” or “equipment,” and then target player discards a random card. If he discards a card that has the chosen type, he discards another random card.

Mindbender Ghur’sha, 7 (Hogger-14R, Throne-203R)
Monster Ally—Merciless One, Ghur’sha (1), 4 [Melee] / 8 Health
While you control one or more other Monster heroes and/or allies, Ghur’sha has Ferocity. <p> While you control two or more other Monster heroes and/or allies, Ghur’sha has Assault 4. <p> While you control three or more other Monster heroes and/or allies, Ghur’sha has Invincible.

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, DrHuMaPrRohLoWa (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.

Mining Monkey, 3 (Dungeon Treasure-35C)
Ally—Monkey, 2 [Melee] / 2 Health
When this ally enters play, each friendly player may draw a card (including you).

Mistress Nesala (Tomb-7)
Monster Hero—Succubus Demon Rogue Warlock, 25 Health
Deckbuilding: You can’t put [Horde], [Alliance], or Talent cards in your deck.

Mixi Crankeaven, 3, Horde (Aspects Treasure-41C)
Ally—Goblin Priest, 3 [Holy] / 2 Health
When you play an ability, ally, or equipment, this ally deals 1 unbeatable holy damage to target opposing hero.

Mo’arg Doomsmith, 4 (Ancients-189U)
Monster Ally—Mo’arg Demon, 3 [Melee] / 2 Health
When this ally enters play, he may deal 4 melee damage to another ally you control. If he does, your hero has Assault 4 this turn.

Moccasins of Verdurous Gloom, 2, HuSh (Aftermath Justice-2E)
Equipment—Armor—Mail, Feet (1), 1 DEF
When an ally you control exhausts, you may pay 1. If you do, your hero has Assault 1 this turn. (It has +1 ATK on your turn.)

Mogdar the Frozenheart (Tomb-8)
Monster Hero—Ogre Death Knight Shaman, 25 Health
Deckbuilding: You can’t put [Horde], [Alliance], or Talent cards in your deck.

Mograine’s Might, 3, DkPaWa (Dungeon Treasure-52U)
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally’s cost.

Moharu the Skyseer, 5, Horde (Crow-114R)
Ally—Tauren Priest, 1 [Holy] / 1 Health
When this ally deals combat damage to an opposing hero, you may put up to three allies from your hand into play.

Mok’drul, 7 (Tomb-139U)
Monster Ally—Ogre Death Knight, 7 [Frost] / 3 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, heroes and allies you control have +3 ATK and Smash this turn.

Molten Scorch, 3, Mage (Throne-49U)
Instant Ability—Fire
Your hero deals 3 fire damage to target hero or ally. <p> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Monstrous Boun, 4, Druid (Crown-15R)
Ability—Balance
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

Monstrous Cleave, 4, Warrior (Hogger-6U, Throne-86U)
Ability—Fury
Target up to two allies. Your hero deals 4 melee damage to the first target. If you control two or more Monster heroes and/or allies, your hero deals 4 melee damage to the second target.

Monstrous Essence, 5, Death Knight (Throne-30R)
Ability—Blood
Ongoing: When a Monster ally you control is destroyed, your hero deals shadow damage to target hero equal to that ally’s ATK and heals damage from itself equal to that ally’s [Health].

Monstrous Frostbolt Volley, 3, Mage (Throne-50R)
Ability—Frost
Target Monster hero or ally you control deals frost damage equal to its ATK to each opposing hero and ally.

Monstrous Heal, 1 (Tomb-68C)
Instant Ability
Your hero heals 3 damage from each Monster hero and ally you control.

Monstrous Intervention, 6, Priest (Tomb-38R)
Instant Ability—Discipline
Monster heroes and allies you control have Invincible this turn. (They can’t leave play, be targeted, or be dealt damage.)

Monstrous Mark, 4, Hunter (Throne-43R)
Ability—Marksmanhip
Attach to target hero or ally. <p> Ongoing: Attach to target hero or ally. <p> When this ability is destroyed, its owner may put it from his graveyard into his hand.

Monstrous Regeneration, 1 (Tomb-69C)
Ability
Attach to target friendly Monster ally. <p> Ongoing: Attached ally has +1 / +1 and Mend 1. (At the start of your turn, it may heal 1 damage from target hero or ally.)

Monstrous Rush, 3, Rogue (Throne-44R)
Instant Ability—Assassination Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Choose that many of the following: Assault 3, Long-Range, Sentinel, Smash, and Stealth. <p> Target Monster hero or ally has the chosen powers this turn.

Monstrous Strength, 5 (Tomb-70C)
Ability
Monster heroes and allies you control have +2 ATK this turn.

Monstrous Strike, 2 (Murkdeep-5C, Throne-88C)
Ability
Target hero or ally has +1 ATK this turn, or +4 if it’s a Monster.

Monstrous Terrorguard, 7 (Ancients-190U)
Monster Ally—Terrorguard Demon, 7 [Melee] / 5 Health
When this ally enters play, you may choose and destroy another Demon ally you control. If you do, destroy target ally.

Monstrous Totem, 3, Shaman (Crow-42R)
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 5 Health
Ongoing: When you play a Monster ally from your hand, you may search your deck for an ally with the same name as that ally and put it into play. (Tottoms can’t attack.)

Monstrous Upheaval, 3 (Hogger-7C, Throne-89C)
Ability
Your hero deals 2 melee damage to target hero or ally for each Monster hero and ally you control.

Monstrous Vengeance, 3, Paladin (Tomb-34R)
Instant Ability—Retribution
Ongoing: When a monster ally you control is destroyed, you may destroy target opposing ally. <p> At end of turn, destroy this ability.

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Monstrous Void, 4, Warlock (Crown-49R) Ability—Demonology
Play only if an opposing hero has 15 or more damage on it. <p> Put a [Shadow] / [Health] Void Terror Demon Monster ally token into play for each Demon and/or Monster ally and ally you control.

Moshkard, 2, Druid (Elderlimb-7C, Elements-35C) Ability—Balance
Your hero deals 4 arcane damage to target ally.

Moro, Timewalker Druid, 6, Alliance, Horde (Betrayal-119U) Ally—Tauren Druid, 3 [Melee] / 6 Health
<p> <b>Protector</b> <p> While you control two or more allies that share a [Demon] or [Alliance] race, this ally has Sentinel. <i>(When this ally exhausts for the first time each turn, ready it.)</i>

Moro Wildmesa, 3, Horde (Horde Druid-15C, Throne-163C) Ally—Tauren Shaman, 3 [Fire] / 3 Health
When this ally enters play, target ally has +3 ATK this turn.

Moro'es, 3 (Betrayal-149R) Monster Ally—Risen Rogue, Moro'es (1), 4 [Melee] / 2 Health
<i>Stealth, Spellshield</i> <p> When Moro'es deals combat damage to a defending hero, choose one of the following at random and put it into play: <p> <b>Shadow</b> / 2 [Health] Priest Spirit Monster ally token with <b>Absorb</b>. <p> <b>AOE</b> / 2 [Holy] Paladin Spirit Monster ally token with <b>Protector.</b> <p> <b>AOE</b> / 2 [Melee] / 2 [Health] Warrior Spirit Monster ally token with <b>Ferocity</b>.

Moro'es' Lucky Pocket Watch, 3, DkDrPaWa (Betrayal-179U) Equipment—Item, Trinket (2)
<i>( Activate) >>></i> Reveal the top card of your deck. The next time your hero would be deal't damage this turn, prevent damage equal to the cost of the revealed card.

Mor'zul Bloodbringer, 5, (Champ Promo-9E, Scourgewar-213E) Ally—Human Warlock, Unique, 6 [Shadow] / 5 Health (1), Remove a Warlock ally you control from the game >>> Remove target ally from the game.

Play this ally only if you control two or more Monster heroes and/or allies.

Mothra, 6, Hunter (Alliance Hunter-7C, Wrathgate-43C) Ally—Moth, Pet (1), 6 [Melee] / 7 Health
<i>Protector</i> <p> When this ally exhausts, ready up to three resources you control.

Mulgore Deathwalker, 5, Horde (Ancients-136C) Ally—Tauren Death Knight, 4 [Melee] / 5 Health
<i>Protector</i> <p> <b>Tribe</b>: 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> <b>Protector</b> <i>(This ally may exhaust to become the defender when an opposing hero or ally attacks.)</i>

<i>Harmonize, Protector</i> <p> When Muln enters play, reveal cards from the top of your deck equal to the number of cards with Harmonize you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

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)
<i>Monster Hero—Murloc Shaman, 28 Health</i> [Front]: (4) >>> Flip Murkdeep face down. [Back]: <b>RWIRWIRWIR</b>: When a Murloc ally enters play under your control, Murkdeep deals 1 nature damage to target opposing hero and heals 1 damage from himself.
<i>Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.</i>

Murloc Costrunner, 1, (Hogger-15C, Murkdeep-16C, Throne-188C) Monster Ally—Murloc Rogue, Unlimited, 2 [Front] / 1 Health
<i>Murozond, The Lord of the Infinite, 12 (Aspects Treasure-IE)</i>
<i>Monster Master Hero—Infinite Dragonkin Aspect, 2 [Arcane] / 42 Health</i>
On your turn, if Murozond is in your hand: (3) >>> Remove Murozond from the game with twelve time counters on him. <p> <b>On your turn, if Murozond is removed from the game:</b> (2) >>> Remove a time counter from Murozond. <p> <b>At the start of your turn, if Murozond has a time counter, remove a time counter from him.</b> <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.

Muzzle, 3 (Hogger-16C) Monster Ally—Gnoll Warrior, 4 [Melee] / 3 Health
<i>Myro Lumastis, 3, Alliance (Betrayal-79U) Ally—Human Warlock, 3 [Fire] / 2 Health</i>
<i>Unity</i>: When this ally enters play, if you control three or more Human allies, remove a target opposing ally from the game. <p> When this ally leaves play, the owner of that removed ally puts that ally into play.

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

Naasi, 3, Alliance (Tomb-89C) Ally—Draenei Paladin, 2 [Holy] / 4 Health
<i>Protector</i> <i>(This ally may exhaust to become the defender when an opposing hero or ally attacks.)</i> <p> When this ally enters play, she deals 2 damage from target hero or ally.

