Abacus of Violent Odds, 3, DrHuPaRoShWa (Outland-208E)
Equipment—Item, Trinket (2)
When your hero attacks, roll a die. If it’s even, remove your hero from combat. If it’s odd, ready your hero and all weapons you control at the end of this combat.

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

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

The Abominable Greench, 9 (Winter Veil-5R)
Ally—Yeti, Unique, 7 [Melee] / 5 Health
If an opponent would draw a card, you draw one instead.

Abomination Knuckles, 3, RoSh (Alliance Shaman-29C, Worldbreaker-233C)
Equipment—1H Weapon—Fist, Melee (1), 0 [Melee], 0 Strike
When this equipment enters play, you may destroy target armor or item.

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

Absolute Poise, 3, Warrior (Drums-83U)
Instant Ability—Protection
Interrupt target ability or equipment.

Absorb Magic, 2, Priest (Legion-67C)
Instant Ability—Discipline
Destroy target ability. If you do, your hero heals damage from itself equal to that ability’s cost.

Abys Waler’s Boots, 2, MaPrLo (Legion-255U)
Equipment—Armor—Cloth, Feet (1), 1 DEF [Activate] >>> Remove target card in a graveyard from the game.

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

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

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

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

Acolyte Demia, 6, Alliance (Azeroth-173U)
Ally—Human Warlock, 3 [Shadow] / 6 Health
On your turn: (1), Put 1 damage on this ally >>> This ally deals 1 shadow damage to target hero or ally.

Acolyte Kenmistra, 5, Alliance (Illidan-117U)
Ally—Human Warlock, 3 [Shadow] / 7 Health
(1), Put 2 damage on this ally >>> Draw a card.

A’dal, 10 (Legion-246E)
Ally—Naru, Unique, 0 [Holy] / 10 Health
Prevent all damage that would be dealt.

A’dal’s Signet of Defense, 1, PaWa (Magtheridon-8R)
Equipment—Item, Ring (2) [Activate] >>> Target armor has +3 [DEF] this turn.

Adam Eternum, 3, Alliance (Honor-92R)
Ally—Human Warrior, Unique, 5 [Melee] / 3 Health
Pay (2) or remove an honor counter from a card you control >>> Remove this ally from the game. Put him into play at the start of the next turn.

Addysin the Untouchable, Horde (Honor-10)
Hero—Blood Elf Paladin (Protection), Engineering/Jewelcrafting, 29 Health
(3), Flip Addysin >>> Choose arcane, fire, frost, nature, or shadow. Addysin has the chosen Resistance this turn.

Adenda Lighthaven, 5, Horde (Crown-202C)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
Stealth <p> When this ally attacks, destroy target exhausted ally.

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

Adyen the Lightwarden, 3 (Legion-212E)
Ally—Draenei Paladin, Unique, 3 [Holy] / 3 Health

Aldor Reputation (You can’t put cards with other reputations in your deck). <p> Cards can’t leave opposing graveyards.

Aegis of the Blood God, 5, PaShWa (Dark Portal-247E)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each damage on your hero.

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.

Aegis of the Vindicator, 4, PaSh (Magtheridon-1R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
When an opposing hero or ally exhausts, your hero heals 2 damage from itself.

Aesadonna Alder, 4, Horde (Betrayal-157R)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
Stealth <p> When this ally enters play, she heals 2 damage from target hero or ally.

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

Aessina’s Miracle (Elements-202C)
Quest
If a hero or ally you controlled dealt arcane ([Arcane]) damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.
Aftermath, 2, Warlock (Illidan-95R)
Instant Ability—Destruction

**Destruction Talent (You can’t put Affliction Talents or Demonology Talents in your deck.)**

Ongoing: When you play an ability, you may exhaust target hero or ally.

Against the Illidari (Illidan-235C)
Quest
If you control an ability: Pay (2) to complete this quest. <p> Reward: Draw a card.

Against the Legion (Legion-294C)
Quest
If an opponent controls more resources than you: Pay (1) to complete this quest. <p> Reward: Draw a card.

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

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

Agnosing Poison, 1, Rogue (Elements-71U)
Instant Ability—Assassination Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn.

Ongoing: At the start of your turn, your hero deals 3 nature damage to each damaged character if its controller has four or fewer cards in its hand.

Ahkara, 5, Alliance (Knight-13C)
Ally—Drained Death Knight, 3 [Melee] / 3 Health
When this ally enters play, put a 3 [Melee] / 3 Health Ghoul ally into play.

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

The Aim of Eagles, 2, Hunter (Gladiators-26U)
Instant Ability—Marksmanship
Your hero deals 1 ranged damage to target hero or ally. Ready a resource you control for each damage dealt this way.

Aimed Shot, 1× Hunter (Azeroth-32R)
Ability—Marksmanship

**Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.)**

Your hero deals X ranged damage to target hero or ally.

Akama, 8 (Illidan-195E)
Ally—Broken Elder Sage, Unique, 7 [Melee] / 9 Health
Loyal Hero Required <p> Protector, Stealth
<p> Other allies you control have Unatable.
<p> Trait card can’t be played.

Alaka’s Promise (Illidan-236C)
Quest
Loyal Hero Required (Can’t put this in your deck if your hero is a Traitor.) <p> Pay (1) for each card in your hand to complete this quest. <p> Reward: Draw a card.

Alakama’s Sash, 4, MaPrLo (Illidan-204R)
Equipment—Armor—Cloth, Waist (1), 0 DEF
Loyal Hero Required <p> If your hero would deal damage with an ability, it deals that much unpreventable damage +1 instead.
<p> When an ally is destroyed by fatal damage dealt with an ability you control, remove that ally from the game.

Alakasi, 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 onto your hand and the rest on the bottom of your deck.

Alakoso the Alert, 5, Alliance (Icecrown-98U)
Ally—Draenei Hunter, 4 [Ranged] / 6 Health
[Hunter] Pets you control have +2 / +2.

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

Almon Whetstone, 2, Horde (Gladiators-120C)
Ally—Orc Warrior, 0 [Melee] / 4 Health
**Protector** <p> **Hardiness** (If this ally would be dealt damage, prevent 1 of it.) <p> (2), Destroy another ally you control >>> Destroy target weapon.

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

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

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

Alamira Grovetender, 1, Alliance (Class-124C, Illidan-118C)
Ally—Night Elf Druid, 2 [Nature] / 1 Health
**Nature Resistance (Prevent all nature ([Nature]) damage that this ally would be dealt.)**

Alamir, 3, Horde (Drums-156R)
Ally—Tauren Druid, 3 [Melee] / 3 Health
Other friendly Druids have +1 / +1.

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.

Alard Schmied, 4 (Scourgewar-200R)
Ally—Human Blacksmithing Master, Unique, 5 [Fire] / 3 Health
This ally has +X [Health], where X is the combined [DEF] of Plate armor you control.

Alas, Andorhal (Dark Portal-311U)
Quest
On your turn: Pay (2) to complete this quest. <p> Reward: Remove up to three target cards in one graveyard from the game.

Alchemist Finkelstein, 2 (Icecrown-164U)
Ally—Undead Alchemist, Unique, 3 [Fire] / 2 Health
Argent Crusade Reputation (You can’t put cards with other reputations in your deck.) <p> (1), Discard a Unique card >>> Draw a card.

Alchemist Norrin’thal, 3, Horde (Betrayal-158C)
Ally—Blood Elf Mage, 3 [Frost] / 3 Health
Once per turn: (0) >>> This ally becomes an [Arcane] ally this turn. <p> (0) Once per turn: (0) >>> This ally becomes a [Fire] ally this turn.

Alchemist’s Stone, 2, DrHuMaPaPrRoShLoWa (Crafted-11E)
Equipment—Item, Trinket (2)
Alchemy Hero Required <p> [Activate] >>>
Reveal the top card of your deck. You may discard a card with a different type. If you do, put that revealed card into your hand.

Aldana, 2, Alliance (Legion-132U)
Ally—Night Elf Warrior, 2 [Arcane] / 3 Health
Weapons you control have +2 ATK while your hero is defending.

Aldori Legacy Defender, 4, PaShWa (Outland-141U)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
[Activate] >>> Target hero or ally has -2 ATK this turn.

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

Alekssei Brandal, 2, Alliance (Crown-74U)
Ally—Worgen Druid, 2 [Arcane] / 2 Health
While an ability is attached to this ally, he has Eulusive 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

-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.

Alexi Barov, 5, Horde (Drums-157E)
Ally—Undead Rogue, Unique, 5 [Melee] / 5 Health

At the start of your turn, put three 1 [Melee] / 1 [Health] Pestant ally tokens into play with Ferocity. At the end of the next turn, destroy them.

Alexstrasza the Life-Binder, 25 (Worldbreaker-21E)
Master Hero—Red Dragonkin Aspect, 0 [Fire] / 40 Health

You pay (X) less to play Alexstrasza, where X is the combined ATK of allies you control.

-Assault

- 5

- Allies you control can’t be destroyed.

Aleyah Dawnhorn, Horde (Dark Portal-10)
Hero—Blood Elf Paladin (Holy), Mining/Enchanting, 29 Health

(4), Flip Aleyah >>> When an ally you control deals combat damage this turn, Aleyah heals that much from herself.

Alhas, 3, Alliance (Legion-133C)
Ally—Draenei Priest, 3 [Holy] / 3 Health

At the start of your turn, this ally heals 2 damage from target hero or ally.

Allister Cooper, 4, Alliance (Worldbreaker-130C)
Ally—Worgen Mage, 4 [Fire] / 1 Health

Aberration (Prevent non-combat damage that would be dealt to this ally.)

- Ferry

- This ally can attack immediately.

All Aboard for Undercity!, 1, Horde (Scourgewar-124C)
Instant Ability

Each player puts a [Horde] ally from his graveyard into his hand.

All That Rises (Elements-203C)
Quest
Pay (2) to complete this quest.

- Reward

Shuffle all allies from your graveyard into your deck.

All Things in Good Time (Icecrown-207U)
Quest
Nerubian Reputation (You can’t put cards with other reputations in your deck.)

- Pay (8) or discard an ability, ally, and equipment to complete this quest.

- Reward

Draw three cards.

Al’lanora, 3, Alliance (Drums-112U)
Ally—Night Elf Priest, 4 [Shadow] / 1 Health

Shadowmeld (Elusive and Untargetable while ready.)

- Activate

- Interrupt target card unless its controller pays (1).

Alm Moongwhisper, Alliance (Elements-1)
Hero—Night Elf Mage, 25 Health

-Front: (5) >>> Flip Almia face down.

- Back: At the start of your turn, if you control an [Arcane] ally, you may draw a card.

Alrik Stonecrack, 4, Alliance (Twilight-106C)
Ally—Dwarf Warlock, 4 [Fire] / 3 Health

When this ally is destroyed, put target opposing ally into its owner's hand.

Alterac Valley (Honor-202C)
Location—Battleground (8)

When you play a card, add an honor counter.

- On your turn: [Activate], Remove eight honor counters >>> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Alyna Sunshower, 1, Horde (Crown-102C)
Ally—Blood Elf Priest, 1 [Holy] / 1 Health

Elusive (This ally can’t be attacked.)

- Mend

- 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Amah the Sun’s Grace, Horde (Twilight-11)
Hero—Tauren Paladin, 30 Health

-Front: (4) >>> Flip Amah face down.

- Back: At the start of your turn, Amah may heal 1 damage from herself and 1 damage from target ally.

Amani Dragonhawk, 7 (Twilight-175E, Twilight Loot-3L)
Ally—Dragonhawk, 8 [Fire] / 5 Health

As this ally enters play, choose “ability,” “ally,” or “equipment.”

- Opposing cards of the chosen type lose and can’t have powers.

Amani Mask of Death, 2, PaWa (Drums-203R)
Equipment—Armor—Plate, Head (1), 1 DEF

At the end of each turn, destroy all abilities, allies, and equipment with the same name as another card in play.

Amano, Herald of the Sun, 4, Horde (Throne-140U)
Ally—Tauren Paladin, 4 [Holy] / 4 Health

Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.

Amaria Kelsur, Alliance (Worldbreaker-1)
Hero—Human Hunter (Survival), 28 Health

-Front: (4) >>> Flip Amaria face down.

- Back: Opposing allies have -1 ATK while in combat with Amaria.

Amari the Cruel, Horde (Twilight-12)
Hero—Goblin Warlock, 28 Health

-Front: (4) >>> Flip Amari face down.

- Back: If an opposing ally would be destroyed by fatal damage, you may remove it from the game instead.

Ambassador Jerrikar, 5 (Illidan-196R)
Ally—Satyr Demon, Unique, 4 [Melee] / 5 Health

This ally has Ferocity if an opponent went first this game.

Ambush, 3, Rogue (Dark Portal-79R)
Instant Ability—Assassination Combo
Play only if your hero has Stealth.

- Your hero deals melee damage to target exhausted hero or ally equal to 5 plus the ATK of a Dagger you control.

Amice of Brilliant Light, 2, MaPrLo (Gladiators-156U)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF

At the start of your turn, your hero heals 1 damage from itself.

Amplify Magic, 1, Mage (Outland-37U)
Instant Ability—Arcane
Attach to target friendly hero or ally. - Opposing damage would be healed from attached character, that much +2 is healed instead.

Anmulet of Dull Dreaming, 4, DrHuRoSh
(Worldbreaker Badge-1E)
Equipment—Item, Neck (1)

At the start of your turn, you may put a resource you control into your hand.

An Ancient Awakens (Crown-191C, Murkdeep-22C)
Quest
You pay (1) less to complete this quest for each Monster hero and/or ally you control.

- Pay (6) to complete this quest.

- Reward

Draw a card.

Anachronos, 5 (Twilight-169R)
Ally—Bronze Dragonkin, Anachronos (1), 6 [Melee] / 5 Health

At the end of your turn, for each Bronze Dragonkin you control, you may ready a resource you control.

Anaka the Light’s Bulwark, Alliance (Throne-1)
Hero—Draenei Paladin, 29 Health

On your turn: (4), Flip Anaka >>> Target hero or ally you control has Invincible this turn. (It can’t leave play, be targeted, or be dealt damage.)

Anarchist Bladewalker, 5, Alliance (Scourgewar-125U)
Ally—Human Rogue, 5 [Melee] / 4 Health

Finish Moving (To play, remove X Combos in your graveyard from the game, where X is 5 or less.)

- When this ally enters play, she may deal X melee damage to target hero or ally.

Anastina, Herald of the Fel, 5, Horde (Throne-141U)
Ally—Blood Elf Warlock, 2 [Shadow] / 6 Health

Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, this ally deals 2 shadow damage to each opposing hero and ally.

Anathel the Eagle-Eye, 2, Alliance (Crown-75R, Jaina-9R)
Ally—Night Elf Hunter, 2 [Melee] / 2 Health

Elusive

- When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.

WoW TCG OCR – 04 09 2012 3 / 146
Anthem, 5, Priest (Dark Portal-270R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
When your hero deals shadow damage with an ability to a hero or ally, that character’s controller discards a card. «Exhaust your hero» Put a card named Benediction from your graveyard into play.

Ancestral Awakening, 4, Shaman (Wrathgate-72R) Ability—Restoration

Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.) «Search your deck for an ally with cost less than or equal to the number of resources you control. Put it into play with damage equal to its [Health]» -1.

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

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

Ancestral Spirit, 3, Shaman (Dark Portal-91C) Ability—Restoration
Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. That ally enters play with damage equal to its [Health] -1.

Anchorite Alonora, 4 (Legion-213C) Ally—Draenei Priest, 3 [Holy] / 5 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) «Inspire» Ally (You may ready an ally you control during each other player’s ready step.)

Anchorite Celya, 7 (Illidan-173R) Ally—Draenei Priest, Unique, 6 [Holy] / 7 Health
Aldor Reputation «When another ally you control is destroyed, its owner may put it from his graveyard into his hand at the start of the next turn.»

Anchorite Fareena, 3 (Betrayer-184U) Ally—Draenei Priest, 3 [Holy] / 3 Health
Aldor Reputation «Once per turn: (0)» Attach target attachment to this ally.

Anchorite Jaliah, 5 (Legion-214U) Ally—Draenei Priest, 2 [Holy] / 7 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) «When an ally you control is destroyed, this ally heals 2 damage from each hero and ally you control.

Anchorite Kalinna, Alliance (Dark Portal-1) Hero—Draenei Priest (Discipline), Enchanting/Jewelcrafting, 26 Health (X), Flip Kalinna «Destroy target ability with cost X.

Anchorite Karja, 7 (Betrayer-185E) Ally—Draenei Priest, Unique, 6 [Holy] / 6 Health
Aldor Reputation «Ready allies you control have +3 / +3.

Anchorite Kilandra, 1 (Illidan-174C) Ally—Draenei Priest, 1 [Holy] / 2 Health
Aldor Reputation «When this ally enters play, name a card in play you control.» «Inspire» Card with that name (You may ready a card you control with that name during each other player’s ready step.)

Anchorite Onkoth, 5 (Betrayer-186U) Ally—Draenei Priest, 5 [Holy] / 4 Health
Aldor Reputation «Inspire» Ability, ally, equipment, hero, or resource

Anchorite Viluua, 3 (Legion-215C) Ally—Draenei Priest, 3 [Holy] / 3 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) «Inspire» Hero (You may ready your hero during each other player’s ready step.)

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

Ancient Cornerstone Grimoire, 4, DrMaPrLo (Onyxia-20R) Equipment—Item, Off-Hand (1) (2), [Activate] «Put a 1 [Melee] / 1 [Health] Skeleton ally token into play with Ferocity, Protector; and “At end of turn, destroy this ally.”

Andarius the Damned, Horde (Gladiators-10, Naxxramas-6) Hero—Undead Warlock (Affliction), Alchemy/Jewelcrafting, 28 Health (2), Flip Andarius «Put an attachment you control into its owner’s hand.

Anders Blankheart, 2, Alliance (Legion-134U) Ally—Human Warlock, 2 [Fire] / 1 Health
Elusive «If damage would be dealt with an ability you control to a hero or ally it’s attached to, that much +1 is dealt instead.

Andiss Butcherson, 1, Alliance (Alliance Paladin-100, Outland-110U) Ally—Human Warrior, 1 [Melee] / 2 Health
You pay (1) less to strike with weapons.

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

Andrews the Just, 5, Alliance (Grown-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 Wrynn, 6, Alliance (Gladiators-93E) Ally—Human King, Unique, 0 [Melee] / 4 Health
Other friendly Humans can protect this ally. «On your turn: [Activate]» Search your deck for a Human ally and put it into play.

Anduros Silversong, 4, Alliance (Class-125C, Sourgewar-126C) Ally—Night Elf Priest, 5 [Shadow] / 5 Health
This ally can’t attack heroes.

Anesthetic Poison, 1, Rogue (Outland-64C) Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. «On going» When attached character exhausts, its controller discards a card.

Angelista, 2, Alliance (Betrayer-129C) Ally—Human Rogue, 2 [Melee] / 2 Health
Stealth «At the end of your turn, you may put target equipment into its owner’s hand.

Angrath the Wrathgate (Wrathgate-220E) Location (3) When a card enters an opposing graveyard from anywhere, add a rattle counter. «On your turn: (2), [Activate], Remove three rattle counters» Put a 3 [Melee] / 3 [Health] Scourge ally token into play.

Angrida, 3, Warlock (Class-102C, Outland-82C) Ally—Succubus Demon, Pet (1), 3 [Shadow] / 3 Health
[Activate] «This ally deals 2 shadow damage to target ally.

When this weapon enters play, you may draw a card.

Anguar Frostbeard, 4, Alliance (Drums-113C) Ally—Dwarf Hunter, 5 [Ranged] / 2 Health
Frost Resistance (Prevent all frost ([Frost]) damage that this ally would be dealt.)

Anika Berlyn, 6, Alliance (Alliance Paladin-11C, Azeroth-175C, Class-126C) Ally—Human Paladin, 5 [Melee] / 6 Health
Annihilate, 3, Rogue (Alliance Rogue-3C, Wrathgate-65C) Ability—Combat Combo
Destroy target exhausted ally or equipment.

Annihilator, 2, HuPaShWa (Azeroth-312U, Class-213U) Equipment—1H Weapon—Axe, Melee (1), 3 [Melee]. 2 Strike
Combat damage that your hero would deal with this weapon is unpreventable.
Anti-Magic Shell, 2, Death Knight (Wrathgate-22U)
Ability—Unholy
Ongoing: [Activate] >>> Prevent the next non-melee (non-[Melee]) damage that would be dealt to your hero this turn.

Antikron the Unyielding, 1, Alliance (Betrayer-130U)
Ally—Draenei Paladin, 1 [Holy] / 1 Health
Protector <p> If this ally is defending: Put 2 damage on your hero >>> Prevent all combat damage that would be dealt to this ally this combat.

Antonidas’s Aegis of Rapt Concentration, 3, PaSh
(Gladiators-157R)
Instant Equipment—Armor—Shield, Off-Hand (1), 2 DEF
Your abilities can’t be interrupted. <p> Abilities you control have Untaggable.

Anty, 7, Alliance (Wrathgate-104C)
Ally—Draenei Shaman, 8 [Frost] / 5 Health
When this ally enters play, you may destroy target ability that’s not attached to a friendly card.

Apocanon, 3, Warlock (Betrayer-107U)
Ally—Abyssal Demon Traitor, Pet (1), 4 [Fire] / 4 Health
Traitor Hero Required <p> Allies in all zones are also Demons.

Apostle of Argus, 4, DrPrSh (Honor-169U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
On your turn: Exhaust your hero >>> Your hero heals 1 damage from target hero or ally, or 4 if an opponent went first this game.

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

Apply This Twice a Day (Citadel Raid-87C, Wrathgate-205C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. If a hero or ally you controlled healed damage this turn, draw another card.

Apprentice Merry, 1, Alliance (Dark Portal-153C)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Untaggable

Apprentice Teep, 1, Alliance (Alliance Paladin-12C, Aerith-176C, Class-127C)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Eulsive (This ally can’t be attacked.)
Aquatic Form, 1, Druid (Drums-19R)
Instant Ability—Feral, Form (1)
Ongoing: You may complete quests from your graveyard. As you do, remove them from the game as an additional cost.

Arakhan, 2, Horde (Class-166C, Dark Portal-198C)
Ally—Blood Elf Paladin, 1 [Melee] / 3 Health
Arathil Basin (Honor-203C)
Location—Battdreground (5)
When you play a card, add an honor counter. <p> [Activate]. Remove five honor counters >>> Draw a card.

Arazzius the Cruel, 4 (Legion-247R)
Ally—Demon, Unique, 4 [Melee] / 4 Health
When this ally attacks, each player destroys an ally he controls.

Arc of Flame, 5, Mage (Dark Portal-45C)
Ability—Fire
Choose one: Your hero deals 4 fire damage to target ally; or your hero deals 2 fire damage to each of two target allies.

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

Arcane Binding, 2, Mage (Icecrown-39R)
Ability—Arcane
Attach to target hero. <p> Ongoing: As this ability enters play, choose "ability," "ally," or "equipment." <p> Attached hero’s controller can’t play more than one card of the chosen kind per turn.

Arcane Blast, 3, Mage (Outland-38C)
Instant Ability—Arcane
You pay (1) less to play this ability for each other card named Arcane Blast in your graveyard. <p> Your hero deals 3 arcane damage to target hero or ally.

Arcane Brilliance, 4, Mage (Legion-43U)
Instant Ability—Arcane
Each friendly player draws a card. <p> Ongoing: Each friendly player’s maximum hand size is increased by three.

Arcane Burst, 1, Mage (Scourgewar-50C)
Ability—Arcane
Your hero deals 1 arcane damage to each opposing hero and ally.

Arcane Essence, 2, Mage (Icecrown-40U)
Ability—Arcane
Exhaust all resources you control. Draw two cards.

Arcane Explosion, 6, Mage (Legion-44R)
Instant Ability—Arcane
Your hero deals 1 arcane damage to each opposing hero and ally. Draw a card for each character dealt damage this way.

Arcane Focus, 1, Mage (Betrayer-57R)
Ability—Arcane
Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck) <p> Ongoing: If you’ve played another Arcane or [Arcane] card this turn [Activate] >>> Ready a resource you control.

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

Arcane Guardian, 6 (Legion-229C)
Ally—Mechanical, 0 [Melee] / 0 Health
Scrier Reputation (You can’t put cards with other reputations in your deck) <p> Protector <p> This ally has +1/+1 for each card in your hand.

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

Arcane Intellect, 2, Mage (Azeroth-47U)
Instant Ability—Arcane
Attach to target hero, and its controller draws a card. <p> Ongoing: Attached hero’s controller’s maximum hand size is increased by three.

Arcane Intuition, 2, Mage (Grand Melee-5R)
Arena Ability—Arcane
Preparation (On your first turn, you may play this card without paying its cost) <p> Ongoing: When this ability enters play, draw a card. <p> Your maximum hand size is increased by one.

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

Arcane Power, 1, Mage (Dark Portal-44R)
Ability—Arcane
Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck) <p> Ongoing: When you play an ability, you may pay (1). If you do and your hero would deal damage with that ability this turn, it deals that much +1 instead.

Arcane Research, 3, Mage (Illidan-45C)
Ability—Arcane
You pay (1) less to play this ability for each other card named Arcane Research in your graveyard. <p> Draw two cards.

Arcane Revelation, 3, Mage (Onyxia-11U)
Instant Ability—Arcane
Each friendly player draws a card.

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

Arcane Spikes, X, HuMa (Drums-91C)
Ability—Arcane
Your hero deals X arcane damage to target ally.

Arcane Tactics, 4, Mage (Scourgewar-51C)
Ability—Arcane
Ongoing: When you draw a card, your hero may deal 1 arcane damage to target ally.
Arcan Tier, 3, Horde (Dark Portal-133U)
Instant Ability
Blood Elf Hero Required <p> Interrupt all other abilities. Opponents can't play abilities this turn.

Arcane Warding, 2, Mana (Honor-82C)
Instant Ability—Arcane Protection
Attach to target ally. <p> Ongoing: Attached ally has UnTargetable.

Arcanist Athana, 1 (Betrayal-196U)
Ally—Blood Elf Mage, 2 [Fire] / 1 Health
Arcane Reputation <p> Sabotage: Ability <p> When this ally sabotages an ability, put a depletion counter on it. <p> Abilities with depletion counters lose and can't have powers.

Arcanist Atikam, 3 (Betrayal-197R)
Ally—Blood Elf Mage, 4 [Fire] / 2 Health
Arcane Reputation <p> Sabotage: Side Deck <p> When this ally sabotages a side deck, cards in it can't leave that side deck this match.

Arcanist Aveleva, 1 (Legion-230C)
Ally—Blood Elf Mage, 1 [Arcane] / 2 Health
Arcane Reputation <p> Sabotage: Player (This ally can attack opposing players.) <p> When this ally sabotages a player, that player discards a card or destroys an ally he controls.

Arcanist Dayana, 2 (Betrayal-198U)
Ally—Blood Elf Mage, 3 [Fire] / 1 Health
Arcane Reputation <p> Sabotage: Quest <p> When this ally sabotages a quest, you may complete it this turn.

Arcanist Lyriona, 1 (Betrayal-199C)
Ally—Blood Elf Mage, 2 [Arcane] / 1 Health
Arcane Reputation (You can't put cards with other reputations in your deck) <p> When this ally enters play, look at the top card of target opponent's deck. You may put it on the bottom.

Arcanist Raith, 5 (Legion-231C)
Ally—Blood Elf Mage, 5 [Arcane] / 4 Health
Arcane Reputation (You can't put cards with other reputations in your deck) <p> Opponents play with the top card of their decks revealed.

Arcanist Rhenan, 1 (Illidan-185C)
Ally—Blood Elf Mage, 1 [Arcane] / 2 Health
Arcane Reputation (You can't put cards with other reputations in your deck) <p> If you would draw a card, you may draw it from the bottom of your deck instead.

Arcanist Thelis, 6 (Illidan-186R)
Ally—Blood Elf Mage, Unique, 5 [Arcane] / 4 Health
Arcane Reputation <p> Sabotage: Deck <p> When this ally sabotages a deck, switch that deck with yours.

Arcanist Tian, 3 (Legion-232C)
Ally—Blood Elf Mage, 3 [Arcane] / 3 Health
Arcane Reputation (You can't put cards with other reputations in your deck) <p> You may look at the top card of your deck at any time.

Arcanite Dragonling, 1, DrHuMaPaPrRoShLoWa (Drums-216U)
Equipment—Item, Trinket (2)
(1) >>> This item is also an ally with 2 [Melee] / 2 [Health] and Protector this turn.

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

Arcanite Steam-Pistol, 5, HuRo (Honor-170U)
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. <p> When a hero is dealt damage with this weapon, if its controller went first this game, he destroys a resource he controls.

Arcanum Signet Bands, 2, MaPlRo (Betrayal-217U)
Equipment—Armor—Cloth, Wrist (1), 1 DEF [Activate] >>> If target ally would be dealt damage this turn, it's dealt double that much instead.

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

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

Arch Druid Lilliandra, Druid (Icecrown-1)
Hero—Night Elf Druid (Balance), 27 Health [Front]: Argent Crusade Reputation <p> Flip Lilliandra, remove a Druid in your graveyard from the game >>> When Lilliandra is dealt combat damage this turn, she deals 1 nature damage to the source of that damage.
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Druid] cards, [Balance] Talent, neutral cards, and Argent Crusade cards. You can't include cards with other reputations or other text restrictions.

Archbishop Benedictus, 4, Alliance (Legion-135E)
Ally—Human Priest, Unique, 0 [Holy] / 1 Health
Heroes and allies can't attack.

Archdruid Hamul Runetotem, 8, Horde (Outland-151E)
Ally—Tauren Druid, Unique, 7 [Melee] / 7 Health
Druids you control have +1 ATK while attacking. <p> Druids you control have Protector.

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

Archduke Franklin Pearce, 5, Alliance (Scourgewar-127C)
Ally—Human Death Knight, 5 [Shadow] / 4 Health
(3), Discard a card >>> Put target equipment on the bottom of its owner's deck.

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.

Archmage Barstow, Alliance (Wrathgate-1)
Hero—Human Mage (Arcane), Blacksmithing/Skinning, 25 Health
Flip Barstow, discard a Mage >>> Opposing heroes and allies lose and can't have powers this turn.

Arcing Smash, 2, Warrior (Black Temple Raid-19U)
Ability—Traitor
Traitor Hero Required <p> Destroy target opposing equipment and all opposing equipment with the same cost as that equipment.

Arctic Blast, 4, Death Knight (Icecrown-17C)
Ability—Frost
Your hero deals 2 frost damage to each opposing ally. Allies dealt damage this way have -2 ATK this turn.

Ardent Defender, 6, Paladin (Legion-55R)
Ability—Protection
Protection Talent (You can't put Holy Talents or Retribution Talents in your deck.) <p> Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.

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

Are We There, Yeti? (Azeroth-346U)
Quest
Pay (6) to complete this quest. <p> Reward: Put three 1 [Melee] / 1 [Health] Mechanical Yeti ally tokens into play.

Arena Grandmaster (Gladiators-190C)
Arena Quest
Pay (4) to complete this quest. <p> Reward: If you control an ally and the combined ATK of allies you control is greater than the combined ATK of all opponent controls, draw two cards.
<p>Arena Master (Drums-245C) Arena Quest Pay (4) to complete this quest. <p>Reward: Each player chooses an ally he controls. If you chose the ally with the highest ATK, draw two cards.

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

Argent Confessor Paletress, Priest (Icecrown-2) Hero—Human Priest (Discipline), 26 Health [Front]: Argent Crusade Reputation &p; Flip Paletress, remove a Priest in your graveyard from the game &gt;&gt;&gt; The next time target hero or ally would be dealt damage this turn, prevent it. [Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Priest] cards, [Discipline] Talents, neutral cards, and Argent Crusade cards. You can’t include cards with other reputations or other text restrictions.

Argent Crusader, 3, DrMaPrShLo (Azeroth-314R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike At the start of your turn, you and target opponent each draw a card.

Argent Defender, 3, PaShWa (Dark Portal-248U) Equipment—Armor—Shield, Off-Hand (1), 2 DEF When this armor exhausts, you may remove target card in a graveyard from the game.

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

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

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

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

Arktos, Alliance (Legion-1) Hero—Night Elf Druid (Feral), Mining/Jewelcrafting, 27 Health (1), Flip Arktos &gt;&gt;&gt; While you control a Bear Form, prevent all damage that would be dealt to Arktos while defending this turn.

Arlek Stonehielt, 1, Alliance (Legion-136U) Ally—Dwarf Warrior, 1 [Melee] / 1 Health elusive &p; Armor you control have +5 [DEF] while your hero is defending.

Arlen the Untamed, 3, Alliance (Wrathgate-105U) Ally—Night Elf Druid, 3 [Melee] / 3 Health Allies you control have <b>Assault 1</b> while you control a Form.

Arm Blade of Ageimur, 2, RoSh (Scourgewar-231U) Instant Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike When this weapon enters play, you may put target ability into its owner’s hand.

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

Armored Blue Wind Rider, 2, Horde (Wrathgate-129R) Ally—Wind Rider, Mount (1), 0 [Melee] / 4 Health [Activate] &gt;&gt;&gt; Ready a location you control. &p; When you place a resource face up into your resource row, you may remove a counter from target location. &p; (Mounts can’t attack or be attacked.)

Armored Snowy Gryphon, 2, Alliance (Wrathgate-106R) Ally—Gryphon, Mount (1), 0 [Melee] / 4 Health [Activate] &gt;&gt;&gt; Ready a location you control. &p; When you place a resource face up into your resource row, you may choose a counter on target location and add another of those counters to it. &p; (Mounts can’t attack or be attacked.)

Armsman, 3, Warrior (Throne-820) Ability—Arms Ongoing: Your hero has <b>Assault 1</b> for each armor and item you control.

Armwraps of Disdain, 1, DrRo (Betray-218U) Equipment—Armor—Leather, Wrist (1), 1 DEF Destroy an ability you control &gt;&gt;&gt; Your hero has +1 ATK while attacking this turn.

Army of the Damned (Icecrown-206C) Quest Scourge Hero Required &p; Name a Scourge ally. For each ally you control with that name, you may pay (2) to complete this quest. &p; Reward: Draw a card for each (2) paid this way.

Army of the Dead, 6, Death Knight (Scourgewar-22R) Ability—Unholy Destroy all allies. For each ally destroyed this way, you put a 3 [Melee] / 3 Health Ghoul ally token into play.

Armerus Brightsteppe, 1, Horde (Legion-173U) Ally—Tauren Shaman, 1 [Nature] / 1 Health Armor you control has +5 [DEF] while your hero is attacking.

Arnold Flem, 4, Horde (Azeroth-225U) Ally—Undead Mage, 4 [Fire] / 2 Health When this ally is destroyed, he deals 1 fire damage to each opposing hero and ally.

Arrowsong, 3, Hunter (Naxxramas-28R) Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 3 Strike When you strike with this weapon, your hero has <b>Long-Range</b> this combat. &p; When you draw a card, add a verse counter. &p; Remove three verse counters &gt;&gt;&gt; You pay (3) less the next time you strike with this weapon this turn.

Artor’s Mainstay, 4, HuSh (Illidan-205R) Equipment—Armor—Mail, Hands (1), 2 DEF When your hero deals damage with an ability, you may ready a resource you control.

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

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

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

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

As the Crow Flies (Dark Portal-312C) Quest Pay (1) to complete this quest. &p; Reward: Look at target player’s hand.

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.
Ash'ergi, 5, Horde (Outland-152C)
Ally—Troll Rogue, 3 [Melee] / 5 Health
**Stealth (Can't protect against this character.)**

><p> This ally has +1 ATK for each damage on him.</p>

Ashnara, Frost Herald, 2, Alliance (Icecrown-99R)
Ally—Draenei Mage, 2 [Frost] / 2 Health
Your hero has **Assault X**, where X is this ally’s ATK.

Ashroot, Ancient of Lore, 7 [Crown-158U, Eldershrink-11U]
Monster Ally—Ancient Druid, 2 [Nature] / 9 Health
**Protector**

><p> When this ally is dealt combat damage while defending, put a 1 [Melee] / 1 [Health] Treat all ally token into play.
</p>

Ashtongue Battlelord, 6 [Black Temple Raid-29C]
Ally—Broken Warrior, 3 [Melee] / 2 Health
Traitor Hero: When this ally enters play, destroy target undamaged opposing ally.

><p> <nobr> <nobr> Loyalty Hero: When this ally enters play, destroy all damaged opposing allies.
</p>

Ashtongue Blade, 2, RoSh [Illidan-223U]
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
Loyal Hero Required (Can’t put this in your deck if your hero is a Traitor.)

><p> <nobr> <nobr> Unforgettable
</p>

Ashtongue Rogue, 4 [Black Temple Raid-30C]
Ally—Broken Warrior, 3 [Melee] / 1 Health
Traitor Hero: **Elusive, Fecocity**

><p> <nobr> Loyalty Hero:
Long-Range, Stealth
</p>

Askali Darksteel (Icecrown-12)
Scourge Hero—Va’Lyr, 27 Health
[Front]: Flip Askali, remove a Scourge ally in your graveyard from the game >>> Target ally has +1 / -1 this turn.

><p> <nobr> [Back]: Deckbuilding: You can only include [Warlock] abilities and Pets, [Warrior] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards.
</p>

You can’t include cards with reputations or other text restrictions (like Demonology Hero Required).

Asoren Darksnout, 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.)
</p>

Aspect of the Cheetah, 1, Hunter (Legion-31R)
Ability—Beast Mastery, Aspect (1)
Ongoing: You pay (1) less to complete quests, to a minimum of (1).