Nadina the Red, 4, Horde (Tomb-108R) Ally—Blood Elf Paladin, 2 [Holy] / 6 Health
<i>Protector</i> <p> At the end of each opponent’s turn, if your hero wasn’t dealt damage this turn, you may draw a card.

Naisa Nightbreeze, 1, Alliance (Ancients-102U) Instant Ally—Night Elf Hunter, 1 [Melee] / 1 Health
<i>Evasive</i> <p> When this ally enters play, target Night Elf ally you control has <i>Spellshield</i> this turn. <i>(It can’t be targeted by opponents.)</i>

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 gravyards into play.

Naroku Sunstepe, 5, Horde (Aspects Treasure-42C) Ally—Tauren Paladin, 4 [Holy] / 4 Health
<i>Protector</i> <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 a [Melee] / 1 [Health] Treat ally token into play.

Natural Purification, 1, Druid (Tomb-16R) Ability—Restoration
<i>Destroy target ability or equipment with cost less than or equal to the number of token allies you control.</i>
Nature's Reach, 4, Druid (Elderlimb-8R, Gladiators-20R)
Ability—Balance

**Balance Talent** *(You can't put Feral Talents or Restoration Talents in your deck.)*  
**Ongoing:** Ally tokens you control have +1 / +1. **[Activate]** >>> Put a [Melee] / [Health]  
Treant ally token into play.

Naruzin Ring, 4, DrHuRoSh (Throne-240U)  
Equipment—Item, Ring (2)  
You have no maximum hand size. **[Discard]** At the start of your turn, your hero heals damage from itself equal to the number of cards in your hand.

Naz'jar Harpooner, 2 (Throne-207C)  
Monster Ally—Naga Hunter, 3 [Melee] / 1 Health  
**When this ally enters play, Delve.** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Naz'jar Myrmidon, 3 (Elderlimb-20C, Throne-208C)  
Monster Ally—Naga Warrior, 3 [Melee] / 3 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Naz'jar Sorceress, 2 (Throne-209C)  
Monster Ally—Naga Mage, 1 [Frost] / 2 Health **[ Activate]** >>> Target ally can't attack this turn.

Nazuk Darkblood, 4, Horde (Throne-164C)  
Ally—Orc Warlock, 5 [Shadow] / 3 Health  
(2) >>> This ally has **Ferocity** this turn. *(It can attack immediately.)*

Nazzik, Timewalker Trickster, 4, Alliance, Horde (Betrayal-120R)  
Ally—Goblin Rogue, 5 [Melee] / 3 Health  
**Stealth** **[Attack]** When this ally deals combat damage to a defending hero, choose one: that hero's controller chooses and discards a card; or you draw a card. **[Draw]** If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Necrotic Boneplate Gauntlets, 1, Death Knight (Aspects-Treasure-64C)  
Equipment—Armor—Plate, Hands (1), 0 DEF  
When a ally is destroyed, you may add a +1 [DEF] counter to this armor.

Neferset Bladelord, 4 (Throne-124C)  
Monster Ally—To'vhir Rogue Warrior, 4 [Melee] / 3 Health  
**When this ally enters play, if you control an equipment, this ally has **Ferocity** this turn. *(It can attack immediately.)*

Neferset Champion, 3 (Throne-125C)  
Monster Ally—To'vhir Paladin Warrior, 2 [Holy] / 4 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*  
**[Play]** **Sentinel** *(The first time this ally exhausts each turn, ready it.)*

Neferset Darkcaster, 2 (Crown-161C, Elderlimb-212C)  
Monster Ally—To'vhir Mage Shaman, 2 [Fire] / 3 Health

Neferset Flamecaller, 2 (Tomb-126C)  
Monster Ally—To'vhir Mage Shaman, 1 [Fire] / 3 Health  
**Sentinel** *(The first time this ally exhausts each turn, ready it.)*

Neferset Frostbringer, 4 (Tomb-127C)  
Monster Ally—To'vhir Mage Shaman, 3 [Frost] / 3 Health  
**Sentinel** *(The first time this ally exhausts each turn, ready it.)*

Neferset Runecaster, 4 (Tomb-128C)  
Monster Ally—To'vhir Paladin Priest, 1 [Holy] / 6 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Neferset Scorpid Keeper, 3 (Tomb-129C)  
Monster Ally—To'vhir Hunter Rogue, 4 [Melee] / 2 Health  
When this ally enters play, if you control an equipment, target opponent chooses and discards a card.

Neferset Sentry, 3 (Tomb-130U)  
Monster Ally—To'vhir Rogue Warrior, 1 [Melee] / 4 Health  
On your turn: Exhaust another ally you control >>> This ally has +2 ATK this turn.

Neferset Shadowlaner, 1 (Throne-131C)  
Monster Ally—To'vhir 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 Shadowtalker, 6 (Tomb-132U)  
Monster Ally—To'vhir Hunter Warlock, 3 [Shadow] / 6 Health  
**Sentinel** *(The first time this ally exhausts each turn, ready it.)* **[Damage]** When this ally attacks, another target hero or ally has +2 ATK this turn.

Neferset Shieldguard, 5 (Throne-133U)  
Monster Ally—To'vhir Paladin Priest, 3 [Holy] / 5 Health  
**Mend 1, Protector, Sentinel** *(The first time this ally exhausts each turn, ready it.)*

Nethor, Timewalker Hunter, 5, Alliance, Horde (Betrayal-121U)  
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.

Nethor'lan the Earth-Warder, 1 (Ancients-192E)  
Monster Ally—Black Dragonkin Aspect, Nethor'lan (1), 8 [Fire] / 8 Health  
**Smash** **[Play]** As Nethor'lan enters play, you may destroy five non-hero cards you control. If you do, he enters play. Otherwise, put him into his owner's graveyard. *(He doesn't enter play.)*

Neph'lahim, 8 (Throne-195R)  
Monster Ally—Ogre Warlock, Neph'lahim (1), 8 [Shadow] / 8 Health  
**Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)* **[Play]** 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** **[Play]** 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. **[Play]** **Tidal Surge** *(Allies you control have +1 / +1 for each card removed this way.)*

Ner'zhul (Timewalkers-26)  
Monster Hero—Orc Shaman, 28 Health  
[Front]: **Ner'zhul's Ritual** **[Play]** *(Basic) [4].* Flip Ner'zhul >>> Ner'zhul heals 3 damage from target ally you control and has +1 ATK this turn for each damage healed this way.  
([Back]: **Ner'zhul's Windwalking** **[Play]** Once per game: *(Basic)* (7) >>> Ready all allies you control.

Nesperah, 8 (Throne-214R)  
Monster Ally—Demigod, Nesperah (1), 9 [Melee] / 9 Health  
If Nesperah 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.

Nether Balance, 5, Warlock (Throne-79R)  
Ability—Demonology  
**Ongoing:** When this ability enters play, your hero deals 5 shadow damage to target ally. **[Play]** 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 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.

Netherpelocalypse, 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.
When Nightbane enters play, you pay (8) less to flip Asar if an opposing hero was dealt damage three or more times this turn.

- **Haste 2**
- **Assault 2**

When this or another Murloc ally enters play, deal 1 damage from target hero or ally.

- **Nimbler, 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.

- **Nifilevar 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 Avenger, 3, Alliance (Betrayal-80C)**
  - Ally — Night Elf Mage, 2 [Arcane] / 2 Health
  - **Haste 3** (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
  - **Haste 2** (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

- **Night Elf Grovewalker, 2, Alliance (Betrayal-82C)**
  - Ally — Night Elf Druid, 3 [Nature] / 2 Health
  - **Spellshield** (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
  - **Assault 2** (This ally has +2 ATK on your turn.)

- **Night Elf Swiftblade, 4, Alliance (Betrayal-85C)**
  - Ally — Night Elf Rogue, 3 [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.)

- **Nightbane, 10 (Betrayal-150B)**
  - Monster Ally — Skeleton Dragonkin, Nightbane (1), 10 [Fire] / 10 Health
  - When Nightbane enters play, he deals 10 fire damage divided as you choose to any number of target opposing heroes and allies.

- **Nightfall, X, Warlock (Ancients-61R)**
  - Basic Ability — Affliction
  - **Affliction Talent** (You can't put Demonology Talents or Destruction Talents in your deck.)
  - Your hero deals X shadow damage to target opposing hero or ally and heals X damage from itself.

- **Nightfire, 3, Hunter (Alliance Hunter-8R, Outland-32R)**
  - Ally — Dragonhawk, Pet (1), 3 [Fire] / 4 Health
  - (2) >>> This ally has +1 ATK this turn.

- **Nightstalker Austen, 6, Alliance (Alliance Hunter-7C, Worldbreaker-154C)**
  - Ally — Human Hunter, 6 [Ranged] / 5 Health
  - Opposing allies lose and can't have **Elusive**.

- **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.

- **Nocturnal Gaze, 4, DrRo (Timewalker’s Justice-3E)**
  - Equipment — Armor — Leather, Head (1), 1 DEF
  - While you have no cards in your hand, your hero has **Assault 2**.

- **No’Kaled, 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. <p> Allies you control have +2 ATK for each surge counter on this weapon.

- **Noo 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. <p> Destroy all opposing allies and equipment with cost less than or equal to the number of abilities removed this way.

- **Nordrassil, the World Tree (Crown-199R)**
  - Location [Activate] >>> Add a life counter to this location.
  - (p) On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

- **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 Life-drainer, 7, Horde (Crown-116R)**
  - Ally — Goblin Warlock, 0 [Shadow] / 0 Health
  - This ally has +1 / +1 for each damage on opposing heroes.

- **Nyala Shadefury, 3, Alliance (Ancients-105U)**
  - Ally — Night Elf Warrior, 2 [Melee] / 2 Health
  - **Elusive** <p> Other Night Elf allies you control have **Assault 2**.

- **Obliterating Trap, 3, Hunter (Tomb-23U)**
  - Instant Ability — Survival
  - **Trap** (You may exhaust your defending hero rather than pay this card’s cost.)
  - <p> Destroy target attacking ally. If its cost is 4 or more, **Delve**.