><p> <nobr> When your hero is dealt damage, put this ability from play into its owner’s hand.
</p>

Aspect of the Hawk, 3, Hunter (Azeroth-34R)
Ability—Beast Mastery, Aspect (1)
Ongoing: If your hero would deal ranged damage, it deals that much +1 instead.

Aspect of the Monkey, 1, Hunter (Outland-28U)
Ability—Beast Mastery, Aspect (1)
Ongoing: Once per turn: Discard a card >>> Opposing allies have -2 ATK while in combat with your hero this turn.

Aspect of the Viper, 8, Hunter (Dark Portal-31R)
Ability—Beast Mastery, Aspect (1)
Ongoing: At the end of your turn, you may ready all exhausted resources you control.

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

Assassin’s Game, 2, Rogue (Citadel-7U)
Ability—Combat
Ongoing: Your hero has **Assault 1** for each opposing exhausted hero, ally, and equipment.

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.

Asstani Dawngrace, 3, Horde (Wrathgate-130C)
Ally—Blood Elf Paladin, 1 [Holy] / 4 Health
**Protector, Assail 1, Mend 1**

Astral Denial, 3, Mage (Scourgewar-52U)
Instant Ability—Arcane
Interrupt target quest reward effect.

><p> (Ongoing: When an opponent completes a quest, destroy this ability. If you do, interrupt that quest’s reward effect.
</p>

Astral Grief, 1, Mage (Illidan-46C)
Instant Ability—Arcane
Interrupt target quest reward effect.

Astral Recall, 4, Shaman (Wrathgate-73R)
Ability—Enhancement
Remove this ability from the game. Put up to one target ability, up to one target ally, and up to one target equipment from your graveyard into your hand.

Atani of the Watch, 1 (Betrayal-187C)
Ally—Draenei Paladin, 0 [Melee] / 4 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.)

><p> If your hero would be dealt damage, it’s dealt to this ally instead.
</p>

Atonement, 2, Paladin (Gladiators-40C)
Instant Ability—Protection
Prevent all damage that target hero or ally would deal this turn.

Auchindoun Spirit Towers (Drums-263U)
Location—Objective (5)
When you draw a card, add a capture counter.

><p> (Activate), Remove five capture counters >>> Turn target resource face down.
</p>

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.

Augustus Corpsemonger, 5, Alliance (Azeroth-177R)
Ally—Human Warlock, 3 [Shadow] / 4 Health
[Activate], Remove three allies in your graveyard from the game >>> Destroy target ally.

Aura of Accuracy, 3, Paladin (Drums-43R)
Ability—Holy, Aura (1)
Ongoing: You pay (1) less to play cards and effects with one or more targets, to a minimum of (1).

Aura of Anger, 1, Paladin (Black Temple Raid-14U)
Ability—Traitor, Aura (1)
Traitor Hero Required <p> (Ongoing: Heroes and allies you control have +1 ATK while attacking damaged heroes and allies.
</p>

Aura of Fanaticism, 2, Paladin (Betrayer-67U)
Ability—Traitor, Aura (1)
Traitor Hero Required <p> (Ongoing: Your hero has +1 ATK for each ally you control. <p> (Allies you control have -1 [Health].
</p>

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

Auras Hammer, 2, DrPapPrSh (Molten Core-14R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
On your turn: (2), [Activate] >>> Put target ally you control into its owner’s hand.

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.

Auryana the Lightsworn, Alliance (Scourgewar-1)
Ability—Draenei Paladin (Ritribution).
Blacksmithing/Jewelcrafting, 29 Health
If you control another Paladin: Flip Auryana >>> Auryana deals 2 unpreventable holy damage to each opposing hero and ally that dealt damage this turn.

Avalanche, 5, Hunter (Icecrown-189R)
Equipment—Weapon—Bow, Ranged (1), 4 [Frost], 2 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. <p> When your hero deals combat damage with this weapon to a hero, your hero deals that much frost damage to target ally in that hero’s party.
Avanterha, 2, Alliance (Dark Portal-154C)  
Avoy—Night Elf Hunter, 3 [Ranged] / 2 Health  
(1) >> If this ally is in combat, remove her from combat.

Avatar of the Wild, X, DrHu (Worldbreaker-123E)  
Ability—Feral Beast Mastery  

Avenger’s Shield, 4, Paladin (Outland-46R)  
Ability—Protection  
Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.)  
<pp> Exhaust up to three target heroes and/or allies, and each of them can’t ready during its controller’s next ready step. Your hero deals 1 holy damage to each of those characters.  

Avenging Wrath, 4, Paladin (Betrayor-68U)  
Instant Ability—Retribution  
Your hero has +X ATK this turn, where X is its ATK.

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

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

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

Axe of the Legion, 4, HuShWa (Legion-274U)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 1 Strike  
Other Axes you control have +2 ATK.  
<pp> Your hero has Dual Wield. (Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

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

Ayuhro Nightwind, 1, Alliance (Wrathgate-107C)  
Ally—Night Elf Druid, 1 [Nature] / 2 Health  
Mend 5  
<pp> This ally can’t heal heroes.

Azathoth, 12 (Illidan-197E)  
Ally—Pit Lord Demon, Unique, 50 [Melee] / 50 Health  
When this ally enters play, choose an opponent. That opponent puts five 0 [Shadow] / 5 [Health] Warlock ally tokens into play.  
<pp> This ally can’t attack while any of those allies are in play.

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

Azazoth Deathfang, 1, Horde (Scourgewar-163C)  
Ally—Orc Warlock, 2 [Shadow] / 1 Health  
(2) Discard a card >>> This ally deals 1 shadow damage to target ally.

Azarak Wolfblood, Horde (Dark Portal-11)  
Hero—Orc Hunter (Survival), Mining/Engineering, 28 Health  
(X), Flip Azarak >>> Target hero or ally has -X ATK while in combat with Azarak this turn.

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

Azjol-anak Champion, 3 (Wrathgate-166R)  
Ally—Nerubian, 3 [Nature] / 3 Health  
Nerubian Reputation  
<pp> This ally has +3 / +3 while an ability, ally, and equipment are in your graveyard.

Azjol-anak Deathwatcher, 4 (Icecrown-162R)  
Ally—Nerubian, 4 [Melee] / 4 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> When this ally enters play, you may search your deck for a card and put it into your graveyard.

Azjol-anak Skirmisher, 1 (Icecrown-163U)  
Ally—Nerubian, 3 [Melee] / 3 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> At the start of your turn, discard a card.

Azjol-anak Acidslinger, 2 (Scourgewar-201C)  
Ally—Nerubian, 2 [Nature] / 2 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> At the start of your turn, discard a card.

Azjol-anak Acidspewer, 5 (Scourgewar-202C)  
Ally—Nerubian, 5 [Nature] / 5 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> This ally has +1 / +1 while an equipment is in your graveyard.

Azjol-anak Battleguard, 6 (Scourgewar-203C)  
Ally—Nerubian, 6 [Melee] / 6 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> This ally has +1 / +1 while an ally is in your graveyard.

Azjol-anak Broodguard, 4 (Scourgewar-204C)  
Ally—Nerubian, 4 [Melee] / 4 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> This ally has +1 / +1 while an ally is in your graveyard.

Azjol-anak Webspinner, 1 (Scourgewar-205C)  
Ally—Nerubian, 1 [Melee] / 1 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> This ally has +1 / +1 while an ally is in your graveyard.

Azjol-anak Weavevear, 3 (Scourgewar-206C)  
Ally—Nerubian, 3 [Melee] / 3 Health  
Nerubian Reputation (You can’t put cards with other reputations in your deck.)  
<pp> This ally has +1 / +1 while an ally is in your graveyard.

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

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

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

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

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

Azure Shield of Coldarra, 3, PaShWa (Betrayor-219R)  
Equipment—Armor—Shield, Off-Hand (1), 0 DEF  
If your hero would be dealt damage, prevent all but 3 of it.

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

Azuresong Mageblade, 4, MaPaLo (Molten Core-15R)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike  
When you draw a card, add a verse counter.  
<pp> (1) Remove three verse counters >>> Draw a card.

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

Baby Murloc, 0 (Crown-149U)  
Monster Ally—Murloc Baby, 1 [Melee] / 1 Health
**Backlash**, 2, Warlock (Honor-68R)
Instant Ability—Destruction

**Destruction Talent (You can't put Affliction Talents or Demonology Talents in your deck.)**

<p>On going: [Activate] >>> If an opposing hero or ally dealt damage to your hero this turn, draw a card.

**Backstab**, 3, Rogue (Azeroth-919, Class-81R)
Instant Ability—Combat Combo
Your hero deals melee damage to target exhausted hero or ally equal to 3 plus the ATK of a Dagger you control.

“Backstab” Bindo Gearbomb, 2 (Honor-150E)
Arena Ally—Goblin Battlemaster, Unique, 0 [Melee] / 5 Health
(1) [Activate] >>> Exhaust target card. If you exhausted an Arena card this way, it can’t ready during its controller's next ready step.

**Bad Mojo Mask**, 4, PrLo (Azeroth-281R)
Equipment—Armor—Cloth, Head (1), 0 DEF
At the start of each player's turn, that player discards a card.

**Baelgond Soulgrace**, 3, Alliance
Ally—Dwarf Priest, 1 [Holy] / 1 Health
When this ally enters play, reveal the top three cards of your deck. Put a revealed ability into your opponent's deck.

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

**Band of Channeled Magic**, 2, DrMaPrShLo (Scourge war Badge-1E)
Equipment—Item, Ring (2)
At the start of your turn, you may put (2). If you do, draw a card. Otherwise, destroy this item.

**Band of Crimson Fury**, 3, MaPrShLo (Magtheridon-9R)
Equipment—Item, Ring (2)
(3), Discard a card >>> The next time damage would be dealt with an ability you control this turn, that much +3 is dealt instead.

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

**Band of Sulfuras**, 3, DrMaPaPrShLo (Molten Core-11R)
Equipment—Item, Ring (2)
If a friendly hero or ally would deal damage to an Elemental, it deals that much +1 instead.

**Band of the Inevitable**, 2, DrPaSh (Illiadan-218R)
Equipment—Item, Ring (2)
On your turn: (X), Destroy this item >>> Destroys each equipment with cost X or less.

**Band of the Ranger-General**, 3, DrHuPaRoShWa (Outland-209R)
Equipment—Item, Ring (2)
You pay (1) less to strike with weapons for each weapon you control.

**Band of Vile Aggression**, 2, DrHuRo (Gladiators-166R)
Equipment—Item, Ring (2)

**Bandit’s Insignia**, 4, DrRo (Naxxramas-22R)
Equipment—Item, Trinket (2)
On your turn: [Activate] >>> Target opponent puts a card from his hand into his resource row face down and exhausted.

**Bane of the Illidari**, 5, Class-222C, Illidan-237C
Quest
If you control an equipment: Pay (2) to complete this quest. <p>Reward: Draw a card.

**Bangle of Endless Blessings**, 12, DrMaPaPrShLo (Honor-165R)
Equipment—Item, Trinket (2)
When this item enters play, each face-down resource into its owner's hand. <p>Players can't place resources face down.

**Banish**, 1, Warlock (Legion-103U)
Ability—Demonology
Remove target Demon ally or Elemental ally from the game.

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

**Banish to the Nether**, 3, Warlock (Betrayer-108C)
Ability—Destruction
Remove target ability, ally, or equipment from the game. <p>On going: When this ability leaves play, the owner of that removed card puts that card into play.

**Banok Sunrock**, 4, Horde (Twilight-131C)
Ally—Tauren Paladin, 4 [Holy] / 4 Health

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

**Banshee Soulclaimer**, 4, (Icecrown-148C)
Scourge Ally—Banshee, Unlimited, 4 [Shadow] / 3 Health
Scourge Hero Required <p>[Alliance] and [Horde] allies have -1 / -1.

**Banthan, Jadedist Apprentice**, 2, Alliance (Wrathgate-108C)
Ally—Human Warrior, 3 [ Melee] / 3 Health

**Protector** <<< This ally has -2 / -2 while attacking.

**Banzai**, 1, Hunter (Wrathgate-37U)
Ally—Hyena, Pet (1), 0 [Melee] / 3 Health
This ally has +1 ATK for each card in opposing graveyards.

**Barak the Shamed**, 3, Horde (Azeroth-227R)
Ally—Orc Warrior, 5 [Melee] / 5 Health
When this ally enters play, each player secretly chooses a number. The player who chooses the highest number gains control of this ally, and you put that much damage on that player's hero. If there's a tie, you choose the outcome.

**Barathex, Undead’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."

**Barbaric Legstraps**, 3, HuSh (Betrayer-220U)
Equipment—Armor—Mail, Legs (1), 1 DEF
If an opposing ally was destroyed this turn: [Activate] >>> Your hero deals 2 melee damage to target hero or ally.

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

**Draenei Death Knight**: If you control a Draenei hero or ally, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

**Barkskin**, 1, Druid (Legion-19R)
Instant Ability—Balance
Ongoing: Your abilities, allies, and equipment can’t be interrupted.
This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

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

Barnathrum, Lord of Pain, 4, Alliance (Dark Portal-155C) Ally—Human Warlock, 3 [Shadow] / 4 Health (1), [Activate] >>> Double the damage on each 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.

Barous the Storm Baron, 5, Alliance (Betrayal-131R) Ally—Draenei Shaman, 4 [Nature] / 5 Health [Nature] allies you control have [Activate] >>> This ally deals nature damage equal to its ATK, divided as you choose, to any number of target allies.

Barov Peasant Caller, 3, DrHuMaPaPrRoShLoWa (Azeroth-304R) Equipment—Item, Trinket (2), [Activate], Destroy this item >>> Put three 1 [Melee] / 1 [Health] Peasant alloy tokens into play with Ferocity and “At end of turn, destroy this ally.”

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

Barsh, 2, Druid (Azeroth-17U) Instant Ability—Feral Bear Form, Form (1) Exhaust target hero or ally. <p>Ongoing: Your hero has Bear Form. (Has Protector: Destroy this card when you strike with a weapon or play a non-Feral ability.)

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

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

“Batter Brains” McGillicutty, 1, Horde (Class-167U, Drums Starter-5U) Ally—Undead Rogue, 1 [Melee] / 1 Health
When this ally is destroyed, target player discards a card.

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

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

Battle Mage’s Baton, 6, DrMaPrLo (Gladiators-172R) Arena Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike (X), Exhaust your hero >>> Destroy target ability, ally, or equipment with cost X

Battle of Darrowshire (Azeroth-347C) Quest Remove three allies in your graveyard from the game and pay (1) to complete this quest. <p>Reward: Draw a card.

Battle of the Crimson Watch (Illidan-238C) Quest Pay (3) or more to complete this quest. <p>Reward: Draw a card for each (3) paid this way.

Battle "Preparations", 4 (Outland-100U) Ability Allies can’t attack until after your next turn.

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

Battle Tactics, 7, Warrior (Drums-84R) Ability—Protection Ongoing: Opposing heroes and allies must attack each turn if able. <p>When an opponent proposes a combat, you may change the proposed defender. (It must be a legal choice for the attacker.)

Battlecast Pants, 3, MaPrLo (Gladiators Crafted-1E) Equipment—Armor—Cloth, Legs (1), 0 DEF [Activate] >>> Cards in your hand are instant this turn until you play a card.

Battlemage Vyara, 7 (Illidan-187R) Ally—Blood Elf Battlemage, Unique, 6 [Melee] / 6 Health
Slyer Reputation <p>You may exhaust this ally rather than pay the cost of an ability with cost 7 or less, or a weapon’s [Strike] of 7 or less.

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

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

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

Bayner Cogberston, 7, Alliance (Worldbreaker-134C) Ally—Gnome Mage, 7 [Arcane] / 7 Health
Beacon of Light, 2, Paladin (Twilight-54R) Instant Ability—Holy
Holy Talent (You can’t put Protection Talents or Retribution Talents in your deck.) <p>Attach to target ally. <p>Ongoing: When damage is healed from a hero or ally you control, add that many light counters to this ability. <p>Attached ally has +1 / +1 for each light counter on this ability.

Bear Form, 1, Druid (Azeroth-18U) Instant Ability—Feral Bear Form, Form (1) Ongoing: Your hero has Bear Form. (Has Protector: Destroy this card when you strike with a weapon or play a non-Feral ability.) <p>When this ability is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Bearlady Brola, 1, Alliance (Betrayal-132R) Ally—Dwarf Hunter, 1 [Ranged] / 1 Health
When this ally enters play, make up a name. <p>At the start of your turn, put a 1 [Melee] / 1 [Health] Unique Bearlady token into play with that name.

The Beast Within, 1, Hunter (Illidan-36R) Instant Ability—Beast Mastery
Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p>While you control a Pet this turn, prevent all damage that your hero would be dealt, and your hero has +3 ATK.

Bedrock Talisman, 6, DkDrPaWa (Worldbreaker Badge-9E) Equipment—Item, Trinket (2)
You pay (1) less to play this item for each 5 damage on your hero. <p>Ally you control have Protector.
Behead, 2, Warrior (Drums-85C)
Instant Ability—Fury
If target ally is damaged, destroy it. Otherwise, your hero deals 1 melee damage to it.

Bella Wilder, 3, Alliance (Alliance Shaman-13C, Worldbreaker-135C)
Ally—Worgen Druid, 5 [Nature] / 3 Health
This ally has Ferocity while you control another [Nature] card.

Belligence, 2, Rogue (Scourgewar-78U)
Ability—Combat
Ongoing: You pay (2) less to strike with Melee weapons on your turn. <p>Death Rattle (When this ability enters your graveyard from anywhere): Reveal the top three cards of your deck. Put a revealed Melee weapon into your hand and the rest on the bottom of your deck.

Belt of Absolute Zero, 3, DkPaWa (Crown-170C, Hogger-21C)
Equipment—Armor—Plate, Waiste (1), 2 DEF
Weapons you control have +1 ATK

Belt of Blasting, 6, MaPrLo (Crafted-9E)
Equipment—Armor—Cloth, Waist (1), 1 DEF (X), Exhaust your hero >>> Your hero deals X arcane damage to target hero or ally.

Belt of Deep Shadow, 4, DrRo (Crafted-10E)
Equipment—Armor—Leather, Waiste (1), 0 DEF
Your hero has Stealth. <p>If your hero would deal combat damage, it deals that much +2 instead.

Belt of the Archmage, 5, MaPrLo (Dark Portal-249R)
Equipment—Armor—Cloth, Waist (1), 1 DEF When this armor enters play, reveal the top three cards of your deck. Put all revealed abilities into your hand and the rest on the bottom of your deck.

Belt of the Black Eagle, 2, HuSh (Wrathgate Crafted-1E)
Equipment—Armor—Mail, Waist (1), 1 DEF (1), [Activate], Turn a resource you control face down >>> Look at the top two cards of your deck. Put one into your hand and the other into your graveyard.