- **Obsidian 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.

- **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.

- **Okunet, Herald of the Light, 5 (Tomb-134U)**
  - Monster Ally — To’l’vir 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.

- **Old Bones, 4, Hunter (Alliance Hunter-9U, Azeroth-42U, Class-41U)**
  - Ally — Bear, Pet (1), 4 [Melee] / 4 Health
  - This ally can protect your hero.

- **The Opening of the Dark Portal (Betrayal-199C)**
  - Quest
  - Pay (2) to complete this quest. <p> 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.) <p>
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.

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

Orc Grunt, 2, Horde (Betrayal-102C)
Ally—Orc Warrior, 2 [Melee] / 2 Health
Bloodrush: While an opposing hero has more damage on it than your hero, this ally has Ferocity. (It can attack immediately.)

Orc Necrolute, 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.

Ogrimmar Doomhammer, 8, Horde (Betrayal-105E)
Ally—Orc Warrior, Ogrimmar, 1, 8 [Melee] / 7 Health
When Ogrim deals combat damage to a hero, that hero’s controller chooses and destroys a card for each damage dealt.

Ogrimmar Heartstriker, 3, Horde (Ancients-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] [Horde] Orc Warrior token into play with Ferocity and “This ally can attack only heroes.”

Ogrimmar Killblade, 2, Horde (Ancients-139C)
Ally—Orc Rogue, 3 [Melee] / 2 Health
Stealth (This ally can’t be protected against.)

Ogrimmar 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.”

Ogrommar Tabard, 4, Horde,
DkDrHuMaPaPrRoShLoWa [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.

Orox Darkhorn, 2, Horde (Ancients-141U)
Ally—Tauren Priest, 1 [Shadow] / 4 Health
Tribes: 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.

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-215EF)
Monster Ally—Leviathan, Ozumat, 1, 8 [Shadow] / 7 Health
Ferocity, Eternal (When this enters your graveyard from anywhere, you may shuffle it into your deck.) <p>
When Ozumat becomes targeted by an opposing card or effect, he deals 10 shadow damage to that opponent’s hero.

Packleader Ivar Bloodfang, 6, Alliance (Dungeon-Treasure-14U)
Ally—Worgen Warrior, Ivar, 1, 3 [Melee] / 6 Health
Aberration <p> Once per turn: Growl >>> Allies you control have Assault 2 this turn.

Paralyzing Strike, 1, Rogue, Warrior (Crown-61U)
Ability—Combat Arm
Exhaust target hero, ally, or equipment. It can’t recover during its controller’s next ready step.

Paresia, Herald of the Shadows, 5, Horde (Throne-165U)
Ally—Goblin Priest, 3 [Shadow] / 5 Health
Empower Priest: When this ally enters play, if you control another Priest hero or ally, target opponent discards two random cards.

Parvink, 3, Alliance (Alliance Priest-20C, Horde (Throne-191C, Aenorth-212C)
Ally— GNOME Warrior, 2 [Melee] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p>
When this ally enters play, draw a card.

The Path to the Dragon Soul (Alliance-Rogue-25C, Horde-DK-24C)
Quest
Pay (1) to complete this quest. <p> Reward: Draw a card, then choose and discard a card.

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.)

Peroth’arn, 5 (Ancients-193R)
Monster Ally—Satyr Demon Warlock
Peroth’arn (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’arn 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.

Petrues Roffe, 3, Alliance (Alliance-DK-19C, Alliance Priest-22G, Alliance Priest-17C, 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 <p> When this ally enters play, if your hero has 15 or more damage on it, this ally heals 7 damage from your hero.

Fiercing Shots, 2, Hunter (Betrayal-17R)
Basic Ability—Marksmanship
Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.) <p>
Ongoing: Damage that heroes and allies you control would deal is unpreventable. <p>
At the end of your turn, if an opposing hero was dealt 5 or more damage this turn, you may draw a card.

Psion Vale, Keeper of Secrets, Alliance (Alliance Warlock-11U)
Hero—Worgen Warlock, 28 Health
Basic (3), Flip Psion >>> Psion deals 2 shadow damage to target ally and heals 2 damage from himself.

Pt Lord’s Destroyor, 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.
Plagued Mind, 3, Death Knight (Throne-31U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: When attached hero’s controller draws a card, your hero deals 1 shadow damage to attached hero.

Platinum Shield of the Valorous, 3, PaShWa (Legion-26U0, Murkleep-19U)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each face-down control you own.

Poison Bomb, 5, Rogue (Throne-67R)
Ability—Assassination
Your hero deals 3 nature damage to each opposing hero and ally. <p> Ongoing: This ability enters play with three gas counters on it. <p> At the start of your turn, remove a gas counter from this ability. If you do, your hero deals 1 nature damage to each opposing hero and ally. Then, if no gas counters remain, destroy this ability.

Poison Fang Bracers, 3, DrRo (Tomb-173U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
When this armor enters play, put two [Melee] / [Health] Treant ally tokens into play. <p> At the start of your turn, remove a gas counter from this ability. If you do, your hero deals 1 nature damage to each attached hero and ally. Then, if no gas counters remain, destroy this ability.

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.)

Polymorph: Pig, 3, Mage (Tomb-27U)
Ability—Arcane
Attach to target opposing ally. <p> Ongoing: Attached ally becomes 1 / 1 and is also a Pig. <p> At the start of your turn, if attached ally is destroyed, your hero deals 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. <p> Ongoing: 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: Purity, 1, Priest (Throne-61C)
Instant Ability—Holy
Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 [Health] and Mend 2. (At the start of your turn, it may heal 2 damage from target hero or ally.)

Power Word: Resurrection, 6, Priest (Tomb-39R)
Ability—Discipline
Attach to target ally. <p> Ongoing: When attached ally attacks, you may put target ally with cost less than attached ally’s cost from your graveyard into play.

Power Word: Spirit, 2, Priest (Betrayal-34R)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to a hero, put a 2 [Holy] / 2 [Health] Spirit ally token into play with Absorb.

Power Word: Tenacity, 3, Priest (Alliance Priest-4R, Ancients-39R)
Instant Ability—Discipline Attachment
Attach to target ally. <p> Ongoing: Attached ally has +10 [Health].

Power Word: Vitality, 0, Priest (Alliance Priest-5C, Throne-62U)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has +3 [Health].

Prayer of the Ages, 7, Priest (Betrayal-35R)
Basic Ability—Holy
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> Put target ally from your graveyard into play.

Prazo Whiptrick, 3, Horde (Throne-166C)
Ally—Goblin Rogue, 3 [Melee] / 2 Health
You pay (3) less to play this ally if you played an equipment this turn.

Preserve and Protect, 1 (Crown-71R)
Instant Ability
Empower Paladin: If you control a Paladin hero or ally, allies you control have Protector this turn. <p> Empower Priest: If you control a Priest hero or ally, prevent all combat damage that would be dealt to defending allies you control this turn.

Prey on the Weak, 2, Rogue (Alliance Rogue-9C, Class-87C, Dark Portal-85C, Horde Rogue-11C)
Instant Ability—Assassination
Destroy target ally with cost 4 or less.

Primal Madness, 5, Druid (Tomb-17R)
Instant Ability—Feral, Form (1)
Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck) <p> Ongoing: Your hero has Assault 3, Mend 3, Protector and Stealth. <p> At the end of your turn, you may ready your hero.

Primal Strike, 1, Shaman (Alliance Shaman-10C, Alliance Shaman-7C, Twilight-83C)
Instant Ability—Enhancement
Target ally or weapon has +3 ATK this turn.

Prince Mackhezar, 6 (Betrayal-151E)
Monster Ally—Eredar Demon Warlock, Malchezaar (1), 4 [Melee] / 7 Health
At the start of your turn, reveal the top card of your deck. If its cost is odd, you may play it without paying its cost. Otherwise, put a 6 [Fire] / 6 [Health] Infernal Demon Monster Ally token into play.

Prince Xavalis, 3 (Crown-147E)
Monster Ally—Satyr Demon Rogue, Xavalis (1), 4 [Shadow] / 3 Health
At the end of your turn, if an opposing hero has 15 or more damage on it, put a 1 [Shadow] / 1 [Health] Terror Fiend Demon Monster ally token into play with “When this ally deals combat damage to a hero, destroy that hero.”

Prototype Reaper, 3 (Dungeon Treasure-36C)
Monster Ally—Mechanical Reaper, 1 [Melee] / 1 Health
When this ally enters play, leaves play, exhausts, or readsies, it may deal 1 melee damage to target ally.

Psychic Horror, 3, Priest (Betrayal-36R)
Basic Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck). <p> Ongoing: Target up to one each of an opposing ability, ally, and equipment, and put those cards into their owner’s hands.

Psychic Screech, 2, Priest (Throne-63U)
Instant Ability—Shadow
Put target ally into its owner’s hand. <p> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Punishing Shot, 3, Hunter (Aspects-Treasure-9C)
Ability—Marksmanship
Your hero deals 3 ranged damage to target ally. If that ally is dealt fatal damage this way, your hero deals ranged damage equal to that ally’s cost to its controller’s hero.

Puzzle Box of Yogg-Saron, 7, DrDrHuMaPrRoShLoWa (Aftermath Crafted-4E)
Equipment—Item
Players play with the top card of their decks revealed. <p> At the start of each player’s turn, if the top card of his deck is a master hero, ability, ally, or equipment, he may play it without paying its cost. <p> [Activate] >>> Shuffle target player’s deck.

Pygm Firebreather, 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 1 [Melee] / 1 [Health] Pygmy Monster ally tokens into play, the first with Elusive, the second with Mend 2, and the third with Protector.

Pyroclastic Consumption, 5, Mage (Drums-39R, Horde Mage-9R)
Basic Ability—Fire Attachment
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.

Pythisss, Herald of Frost, 5 (Tomb-152C)
Monster Ally—Rajh, Construct of the Sun, 3, [Nature] / 3 Health

**Ability**—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Rallying Cry of the Dragonslayer, 1 (Throne-93C)
Ability—Survival
Attach to target ally. ◀ Ongoing: Attached ally has +1 / +1.