Belt of the Singing Blade, 2, DkPaWa (Icecream Badge-1R)
Equipment—Armor—Plate, Waist (1), 1 DEF
When you draw a card, add a versatile counter. <p>[Activate], Remove three verse counters >>> Target weapon has Assault 3 this turn.

Belt of the Twilight Assassin, 2, DrRo (Wraightgate Badge-1E)
Equipment—Armor—Leather, Waist (1), 1 DEF (1), [Discard an equipment] >>> Add a murder counter. <p>Your hero has Assault 1 for each murder counter.

Benediction, 5, Priest (Molten Core-16R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
When your hero heals damage with an ability, draw a card. <p>Exhaust your hero >>> Put a card named Anathema from your graveyard into play.

The Benefits of Practice, 2, Warrior (Gladiators-75I)
Instant Ability—Arms
Your hero deals 1 melee damage to target hero or ally. You may choose a Weapon you control. If you do, put a +1 ATK counter on it for each damage dealt this way.

Ally—Undead Mage, 4 [Fire] / 2 Health

Bernard, Zealot of the Light, 1, Alliance (Drums Starter-11U)
Ally—Human Paladin, 2 [Melee] / 1 Health
(1), Destroy this ally >>> Destroy target attacking ally.

Berserk, 2, Druid (Scourgewar-32R)
Instant Ability—Feral
Feral Talent (You can't put Balance Talents or Restoration Talents in your deck.) <p>Ongoing: While you control a Bear Form, when your hero is dealt combat damage, you may draw a card.

Berserk Rager, 3, Warrior (Outland-91R)
Ability—Fury
You may destroy any number of abilities attached to your hero. <p>Ongoing: Your hero has +1 ATK while attacking for each 5 damage on it.

Berserker Stance, 3, Warrior (Azeroth-136R)
Ability—Fury, Stance (1)
Ongoing: If your hero would deal damage, it deals that much +1 instead. <p>If your hero would be dealt damage, it’s dealt that much +1 instead.

Berserking, 3, Horde (Dark Portal-134U)
Ability
Troll Hero Required <p>Ongoing: When your hero is dealt damage, a berserker counter. <p>When your hero attacks, remove all berserker counters from this ability. Your hero has +1 ATK this combat for each counter removed this way.

Besh'iah, 6, Horde (Azeroth-229C)
Ally—Troll Priest, 4 [Shadow] / 4 Health
Destroy an ally you control >>> Destroy target ability.

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

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

Bestial Rage, 3, HuWa (Wrathgate-93U)
Ability—Beast Mastery

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.

Bestial Swiftness, 2, Hunter (Legion-32R)
Ability—Beast Mastery

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p>Ongoing: [Activate] >>> Target Pet has Ferocity this turn.

Bestial Wrath, 1, Hunter (Azeroth-35R)
Instant Ability—Beast Mastery

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p>Target Pet has +3 ATK this turn. Prevent all damage that would be dealt to it this turn.

Betrayal (Knight-24C)
Quest
On your turn: Destroy an ally you control and pay (1) to complete this quest. <p>Reward: Draw a card.

Betrayer of Humanity, 6, DkShWa (Naxxramas-29R)
Equipment—2H Weapon—Axe, Melee (1), 10 [Melee], 1 Strike
As an additional cost to play this weapon, destroy a Human or Orc you control.

Bhenn Checks-the-Sky, 2, Horde (Dark Portal-199C)
Instant Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally enters play, you may exhaust target ally.

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

Big Game Hunter (Azeroth-348C)
Quest
Pay (2) to complete this quest. <p>Reward: Transform the top four cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.
Bildros Nullvoid, Alliance (Legion-2)  
Hero—Gnome Warlock (Demonology).  
Alchemy/Tailoring, 28 Health  
(2), Flip Bildros >>> Pets in your hand are instant this turn.

Bimble Blackout, 3, Alliance ([Iliad-119U])  
Ally—Gnome Warlock, [4][Shadow] / 2 Health  
When this ally is removed from the game anywhere, draw a card.

Binding Heal, 2, Priest (Class-67C, Outland-55C)  
Instant Ability—Holy  
Your hero heals 5 damage from itself and 5 damage from a second target hero or ally.

Bindings of Lightning Reflexes, 3, HuSh (Crafted-12E)  
Equipment—Armor—Mail, Wrist (1), 0 DEF  
When you play an ability, add a bolt counter.  
><p> Heroes and allies in combat with your hero have -1 ATK for each bolt counter.

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

Bitter Cold Armguards, 2, DkPaWa (Icecrown-170C)  
Equipment—Armor—Plate, Wrist (1), 3 DEF  
At the start of your turn, your hero deals 1 frost damage to target hero or ally you control.

Bitties, 3, Alliance (Outland-111U)  
Ally—Gnome Rogue, 4 [Mech] / 4 Health  
At the end of your turn, if this ally is damaged, destroy him.

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

Bizzlik Sparkcog, 4, Alliance (Azeroth-178U)  
Ally—Gnome Warlock, 2 [Fire] / 4 Health  
[Activate], Destroy an ally you control >>> Draw a card.

Black Amnesty, 2, RoSh (Drums-221R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
Your hero has Dual Wield.  
><p> (1), [Activate] >>> If your hero is defending against an ally, remove your hero from combat.

Black Blood, 5, Death Knight (Alliance DK-2C, Worldbreaker-23C)  
Ability—Unholy  
Your hero deals 5 shadow damage to target ally. If you control a Disease, your hero also deals 5 shadow damage to target ally.

Black Bow of the Betrayer, 4, HuRoWa (Black Temple-7R)  
Equipment—Weapon—Bow, Ranged (1), 4 [Ranged], 4 Strike  
When you strike with this weapon, your hero has Long-Range this combat.  
><p> [Hunter]  
Hero: When a ally is dealt combat damage with this weapon, update to four resources you control.

Black Death, 2, Death Knight (Twilight-22U)  
Ability—Unholy Disease  
Attach to target opposing hero.  
><p> Ongoing:  
At the start of your turn, your hero deals 1 shadow damage to attached hero, or 2 if there are no allies in its party.

Black Felsteel Bracers, 2, PaWa (Crafted-1E)  
Equipment—Armor—Plate, Wrist (1), 0 DEF  
[Activate] >>> Put a +1 ATK counter on target weapon.

Black Heat of Flame (Crown-194C)  
Quest  
Pay (1) to complete this quest.  
><p> Reward:  
Target hero or ally has Smash this turn.  
><p> If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.

Black Ice, 3, DkHuPa (Icecrown-190U)  
Equipment—2H Weapon—Polearm, Melee (1), 1 [Frost], 1 Strike  
When you strike with this weapon on an opponent’s turn, your hero may deal 1 frost damage to target hero or ally. A character dealt damage this way can’t attack this turn.

Black Ice “Fizzfroze, Alliance (Ildian-1)  
Hero—Gnome Mage [Frost], Engineering/Tailoring, 25 Health  
(1), Flip Black Ice >>> Black Ice deals 1 frost damage to target hero or ally. A character dealt damage this way can’t attack this turn.

Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 1 Strike  
When you strike with this weapon, your hero has Long-Range this combat.  
><p> (Defenders deal no combat damage to it.)

Blackened Spear, 4, Horde, PaWa (Honour-185R)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 1 Strike  
This weapon has +1 ATK if you control an ally with Arcane Torrent.  
This is also true for Berserking, Hardiness, War Stomp, and Will of the Forsaken.

Blackout (Twilight-206U)  
Quest  
On your turn: Pay (2) to complete this quest.  
><p> Reward:  
Target up to two face-up resources. Turn the first face down. If you control a Black or Twilight Dragonkin, turn the second face down.

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

Blacksoul Porealm, 3, DrHu (Elements-192R)  
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike  
You can’t strike with this weapon on your turn.

Blade Flurry, 4, Rogue (Dark Portal-80R)  
Ability—Combat  
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.)  
><p> Ongoing:  
When your hero deals combat damage with a weapon to an ally, you may have your hero deal that much melee damage to a second target hero or ally.

Blade of the Burning Sun, 4, MaPaLo (Twilight-190R)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Fire], 3 Strike  
[Activate], Exhaust your hero >>> Reveal the top card of your deck. If it’s a [Fire] ally or equipment, allies you control have Assault X this turn, where X is the cost of that revealed card.

Blade of the Empty Void, 3, DkPaWa (Scourgewar-232R)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Shadow], 1 Strike  
While this weapon is in your graveyard, your hero has Protector.

Blade of the Witching Hour, 4, DrMaPrShLo (Twilight-191C)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
When this weapon enters play, your hero may deal 4 fire damage to target opposing hero or ally.

Blade of Unquenched Thirst, 1, RoSh (Legion-275R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
At the end of your turn, if no damage was dealt with this weapon this turn, destroy it.

Blade of Wizardry, 3, MaLo (Betrayer-234E)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike  
[Activate], Discard an ability >>> Destroy target ally.

Blade Twisting, 3, Rogue (Betrayer-87R)  
Ability—Combat  
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.)  
><p> Ongoing:  
When your hero deals combat damage to an ally, destroy it, and its controller discards a card.

WoW TCG OCR – 04 09 2012 13 / 146
Noise of the Beast

Blastenheimer 5000 Ultra Cannon, 7 (Darkmoon Faire-1R)

Ability
Ongoing: (3), [Activate] >> You may put an ally from your hand into play. If you do, destroy it at the start of the next turn.

Blaster-shot Launcher, 5, HuRoWa (Molten Core-17R)

Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. - [Hunter]
Hero: When this weapon enters play, your hero deals 3 ranged damage to target hero or ally.

Blaze, 2, Mage (Betrayer-58C)

Ability—Fire
Your hero deals 1 fire damage to target ally for each card in your hand.

Blazemistress Lindsey, 4, Alliance (Wrathgate-109C)

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

Bladestorm, 6, Warrior (Crown-52R)

Ability—Arms

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

Blaine Roberts, Alliance (Illidan-2)

Hero—Human Warrior (Protection), Alchemy/Tailoring, 30 Health
(2), Flip Blaine >>> Destroy target armor or item.

Blaise Brightspark, Alliance (Legion-3)

Hero—Gnome Mage (Fire), Alchemy/Tailoring, 25 Health
(1), Flip Blaise >>> Blaise deals 3 fire damage to target hero or ally that was dealt fire damage this turn.

Blasphemous Emissary, 5, Priest (Guild Wars-2R)

Instant Ability—Survival
[Trivial] (You may exhaust your defending hero rather than pay this card’s cost.) - [P] - Destroy target attacking ally with cost 4 or more.

Blasphemy, 2, Mage (Illidan-47R)

Ability—Fire

Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.) - [P] - Your hero deals 2 fire damage to each opposing hero and ally. A character dealt damage this way can’t protect this turn.

Blessed Medallion of Karabor, 8, DrHuMaPaPrRoShLoWa (Black Temple-3R)

Equipment—Item, Neck (1)
On your turn: Remove this item from the game >>> Move to the right of another friendly player.

Blessed Protector, 1, Paladin (Legion-56C)

Instant Ability—Protection
Your hero has Protector this turn. Draw a card.

Blessing of Ceinarius, 1, Druid (Scourgewar-33C)

Instant Ability—Restoration
Attach to target ally. - [P] - Ongoing: Attached ally has +1 / +1. - [P] - When attached ally is destroyed, you may draw a card.

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

Instant Ability—Protection Blessing
Attach to target ally. - [P] - Ongoing: Attached ally has +5 ATK while defending.

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

Ability—Protection Blessing
Attach to target ally. If that ally’s cost is 2 or less, draw a card. - [P] - Ongoing: Attached ally has +3 / +3.

Blessing of Divinity, 1, Paladin (Outland-47C)

Instant Ability—Protection Blessing
Attach to target ally. - [P] - Ongoing: Attached ally has +1 / +1. - [P] - When attached ally exhausts, your hero heals 1 damage from it.

Blessing of Faith, 1, Paladin (Elements-55U, Horde Paladin-21)

Instant Ability—Holy Blessing
Attach to target friendly ally. - [P] - Ongoing: Attached ally has +1 / +1. - [P] - (2), Destroy this ability >>> Destroy target ability.

Blessing of Freedom, 1, Paladin (Dark Portal-55C)

Instant Ability—Protection Blessing
Attach to target hero or ally you control. - [P] - Ongoing: Attached character has Untargetable.
- [P] - At end of turn, destroy this ability.

Blessing of Kings, 5, Paladin (Honor-41R)

Ability—Protection Blessing

Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.) - [P] - Ongoing: Each ally you control has +X / +X, where X is its cost.

Blessing of Liberty, 3, Paladin (Scourgewar-59U)

Instant Ability—Protection Blessing
Attach to target friendly non-hero card. - [P] - Ongoing: Attached card has Untargetable.

Death Rattle (When this ability enters your graveyard from anywhere): Target friendly non-hero card has Untargetable this turn.

Blessing of Might, 2, Paladin (Alliance Paladin-21, Azeroth-621, Horde Paladin-3U, Twilight-55U)

Instant Ability—Retribution Blessing
Attach to target hero or ally. - [P] - Ongoing: Attached character has +1 ATK while attacking.
Blessing of Protection, 2, Paladin (Azeroth-63U, Class-58U)
Instant Ability—Protection Blessing
Attach to target hero or ally you control. <p>
Ongoing: Prevent all damage that would be dealt to and dealt by attacked character. <p>
At end of turn, destroy this ability.

Blessing of Sacrifice, 5, Paladin (Dark Portal-56R)
Instant Ability—Protection Blessing
Attach to target ally you control. <p>
Ongoing: If attacked ally would be dealt damage, it’s dealt to your hero instead.

Blessing of Salvation, 1, Paladin (Illidan-55U)
Instant Ability—Protection Blessing
Ongoing: When this ability enters play, choose a friendly player. <p>
That player has Untargetable.

Blessing of the Heavens, 3, DrPa (Throne-61C)
Instant Ability—Restoration Protection Blessing
Attach to target ally. <p>
Ongoing: When attacked ally is destroyed, you may put this ability from its owner’s graveyard into his hand.

Blessing of the Kindred, 1, Paladin (Worldbreaker-64R)
Instant Ability—Protection Blessing
Ongoing: As this ability enters play, name a class. <p>
Friendly allies of that class have +1 / +1.

Blessing of the Light, 1, Paladin (Throne-53C)
Instant Ability—Holy Blessing
Attach to target ally you control. <p>
Ongoing: Attacked ally has +2 / +2. <p>
When attacked ally deals damage to an opposing hero, it also heals that much damage from your hero.

Blessing of the Martyr, 1, Paladin (Betrayal-70C)
Instant Ability—Protection Blessing
Attach to target ally. <p>
Ongoing: Attacked ally has +1 / +1. <p>
When attacked ally is destroyed, its owner puts it from his graveyard into his hand.

Blessing of the Old God, 2, DdDrHuMaPaPrRoShLoWa (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: Attacked ally has +3 / +5 and Protector. <p>
When attacked ally is destroyed, it heals 6 damage from your hero.

Blessing of the Templar, 5, Paladin (Horde Paladin-4R, Icercrown-46R)
Ability—Holy Blessing
Attach to target hero. <p>
Ongoing: Attacked hero has Assault 3 and Mend 3.

Blessing of Trials, 3, Paladin (Citadel Raid-53U, Drums-44U)
Instant Ability—Protection Blessing
Attach to target ally. The next time it would be dealt damage by an opposing hero or ally this turn, prevent that damage and add that many strength counters. <p>
Ongoing: Attacked ally has +1 / +1 for each strength counter.

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

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

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

Blind, 3, Rogue (Legion-80R)
Instant Ability—Subtlety
Target player can't play cards this turn.

Blind Faith, 3, Priest (Honor-47R)
Ability—Discipline
Ongoing: At the start of your turn, you may discard your hand. If you do, reveal the top three cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Bling, 1 (Legion-127R)
Ability
Ongoing: You can control up to ten Rings.

Blink, 2, Mage (Azeroth-48C)
Instant Ability—Arcane
Draw a card. <p>
If your hero is defending, remove all attackers from combat.

Blinkly, 7, Hunter (Legion-33R)
Instant Ally—Warp Stalker, Pet (1), 7 [Melee] / 5 Health
(3) >>> Remove this ally from the game and put a warp counter on him. <p>
If this ally is removed from the game: (3), Remove a warp counter >>> Put this ally into play.

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

Blizzard, 2, Mage (Gladiators-33R)
Ability—Frost
Ongoing: At the start of each opponent’s turn, your hero deals 1 frost damage to each hero and ally that opponent controls. A character dealt damage this way can’t attack this turn. <p>
When a card leaves your hand, destroy this ability.

Bloodbath, 2, [Melee] / 1 Health
Elusive <p>
This ally has +1 ATK this turn.

Blood Boil, 2, Death Knight (Knight-3U)
Ability—Blood
Destroy any number of Diseases you control.

Blood Chill, 3, Death Knight (Alliance DK-3C, Horde DK-2C, Worldbreaker-24C)
Ability—Frost Disease
Attach to target hero. <p>
Ongoing: At the start of your turn, your hero deals 1 frost damage to attacked hero. <p>
If damage is dealt this way, exhaust each opposing hero or ally with Protector.

Blood Frenzy, 1, Warrior (Honor-76R)
Ability—Arms

Arms Talent (You can’t put Fury Talents or Protection Talents in your deck.) <p>
Ongoing: Heroes and allies you control have +1 ATK while in combat with heroes and allies with an attachment.

Blood Fury, 4+X, Horde (Dark Portal-135U)
Ability

Orc Hero Required <p>
Ongoing: This ability enters play with X fury counters. <p>
Your hero has +1 ATK while attacking for each fury counter.

Blood Guard Gulmok, 9, Horde (Illidan-146E)
Ally—Orc, Warrior, Unique, 8 [Melee] / 8 Health
Protector <p>
When another [Horde] ally enters your party, you may destroy target ally.

Blood Guard Mal’vani, 4, Horde (Azeroth-230C)
Ally—Troll Rogue, 1 [Melee] / 5 Health
This ally has +1 ATK for each damage on him.

The Blood is Life (Legion-295C)
Quest
On your turn: Destroy an ally you control and pay (1) to complete this quest. <p>
Reward: Your hero heals damage from itself equal to that ally’s [Health].

Blood Knight Adrenna, 3, Horde (Twilight-132U)
Ally—Blood Elf Paladin, 2 [Melee] / 4 Health
Protector <p>
When this ally is destroyed, prevent all damage that would be dealt to target ally you control this turn.
Blood Knight Haeleth, 3, Horde (Honor-121C)
Ability—Blood Elf Paladin, 1 [Holy] / 5 Health

**Protector** <p> Once per turn: (2) >>> This ally heals 2 damage from target hero or ally.

Blood Knight Kyria, 3, Horde (Illidan-147C)
Ability—Blood Elf Paladin, 2 [Holy] / 3 Health

**Protector** <p> When you play an ability, this ally heals 4 damage from target hero or ally.

Blood Knight Taree, 6, Horde (Legion-174U)
Ability—Blood Elf Paladin, 3 [Holy] / 7 Health

**Protector** <p> (1) >>> Remove target ability in a graveyard from the game. If you do, this ally heals 1 damage from target hero or ally.

Blood Lord Vorath (Icecrown-13)
Scourge Hero—San'yan, 27 Health
[Front]: Flip Vorath, remove a Scourge ally in your graveyard from the game >>> Vorath deals 1 shadow damage to target ally for each ally in its controller's graveyard.
[Back]: Deckbuilding: You can only include [Death Knight] abilities, [Priest] equipment, allies with a type Death Knight, neutral quests and locations, and Scourge cards. You can't include cards with reputations or other text restrictions (like Frost Hero Required).

Blood Plague, 3, Death Knight (Icecrown-18C)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to an attached hero. <p> If an ally in attached hero's party would be dealt damage, it deals that much +1 instead.

Blood Presence, 4, Death Knight (Knight-4U)
Ability—Blood, Presence (1)
Ongoing: If your hero would deal damage, it deals that much +1 instead. <p> When your hero deals damage, it heals 1 damage from itself.

Blood Rune, 2, Death Knight (Wrathgate-23U)
Ability—Blood, Rune (6)
As an additional cost to play, remove an equipment from your graveyard from the game. <p> Ongoing: [Activate] >>> You pay (1) less to play your next card this turn.

Blood Strike, 1, Death Knight (Knight-5U)
Instant Ability—Blood
Your hero deals 2 melee damage to target ally. That ally has -1 [Health] for this turn each Disease you control.

Equipment—Armor—Cloth, Back (1), 1 DEF
Your hero has **Assault 1**. (It has +1 ATK on your turn)

Bloodthath, 2, Warrior (Betrayer-118R)
Ability—Traitor
Trait: Bloodthath Hero Required <p> Ongoing: (1), Destroy an ally you control >>> Put a +1 ATK counter on each weapon you control.

Bloodblade, 4, Horde (Class-170C, Horde Rogue-13C, Legion-175C)
Ability—Dr Rogue, 5 (Melee) / 5 Health
This ally can attack only heros.

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

Bloodeye, 7, Horde (Legion-176C)
Ability—Orch Hunter, 8 (Ranged) / 8 Health
This ally can attack only heros.

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

Bloodfang Hood, 3, Rogue (Onyxia-10E)
Equipment—Armor—Leather, Head (1), 1 DEF
On your turn: [Activate] >>> Exhaust target hero or ally. <p> When you play a [Rogue] ability, ready this armor.

Bloodfang Pants, 4, Rogue (Molten Core-1R)
Equipment—Armor—Leather, Legs (1), 2 DEF
When you play a [Rogue] ability, you may pay (1). If you do, your hero deals 1 melee damage to target exhausted hero or ally.

Bloodied Arcane Reaper, 5, DkPaWa (Worldbreaker-236R)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee], 0 Strike
This equipment has +3 ATK for each heirloom counter on it. <p> Ongoing: [Activate] >>> Exhaust target hero or ally. <p> When you play a [Rogue] ability, ready this armor.

Bloodlust, 3, Shaman (Outland-73U)
Ability—Enhancement
Horde Hero Required <p> Heroes and allies you control have +2 ATK while attacking heroes this turn.

Bloodlust Brooch, 6, HuRoShWa (Badge-1E)
Equipment—Item, Trinket (2)
When your hero deals combat damage, put that many 1 [Melee] / 1 [Health] Fanatic ally tokens into play.

Bloodrage, 5, Warrior (Dark Portal-116R)
Ability—Protection
As an additional cost to play, put 2 damage on your hero. <p> Ongoing: At the start of your turn, put 1 damage on your hero and draw a card.

Bloodsea Brigand, 2, Alliance Shaman (Gladiators-185R)
Equipment—Armor—Leather, Chest (1), 1 DEF (2), Destroy this armor >>> Put the top two cards of your deck into your resource row face down and exhausted.

Bloodseeker, 2, Hunter (Drums-222R)
Equipment—Weapon—Crossbow, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. <p> At the end of your turn, if no damage was dealt with this weapon this turn, put 3 damage on your hero.

Bloodskull Destroyer, 2, PaShWa (Betrayer-235U)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike (1), Destroy this weapon >>> Destory target ally with **Protector**.

Bloodsoul, 1, Horde (Class-171C, Legion-177C)
Ability—Orc Warlock, 2 [Shadow] / 3 Health
This ally can attack only heros.

Bloodtainted Ravager Gauntlets, 7, HuSh (Legion-256R)
Equipment—Armor—Mail, Hands (1), 2 DEF [Activate] >>> Target weapon has +X ATK this turn, where X sits ATK.

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.

Bloodsurge, Kel Thuzad’s Blade of Agony, 4, MaPaLo (Citadel-18R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
Once per turn: Put 2 damage on your hero >>> If your hero would deal magical damage (Arcane [Arcane], Fire [Fire], Frost [Frost], Holy [Holy]), Nature [Nature], or Shadow [Shadow]) this turn, it deals that much +2 instead.

Bloodtusk, Horde (Betrayer-34)
Ability—Troll Priest (Traitor), Herbalism/Alchemy, 26 Health
On your turn: (5), Flip Bloodtusk >>> Discard your hand. Each opponent discards a card for each card you discarded this way.

Bloodworder’s Rifle, 4, Hunter (Illidan-234R)
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike
Your hero has **Long-Range**.

Bloodwatcher Denissa, 2, Horde (Honor-122C)
Ability—Blood Elf Hunter, 1 [Ranged] / 1 Health
When an opposing ally enters play, this ally deals 1 ranged damage to it.

Bloody Grip, 3, DkWa (Scourgewar-114U)
Ability—Blood Arms
Attach to target weapon. <p> Ongoing: As this ability enters play, choose one: This ability has “Attached weapon has +3 ATK;” or this ability has “You pay (3) less to strike with attached weapon.”

Bloody Mary, Horde (Legion-10)
Ability—Undead Warrior (Fury), Mining/Blacksmiting, 30 Health (2), Flip Bloody Mary >>> Opposing allies have -1 ATK this turn.
Bloody Ritual, 4, LoWa [Drums-92C]
Ability—Affliction Protection
As an additional cost to play, put 4 damage on your hero. <p> Draw four cards.

Bloody Slaughter, 1, DrRo [Icecrown-88U]
Ability—Feral Assassination Combo
Your hero deals 3 melee damage to target exhausted hero or ally, where X is the cost of a non-hero Druid or Rogue you control.

Bloody Welcome, 2, Hunter (Legion-34C)
Instant Ability—Marksmanship
Your hero deals 3 ranged damage to target ally. If that ally entered play this turn, ready up to two resources you control.

Blue Diamond Witchwand, 1, MaPrLo [Drums-223U]
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When an opponent discards a card, add a +1 ATK counter. <p> When damage is dealt with this weapon, remove all +1 ATK counters from it.

Blue Suede Shoes, 2, MaPrLo [Drums-204U]
Instant Equipment—Armor—Cloth, Feet (1), 1 DEF
When this armor enters play, target card in play you control is Unattargetable this turn.

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

Bluffstalker Honovi, 6, Horde [Wrathgate-131C]
Ally—Tauren Hunter, 5 [Ranged] / 5 Health
**Assault 2** <p> Allies have +2 ATK while defending against this ally.

Bluffwatchers, 3, Horde [Dark Portal-200C]
Ally—Tauren Warrior, Unlimked, 2 [Melee] / 2 Health
This ally has +1 / +1 for each other ally named Bluffwatchers you control.

Blustering Winds, 2, Druid [Wrathgate-30C]
Instant Ability—Balance
Target up to three heroes and/or allies. They can't attack or protect this turn.

Blythe the Pyromaniac, Horde [Scourgewar-11]
Hero—Undead Mage [Fire], Tailoring/Inscription, 25 Health
If you control another Mage: Flip Blythe the >>> Blythe deals 3 fire damage to target hero or ally that was dealt damage this turn.

Boarguts the Impaler, Horde [Drums-10, Nazanamanas-7]
Hero—Orc Warrior [Fury], Blacksmithing/Engineering, 30 Health
(3), Flip Boarguts >>> Boarguts has +1 ATK this turn for each weapon you control.

Boat to Booty Bay, 4 (Dark Portal-138E)
Ability—Unique
Ongoing: On your turn: [Activate] >>> Remove an ally you control from the game. <p> On your turn: [Activate], Destroy this ability >>> Put all allies removed by this ability into play under your control.

Bobbler, 4 (Murkdeep-8U, Thorne-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.)

Boggspine Knuckles, 6, RoShWa [Gladiators-179U]
Instant Equipment—1H Weapon—Fist, Melee (1), 3 [Melee], 1 Strike
Your hero has **Dual Wield**. <p> This weapon has +3 ATK while your hero has more damage than an opposing hero.

Bolstering Our Defenses, Horde [Citadel Raid-85C, Drums-242C]
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed [Horde] card into your hand and the rest on the bottom of your deck.

Bolton, 1, Hunter (Gladiators-27U)
Ally—Wind Serpent, Pet (3), 2 [Nature] / 1 Health
**Long-Range** (Defenders deal no combat damage to this ally.)

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

Bombard, 3, Hunter (Scourgewar-41R)
Instant Ability—Marksmanship
Destroy all abilities, allies, and equipment that entered play this turn.

Bonechewer Behemoth, 5 (Black Temple Raid-31C)
Ally—Fel Orc Warrior Traitor, 4 [Melee] / 3 Health
Traitor Hero Required <p> When this ally enters play, he deals 4 fire damage to target hero.

Bonechewer Shield Disciple, 4 (Black Temple Raid-32C)
Ally—Fel Orc Warrior Traitor, 2 [Melee] / 6 Health
Traitor Hero Required <p> **Protector**

Bonefist Gauntlets, 2, DkPaWa [Class-205U, Honor-154U]
Equipment—Armor—Plate, Hands (1), 2 DEF [Activate] >>> You pay (2) less the next time you strike with a weapon this turn.

Bonereaver's Edge, 6, PaWa [Molten Core-18R]
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 2 Strike
When this weapon enters play, you may destroy target armor.

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

Bonehooks, 3, Horde [Dark Portal-201C]
Ally—Undead Warrior, 3 [Melee] / 2 Health
When this ally is destroyed, destroy target ally.

"Bowellim" Simms, Horde [Class-18, Gladiators-11]
Hero—Undead Warrior [Protection], Alchemy/Blacksmithing, 30 Health
(2), Flip Bonewell >>> Target hero or ally has **Protector** this turn.

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

The Boon of A’dal [Icecrown-209C]
Quest
On an opponent's turn: Pay (7) to complete this quest. <p> Reward: Draw three cards.

The Boon of Alexstrasza [Icecrown-210C]
Quest
On an opponent's turn: Pay (4) to complete this quest. <p> Reward: Draw two cards.

Boon of Light, 5, Paladin [Scourgewar-60C]
Ability—Holy
Your hero heals 12 damage from target hero or ally. Draw a card.

The Boon of Remulos [Icecrown-211C]
Quest
On an opponent’s turn: Pay (2) to complete this quest. <p> Reward: Draw a card.
Boots of the Renewed Flight, 1, HuSh (Wratghate-170U)  
Equipment—Armor—Mail, Feet (1), 1 DEF  
When this armor prevents damage, you may pay (4). If you do, draw a card.

Boots of the Resilient, 3, PaWa (Drums-205S1)  
Equipment—Armor—Plate, Feet (1), 6 DEF  
When your hero is dealt damage, exhaust this armor.

Boots of the Whirling Mist, 2, DrRo (Scurgewar-217R)  
Equipment—Armor—Leather, Feet (1), 1 DEF  

Boots of Utter Darkness, 2, DrRo (Scurgewar-Crafted-1E)  
Equipment—Armor—Leather, Feet (1), 1 DEF  
Leatherworking Hero Required <<p> While you control an ability, your hero has Untargetable. <<p> While you control an ally, your hero has Elusive. <<p> While you control a weapon, your hero has Stealth.

Borak’s Belt of Bravery, 2, PaWa (Illidan-206UD)  
Equipment—Armor—Plate, Waist (1), 3 DEF  
When this armor prevents damage, put 1 damage on your hero.

Bordrak Barreblast, Alliance (Scurgewar-2)  
Hero—Dwarf Hunter (Marksman), Leatherworking/Inscription, 28 Health  
If you control another Hunter: Flip Bordrak >>> Put a +1 ATK counter on target Ranged weapon.

Boris Brightbeard, Alliance (Azeroth-1)  
Hero—Dwarf Priest (Holy), Enchanting/Tailoring, 26 Health  
On your turn: (X), Flip Boris >>> Boris heals X damage from target hero or ally.

Boris Brode, 2, Horde (Outland-153U)  
Ally—Undead Priest, 3 [Shadow] / 4 Health  
This ally can’t ready during your ready step.

Borrowed Time, 2, Priest (Crown-3IR)  
Ability—Discipline  
Discipline Talent (You can’t put Holy Talents or Shadow Talents in your deck) <<p> Ongoing: At the start of your turn, you may add a clock counter to this ability. <<p> On your turn: Remove five clock counters from this ability and destroy it >>> Take an additional turn after this one.

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

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

Bottled Elements, 3, DkDrHuMaPaPrRoShLoWa (Throne-231C)  
Equipment—Item—Potion  
When this item enters play, target hero or ally has +1 ATK, +1 STR, +1 DEX, +1 INT, +1 WIS, +1 CON. <<p> On your turn: Exhaust a Shaman hero or ally you control and destroy this item >>> Ready target hero or ally.

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

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

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

Bottled Mind, 3, DkDrHuMaPaPrRoShLoWa (Throne-235C)  
Equipment—Item—Potion  
When this item enters play, target target with cost 2 or less from your graveyard into play. <<p> On your turn: Exhaust a Priest hero or ally you control and destroy this item >>> Target opponent discards a card.

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

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

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

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

Boum Headshot, 5, Horde (Class-172C, Drums-158C)  
Ally—Orc Hunter, 4 [Ranged] / 2 Health  
Ferocity (This ally can attack immediately.)

Boum the Bloodseeker, Horde (Honor-11)  
Hero—Orc Hunter (Beast Mastery), Engineering/Jewelcrafting, 28 Health (3), Flip Boum >>> Target ally has Ferocity this turn.

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

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

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

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

Boundless Agony, 3, Rogue (Gladiators-174R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
Heroes and allies can’t be healed. <<p> Damage that would be dealt is unpreventable.

Boundless Concentration, 1, HuMa (Icecrown-89U)  
Ability—Beast Mastery Arcane  
Ready up to X resources you control, where X is the cost of target non-hero Hunter or Mage you control.

WoW TCG OCR – 04 09 2012 18 / 146
Boundless Life, 1, Shaman (Throne-70R)
Ability—Restoration

**Eternal** (When this enters your graveyard from anywhere, you may shuffle it back into your deck.) <> Your hero heals 1 damage from itself and each ally you control for each resource you control.

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

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

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

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

Boundless Shadows, 4, Priest (Throne-59R)
Ability—Shadow

**Eternal** (When this enters your graveyard from anywhere, you may shuffle it back into your deck.) <> 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 Thievery, 1, Rogue (Crown-37R)
Ability—Subtlety

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

Brace or Mace, 1, Druid (Illidan-25U)
Instant Ability—Restoration
Choose one: Your hero heals 4 damage from target hero; or attach to target ally. <> Ongoing: Attached ally has +1 / +1.

Bracers of the Eclipse, 2, DrRo (Dark Portal-250R)
Equipment—Armor—Leather, Wrist (1), 1 DEF (1), Remove this armor from the game >>> Remove your deck from the game. Shuffle your graveyard face down. It is now your deck.

Bracers of the Green Fortress, 3, PaWa (Crafted-6E)
Equipment—Armor—Plate, Wrist (1), 0 DEF Each face-down resource you control is also an armor with +1 [DEF].

Braddford the Frozen, 3, Horde (1rxcrown-124U)
Ally—Undead Mage, 4 [Frost] / 2 Health (1), Discard a [Mage] card with cost X >>> This ally deals X frost damage to target ally.

Braedden Nightblade, 5, Alliance (Drums-114C)
Ally—Night Elf Warrior, 5 [Melee] / 4 Health
**Protector** <> Shadowmeld (Eulsive and Unforgettable while ready.)

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

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

Brahul Starsear, Horde (Gladiators-12)
Hero—Tauren Druid (Balance), 179U
Alchemy/Jewelcrafting, 28 Health
On your turn: (4), Flip Brahu >>> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Brain Freeze, 3, Mage (Azeroth-49R)
Instant Ability—Frost
Players can’t draw cards this turn.

Brain Hacker, 4, HuPaWa (Azeroth-316U)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike
When your hero deals combat damage with this weapon to a hero, that hero’s controller discards a card.

Brain Lock, 4, Mage (Illidan-48C)
Ability—Frost
Once a target hero’s controller plays an ally, that ally is removed from the game.

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

Brainwash, 5, Priest (Dark Portal-67R)
Instant Ability—Shadow
Gain control of target attacking ally.

Branch of Nordrassil, 6, DrMaPrShLo (Crown-179R, Elderlimb-24R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature] / 5 Strike
When you draw a card, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Branu Wildblood, 5, Horde (Dark Portal-202C)
Ally—Tauren Druid, 2 [Nature] / 3 Health
When this ally enters play, put the top card of your deck into your resource row face down and exhausted.

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

Braxiss’ Staff of Slumber, 4, Druid (Legion-276R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
While you control a Form, your hero has +2 ATK while attacking and armor you control have +2 [DEF].

A Break in the Action, 3 (Outland-101U)
Ability
Any number of ready heroes and allies you control. Each of those characters heals 2 damage from itself.

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

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

Breanna Greenmother, 6, Alliance (Outland-112R)
Ally—Night Elf Druid, 4 [Nature] / 5 Health
Allies you control can use [Activate] powers from the turn they enter your party.

Breathplate of Undeath, 2, DrPaWa (Scourgewar-218U)
Equipment—Armor—Plate, Chest (1), 0 DEF
This armor enters play with +1 [DEF] counters. <> At the start of your turn, remove a +1 [DEF] counter. If none remain, destroy this armor.

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

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

Breen Toestubber, 5, Alliance (Betrayal-133C)
Ally—Gnome Warrior, 4 [Melee] / 5 Health
Opposing allies have -1 ATK.

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

Brelnor Mindbender, 6, Alliance (Drums-115U)
Ally—Dwarf Priest, 4 [Shadow] / 3 Health
When this ally enters play, gain control of target ally while this ally remains under your control.

Bretander of the Claw, 6, Alliance (Dark Portal-156C)
Ally—Night Elf Druid, 5 [Melee] / 5 Health
**Protector, Stealth**
Brigg, 1, Horde (Azeroth-231C, Horde Warrior-11C)
Ally—Orc Warrior, 1 [Melee] / 2 Health
When this ally deals combat damage to a damaged ally, destroy that ally.