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.

Raise the Dead, 2, Death Knight (Horde DK-8C, Tomb-13C)
Basic Ability—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Raja’sul the Relentless, Horde (Horde Warrior-1U)
Hero—Troll Warrior, 30 Health
**Basic** (4), [Flip Raja’sul] ▶ Heroes and allies you control have +1 ATK this turn.

Rajh, Construct of the Sun, 3, DKDrHuMaPaRfRshLoWa (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**.

Ravannous Furbolg, 2 (Betrayal-152C)
Monster Ally—Furbolg Hunter, 3 [Melee] / 2 Health
When this ally attacks, target player puts the top card of his deck into his graveyard.

Rawrbrgle (Throne-24)
Monster Hero—Murloc Warrior, 30 Health
**[Front]** (8) ◀ Flip Rawrbrgle face down. ▶ You pay (8) less to flip Rawrbrgle if you control five or more Murloc allies.

[Back]: Monster allies you control have +1 / +1.

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

Raz’ojun, 3, Horde (Horde Mage-18U, Elements-143U)
Ally—Troll Shaman, 1 [Fire] / 2 Health

**Ferocity** ◀ When this ally enters play, put 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Razor Hill Assassin, 4, Horde (Ancients-142C)
Ally—Orc Rogue, 4 [Melee] / 2 Health
When this ally enters play, target ally you control has **Assault 2** and **Stealth** this turn.

Razor Hill Spiritseeker, 2, Horde (Ancients-143C)
Ally—Orc Shaman, 2 [Frost] / 2 Health

**Bloodrush**: While an opposing hero has more damage on it than your hero, this ally has **Assault 2**. (She has +2 ATK on your turn.)

Reanimate’s Hacker, 4, DKHuShWa (Horde DK-26U, Horde Shaman-24U, Horde Warrior-21U, Scourge war-241U)
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike
(2), Destroy this weapon ▶ Put target ally from your graveyard into your hand.

Reckless Fireball, 2, Mage (Ancients-28U)
Basic Ability—Fire
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)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee] / 0 Strike
Play only if you control three or more equipment. ◀ Your hero has Smash.

Redeeming Dispel, 2, Priest (Alliance Priest-6C, Ancients-40C)
Instant Ability— Discipline
Choose one: Destroy target ability; or put target ally from your graveyard into your hand.

Remulos, Son of Cenarius, 4 (Crown-157R)

**Harmonize** ◀ When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

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Renshol, Herald of Nature, 6 (Tomb-158U)
Monster Ally—Keeper of the Grove Druid, 4 [Nature] / 4 Health

**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. Then put a 1 [Melee] / 1 [Health] Treant ally into play for each damage healed this way.

Renzo Soulfang, 3, Alliance (Tomb-91R)
Ally—Worgen Warlock, 1 [Shadow] / 6 Health
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)**
Quest
On your turn: Pay (2) to complete this quest.  
>> Reward: Shuffle your graveyard into your deck.

**Revenge of Neptulon, 4 (Throne-249U)**
Ally

**Reno**

**Rhogar, Zealot of the Sun, Horde (Throne-18U)**
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-198R)
Ally—Gnome Mage, 2 [Frost] / 1 Health

**Rohashu, Zealot of the Sun, Horde (Throne-18U)**
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(4), Flip Rohashu >>> Rohashu deals 3 unpreventable holy damage to target hero or ally.
Sacred Purification, 1, Paladin (Horde Paladin-7C, Legion-64C)
Basic Ability—Holy
Destroy target ability. If it was attached to a friendly hero or ally, draw a card.

Samaku, Hand of the Tempest, Horde (Throne-19)
Hero—Tauren Shaman, 29 Health
(1), Flip Samaku >>> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Samantha Galvington, 3, Horde (Sylvanas-18C, Throne-168C)
Ally—Undead Mage, 5 [Arcane] / 1 Health
Sana the Black Blade, Alliance (Throne-6)
Hero—Worgen Rogue, 27 Health
On your turn: (3), Flip Sana >>> Sana deals 3 melee damage to target exhausted hero or ally.

Sand Scarab, 1 (Tomb-160U, Tomb-Loot-11)
Monster Ally—Scarab, 1 [Melee] / 1 Health
If an opposing ally would be destroyed, you may remove it from the game instead.

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 token into play for every flame counter that was on this Totem. <<< Destroy this Totem. <<< (Totems can’t attack.)

Scalp 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 scalpel counter to this armor. <<< At the start of your turn, if this armor has three or more scalpel counters on it, your hero deals 6 melee damage to target opposing hero.

Scarlet Commander Renault Mograine, 5
(Dungeon Treasure-32E)
Ally—Human Paladin, Renault (1), 5 [Holy] / 5 Health
Protector <<< If Renault would be dealt damage while defending, you may have any amount of it dealt to your hero instead.

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U, Alliance Rogue-19U Azeroth-33U, Class-22U, Horde Rogue-25U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
Scarlet Monastery (Dungeon Treasure-59R)
Location (1), [Activate] >>> Target hero or ally that was healed this turn has Assault 2 this turn.

Scarlet Renegade, 1, Alliance (Dungeon Treasure-15C)
Ally—Human Warrior, 1 [Melee] / 2 Health
This ally has Assault 1 for each Scarlet Renegade you and other friendly players control (including himself).

Sceptor of Azshara, 7, DrPaPrSh (Ancients-228R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 7 Strike
At the start of your turn, you may choose a [Horde] or [Alliance] race and destroy this weapon. If you do, destroy all allies not of that race.

Spector of Power, 2, DrPaPrSh (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 Assault 3 while an opposing hero has 15 or more damage on it.

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

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
Rift (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.

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 target. Then, look at the top card of its controller’s deck.

Sen’jin, Horde (Timewalkers-18)
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.

Servant of Sen’jin, 3, Alliance (Throne-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.) <<< [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, Constuct of Destruction, 3
DkDrHuMaPaPrRoshLoWa (Tomb-178R)
Equipment—Item
Your hero has Assault 1. <<< At the start of your turn and when your hero deals combat damage to an opposing hero, 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 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. <<< Reward: Draw a card.

Seva Shadowdancer, 3, Alliance (Alliance Priest-18R, Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
Elusive <<< [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>You may look at the cards removed this way at any time. <p>When an opponent plays a card or places a resource face up into their 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 of Aran, 5 (Betrayal-154R)
Monster Ally—Spirit Mage, Aran (1), 5 [Arcane] / 5 Health
**Monster Hero Required** <p>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, 6, Hunter (Class-45C, Illidan-39C, Sylvanas-4C)
**Ally—Panther, Pet (1), 7 [Melee] / 7 Health**
**Eulsive (This ally can’t be attacked.)**

Shadow Word: Corruption, 2, Priest (Tomb-40U)
**Ability—Shadow**
Attach to target friendly Monster ally. <p>Ongoing: Attached ally has +1 ATK. <p>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: Despair, 1, Priest (Crown-331U)
**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.

Shadow Word: Devour, 4, Priest (Ancients-41R)
**Basic Ability—Shadow Attachment**
Attach to target opposing hero. <p>Ongoing: At the start of your turn, add a death counter to this ability. Then, your hero deals 1 shadow damage to attached hero for each death counter on this ability and heals 1 damage from itself for each death counter on this ability.

Shadowfang Keep (Dungeon Treasure-60R)
**Location [Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.**

Shadowglen 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.)**

Shadowmoon Mage, 5, Betrayal-155C
**Monster Ally—Ogre Mage, 9 [Arcane] / 1 Health**

Shadowmistress Ijezel Hawke, 3, Alliance (Throne-211U, Outland-134U)
**Ally—Human Warlock, 2 [Shadow] / 3 Health**
Friendly Pets have +2 [Health].

Shadowsweeper 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.

Shadow 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>Ferocity <p>This ally has +1 ATK while attacking heroes for each opposing card removed from the game. <p>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>**At the end of your turn, put this ally into its owner’s hand.**

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.)**

Shalyssa Groveshaper, 3, Alliance (Crown-92C)
**Ally—Night Elf Druid, 1 [Nature] / 4 Health**
**Harmonize (You pay (1) less to play allies with printed cost 4 or more.)** <p>Mend 2 <p>(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 <p>Ferocity <p>At the end of your turn, put Shandris into her owner’s hand from play. <p>↓ 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.

Shanja, 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-19U)
**Equipment—IH 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. <p>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** <p>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.

Shaylith Swiftblade, 1, Alliance (Throne-127C)
**Ally—Night Elf Rogue, 1 [Melee] / 2 Health**
**Eulsive (This ally can’t be attacked.)**

Shield of Light, 1, Paladin (Ancients-35C, Orc Horde Paladin-8C)
**Instant Ability — Protection**
Prevent the next 4 damage that would be dealt to target defending ally this turn.

Shivara Deathspeaker, 5 (Betrayal-156C)
**Monster Ally—Shivara 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. <p>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.

Shoulde the Earthshaker, 3, Horde (Crown-118R)
**Ally—Tauren Warrior, 3 [Melee] / 3 Health**
Allies you control with cost 4 or more have +2 / +2 and **Protector.**

Shroud of Cooperation, 3
DkDrHuMaPaPrRoShLoWa (Throne-224U)
**Equipment—Armor—Cloth, Back (1), 1 DEF**
As this armor enters play, choose a class. <p>On your turn: (2), [Activate] >>> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Archmage, 6, Mage (Crown-25R)
**Ability—Arcane Fire Frost**
Attach to your hero. <p>Ongoing: Attached hero has: <p>↓ [Activate] >>> Draw a card. <p>[Activate] >>> Your hero deals 4 fire damage to target hero. <p>[Activate] >>> Target ally can’t attack or protect this turn.

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Shroud of the High Priest, 6, Priest (Crown-34R)
Ability—Discipline Holy Shadow
(You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.)

Blademaster, 6, Warrior (Crown-51R)
Ability—Blademaster’s Talent
(You can’t put Demonology Talents or Destruction Talents in your deck.)

Affliction Demonology Destruction
Attach to your hero. (You can’t put Demonology Talents or Destruction Talents in your deck.)

Instant Ability—Affliction Attachment
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)

p>>> When this ally enters play, look at the top three cards of your deck and put them back in any order.

Siphon Life, 17, Warlock (Alliance Warlock-5R, Horde Warlock-12R, Legion-10R)
Instant Ability—Affliction Attachment
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)

p>>> When this ally enters play, look at the top three cards of your deck and put them back in any order.

Shroud of the Nethervancer, 6, Warrior (Crown-51R)
Ability—Affliction Demonology Destruction
Attach to your hero. (You can’t put Demonology Talents or Destruction Talents in your deck.)

Instant Ability—Affliction Attachment
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Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)

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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.

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 Cleave, 3, Warlock
(Throne-40U)
Ability—Destruction
As an additional cost to play this ability, destroy an ally you control. >>> Destroy up to two target allies.

Soul Fox, 2, Death Knight
(Betrayal-6U)
Basic Ability—Unholy Disease Attachment
Attach to target opposing hero. >>> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked hero. >>> When an opposing ally is destroyed, your hero heals 1 damage from itself.

Soul Swap, 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 Trap, 2, Warlock
(Alliance Warlock-6U, Ancients-63U)
Basic Ability—Destruction
As an additional cost to pay, put 5 damage on your hero. >>> Remove target ally from the game.

Souldrinker, 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.

Soulrender Keldah, 1, Horde
(Ancients-146U)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally attacks, choose and destroy a resource you control.

Soulstealer Adamas, 5, Horde
(Tomb-112U)
Ally—Undead Warlock, 2 [Shadow] / 7 Health
When this ally deals fatal combat damage while attacking, draw a card.

Spark 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: Attacked ally has “When this ally attacks for the first time each turn, ready it.” >>> When this ability leaves play, destroy attacked 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—Lether, 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)
Ability—Mail, Shoulder (1)
[Activate], 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
Spellsheild
>>> 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 Shadlikith, 4
(Betrayal-160U)
Monster Ally—Bat Beast, 2 [Nature] / 5 Health
[Basic] (4) >>> Exhaust all opposing heroes and allies.

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.

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 any ally you control deals damage to an opposing hero, this Totem heals that much damage from your hero. >>> (Totems 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.

Sprit Shield, 2, Priest
(Alliance Priest-7U, Ancients-42U)
Instant Ability—Discipline
The next time 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 Imbalance, 3, Priest
(Crown-35C)
Instant Ability—Shadow
Target ally has -3 / -3 this turn.

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.

Spring Rabbit, 1
(Holiday-3R)
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,
DkDrHuMaPaPrRoShLoWa
(Tomb-181R, Tomb-Loot-2L)
Equipment—Item
[Activate] >>> Remove target card in your graveyard from anywhere this turn, remove it from the game this way into your hand.

Stable Master, 1
Hunter
(Alliance Hunter-111U, Illidan-40U)
Basic Ability—Beast Mastery
Ongoing: You can control an additional Pet.

Stafa’jul, 6, Horde
(Ancients-147U)
Ally—Troll Priest, 3 [Shadow] / 3 Health
When this ally enters play, you may put each of up to two target opposing allies with cost 3 or less into its owner’s hand.

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.
Stalk of Corruption, 2, DrMaPrShLo (Ancients-229U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
[Basic] (6), [Activate] >>> Your hero deals 2 shadow damage divided as you choose to any number of target heroes and/or allies.

Stahwart Bear Form, 4, Druid (Elderlin-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. <p>
Ongoing: Your hero has Protector and +5 [Health].

Starfire, 6, Druid (Azeroth-3IR, Class-34R, Horde Druid-10R, Horde Druid-8R)
Basic Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. <p> 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.

Static Shock, 1, Shaman (Betrayal-4SR)
Basic Ability—Enhancement Attachment
Enhancement Talent [You can’t put Elemental Talents or Restoration Talents in your deck.] (p)
Attach to target ally or weapon you control. <p>
Ongoing: When attached card exhausts, add a static counter to this ability. <p> Attached card has +1 ATK for each static counter on this ability. <p>
When attached card is destroyed, your hero deals 1 nature damage to target opposing hero for each static counter on this ability.

Ability—Marksmanship
Ongoing: At the start of your turn, your hero may deal 1 ranged damage to target hero or ally.

Steal Essence, 2, Warlock (Alliance Warlock-12U, 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.

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, allies you control have +2 ATK this turn.

Stonebranch, Ancient of War, 4 (Crown-159U, Elderlin-22U)
Monster Ally—Ancient Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have Ferosity. (They can attack immediately.)

Storm of the Ages, 2+X, Shaman (Betrayal-46R)
Basic Ability—Elemental
Rift (Choose a [Horse] or [Alliance] race. You pay (1) less to play this ability for each ally you choose of that race.) <p>
Your hero deals X nature damage divided as you choose to any number of target heroes and/or allies.

Stormwind Summoner, 1, Alliance (Ancients-111C)
Ally—Human Warlock, 0 [Shadow] / 1 Health
Assault 1 (This ally has +1 ATK on your turn.) <p>
When this ally is destroyed, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with Protector.

Stormwind Tabard, 5, Alliance, DkDrHuMaPaPrRoShLoWa (Ancients-218U)
Equipment—Item, Tabard (1)

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.

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>
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.

Sullurias, 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 +1 ATK counter to this weapon for each damage dealt.

Sunstalker Maelan, 6, Horde (Tomb-113C)
Ally—Blood Elf Rogue, 6 [Melee] / 5 Health

Surge of Power, 3 (Throne-95R)
Ability
Ongoing: Token allies you control have +1 / +1.

Swarmpooth, 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.

Swifteye, 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.

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 target opponent’s deck. Put one on top of his deck and the rest on the bottom.
[Back]: Aim of Sylvanas <p> Once per game: [Basic] (8) >>> Sylvanas deals 13 ranged damage to targeted ally.

Tabard of the Legion, 1, DkDrHuMaPaPrRoShLoWa (Ancients-219U)
Equipment—Item, Tabard (1)
[Basic] (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.

Taerinair, Fang of Goldrinn, Alliance (Alliance Rogue-1U)
Hero—Night Elf Rogue, 27
[Basic] (3), Flip Taerinair >>> Weapons you control have +2 ATK this turn.

Tailgunner! (Tomb-199C)
Quest
If you control an ally with an ability attached to it: Pay (2) to complete this quest. <p> Reward: Draw a card.

Takara, Timewalker Warlord, 2, Horde (Ancients-148R)
Ally—Orc Warrior, 3 [Melee] / 4 Health
Ferosity <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.

Taliax the Ironjaw, 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].
Tauren Wildmender, 3, Horde (Betrayal-112C)
Ally—Tauren Druid, 3 [Nature] / 3 Health
When this ally enters play, she heals 3 damage from your hero.

Teledrassil Tracker, 1, Alliance (Ancients-113C)
Ally—Night Elf Hunter, 1 [Ranged] / 2 Health
Elusive (This ally can’t be attacked.)

Thane Kurdran Wildhammer, 6, Alliance (Betrayal-86R)
Ally—Dwarf Warrior, Kurdran (1), 3 [Nature] / 7 Health

<p> At the start of your turn, target Egg ally you control becomes a 6 [Melee] / 6 [Health] Gryphon Beast Monster ally named Skyree with Skyree (1).

Thaun 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.

Thral Wildbreeze, 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.)

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.

Thespian 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.

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 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.

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.

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.

Tauren Tracker, 1, Horde (Betrayal-111C)
Ally—Tauren Hunter, 1 [Ranged] / 3 Health
When this ally attacks, he deals 1 ranged damage to target hero.

Tarwila Gladespring, 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 allies from his graveyard into his deck.

Taretha’s Diversion (Betrayal-200C)
Quest:
[Basic] Pay (2) to complete this quest. <p> Reward: Turn target opposing face-up resource facedown. If it was a location, you may draw a card.

Tar’gak the Fekrazed, 9 (Hogger-18U, Throne-196U)
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (Alliance Shaman-7C, Crown-93C)
Ally—Dwarf Rogue, 6 [Melee] / 1 Health

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

Tarwila Glesdspring, 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.

Tauren Deathwalker, 5, Horde (Betrayal-106C)
Ally—Tauren Death Knight, 3 [Frost] / 7 Health

Tauren Lightcaller, 4, Horde (Betrayal-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 (Betrayal-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 Plainerider, 3, Horde (Betrayal-109C)
Ally—Tauren Hunter, 1 [Ranged] / 5 Health

Long-Range (Defenders deal no combat damage to this ally.)

Tauren Sunhoo, 6, Horde (Betrayal-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 (Betrayal-111C)
Ally—Tauren Hunter, 1 [Ranged] / 3 Health
When this ally attacks, he deals 1 ranged damage to target hero.

Tempest, Son-of-Storms, 7, Horde (Horde Paladin-19R, Outland-188R)
Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health
When this ally enters play, ready a hero or ally you control.

Tendrils of Darkness, 5, Priest (Throne-64U)
Ability—Shadow
Your hero deals 5 shadow damage to target ally. When that ally is destroyed this turn, its controller discards a card.

Terestian Ilhoof, 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.

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-tokn ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul 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.

Tharsis, 3, Hunter (Timewalkers-1)
Ally—Night Elf Hunter, 1 [Ranged] / 3 Health

心疼三}(The Forgotten, Timewalkers-5)
You pay (3) less to complete this quest. <p> Reward: You draw a card.

Thrall’s Blessing, 3, Alliance (Throne-103U)
Ally—Night Elf Druid, 1 [Melee] / 7 Health

Protector <p> Thrall >>> Target up to three heroes and/or allies. Thrall deals 3, 2, and 1 nature damage to them, respectively.

Thrall’s Lightning, 6, Alliance (Throne-110U)
Protector <p> Thrall >>> 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-9 EA)
Master Hero—Orc Shaman, 0 [Nature] / 40
Health
Assault 5, Mend 5 <p> When Thrall deals damage to an opposing hero, put a 5 [Melee] / 5 [Health] Earth Elemental ally token into play with Protector. 
Thrall the World-Shaman, 3 [Aspects Treasure-52E]
Ally—Orc Shaman, Thrall (1), 3 [Nature] / 4 Health
Protector <p> When Thrall readsies, choose one: Thrall heals 3 damage from your hero; or Thrall deals 3 nature damage to target opposing hero. <p> (3) >>> Ready Thrall.
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 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 >>> Your hero deals 1 fire damage to target opposing hero.
Thrall’s Fury, 2 (Tomb-65R)
Ability—Aspect of Thrall, Fury (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.
Thrall’s Doubt, 4 (Tomb-64R)
Ability—Aspect of Thrall, Doubt (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero deals 3 damage from target hero or ally.