Brighteye, 3 (Murkdeep-9C, Throne-183C)
Monster Ally—Murloc Priest, 1 [Holy] / 4 Health
When this or another Murloc ally enters play under your control, this ally heals 3 damage from target hero or ally.

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

The Bringer of Death, 5, MaPrLo (Legion-277R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
On your turn: (3), [Activate]. Destroy this weapon >>> Destroy all abilities, allies, and equipment.

Brittulize, 2, Mage (Honor-33C)
Ability—Frost
Ongoing: When this ability enters play, you may destroy target armor. <<< Destroy this ability
>>> Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can’t attack this turn.

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

Broan Charges-the-Fight, 3, Horde (Outland-154U)
Ally—Tauren Shaman, 2 [Melee] / 1 Health
Ferocity <<< When this ally enters play, you may ready target ally with cost 2 or less.

Broderick Langforth, 1, Horde (Scourgewar-165R)
Ally—Undead Mage, 2 [Fire] / 1 Health
While this ally is in your graveyard, your hero has Assault 1.

Broden, 4, Alliance (Illidan-120U)
Ally—Gnome Mage, 4 [Fire] / 4 Health
As this ally enters play, choose whether he has Elusive or Untargetable.

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

Brok Bloodcaller, 4, Horde (Illidan-148U)
Ally—Orc Hunter, 4 [Ranged] / 4 Health
Ferocity <<< At the end of your turn, destroy this ally if he’s undamaged.

Brook Bearmantle, 4, Alliance, Horde (Gladiators-147E)
Ally—Night Elf Druid, Unique, 0 [Nature] / 0 Health
This ally has +1 / +1 for each Arena card you control.

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

Bronson Greatwhisker, Alliance (Gladiators-1)
Ally—Orc Paladin (Holy),
Blacksmithing/Engineering, 29 Health
(5), Flip Bronson >>> The next time target ally would be dealt damage this turn, prevent it, and your hero heals 1 damage from that ally for each damage prevented this way.

Bromthea the Resolute, 6, Alliance (Warthage-111U)
Ally—Orc Paladin, 5 [Holy] / 5 Health
You can strike with [Paladin] weapons you control while this ally is attacking or defending.
<p> [Paladin] armor you control can prevent damage that would be dealt to this ally.

Bronwyn Lightborn, 1, Alliance (Citadel Raid-58C, Icecrown-100C)
Ally—Orc Paladin, 2 [Holy] / 1 Health
Frost Resistance (Prevent all frost damage that would be dealt to this ally.) <<< At the start of your turn, you may destroy this ally. If you do, destroy target ability.

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

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

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

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

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

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

Brother Against Brother (Outland-231U)
Quest
If you control three or more abilities: Pay (1) to complete this quest. <<< Reward: Draw a card.

Brother Kelan, 3 (Citadel-Raid-76U, Warthage-157U)
Ally—Blood Elf Priest, Unique, 2 [Holy] / 1 Health
Argent Crusade Reputation
When this or another Unique ally enters play under your control, it may deal 2 unpreventable holy damage to target ally.

Brother Rhone, 2, Alliance (Dark Portal-157C)
Ally—Orc Paladin, 0 [Melee] / 1 Health
Protector <<< Prevent all combat damage that would be dealt to this ally by attacking allies.

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

Brumidor Dreadforge, 4, Alliance (Knight-14C)
Ally—Orc Death Knight, 3 [Melee] / 4 Health
(1), Destroy an equipment you control >>> Draw a card.

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

Brutal Gladiator’s Greatsword, 5, Paladin (Grand Melee-6R)
Arena Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 3 Strike
Preparation (On your first turn, you may play this card without paying its cost.)

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

Brutality Blade, 2, HuPaRoWa (Molten Core-19R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike
Destroy this weapon >>> Opposing heroes and allies can’t be healed this turn.

BubbleLeg, 4 (Murkdeep-100L, 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 (Dark Portal-158C)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
Stealth (This ally can’t be protected against.)
>>> [Activate] >>> Target hero or ally has Stealth this turn.

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

Bulka Wildhorn, Horde (Dark Portal-12)
Hero—Tauren Warrior (Fury), Herbalism/Alchemy, 31 Health
On your turn: (3), Flip Bulka >>> Destroy target damaged ally.

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

Bulvai of the Watch, 4 (Betrayer-188C)
Ally—Draenei Paladin, 3 [Melee] / 5 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.)
>>> [Activate] >>> If your hero would be dealt damage, it’s dealt to this ally instead.

Bulwark of the Amani Empire, 4, PaShWa (Honor-155R)
Equipment—Armor—Shield, Off-Hand (1), 3 DEF
This armor can prevent damage that would be dealt to allies you control.

Bulwark of the Ancient Kings, 4, PaWa (Drums Crafted-1E)
Equipment—Armor—Plate, Chest (1), 5 DEF
Blacksmithing Hero Required
>>> Your hero has +5 [Health].
>>> Destroy this armor >>> Your hero has +25 [Health] until the end of your next turn.

Buma Sharpstride, 2, Horde (Icercrown-125C)
Ally—Tauren Hunter, 3 [Melee] / 2 Health
Scourge heroes and allies have -2 ATK while in combat with this ally.

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

Burg, 7, Rogue (Honor-54R)
Instant Ability—Subtle Combo
Target any number of opposing abilities, allies, and equipment. You control them until the end of your turn.

Burly Bellow, 3, DraWa ( Gladiator s-83C)
Instant Ability—Feral Fury
Opposing allies have -5 ATK this turn.

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

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

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

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

Burum Bladeseer, 2, Horde (Elements-131C)
Ally—Orc Shaman, 3 [Nature] / 2 Health

 Burst of Knowledge, 2, DrMaPaPrShLo (Outland-210R)
Equipment—Item, Trinket (2)
(1), Put this item into its owner’s hand >>> You pay (2) less to play your next card this turn.

Butcher, 3, Rogue (Icercrown-60U)
Ability—Assassination

 Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)
>>> Choose X from among "ability," "ally," "equipment," "location," and "quest." Target player reveals his hand and discards a card of each of the chosen kinds.

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.

 Buying Time (Legion-296U)
Quest
On your turn: Pay (2) to complete this quest.

Buzz, 5, Hunter (Scourgewar-42U)
Ally—Wasp, Pet (1), 5 [Melee] / 5 Health
When this ally enters play, you may destroy target equipment.
>>> Death Rattle (When this ally enters your graveyard from anywhere): You may destroy target weapon.

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

Budderstock, 4, Alliance (Worgen Warlock-238C)
Ally—Human Warlock, 2 [Shadow] / 7 Health
(5), [Activate] >>> Each player destroys a resource he controls.

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

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

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

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

Cairne Bloodhoof, 9, Horde (Drums-159E)
Ally—Tauren Warrior, Unique, 7 [Melee] / 20 Health
Protector
>>> Other Tauren you control have +10 [Health].

Cairne, Earthmother’s Chosen, 6, Horde (Worldbreaker-167E)
Ally—Tauren High Chieftain, Cairne (1), 6 [Nature] / 7 Health
Tauren you control have War Stomp. (When they attack or defend, you may exhaust target opposing hero or ally.)

Calamity’s Grasp, 4, RoSh (Naxxramas-30R)
Instant Equipment—1H Weapon—Fist, Melee (1), 2 [Melee] / 1 Strike
When this weapon enters play, choose “ability,” “ally,” or “equipment.” You may discard a card of that kind. If you do, destroy target card if it shares that kind.

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

The Call of the Crusade (Wrathgate-204C)
Quest
Argent Crusade Reputation
>>> For each Unique ally you control, you may pay (2) to complete this quest.
>>> Reward: Draw a card for each (2) paid this way.

Caddrick Von Styler, 6, Alliance (Outland-113R)
Ally—Human Warlock, 2 [Shadow] / 7 Health (5), [Activate] >>> Each player destroys a resource he controls.

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

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

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

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

Cairne Bloodhoof, 9, Horde (Drums-159E)
Ally—Tauren Warrior, Unique, 7 [Melee] / 20 Health
Protector
>>> Other Tauren you control have +10 [Health].

Cairne, Earthmother’s Chosen, 6, Horde (Worldbreaker-167E)
Ally—Tauren High Chieftain, Cairne (1), 6 [Nature] / 7 Health
Tauren you control have War Stomp. (When they attack or defend, you may exhaust target opposing hero or ally.)

Calamity’s Grasp, 4, RoSh (Naxxramas-30R)
Instant Equipment—1H Weapon—Fist, Melee (1), 2 [Melee] / 1 Strike
When this weapon enters play, choose “ability,” “ally,” or “equipment.” You may discard a card of that kind. If you do, destroy target card if it shares that kind.

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

The Call of the Crusade (Wrathgate-204C)
Quest
Argent Crusade Reputation
>>> For each Unique ally you control, you may pay (2) to complete this quest.
>>> Reward: Draw a card for each (2) paid this way.
Call of the Grove, 4, Druid (Scourgewar-34U)

Ability——Restoration
Ongoing: Each turn, you can place an additional resource if you’ve placed a quest that turn. <p>

Death Rattle (When this ability enters your graveyard from anywhere):地板 the top three cards of your deck. Put a revealed quest into your hand and the rest on the bottom of your deck.

Call of the Wild, 3, Druid (Outland-19C)

Instant Ability——Feral Cat Form, Form (1)
Ongoing: When your hero attacks, deals 1 meke damage to target opposing hero. <p>

Your hero has Cat Form: (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Call the Spirit, 2 (Azeroth-157C)

Ability
Put target ally from your graveyard into your hand.

Call to Arms: Alterac Valley (Honor-187C)

Quest——Battleground
Pay (4) to complete this quest. <p>

Reward: Draw a card. You may (4) less to complete your next quest this turn. You may add an honor counter to a Battleground you control.

Call to Arms: Arathi Basin (Honor-188C)

Quest——Battleground
Pay (5) to complete this quest. <p>

Reward: Draw a card, and target hero or ally can’t ready during its controller’s next ready step. You may add an honor counter to a Battleground you control.

Call to Arms: Eye of the Storm (Honor-189C)

Quest——Battleground
On your turn: Pay (3) to complete this quest. <p>

Reward: Draw a card, and target hero or ally can’t ready during its controller’s next ready step. You may add an honor counter to a Battleground you control.

Camouflage, 4, Hunter (Twilight-38R)

Ability——Survival
Ongoing: On your turn: (2), [Activate] >>> Remove target ally you control from the game. If you do, put it into play under your control at the end of the opponent’s turn.

Canissa the Shadow, 3, Horde (Gladiators-121C)

Instant Ally——Blood Elf Rogue, 2 [Melee] / 3 Health

Arcane Torrent (When this ally enters play, target opposing card in play loses and can’t have powers this turn.)

Cannibalize, 2, Horde (Dark Portal-136U)

Ability
Undead Hero Required <p>

Remove any number of allies in graveyards from the game. Your hero heals 2 damage from itself for each ally removed this way.

“Captain Cookie”, 6 (Dungeon Treasure-34E)

Monster Ally——Murloc Cook, Cookie (1). 4 [Nature] / 4 Health
As Cookie enters play, reveal the top five cards of your deck. Remove all revealed Murlocs from the game and put the rest on the bottom of your deck. <p>

Cookie enters play with the printed powers of all Murlocs removed this way.

Captain Swash, 1, Horde (Horde Rogue-14C, Class-173C, Legion-179C)

Ally——Orc Rogue, 1 [Melee] / 1 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

Capture a Mine (Honor-191C)

Quest
Pay (1) to complete this quest. <p>

Reward: Reveal the top three cards of your deck. Put a revealed location or quest into your hand and the rest on the bottom of your deck.

Caretaker Devoran, 4, Alliance (Legion-140C)

Ally——Night Elf Druid, 5 [Nature] / 3 Health

Protector <p>

This ally has Elusive while ready.

Caretaker Heartwing, 2, Alliance (Legion-141C)

Ally——Night Elf Priest, 4 [Shadow] / 1 Health

This ally has Unforgettable while ready.

Caretaker Mooncrier, 3, Alliance (Legion-142C)

Ally——Night Elf Priest, 3 [Holy] / 3 Health
Ready allies you control have +2 ATK.

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

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

Castigate, 3, Priest (Betrayr-77U, Class-68U)

Ability——Holy
Your hero deals 2 unpreventable holy damage to target hero or ally, or ally if your hero is damaged.

Cat Form, 2, Druid (Dark Portal-19C)

Instant Ability——Feral Cat Form, Form (1)
Ongoing: Your hero has Cat Form. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Pay (3) to complete this quest. <p>

When this ability is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Catarina Clark, 5, Alliance (Drums-116C)

Ally——Human Paladin, 1 [Holy] / 6 Health

Protector <p>

[Activate] >>> This ally heals 4 damage from target hero or ally.

Caught Off-Guard, 1 (Azeroth-158C)

Instant Ability
Target hero or ally has -2 ATK this turn.

Cedric Darwin, 7, Horde (Wrathgate-132C)

Ally——Undead Warlock, 5 [Shadow] / 4 Health
When this ally enters play, you may search target player’s deck for a card and remove it from the game.

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

Equipment——Item, Neck (1)

Your hero has Mend 1 for each face-up resource you control.

Ceelee Cogfreeze, 2, Alliance (Outland-114R)

Ally——Gnome Mage, 2 [Frost] / 2 Health
When you play an ability, you may draw a card.

If you do, discard a card.

Celerity, 3, RoSh (Honor-93C)

Ability——Combat Enhancement
Ongoing: [Activate] >>> If your hero is defending against an ally, remove your hero from combat.

Celestial Communion, 2, Druid (Drums-20U)

Instant Ability——Balance
Your hero deals 1 arcane damage to target hero or ally for each [Arcane] ally you control. Draw a card.

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

Instant Ability——Balance
Attach to target hero or ally, and your hero deals 2 arcane damage to it. <p>

Ongoing: At the start of your turn, if this ability is in play, your hero deals 2 arcane damage to attached character.

Pay (4) to complete this quest. <p>

[Activate] >>> Put this ability into its owner’s hand.

Celestial Shard, 4, Druid (Honor-19U)

Ability——Balance
Your hero deals 3 arcane damage to target hero or ally. <p>

Ongoing: At the start of your turn, you may put this ability into its owner’s hand.

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

Monster Master Hero——Dread Demigod, 2 [Nature] / 3 Health
Pay (4) less to play Cenarius if you control at least two allies each with cost 4 or more. <p>

When your hero becomes Cenarius, reveal the top ten cards of your deck. Put all revealed allies into play and the rest on the bottom of your deck.

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

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

Center of Attention, 2 (Gladiators-91R, Gladiators-Loot-2L)

Ability
Attach to target ally. <p>

Ongoing: Attached ally has AWESOME! (At the start of your turn, each player may compliment this ally. If he does, he draws a card.)

Centurion Ashlyn, 1, Horde (Drums-160C)

Ally——Blood Elf Paladin, 1 [Holy] / 1 Health

Protector <p>

As this ally enters play, choose arcane, fire, frost, nature, or shadow. <p>

This ally has chosen Resistance.

Ceraka, 4, Horde (Worldbreaker-168U)

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

Cerrrik Blooddawn, 4, Horde (Betrayr-159C)

Ally——Blood Elf Paladin, 2 [Holy] / 4 Health

Protector <p>

When you play an ability, ready this ally.
Cerrippa Sunbreak, Horde (Gladiators-13)  
Hero—Blood Elf Mage ([Fire]), Alchemy/Jewelrykrafting, 25 Health  
(1), Flip Cerrippa >>> Cerrippa deals 3 fire damage to target hero.

Cerith Spire Staff, 3, MaPrLo (Throne-245R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 5 Strike  
If your hero would deal any type of damage, it deals frost damage instead. <p> At the end of your turn, your hero deals 10 frost damage to target opposing hero that was dealt 10 or more frost ([Frost]) damage this turn.

Cerwyn, 1, Alliance (Alliance Druid-12C, Alliance Hunter-12C, Alliance Mage-14C, Alliance Priest-11C, Class-130C, Dark Portal-159C)  
Ally—Night Elf Druid, 1 [Nature] / 2 Health  
Chaugon Steelbough, Alliance (Class-9, Legion-4)  
Hero—Dwarf Hunter (Survival). Mining/Skinning, 28 Health  
(1), Flip Chaigon >>> Target ally has -3 ATK this turn.

Chain Hea, 2, Shaman (Alliance Shaman-4C, Class-91C, Elements-81C, Horde Shaman-2C, Outland-74C)  
Ability—Restoration  
Target up to three heroes and/or allies. Your hero heals 3, 2, and 1 damage from them, respectively.

Chain Lightning, 5, Shaman (Azeroth-106R, Class-92R, Horde Shaman-3R)  
Ability—Elemental  
Target up to three heroes and/or allies. Your hero deals 3, 2, and 1 nature damage to them, respectively.

Chain of the Scarlet Crusade, 6, HuSh (Dungeon Treasure-38U)  
Equipment—Armor Set—Mail, Chest (1), Wrist (1), Hands (1), Waist (1), Legs (1), Feet (1), 5 DEF  
At the start of your turn, add a scarlet counter to this armor. <p> Your hero and allies you control have Assault 1 for each scarlet counter.

Chain Purge, 2, Shaman (Honour-61U)  
Instant Ability—Elemental  
Target up to three abilities. Destroy the first. Destroy the second if it costs less than the first. Destroy the third if it costs less than the second.

Chains of Ice, 2, Death Knight (Alliance DK-4R, Worldbreaker-25R)  
Ability—Frost  
Attach to target opposing ally. Search your deck for a Disease, reveal it, and put it into your hand. <p> Ongoing: Attached ally can’t attack.

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

Chalice of the Mountain Kings, 3, DiHuMaPaPrRoShLoWa (Worldbreaker Crafted-4E)  
Equipment—Item  
**Artifact** (*You may play this card from your graveyard.*) <p> When this item enters play, each player may put a 1 [Melee] / 1 [Health]  
Dwarf Sword Dancer ally token into play. <p> Prevent all damage that Dwarves would deal to Dwarves.

The Challenge (Gladiators-191C)  
Quest  
Pay (5) to complete this quest. <p> Reward: Put the top card of your deck into your resource row face down and exhausted, then draw a card.

Challenge to the Black Flight (Worldbreaker-253C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Draw a card if a Dragonkin entered this turn. Draw a card if a Dragonkin left play this turn.

Challenging Shout, 2, Warrior (Dark Portal-117U)  
Instant Ability—Fury Shout  
This turn, opposing heroes and allies must attack if able and can attack only your hero if able.

Champion Stance, 5, Warrior (Betrayer-119C)  
Ability—Arms, Stance (1)  
Ongoing: If your hero would deal damage, it deals that much +1 instead. <p> If your hero would be dealt damage, prevent 1 of it.

Champion Zosimus, 4, Alliance (Legion-143R)  
Ally—Draenei Paladin, 2 [Holy] / 5 Health  
When a [Holy] ally you control is dealt damage, it deals 2 holy damage to the source of that damage.

Champion’s Deathdealer Breastplate, 3, HuSh (Elements-179R)  
Equipment—Armor—Mail, Chest (1), 1 DEF  
Weapons you control have +1 ATK and an additional +1 ATK for each heirloom counter on this armor. <p> **Stash:** Add an heirloom counter to target equipment.

Chancellor Velora, Horde (Legion-12)  
Hero—Undead Priest ([Holy]), Enchanting/Tailoring, 26 Health  
On your turn: (2), Flip Velora >>> Velora deals 1 unpreventable holy damage to target hero or ally.

Chandra Marlight, 2, Alliance (Twilight-108C)  
Ally—Worgen Priest, 1 [Holy] / 3 Health  
**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*) <p> **Mend 2** (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Chaos Bolt, 2, Warlock (Twilight-86R)  
Ability—Destruction  
**Destruction Talent** (*You can’t put Affliction Talents or Demonology Talents in your deck.*) <p> Reveal the top card of target opponent’s deck and remove it from the game. If it’s an ability, ally, or equipment, your hero deals shadow damage to that opponent’s hero equal to the cost of that revealed card, and you may play it this turn. (*Pay costs as normal.*)

Chaotic Rush, 5, Warrior (Worldbreaker-113U)  
Ability—Fury  
Put target ally on top of its owner’s deck. <p> Ongoing: Opposing allies enter play exhausted.

Char, 3, Mage (Throne-46R)  
Ability—Fire  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached hero for each card in its controller’s hand.

Charge, 1, Warrior (Azeroth-137U, Class-116U)  
Ability—Arms  
Exhaust target hero or ally. Draw a card.

Charger, 2, Paladin (Wrathgate-51R)  
Ally—Horde, Mount (1), 9 [Melee] / 5 Health  
You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero may deal 1 unpreventable holy damage to target hero or ally. Prevent the next 1 damage that would be dealt to a second target hero or ally this turn. <p> **(Mounts can’t attack or be attacked.)**

Charkov, 5, Horde (Honor-123C)  
Ally—Undead Priest, 3 [Shadow] / 4 Health  
**Will of the Forsaken** (*This ally can’t leave play unless it has fatal damage or 0 [Health].*) <p> When this ally enters play, each player puts an ally he controls into its owner’s hand.

Charles Worth, 2 (Scourgewar-207R)  
Ally—Human Tailoring Master, Unique, 1 [Arcane] / 5 Health  
This ally has Mend X, where X is the combined [DEF] of cloth armor you control.

Charmed Ancient Bone Bow, 3, Hunter (Worldbreaker-237R)  
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 1 Strike  
**Long-Range** <p> This equipment has +2 ATK for each heirloom counter on it. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.)  
Add an heirloom counter to target equipment you control.

Charming Courtesan, 4 (Black Temple Raid-33C)  
Ally—Human Traitor, 3 [Melee] / 2 Health  
Traitor Hero Required <p> If this ally would be dealt 2 or less damage, prevent it.

Chasing A-Me-01 (Azeroth-350C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Put target ally from your graveyard into your hand.

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**Note:** The above text appears to be a collection of various card descriptions from the World of Warcraft trading card game (TCG). Each entry is a condensed representation of a card's effects and abilities, rendered in a natural language format suitable for reading. The text includes various abilities, effects, and interactions typical of TCG cards, with references to classes, powers, and deck composition.
Chasten, 3, Priest (Alliance Priest-2C, Horde Priest-2C, Legion-68C)
Instant Ability—Holy
Your hero deals 3 unpreventable holy damage to target hero or ally.

Chastise, 2, Priest (Azeroth-76U, Class-69U)
Ability—Holy
Your hero deals 2 unpreventable holy damage to target hero or ally.

Chell, 1, Shaman (Legion-91C)
Instant Ability—Elemental
Your hero deals 1 frost damage to target hero or ally. A character dealt damage this way can’t attack or protect this turn.

“Chillhands” Spigotgulp, 6, Alliance (Gladiators-94U)
Ally—Gnome Mage, 5 [Frost] / 3 Health
If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, target ally can’t attack this turn.

Chilly Slobberknocker, 3, DrMaPrShLo
(Icecrow-191R)
Equipment—2H Weapon—Staff, Melee (1), 1
[Frost], 5 Strike
As this weapon enters play, name two damage types. <p> If the first type of damage would be dealt, that much +1 is dealt instead. <p> If the second type of damage would be dealt, that much -1 is dealt instead.

Chimera Shot, 3, Hunter (Scourgewar-43R)
Ability—Marksmanship
Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.) <p> You may choose a different one for each different name among Stings you control:
Destroy target ally; destroy target equipment; or destroy target resource.

“Chipper” Ironbane, 2, Alliance (Dark Portal-160C)
Ally—Dwarf Warrior, 3 [Melee] / 1 Health
(X), Destroy this ally >>> Destroy target ability or equipment with cost X.

Chloe Mithrilbolt, Alliance (Gladiators-2)
Herol—Gnome Warrior (Protection), Skinning/Engineering, 30 Health
(1), Flip Chloe >>> When Chloe protects this turn, ready her.

Cho’gall, 9 (Twilight-174E)
Ally—Ogre Magi Warlock, Cho’gall (1), 6
[Shadow] / 8 Health
At the start of your turn, destroy an ability, ally, or equipment you control. <p> At the end of your turn, destroy target opposing ability, ally, or equipment.

Choker of Fluid Thought, 4, DrPaPrShLo
(Outland-211R)
Equipment—Item, Neck (1)
[Activate] >>> Reveal the top card of target player’s deck. You may remove that card from the game.

Choker of Vile Intent, 3, DrHuPaRoShWa
(Betrayal-229R)
Equipment—Item, Neck (1)
At the start of your turn, you may destroy an ability, ally, or equipment you control. If you do, each opponent destroys a card of that kind he controls.

Cholda Wildboom, 3, Horde (Legion-180C)
Ally—Tauren Druid, 1 [Nature] / 3 Health
When this ally enters play, you and target opponent each put the top card of your decks into your resource rows face down and exhausted.

Chompers, 5, Hunter (Throne-40U)
Monster Ally—Shark, Pet (1), 5 [Melee] / 5 Health
Once per turn, on your turn: Destroy a Murloc you control >>> Ready this ally. It heals all damage from itself.

Chops, 3, Hunter (Alliance Hunter-4U, Dark Portal-32U, Horde Hunter-4U)
Ally—Boar, Pet (1), 3 [Melee] / 4 Health
When this ally attacks, you may exhaust target hero or ally.

Christopher the Devout, 3, Alliance (Outland-115C)
Instant Ally—Human Warrior, 2 [Melee] / 3 Health

Protector <p> (1), Destroy this ally >>> Target hero or ally has Protector this turn.

Chromatic Cloak, 4, DrMaPaPrShLo (Azeroth-282U)
Equipment—Armor—Cloth, Back (1), 0 DEF
If your hero would deal damage with an ability, it deals that much +1 instead.

Chromie, 6 (Azeroth-277E)
Ally—Drakonkin, Unique, 2 [Melee] / 4 Health
[Activate], Remove this ally from the game >>> Take an extra turn after this one.

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

Crupture of Polarity, 1, MaPrLo (Naxxramas-11R)
Equipment—Armor—Cloth, Waist (1), 1 DEF
Heroes and allies you control have +2 [Health] while you control an even number of heroes and allies.

Gnder, 2, Hunter (Twilight-39C)
Ally—Drakonkin, Pet (1), 4 [Fire] / 2 Health
At the start of your turn, this ally may deal 1 fire damage to target hero or ally.

The Cipher of Damnation (Illdan-239C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. If they have different card types, put both into your hand. Otherwise, put both on the bottom of your deck.

The Circle of Blood (Gladiators-203C)
Location—Arena (3)
When a hero or ally you control deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Put a 1 [Melee] / 1 [Health] Arena Gladiator ally token into play.

Circle of Healing, 3, Priest (Alliance Priest-3R, Illdan-65R)
Instant Ability—Holy

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

Circle of Life, 8, Druid (Azeroth-19R)
Ability—Restoration
Ongoing: When an ally is destroyed, its controller may search his deck for an ally with the same name and put it into play exhausted.

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

WoW TCG OCR – 04 09 2012 24 / 146
On your turn: Pay Quest

Twilight

Destroy any number of abilities attached to

Cleanse

1, Paladin

card.

If you control an ally with 6 or more ATK: Pay Quest

Cleaning House (Crown

second one

[Melee]

Claws of Torment, 3, RoSh

Delve

Ability

27U)

ability.)

you

Your hero deals 3 melee damage to target hero

(1)

Claw, 4, Druid

[Health]

Monster

Clamps, 4, Hunter

When this ally enters play, target hero or ally

Claemora Amberglare, 5, Horde

>>> Draw a card.

Ally

Clara Graves, 5, Horde

[Health]

Monster

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

—

1H Weapon

—

193C)

4 Strike

0 Strike

—

195C)

1 ATK.

Choose one: Target player discards a card for

each Poison attached to his hero; or search your
deck for a Poison, reveal it, and put it into your
hand.

Cobra Shot, 4, Hunter (Alliance Hunter-5R, Elements-40R)

Instant Ability—Survival

Your hero deals nature damage to target hero or
ally equal to the combined ATK of a Pet and a
Ranged weapon you control.

Cobrascale Hood, 2, DrRo (Crafted-2E)

Equipment—Armor—Leather, Head (1), 0 DEF

At the start of your turn, your hero deals 2
nature damage to each opposing hero for each
face-up resource its controller has.

Coil of the Wicked, 5, HuSh (Illidan-207R)

Equipment—Armor—Mail, Head (1), 3 DEF

[Hunter] Hero: When you place a quest into your
resource row, ready your hero and all
Ranged weapons you control. <p> [Shaman] Hero:
When you place a quest into your resource row, ready your hero and all Melee
weapons you control.

Coilfang Myrmidon, 3 (Betrayer-208C)

Ally—Naga Traitor, Unlimited, 3 [Melee] / 2

Health

Traitor Hero Required <p> When this ally is
destroyed, reveal the top card of your deck. If
it’s named Coilfang Myrmidon, draw it.

Coliskar General, 6 (Black Temple Raid-34C)

Ally—Naga Warrior Traitor, 3 [Melee] / 3

Health

Traitor Hero Required <p> When this ally
enters play, put three 1 [Melee] / 1 [Health]
Naga ally tokens into play.

Coliskar Wrangler, 3 (Black Temple Raid-35C)

Ally—Naga Traitor, 2 [Nature] / 2 Health

Traitor Hero Required <p> (2), Destroy an ally
you control >>> Each opponent destroys an ally
he controls.

Cold Blood, 1, Rogue (Azeroth-92R)

Instant Ability—Assassination

Assassination Talent (You can’t put Combat

Talents or Subtlety Talents in your deck) <p>

Draw a card. When your hero deals damage to
an ally this turn, destroy that ally.

Cold Bones, 4, Hunter (Iccrown-33C)

Ally—Polar Bear, Pet (1), 4 [Frost] / 5 Health

Frost Resistance (Prevent all frost ([Frost])
damage that would be dealt to this ally.) <p>

Your hero has Frost Resistance.

Cold Forged Hammer, 3, DrPaSh (Drums-224R)

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

You play (1) less to play this weapon for each
[Frost] ally you control.

Cold Front, 2, Mage (Alliance Mage-3C, Horde
Mage-3C, Legion-45C)

Instant Ability—Frost

Allies can’t attack this turn.
Cold Hearted (Icecrown-212C)
Quest
Pay (3) to complete this quest. <p> Reward:
Draw a card. Target ally's damage type becomes [Frost] this turn.

Cold Snap, 2, X Mage (Azeroth-50R)
Instant Ability—Frost
Frost Talent (You can't put Arcane Talents or Fire Talents in your deck.) <p> Remove this ability from the game. <p> Put up to X Frost abilities with different names from your graveyard into your hand.

Collateral Damage, 4, Warrior (Honor-77U)
Ability—Arms
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to each ally in attached hero's party.

Collidious the Warp-Watcher, 7 [Illidan-198E]
Ally—Demon, Unique, 6 [Shadow] / 4 Health
When this ally enters play, put each other ally into its owner's hand.

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

Colossal Totem, 5, Shaman (Icercrown-67U)
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 10 Health
Ongoing: If a friendly hero or ally would be dealt damage, that damage is dealt to this Totem instead. <p> (Totems can't attack)

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

Combustion, 4, Mage (Gladiators-34R)
Ability—Fire
Fire Talent (You can't put Arcane Talents or Frost Talents in your deck.) <p> Your hero deals X fire damage to each hero and ally, where X is target ally’s [Health].

Command Decision, 3, Warrior (Icercrown-81C)
Ability—Protection
Ongoing: [1], [Activate] >>> Target ally you control has [Protector] this turn.

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

Commander Falstaav, 4 (Githael Raid-77C, Wrathgate-158C)
Ally—Dranei Paladin, Unique, 2 [Melee] / 5 Health
Argent Crusade Reputation <p> [Protector] <p> Once per turn: (2) >>> Target Unique ally has +X ATK this turn, where X is its ATK.

Commander Michael Goodchilde, Alliance (Betrayer-1)
Hero—Human Paladin (Retribution), Blacksmithing/Engineering, 29 Health (2), Flip Michael >>> If a friendly ally would deal combat damage while defending this turn, it deals that much +2 instead.

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

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

Commanding Shout, 3, Warrior (Dark Portal-118C)
Instant Ability—Fury Shout
Ongoing: Allies you control have +1 [Health].

Concentration Aura, 2, Paladin (Honor-42U)
Instant Ability—Holy, Aura (1)
Ongoing: Your abilities are instant and can’t be interrupted.

Concerted Efforts, Alliance (Honor-200C)
Quest
Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with an even cost of 2 or more into your hand and the rest on the bottom of your deck.

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.

Cone of Cold, 3, Mage (Icercrown-41C)
Instant Ability—Frost
Your hero deals 1 frost damage to each of up to three target heroes and/or allies. A character dealt damage this way can’t attack this turn.

Confessor Mildred, 2, Horde (Azeroth-232C, Class-174C)
Ally—Undead Priest, 2 [Shadow] / 2 Health (2), Destroy this ally >>> Destroy target ability.

Conflagration Trap, 2, Hunter (Scourgewar-44C)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Attach to target attacker. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to each other hero and ally in attached character’s party.

Conjured Cinnamon Roll, 2, Mage (Drums-35U)
Ability—Arcane
Ongoing: (1), Destroy this ability >>> Your hero heals 1 damage from itself for each resources you control. <p> (1) >>> Target player gains control of this ability.

Conjured Sparkling Water, 3, Mage (Dark Portal-47U)
Ability—Arcane
Ongoing: (4), Destroy this ability >>> Ready all resources you control. <p> On your turn: (1) >>> Target player gains control of this ability.

Conquering Shout, 4, Warrior (Icercrown-82C)
Ability—Fury Shout
Ongoing: Allies you control have Assault 2. (They have +2 ATK on your turn.)

Conqueror Edge, 4, Horde (Icercrown-126U)
Ally—Tauren Death Knight, 3 [Frost] / 5 Health
When this ally enters play, you may put target [Hunter] equipment on the bottom of its owner’s deck.

Conqueror Gurzom, 4, Horde (Scourgewar-167U)
Ally—Orc Warrior, 4 [Melee] / 4 Health
Prevent all damage that Rogues would deal to this ally.

Conqueror Hashkon, 3, Horde (Wrathgate-133U)
Ally—Tauren Shaman, 4 [Nature] / 2 Health
When this ally enters play, he deals 3 nature damage divided as you choose to any number of target opposing Priests.

Conqueror Jarano, 6, Horde (Scourgewar-168U)
Ally—Tauren Druid, 6 [Melee] / 6 Health
When this ally enters play, you may destroy target [Death Knight] ability or equipment.

Conqueror Kagon Blackskull, 6, Horde (WOTLK Promo-1R)
Ally—Orc Death Knight, 5 [Frost] / 4 Health
Protector <p> (3) >>> Remove target ally in a graveyard from the game, and this ally deals 1 frost damage to target hero or ally. A character dealt damage this way can’t attack this turn.

Conqueror Nairi, 6, Horde (Icercrown-127U)
Ally—Blood Elf Paladin, 5 [Holy] / 6 Health
If an opposing Shaman would deal damage, prevent 2 of it.

Conqueror Neusuada, 2, Horde (Scourgewar-169U)
Ally—Blood Elf Rogue, 3 [Melee] / 2 Health
When this ally attacks, you may destroy target non-hero Warlock or [Warlock] equipment.

Conqueror Tristos, 3, Horde (Icercrown-128U)
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health
This ally has Assault 2 and Long-Range while attacking Mages.

Conqueror Yun’jin, 6, Horde (Wrathgate-134U)
Ally—Troll Priest, 4 [Shadow] / 6 Health
When this ally enters play, target an opposing Paladin ally. You control it and it has [Protector] while this ally remains under your control.
Conqueror Yun’zoon, 5, Horde (Scourgewar-170U)
ally—Troll Mage, 5 [Fire] / 5 Health
Opposing Warriors and [Warrior] cards in play lose and can’t have powers.

Conqueror Zaala, 4, Horde (Wrathgate-135U)
ally—Orc Warlock, 3 [Shadow] / 5 Health
At the start of your turn, you may remove another ally you control from the game. If you do, remove target Druid ally, [Druid] ability, or [Druid] equipment from the game.

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

Consul Rhys Lorgrand, 3, Alliance (Drums-118R)
ally—Human Priest, 3 [Holy] / 3 Health
Human Hero Required -> Diplomacy:
[Alliance] allies -> This ally has +1/+1 for each different [Alliance] race among allies you control other than Human. ([Draenei, Dwarf, Gnome, Night Elf, and Worgen])

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

Continuum Blade, 5, MaPaLo (Drums-225R)
Equippment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike
At the start of your hero’s turn, if he didn’t take the last turn, he takes an extra turn after this one.

Convalescence, 2, Priest (Dark Portal-69C)
Instant Ability—Holy
Your hero heals all damage from target ally. You may destroy an ability attached to that ally.

Conversing With the Depths (Wrathgate-206C)
Quest
Pay (3) to complete this quest. -> Reward: Draw a card for each five cards in your graveyard.

Convert, 3, Paladin ( Honor-43U)
Instant Ability—Protection
Destroy target attacking ally. If you do, your hero heals damage from itself equal to that ally’s ATK.

Convocation, 6, Druid (Honors-20R)
Ability—Restoration
Ongoing: When you play an ally, your hero either deals nature damage to or heals damage from target hero equal to that ally’s cost.

“Cookie” McWeaksauce, 3, Alliance (Legion-144R)
ally— Human Cook, Unique, 2 [Melee] / 4 Health
When this ally enters play, each opponent puts a 0 [Melee] / 1 [Health] Chicken ally token into play. -> [Activate] -> Destroy all ally tokens.

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

Cookie’s Tenderizer, 4, DkpPaRoShWa (Dungeon Treasure-48C)
Equippment—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.