Thraft the Conqueror, 5 (Crown-138C, Hogger-19C)
Monster Ally—Ogre Lord Warrior, 6 [Melee] / 6 Health
This ally can’t attack unless you control another ally with 6 or more ATK.

Throne of the Tides (Throne-263R)
Location
(1), [Activate] >>> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Throwing Starfish, 1, DkDrHuMaPaPrRoaShLoWa (Throne-243R, Throne-Loot-2L)
Equipment—Item
At the start of your turn, you may add a starfish counter to this item. <p> (2), Remove a starfish counter from this item >>> Your hero deals 1 melee damage to target hero or ally.

Thruth the Hurler, 6 (Throne-197U)
Monster Ally—Ogre Warrior, 4 [Melee] / 4 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thunder Bluff Spiritwalker, 6, Horde (Ancients-149C)
Ally—Taurean Shaman, 3 [Nature] / 6 Health
TrIBE: When this or another Tauren ally enters play under your control, your hero has Assault 2 this turn. (Your hero has +2 ATK on your turn.)

Thunder Bluff Steelsnout, 4, Horde (Ancients-145C)
Ally—Taurean Warrior, 5 [Melee] / 3 Health
TrIBE: When this or another Tauren ally enters play under your control, you may exhaust target hero or ally.

Thunder Bluff Sunwalker, 3, Horde (Ancients-151C)
Ally—Taurean Paladin, 1 [Holy] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Thunder Bluff Tabard, 2, Horde, DkDrHuMaPaPrRoaShLoWa (Ancients-220U)
Equipment—Item, Tabard (1) [Basic] (3), [Activate] >>> Your hero heals 3 damage from itself. You pay (1) less to use this power for each Tauren ally you control.

Thunder Bluff Wildheart, 3, Horde (Ancients-152C)
Ally—Taurean Druid, 2 [Nature] / 4 Health
TrIBE: When this or another Tauren ally enters play under your control, this ally heals 2 damage from target hero or ally.

Thunderpetal, 3, Horde (Crown-121U)
Ally—Taurean Shaman, 2 [Nature] / 4 Health
Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.) <p> When 1 or more damage is healed from a hero or ally you control, this ally deals 1 nature damage to target opposing hero.

Tidal Totem, 2, Shaman (Crown-441U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health
Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <p> Mend 3 (At the start of your turn, this Totem may heal 3 damage from target hero or ally.) (Totentms can’t attack.)

Tili Plainstalker, 4, Horde (Ancients-153U)
Ally—Taurean Hunter, 2 [Ranged] / 4 Health
When an opposing ally with cost 4 or more attacks, this ally deals 1 ranged damage to it.

Time-Bending Gem, 1, DkDrHuPaRoaShWa (Betrayal-175C)
Equipment—Item, Ring (2)
When you place a resource face up into your resource row, your hero has Assault 1 this turn.

Timeless Agony, 2, Priest (Betrayal-37U)
Basic Ability—Shadow
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent removes the top three cards of his deck from the game.

Timeless Aim, 2, Hunter (Betrayal-18U)
Instant Ability—Marksmanship
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Your hero deals 2 ranged damage to target hero or ally.

Timeless Arcana, 2, Mage (Betrayal-25U)
Instant Ability—Arcane
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Draw a card.

Timeless Bounty, 3, Druid (Betrayal-13U)
Instant Ability—Balance
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Timeless Deception, 3, Rogue (Betrayal-40U)
Basic Ability—Subtlety
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Target opponent chooses and discards a card.

Timeless Light, 1, Paladin (Betrayal-31U)
Instant Ability—Holy
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Your hero heals 3 damage from target hero or ally.

Timeless Resilience, 2, Warrior (Betrayal-58U)
Instant Ability—Protection
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Prevent the next 2 damage that would be dealt to target hero or ally.

Timeless Shadow, 3, Warlock (Betrayal-53U)
Instant Ability—Affliction
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent chooses an ally he controls and puts it into his owner’s hand.
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Timeless Undeath, 4, Shaman (Betrayal-7U) Ability—Holy
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> <p> Put a 3 [Melee] / 3 [Health] Ghoul ally into play.

Timeless Winds, 2, Shaman (Betrayal-47U) Ability—Enhancement
Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> <p> Target ally or weapon has +2 ATK this turn.

Timepiece of the Bronze Flight, 5, Paladin (AspectsTreasure-65C) Equipment—Armor—Shield, Off-Hand (1), 3 [Def] When this armor enters play, your hero deals unpreventable holy damage to target ally equal to the combined [Def] of this and other armor you control.

Time-Shifted Dagger, 4, DrMaPrShLo (Betrayal-188C) Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 2 [Strike] When this weapon enters play, switch the ATK and [Health] of target ally this turn.

Timewalker Grunt, 1, Horde (Ancients-154C) Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 [Health] Assault 1 (This ally has +1 ATK on your turn.) <p> <p> At the start of your turn, this ally may deal 1 melee damage to target hero for each Orc ally you control.


Timewalker Juggernaut, 3, Alliance, Horde (Betrayal-122C) Ally—Tauren Warrior, 2 [Melee] / 4 Health When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, you may destroy target damaged ally.

Timewalker Lightswoon, 2, Alliance (Ancients-117C) Ally—Human Paladin, 1 [Holy] / 4 Health Unity: While you control three or more Human allies, this ally has Assault 3. (She has +3 ATK on your turn.)

Timewalker Sentinel, 2, Alliance (Ancients-118C) Ally—Night Elf Hunter, Unlimited, 2 [Melee] / 1 Health Elusive (This ally can't be attacked.) <p> <p> This ally has Assault 1 for each other Night Elf ally you control. (She has +1 ATK on your turn for each.)

Timewalker Shadowseer, 6, Alliance, Horde (Betrayal-123C) Ally—Human Priest, 6 [Shadow] / 4 Health When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, allies you control have Absorb this turn. (When they deal combat damage to a hero, they heal that much damage from your hero)

Timewalker Smasher, 5, Alliance, Horde (Betrayal-124C) Ally—Orc Warrior, 4 [Melee] / 4 Health When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, target ally you control has +4 ATK and Smash this turn.

Timewalker Sunguard, 1, Horde (Ancients-155C) Ally—Tauren Paladin, Unlimited, 1 [Holy] / 2 Health Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> <p> This ally has +1 [Health] for each other Tauren ally you control.

Timewalker Vanguard, 2, Alliance, Horde (Betrayal-125C) Ally—Night Elf Warrior, 3 [Melee] / 2 Health When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, this ally deals 3 melee damage to target hero.

Tinker Priest Cassie, Alliance (Throne-9) Hero—Gnome Priest, 26 Health On your turn: (5), Flip Cassie >>> Target opponent chooses an ability, ally, and equipment he controls. Put each of them into its owner's hand.

T'lahk, the Steps of Time, 5, Mage (AspectsTreasure-73C) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 [Strike] The first time your hero would deal damage with an ability each turn, it deals that much +3 instead.

Toho Bloomhorn, 4, Horde (Ancients-156I) Ally—Tauren Druid, 1 [Nature] / 5 Health Protector <p> <p> When this ally is destroyed, you may put him from the graveyard into your owner's resource row face down and exhausted.

Tomadae the Magnificent, 6, Alliance (AllianceWarlock-202, Outland-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 (AllianceRogue-16C, Crown-96C) Ally—Gnome Rogue, 2 [Melee] / 1 Health Stealth (This ally can't be protected against.)

Tor Earthwalker, 4, Horde (Crown-122C) Ally—Tauren Druid, 2 [Nature] / 4 Health When you attach an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

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.

Torr’tag, 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> <p> When you reveal an ally this way, this ally has +2 ATK and Ferocity this turn. <p> <p> Smash (If this ally would deal more than 50th combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

Torta, 6 (Ancients-198R) Monster Ally—Turtle Beast Demigod, Tortola (1), 1 [Melee] / 13 Health Monster Hero Required <p> <p> Other Monster heroes and allies you control have Spellshield. (They can’t be targeted by opponents.)

Torzk Soulfang, 2, Horde (Ancients-157E) Ally—Orc Warlock, 2 [Fire] / 1 Health Spellshield <p> <p> When this ally deals combat damage to a hero, you may pay (3). If you do, put a 5 [Fire] / 5 [Health] Infernal Demog Not 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> <p> You can complete opposing quests. (You get the rewards.) <p> <p> Toshe has +1 +1 for each opposing face-down resource.

Totemic Cleanse, 1, Shaman (AspectsTreasure-25C) Instant Ability—Restoration Play only if you control a Totem. <p> <p> Destroy target ability.

Touch of Brilliance, 1, Mage (Throne-51U) Ability—Arcane Attach to target ally you control. <p> <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.) <p> <p> This ability enters play with four radiance counters on it. <p> <p> Ongoing: At the start of your turn, remove a radiance counter from this ability. If none remain, destroy this ability. <p> <p> Your hero has Assault 1 and Mend 1 for each radiance counter on this ability.

Track Enemy, 1, Hunter (Throne-45U) Ability—Survival Attach to target hero or ally you control, then Delve. <p> <p> Ongoing: When attacked 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 turn, 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.

Trag’ush, 4 (Crown-140C)
Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health
Conspicious (Opposing heroes and allies can protect against this ally.)

Traits!! (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.

Treads of Fleet 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 much +5 instead.

Treespeaker Onoma, 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 Tessiah, 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 Reflex, 1, Rogue (Tomb-47U)
Instant Ability—Subtlety
Monster heroes and allies you control have Stealth this turn and can’t be targeted by opponents this turn.

Trista, Herald of the Fel, 4, Alliance (Throne-129U)
Ally—Worgen Warlock, 5 [Fire] / 2 Health
Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, search your deck for a Pet or Demon ally, reveal it, and put it into your hand.

Tristani the Sunblade, 4, Horde (Crown-123R)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
Stealth <p> When this ally deals combat damage to an opposing hero, that hero’s controller reveals a random card from their hand. This ally deals melee damage to that hero equal to that revealed card’s cost unless its controller discards that card.

Triton Legplates, 2, DkPaWa (Throne-225R)
Equipment—Armor—Plate, Legs (1), 2 DEF
At the end of each opponent’s turn, if your hero was not dealt damage this turn, you may add a triton counter to this armor. <p> On your turn: [Activate], Remove five triton counters from this armor. > Your hero has Assault 10, and combat damage that it would deal is unpreventable this turn.

Trogg Earbrager, 5 (Ancients-190C)
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.

Troll Axethrower, 4, Horde (Betrayal-113U)
Ally—Troll Hunter, 1 [Ranged] / 6 Health
Ferocity <p> This ally has +1 ATK for each damage on it.

Turn the Blade, 1, Hunter (W Alliance Hunter-12C, Citadel Raid-42C, Drums-33C, Horde Hunter-13C, Sylvaras-6C)
Basic Ability—Survival Attachment
Attach to target ally or weapon. <p> Ongoing: Attached card has -3 ATK.

Twilight Assassin, 3 (Aspects Treasure-53C)
Ally—Blood Elf Rogue, 2 [Melee] / 2 Health
When this ally enters play, draw a card for each other player, unless that player chooses and discards 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.

Tyande, High Priestess of Elune, 4, Alliance (Crown-97E)
Ally—Night Elf Priest, Tyande (1), 3 [Arcane] / 5 Health
Elusive <p> When Tyande enters play, you may shuffle any number of [Alliance] allies from your graveyard into your deck. If you do, put a 0 [Nature] / 1 [Health] Wisp ally token into play for each allied shuffled back into the deck this way. <p> At the end of your turn, for each Wisp you control, Tyande deals 1 nature damage to target opposing hero and heals 1 damage from each hero and ally you control.

Tyande Whisperwind, Alliance (Timewalkers-9)
Hero—Night Elf Priest, 26 Health
[Front]: Tyande’s Light <p> [Basic] (3), Flip
Tyande >>> Tyande heals all damage from target ally you control. 

Tyande’s Favorite Doll, 1, DrMaPaPrShLo (Timewalkers Crafted-3E)
Equipment—Item, Trinket (2)
When this item enters play, name a card. <p> Friendly players pay (1) less to play cards with that name, to a minimum of (1).

Tyrus Blackhorn (Crown-3)
Monster Hero—Satyr Demon Warlock, 28 Health
[Front]: (8) >>> Flip Tyrus face down. <p> You pay (8) less to flip Tyrus if an opposing hero has 15 or more damage.
[Back]: When an attacking Demon hero or ally you control deals combat damage to a hero, that hero’s controller chooses and discards a card.
Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Tyrwyns the Blue, 7 (Aspects Treasure-55R)
Ally—Blue Dragonkin Consort, Tyrwyns (1), 4 [Arcane] / 10 Health
When Tyrwyns 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.

Ultramarine Qiraji Battle Tank, 4 (Aftermath Crafted-7E)
Monster Ally—Qiraji, Mount (1), 0 [Melee] / 5 Health
On your turn: [Activate], Remove an ally in your graveyard from the game >>> Put a 2 [Melee] / 2 [Health] Qiraji Monster ally token into play. (Mounst can’t attack or be attacked.)

Unleash Inferno, 3, Shaman (W Alliance Shaman-8R, Crown-45R)
Basic Ability—Enhancement Attachment
Attach to target ally or weapon you control. <p> Ongoing: (1) >>> Attached card has +2 ATK this turn.

Unleash the Swarm!, 4 (Murkdeep-7U, Throne-91U)
Ability
Reveal the top seven cards of your deck. Put all revealed Murloc allies with cost 1 or less into play and the rest on the bottom of your deck.

Unleashed Rage, 2, Shaman (Tomb-52R)
Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.) <p> Attach to target ally you control. <p> Ongoing: Your hero has Assault X, where X is attached ally’s attack.
Unstable Corruption, 3 (Throne-218R)
Monster Ally—Water Elemental, 1 [Nature] / 5 Health
When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

Unstoppable Abyssal, 4 (Ancients-200C)
Monster Ally—Abyssal Demon, 4 [Fire] / 4 Health
When this ally enters play, target opposing ally can’t protect 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] / 4 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 (Ancients-202R)
Monster Ally—Bear Beast Demigod, Ursol (1), 4 [Nature] / 7 Health
Ursoc can protect allies you control named Ursoc the Mighty. >>p> At the end of your turn, if you control Ursol the Wise and Ursoc 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 Other >>> Uther heals 5 damage from himself.
[Back]: Uther’s Redemption >>p> Once per game: [Basic] (4) >>> Put target ally from your graveyard into your hand.

Vaaka, 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.

Vaeros the Venerable, Alliance (Alliance Shaman-1U)
Hero—Draenei Shaman, 28 Health
[Basic] (3), Flip Vaeros >>> Target ally has +3 ATK this turn.

Vaerik 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] >>> Revealing 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-239C)
Quest
[Basic] Pay (2) to complete this quest. >>p> Reward: Your hero heals 3 damage from itself.

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.

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.

Valeera, 4 (Aspects Treasure-56R)
Ally—Green Dragonkin, Valeera (1), 4 [Nature] / 4 Health
When Valeera 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.

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.

VanCleave’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.

Vandos, Herald of War, 4, Alliance (Throne-132U)
Ally—Human Warrior, 3 [Melee] / 4 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa VanCleave, 5 (Dungeon Treasure-33R)
Ally—Human Rogue, Vanessa VanCleave (1), 4 [Nature] / 5 Health
Stealth, Untargetable >>p> When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or 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.

Vans’uin, 5, Horde (Crown-124C, Horde Druid-17C, Sylvanas-19C)
Ally—Troll Rogue, 4 [Melee] / 4 Health
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.

Velk'Gar, 4, Alliance (Crown-98U)
Ally—Human Death Knight, 1 [Shadow] / 5 Health
Protector >>p> When this ally enters play, if an ally you controlled was destroyed this turn, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Vendetta, 2, Rogue (Throne-69R)
Ability—Assassination
Assassination Talent (You can’t put Combat Talents or Subtlety Talents in your deck.) >>p> Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

Venomous Wounds, 2, Rogue (Betrayal-41R)
Basic Ability—Assassination
Assassination Talent (You can’t put 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.

Verdant Boon, 2, Druid (Elderrimb-10U, Throne-37U)
Ability—Balance
Put a 1 [Melee] / 1 [Health] Treant 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 ten 1 [Melee] / 1 [Health] Treant ally tokens into play.

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 Grel, 1 (Crown-165U, Crown Loot-11U) 
Monster Ally—Grel, Pet (1), 1 [Fire] / 1 Health
If this ally would be destroyed on an opponent's turn, you may pay (1). If you do, return him to his owner's hand instead.

Viewless Wings, 5, DrHuRoSh (Aftermath Justice-8E)
Equipment—Armor—Cloth, Back (1), 1 DEF
Alleys you control have **Assault 1** for each ally you control.

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.

Vindicador 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.

Vindicador's Shock, 1, Paladin (Crown-30U)
Ability—Holy
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Violet Signet of the Archmage, 3, DrMaPaPrShLo (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. <<< [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** <<< 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 >>> Destroy all abilities, allies, and equipment with cost X.

Virendra Moonglow, 7, Alliance (Betrayal-87U)
Ally—Night Elf Priest, 5 [Holy] / 5 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, 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** <<< 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), 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. <<< 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** <<< This weapon enters play with five +1 ATK counters. <<< 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't put Arms Talents or Fury Talents in your deck.) <<< Ongoing: At the start of your turn, add a might counter. <<< For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vizo Arctwister, 3, Horde (Crown-125C)
Ally—Goblin Mage, 4 [Arcane] / 3 Health

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. <<< 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.

Vol'jin, Darkspear Chieftain, 7, Horde (Throne-171E)
Ally—Troll Shadow Hunter, Vol'jin (1), 7 [Melee] / 7 Health
At the end of your turn, target opposing [Alliance] or Monster ally becomes 1 / 1, loses and can't have powers, and is also a Frog until it leaves play (even if Vol'jin leaves play).

Voodoo Figurine, 3, DkDrHuMaPrRoShLoWa (Aftermath Crafted-8E)
Equipment Ally—Golem, 0 [Melee] / 0 Health
This ally has +ATK equal to the combined ATK of weapons you control. <<< This ally has +[Health] equal to the combined [DEF] of armor you control.

Vorge, Timewalker Stormlord, X, Horde (Ancients-158R)
Ally—Orc Shaman, 0 [Nature] / 0 Health
This ally enters play with X +1 / +1 counters on him. <<< If this ally would be dealt damage, remove that many +1 / +1 counters from him instead. Then, if none remain, destroy this ally. <<< **Bloodrush:** At the start of your turn, if an opposing hero has more damage on it than your hero, double the number of +1 / +1 counters on this ally.

Vortex, 0, Mage (Throne-52U)
Instant Ability—Arcane
Monster allies in your hand are instant this turn until you play a Monster ally.

Vor'zun, 4, Horde (Crown-126C)
Ally—Troll Hunter, 3 [Melee] / 2 Health
When this ally enters play, target ally has **Long-Range** this turn. (Defenders deal no combat damage to it.)

Voss Treebender, 1, Horde (Azeroth-266C)
Horde Druid-24C, W Horde Warrior-15C
Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally attacks, you may exhaust target hero or ally.

Vuza'jin, 2, Horde (V Horde DK-19C, Throne-172C)
Ally—Death Knight Death, 2 [Frost] / 3 Health
(2) >>> Token allies you control have +1 ATK this turn.

Vylolx, 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. <<< Other Demon and Monster allies you control have +2 / +2.
Wastewalker Shoulderpads, 3, DrRo ([/Alliance Rogue-14U, Iliidan-217U]
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When your hero attacks, you may exhaust target hero or ally.

Waters of Elune (Throne-262C)
Quest
On your turn: Pay (4) to complete this quest.
<p> Reward: Draw a card.

Watsun, Timewalker Lightshield, 3, Alliance, Horde (Betrayal-126R)
Ally—Dwarf Paladin, 2 [Holy] / 5 Health
 Protector—p: At the start of your turn, choose one: this ally heals 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.

Ally—Troll Mage, 2 [Fire] / 1 Health
When this ally enters play, he deals 1 fire damage to target hero.

The Well of Eternity (Ancients-239C)
Quest
If you control two or more allies that share a [Horde] or [Alliance] race: Pay (2) to complete this quest.
<p> Reward: Draw a card.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)
Ally—Human Mage, 2 [Frost] / 3 Health
When this ally enters play, put 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.

Wendymetal Vest, 2, HuSh (Throne-226C)
Equipment—Armor—Mail, Chest (1), 2 DEF
White Camel, 3 (Tomb-163E, Tomb Loot-3L)
Ally—Camel, 0 [Melee] / 3 Health
When you place a resource face up into your resource row, this ally has +3 ATK and Sentinel this turn.

Whiteout, 6, Mage (Citadel Raid-50U, Icemour-45U, Jaina-8U)
Ability—Frost
Your hero deals 3 frost damage to each opposing hero and ally. 
<p> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Wild Attunement, 5, Druid (Ancients-14R)
Basic Ability—Balance
Ongoing: If one or more token allies with the same type would be put into play under your control, put that many +1 into play instead.

Wild Cascade, 6, Druid (Crown-16R)
Ability—Balance
Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild Rejuvenation, 2, Druid (Tomb-18U)
Instant Ability—Restoration
Attach to your hero. 
<p> Ongoing: At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play if your hero is undamaged. Otherwise, your hero heals 1 damage from itself.

Wild Roots, 3, Druid (Throne-38U)
Abilities—Balance
Attach to target ally and exhaust it, then Delve. 
(look at the top two cards of your deck. put any number of them on top of your deck in any order, and the rest on the bottom.) 
<p> Ongoing: Attached ally can't ready.

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 1 [Melee] / 1 [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. 
<p> Put a 1 [Melee] / 1 [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.

Wildspear 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.

Will of Cenarius, 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 (1), 0 [Nature] / 4 Health
Ongoing: At the start of each opponent's turn, you may ready all allies you control. 
<p> (Totems can't attack.)

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, Sylvanas-24R)  
Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike  
**Long-Range** <p> When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play. <p> This weapon has +1 ATK for each Undead you control.

Winter Garb, 7, DKDrHuMaPaPrRoShLoWa (Holiday 3-1R)  
Equipment—Armor—Cloth, Head (1), Chest (1), Feet (1), 3 DEF  
(2), [Activate] >>> Put a 0 [Melee] / 1 [Health] Present ally token into play with “This ally can’t attack.” <p> When a Present you control is destroyed, reveal the top card of your deck and put it into your hand.

Winter Veil Disguise Kit, 2, DKDrHuMaPaPrRoShLoWa (Holiday 3-1R)  
Equipment—Item  
[Activate] >>> Target ally you control is also a Snowman this turn. <p> When a Snowman you control defends against a non-[Fire] hero or ally, remove it from combat.

Wisdom, 4 (Tomb-72C)  
Ability  
Draw two cards.

Wispspamet, 4, DKDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E)  
Equipment—Item  
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wispspamet token into play. <p> Wisps you control have Harmonize.

Witch Doctor Ka’booma, 2, Horde (Crown-127R)  
Ally—Troll Warlock, 4 [Shadow] / 1 Health  
When this ally deals combat damage to a defending hero, reveal the top card of your deck. This ally deals shadow damage to your hero equal to that revealed card’s cost, then put that card into your hand.

Wolpertinger, 8 (Holiday 3-5R)  
Monster Ally—Wolpertinger, 10 [Melee] / 10 Health  
**Elusive, Stealth, Untargetable** <p> When this ally is destroyed, destroy your hero.

Basic Ability—Balance  
Your hero deals 3 nature damage to target hero or ally.

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.

Wraxm, 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 (Alliance Rogue-217G, Thron-134C)  
Ally—Gnome Warrior, 1 [Melee] / 5 Health  
Weapons you control have **Assault 2**. (They have +2 ATK on your turn.)

Wyrnrest 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.

Wyrnrest Protector, 6 (Aspects Treasure-99U)  
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.”

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**. <p> 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. <p> 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** <p> [Basic] (4), Flip Xavius >>> You may place an additional resource this turn.  
[Back]: **Xavius’s Corruption** <p> Once per game: [Basic] (8) >>> Put a 1 [Melee] / 1 [Health] Satyr Demon Monster ally into play for each two resources you control.

Xuurius, 4, Alliance (Throne-135C)  
Ally—Draenei Priest, 2 [Holy] / 6 Health  
When 1 or more damage is healed from this ally, you may draw a card.

Yana’mi, 3, Horde (Horde Druid-19C, Throne-173C)  
Ally—Troll Druid, 1 [Nature] / 5 Health  
When you attack an ability to a hero or ally, draw a card.

Yerle, 4, Hunter (Crown-20R)  
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0 Health  
**Protector, Eternal** (When this enters your graveyard from anywhere, you may shuffle it into your deck.) <p> This ally has +1 [Health] for each resource you control. <p> When this ally is destroyed, put a Shell armor token into play with [DEF] equal to the number of resources you controlled as this ally was destroyed.

Yunzo the Hexter, 1, Horde (Tomb-118U)  
Ally—Troll Priest, 1 [Shadow] / 2 Health (X), [Activate] >>> This ally deals X shadow damage to target opposing hero, then heals that much damage from your hero.

Zafira Ragent, 3, Horde (Betrayal-114U)  
Ally—Orc Hunter, 3 [Ranged] / 1 Health  
When this ally enters play, you may ready a resource you control for this and each other Orc ally you control.

Zalabar the Dark Tinkerer, 8, Alliance (Tomb-96R)  
Ally—Gnome Priest, 6 [Shadow] / 9 Health  
**Elusive** <p> At the end of your turn, this ally deals 1 shadow damage to target hero for each ally in that hero’s controller’s graveyard, then heals that much damage from your hero.

Zanrix Steelshoot, 6, Horde (Throne-119C)  
Ally—Goblin Warrior, 6 [Melee] / 4 Health (3), Exhaust an equipment you control >>> Exhaust target ally.

Zarim Reduskull, 4, Horde (Ancients-160U)  
Ally—Orc Rogue, 5 [Melee] / 3 Health  
**Bloodrush:** When this ally enters play, if an opposing hero has more damage than your hero, exhaust target opposing ally. It can’t ready during its controller’s next ready step.

Zarixx, Herald of Death, 7, Horde (Throne-174U)  
Ally—Goblin Death Knight, 4 [Melee] / 4 Health  
**Empower Death Knight:** When this ally enters play, if you control another Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play, and taken allies you control have +1 ATK and **Ferocity** this turn.

Zaza’jun, 4, Horde (Crown-128U, Horde Warrior-160U)  
Ally—Troll Druid, 2 [Nature] / 2 Health  
When this ally enters play, put two 1 [Melee] / 1 [Health] Tranentally tokens into play. <p> Token allies you control have **Assault 1**. (They have +1 ATK on your turn.)

Zazzo Disezlamme, 4, Alliance (Crown-100R)  
Ally—Gnome Warlock, 1 [Fire] / 5 Health  
On your turn: [Activate] >>> Destroy another target ally. If you do, that ally’s controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

Zeherah’s Dragonskull Crown, 2, HuSh (Timewalkers Justice-4E)  
Equipment—Armor—Mail, Head (1), 1 DEF  
(2) >>> Target ally has **Ferocity** this turn. <p> (2) >>> Target ally has **Assault 1** this turn.
Zin-Azshari (Ancients-240R)
Location
If an opposing hero has 15 or more damage on it: [Basic] [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Zindalan, 6, Horde (Tomb-120R)
Ally—Troll Shaman, 1 [Nature] / 6 Health
Harmonize <p> When this ally enters play, put a 0 [Nature] / 3 [Health] Earth Totem token into play with "Ongoing: Harmonize."

Zintix the Frostbringer, 3, Alliance (Throne-136R)
Ally—Gnome Death Knight, 3 [Frost] / 3 Health
When this ally deals damage to an opposing hero, you may search your deck for an attachment that could target that hero. Play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (Alliance Hunter-14U, Drums-34U, Horde Hunter-14U, Sylvanas-7U)
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health
Ferocity (This ally can attack immediately.)

Zizzlix Drizzledrill, 2, Horde (Throne-175C)
Ally—Goblin Priest, 1 [Shadow] / 5 Health
Opponents can’t target this ally.

Zog, Herald of Death, 5 (Tomb-140U)
Monster Ally—Ogre Death Knight, 6 [Shadow] / 3 Health
Empower Death Knight: When this ally enters play, if you control another Death Knight hero or ally, target opponent puts the top three cards of his deck into his graveyard.

Zoi’d’s Firelit Greatsword, 1, DKPaWa (Tomb-195U)
Equipment—2H Weapon—Sword, Melee (1), 0 [Fire], 3 Strike
Exhaust an ally you control >>> Add a charge counter to this weapon. <p> While this weapon has six or more charge counters on it, it has +6 ATK.

Zor’chali the Shadowseer, 6 (Throne-198U)
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health
Enrage (As this ally enters play, you may reveal the top card of your deck.) <p> When you reveal an ally this way, this ally has +2 ATK and Ferocity this turn.

Zores, Herald of War, 4 (Tomb-141U)
Monster Ally—Ogre Warrior, 5 [Melee] / 3 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, this turn, target weapon you control has +2 ATK and you pay (2) less to strike with it.

Zor’ka, Timewalker Shaman, 3, Alliance, Horde (Betrayal-127U)
Ally—Orc Shaman, 1 [Nature] / 3 Health
While you control two or more allies that share a [Horde] or [Alliance] race: [Basic] [Activate] >>> This ally deals 2 nature damage divided as you choose to any number of target heroes and/or allies.

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
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.