Coordinated Attack, 4, Hunter (Onyxia-2U)
Ability—Marksmanship
Ongoing: Friendly heroes have [Activate] ->
This hero deals 1 ranged damage to target hero or ally.

Core Hound Tooth, 2, HuRoShWa (22-5R)
Equippment—1H Weapon—Dagger, Melee (1), 0 [Melee], 1 Strike
At the start of your turn, add a +1 ATK counter.
When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon.

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

Corin Stallnorth, 1, Alliance (Jaina-10C, Throne-101C)
ally—Worgen Warrior, 1 [Melee] / 4 Health
Coin’s Ransom, Alliance (Outland-227C)
Quest
Put this quest from play into your owner’s hand and pay (2) to complete it. -> Reward: Draw a card.

Corpse Explosion, 3, Death Knight (Scourgewar-23R)
Ability—Unholy
Unholy Talent (You can’t put Blood Talents or Frost Talents in your deck.) -> Remove target ally in a graveyard from the game. If you do, your hero deals 4 shadow damage to each opposing hero and ally.

Corpse Run, 7 (Outland-102E)
Ability
Ongoing: When an ally you control is destroyed on your turn, you may put it from its owner’s graveyard into his hand at the next end of turn.

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

Core of Ripeness, 4, DrPaPrSh (Worldbreaker-Badge-10E)
Equippment—Item, Trinket (2)
While you control an Egg ally token, your hero has Protector. -> At the end of your turn, put a 0 [Shadow] / 1 [Health] Egg ally token into play. -> At the start of your turn, you may destroy this item. If you do, all Egg ally tokens you control as you do become 8 [Shadow] / 8 [Health] Twilight Dragonkin.

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

Corrupted Hippogryph, 2 (Crown-166E, Crown Loot-3L)
Monster Ally—Hippogryph, Mount (1), 0 [Nature] / 3 Health
Opponents pay (1) more to complete quests. -> 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, 2, Warlock (Azeroth-120U)
Instant Ability—Affliction
Attach to target hero or ally. -> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character. -> When attached character is destroyed, its controller discards a card.

Corruption of Earth and Seed (Drums-246C)
Quest
Pay (1) less to complete this quest for each [Nature] ally you control. -> Pay (3) to complete this quest. -> Reward: Draw a card.

Corruptor Miml Whippleshade, 5, Alliance (Scourgewar-128U)
ally—Gnome Death Knight, 5 [Melee] / 5 Health
At the start of your turn, this ally deals 3 shadow damage to each opposing hero for each Disease attached to that hero.

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

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

Counterattack!, Horde (Azeroth-343U)
Quest
If an opponent controls more allies than you: Pay (3) to complete this quest. -> Reward: Draw two cards.

Counterspell, 2, Mage (Alliance Mage-4R, Azeroth-51R, Citadel Raid-43R, Class-48R)
Instant Ability—Arcane
Interrupt target ability.
Counting Out Time (Workbreaker-256C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card. If you control ten or more resources, draw another two cards.

Coup de Grâce, 2, Rogue (Azeroth-93C, Class-82C)
Ability—Assassination
Destroy target exhausted ally.

Courageous Defense, 1, PaWa (Drums-93C)
Ability—Protection
Draw a card. <p> Ongoing: Your hero has Protector.

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.

Cover of Silence, 2, DrRo (Naxxramas-12R)
Equipment—Armor—Leather, Head (1), 1 DEF
Your hero has Stealth. <p> Opponents can't play cards on your turn.

Cower, 2, Druid (Drums-21U)
Instant Ability—Feral Cat Form, Form (1)
If your hero is in combat, remove it from combat and ready it. <p> Ongoing: Your hero has Cat Form. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Cowering Shout, 2, Warrior (Gladiators-76C)
Instant Ability—Fury Shout
Target ally has -3/-3 this turn.

Cowl of the Guiltless, 1, DrRo (Gladiators-160U)
Equipment—Armor—Leather, Head (1), 1 DEF
When you play an ability, target hero or ally has Stealth this turn.

Crime Scene Alarm-o-Bot, 1, Alliance (Dungeon Treasure-12C)
Ability—Mechanical Sentry, 0 [Melee] / 4 Health
Protector <p> When an opposing hero or ally attacks, you may ready this ally.

Crimson Cranium Crusher, 4, PaRoSh (Scurgewar-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.)

Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike
When this weapon enters play, your hero may deal 2 fire damage to target hero or ally.

Crippling Poison, 1, Rogue (Azeroth-94U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of each turn, exhaust attached character unless its controller pays (3).

Crippling Shot, 2, Hunter (Alliance Hunter-6C, Horde Hunter-5C, Legion-35C)
Instant Ability—Survival
Target hero or ally has -5 ATK this turn.

Crippling Strike, 3, DkHu (Scurgewar-115U)
Ability—Unholy Survival
Ongoing: [Activate] >>> Target ally has -3 ATK while in combat with your hero this turn.

Cromarius Blackfist, 3, Horde (Drums-162C)
Ability—Orc Shaman, 2 [Nature] / 3 Health
When this ally enters play, destroy target opposing ability if its controller has more abilities than you.

Crown of Chelonian Freedom, 4, DkPaWa (Elements-180U)
Equipment—Armor—Plate, Head (1), 1 DEF
When this armor enters play, put X+1 [DEF] counters on it, where X is the cost of a non-[Horde], non-[Alliance] ally you control. <p> This armor can prevent damage to non-[Horde], non-[Alliance] allies you control.

Crown of Destruction, 5, HuPaShWa (Dark Portal-252R)
Equipment—Armor—Mail, Head (1), 1 DEF
At the end of each player's turn, that player destroys an ability, ally, or equipment he controls.

Crown of the Earth, Alliance (Dark Portal-289C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose one: Put your hand on the bottom of your deck, then draw that many cards; or draw a card. If your hero is a Night Elf, you may choose both.

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

The Crucible of Carnage: The Twilight Terror (Twilight-207C)
Quest
On your turn, if an ability, ally, or equipment was destroyed this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

The Cruel Hand of Timmy, 5, PaRoShWa (Azeroth-317R)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 3 Strike
When your hero deals combat damage with this weapon to a hero, that hero's controller destroys a resource he controls.

Cruelty, 3, Warrior (Dark Portal-119R)
Ability—Fury
Furry Talent (You can't put Arms Talents or Protection Talents in your deck) <p> Ongoing: Your hero has +1 ATK while you control a weapon.

Cruk'korak, the Lightning's Arc, 2, RoSh (Alliance Shaman-28R, Twilight-195R)
Equipment—1H Weapon—Axe, Melee (1), 1 [Nature], 0 Strike
[Nature] allies you control have Assault X, where X is the ATK of this weapon.
Crusade, 3, Paladin (Betrayer-71R)
Ability—Retribution

Retribution Talent (You can't put Holy Talents or Protection Talents in your deck.)  <p> Ongoing:
Your hero has +2 ATK while attacking.  <p> When your hero deals combat damage to a Demon ally, destroy it.

Crusade Commander Entari, 6 (Citadel Raid-78R, Wrathgate-159R)
Ally—Human Paladin, Unique, 4 [Holy] / 4 Health
Argent Crusade Reputation  <p> If a Unique ally you control would be dealt damage, prevent 1 of it.

Crusade Engineer Spitzpatrick, 4 (Citadel Raid-79C, Wrathgate-160C)
Ally—Gnome Engineer, Unique, 3 [Melee] / 3 Health
Argent Crusade Reputation  <p> Protector  <p> If this or another Unique ally enters play under your control, you may draw a card.

Crusader Farisa, Horde (Wrathgate-11)
Hero—Blood Elf Paladin (Holy), Blacksmithing/Engineering, 29 Health
Jewelcrafting/Tailoring, 29 Health
On your turn: Flip Farisa, discard a Paladin >>> Farisa heals 3 damage from target ally. Draw a card.

Crusader Lord Dalfors, 5 (Citadel Raid-80C, Wrathgate-161C)
Ally—Dwarf Paladin, Unique, 5 [Holy] / 3 Health
Argent Crusade Reputation  <p> If a Unique ally you control would be dealt damage, prevent 1 of it.

Crusader Michael Goodchilde, Alliance (Betrayer-10)
Hero—Human Paladin (Traitor), Blacksmithing/Engineering, 29 Health
(2), Flip Michael >>> If an opposing ally would be dealt combat damage while defending this turn, it’s dealt that much +2 instead.

Crusader Strike, 5, Paladin (Drums-45R)
Instant Ability—Retribution
Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck.)  <p> Your hero deals melee damage to target hero or ally equal to 3 plus the ATK of a Melee weapon you control.  <p> You may put an Ongoing Judgement or Seal from your graveyard into play.

Crusader’s Sweep, 3, Paladin (Illidan-57C)
Instant Ability—Holy
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Crush Soul, 2, Warlock (Illidan-97C)
Instant Ability—Destruction
Interrupt target ally. If you do, remove it from the game and put damage on your hero equal to that card’s ATK.

Crusher of Bonds, 1, DkParoShWa (Elements-193C)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 5 Strike

Crushing Blow, 4, Warrior (Dark Portal-120C)
Ability—Fury
Choose one or both: Destroy target armor; or destroy target weapon.

Crushing Shadows, 2, Priest (Black Temple Raid-151U)
Ability—Traitor
Traitor Hero Required  <p> Each opponent discards a random card, and your hero deals shadow damage to his hero equal to that card’s cost.

Crushing Strike, 3, Warrior (Hogger-3C, Horde Warrior-4C, Worldbreaker-114C)
Ability—Arms
Destroys target opposing equipment. If you do, your hero may deal 3 melee damage to its controller’s hero.

Crusty, 5, Hunter (Honor-26C, Horde Hunter-6C)
Ally—Crab, Pet (1), 2 [Melee] / 6 Health
Protector  <p> When this ally deals combat damage to an ally, he may also deal that much melee damage to a second target hero or ally.

Crypt Fiend, 6 (Iecrown-149C)
Scourge Ally—Crypt Fiend, Unlimited, 5 [Shadow] / 3 Health
Scourge Hero Required  <p> Prevent all damage that [Alliance] and [Horde] allies would deal to this ally.

Crypticfiend’s Bite, 3, DkHuPa (Naxxramas-31R)
Equipment—2H Weapon—Polearm, Melee (1), 2 [Melee], 1 Strike
When your strike with this weapon on an opponent’s turn, put two 1 [Melee] / 1 [Health] Scarab ally tokens into play.

Crystalblaze Staff, 6, DrMaPrShLo (Legion-279U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
Exhaust your hero >>> Target player draws a card.

Crystalheart Pulse-Staff, 4, DrPrFr (Magtheridon-18R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
On your turn: (2), [Activate] >>> Remove a friendly ally from the game. If you do, its owner puts it into play at the end of your turn.

Crystals of Power (Worldbreaker-257C)
Quest
Pay (3) to complete this quest.  <p> Reward: Reveal the top five cards of your deck. Put a revealed [Nature] card into your hand and the rest on the bottom of your deck.

Cuffs of Devastation, 3, MaPrLo (Gladiators-161U)
Equipment—Armor—Cloth, Wrist (1), 1 DEF
When this armor enters play, your hero deals 4 arcane damage to target opposing ally.

Cul Rendhoof, Horde (Outland-10)
Hero—Tauren Druid (Restoration), Herbalism/Alchemy, 28 Health
(3), Flip Cul >>> When target ally you control is destroyed this turn, its owner puts it from his graveyard into his resource row face down and exhausted.

Cull the Weak, 3, Warlock (Oxyxia-3U)
Instant Ability—Demonology
Each friendly player may destroy an ally he controls. Your hero deals shadow damage to target hero equal to the combined ATK of the destroyed allies.

Culling the Damned (Scourgewar-252C)
Quest
Reveal any number of cards from your hand and pay (5) to complete this quest.  <p> Reward: If you revealed an ability, draw a card. If you revealed an ally, draw a card. If you revealed an equipment, draw a card.

The Culmination of Our Efforts (Hogger-26C, Murkdeep-24C, Sylvanas-26C, Throne-254C)
Quest
Pay (4) to complete this quest.  <p> Reward: Choose “ability,” “ally,” “equipment,” or “quest” and reveal the top five cards of your deck. Put a revealed card of the chosen type into your hand and the rest on the bottom of your deck.

Curse of Agony, 5, Warlock (Azeroth-121R, Class-103R)
Instant Ability—Affliction Curse
Attach to target hero or ally.  <p> Ongoing: At the start of your turn, add an agony counter and then your hero deals 1 shadow damage to attached character for each agony counter.

Curse of Contagion, 2, Warlock (Legion-104C)
Instant Ability—Affliction Curse
Attach to target opposing ally.  <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached ally.  <p> When attached ally is destroyed, you may put this ability from its owner’s graveyard into play attached to target ally.

Curse of Doom, 3, Warlock (Wrathgate-79U)
Ability—Affliction Curse
Attach to target opposing ally.  <p> Ongoing: At the start of your turn, destroy attached ally. If you do, reveal the top X cards of your deck, where X is the number of resources you control. Put a revealed Demon with costX or less into play and shuffle the rest into your deck.

Curse of Endless Suffering, 3, Warlock (Gladiators-68C)
Ability—Affliction Curse
Attach to target opposing ally.  <p> Ongoing: At the start of your turn, destroy attached character.  <p> (2) >>> Search your deck for a card named Curse of Endless Suffering and attach it to attached character.

Curse of Exhaustion, 9, Warlock (Illidan-98R)
Ability—Affliction Curse
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)  <p> Target player skips his next turn.

Curse of Fatigue, 1, Warlock (Drums-75U)
Instant Ability—Affliction Curse
Attach to target hero or ally.  <p> Ongoing: At the start of your turn, add a fatigue counter.  <p> Attached character has -1 [Health] for each fatigue counter.
Curse of Frenzy, 1, Warlock (Betrayr-109U)
Ability—Affliction Curse
Attach to target ally. <p> Ongoing: Attached ally must attack if able and can attack only allies if able.

Curse of Midnight, 2, Warlock (Gladiators-69U)
Instant Ability—Affliction Curse
Attach to target hero, and you may turn it face down. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero.

Curse of the Elements, 7, Warlock (Honour-70R)
Ability—Affliction Curse
Attach to target hero. <p> Ongoing: Attached hero’s controller pays (1) more to play abilities.

Curse of Weakness, 2, Warlock (Honour-71C)
Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: At the start of attached character’s controller’s turn, exhaust it unless he pays (4).

Cursed Vision of Sargeras, 3, DrRo (Black Temple-2R)
Equipment—Armor—Leather, Head (1), 2 DEF [Activate] >>> If you completed a quest this turn, turn target resource face down.

Cut to the Chase, 3, Rogue (Betrayr-89U)
Ability—Assassination

Finishing Move [To play, remove X Combos in your graveyard from the game, where X is 5 or less]<p> Your hero deals X melee damage to each opposing ally.

Cycle of Life (Wrathgate-207C)
Quest
If an ally entered play and an ally left play this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Cycloone, 1, Druid (Dark Portal-21C)
Instant Ability—Balance
Attach to target hero or ally, and add three wind counters. <p> Ongoing: Attached character can’t attack or protect. <p> At the start of your turn, remove a wind counter from this ability. If none remain, destroy this ability.

Cymbre Shadowdrifter, 2, Alliance (Drums-119C)
Ally—Night Elf Druid, 3 [Melee] / 2 Health
Shadowmeld (Elusive and Unforgettable while ready.)

Cynthia Masters, 4, Alliance (Icetower-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.

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

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

Dagger of Betrayal, 2, Rogue (Scourgewar-234R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
On your turn: [Activate] >>> Target opponent chooses an ally he controls. Exchange control of that ally and this weapon.

Dagg’un Ty’gor, 5 (Drums-200U)
Ally—Two-Headed Ogre Ninja, 6 [Melee] / 6 Health

Conspicuous (Any opposing hero or ally may protect against this ally.)

Dagin Bootzap, 4, Alliance (Alliance Hunter-14C, Alliance Shaman-14C, Elements-11C)
Ally—Druid Hunter, 3 [Arcane] / 2 Health
When this ally enters play, he deals 1 arcane damage to target hero or ally.

Dalronn the Controller, Warlock (Icetower-5)
Scourge Hero—Human Warlock (Demonology).
28 Health
[Front]: Flip Dalronn, remove a Warlock in your graveyard from the game >>> Target Demon has +3 ATK this turn.
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Drums] cards, [Warlock] Demonology Talents, neutral cards, and Scourge cards. You can’t include cards with reputations or other text restrictions.

Damnation, 4, MaPrLo (Naxxramas-32R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
Ongoing: At the start of your turn, this ally deals 1 shadow damage to itself.

Dampen Magic, 2, Mage (Dark Portal-48U)
Instant Ability—Arcane
Attach to target friendly hero or ally. <p> Ongoing: If attached character would be dealt damage with an ability, prevent 1 of that damage.

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

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

Daniel Soortan, 2, Alliance (Drums-120C)
Ally—Human Priest, 1 [Shadow] / 1 Health

Diplomacy: Dwarves (You pay (1) less to play Dwarf allies, to a minimum of (1)).<p> [Activate] >>> Target player puts the top two cards of his deck into his graveyard.

Dannon Spellsurge, 1, Horde (Honour-124C)
Ally—Blood Elf Paladin, 0 [Melee] / 3 Health

Protector <p> When you play an ability, this ally has +2 ATK this turn.

Danysa Stillheart, 2, Alliance (Scourgewar-129C)
Ally—Night Elf Death Knight, 2 [Shadow] / 2 Health
(1) Discard a card >>> Target hero or ally has -1 [Health] this turn.

Dar the Beastmaster, 4, Alliance (Crown-79C)
Ally—Worgen Hunter, 2 [Melee] / 7 Health

Daralis the Sanctifier, 4, Horde (Wrathgate-136U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When you play an Ongoing [Priest] ability, this ally may deal 3 unpreventable holy damage to target hero or ally.

Darburn Steppeheart, 3, Horde (Drums-163C)
Ally—Tauren Warrior, 2 [Melee] / 4 Health

Protector <p> War Stomp [When this ally attacks or defends, you may exhaust target opposing hero or ally.]

Dark Archon Farrum, 1, Horde (Honour-125U)
Ally—Undead Priest, 2 [Holy] / 1 Health

Will of the Forsaken [This ally can’t leave play unless it has fatal damage or 0 [Health].] <p> Your hero can protect this ally.

Dark Cleric Ismantal, 3, Horde (Dark Portal-204U)
Ally—Undead Priest, 1 [Shadow] / 3 Health
On your turn: (4) >>> This ally deals 1 shadow damage to target hero or ally. That character’s controller discards a card for each damage dealt this way.

Dark Cleric Jocasta, 6, Horde (Azeroth-233U, Horde DK-14U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When this ally enters play, you may put target ally from your graveyard into your hand.

Dark Command, 1, Death Knight (Wrathgate-24C)
Ability—Blood
Attach to target ally. <p> Ongoing: Attached ally has -3 ATK, must attack if able, and can attack only your hero if able.

Dark Embrace, 2, Priest (Elements-63R)
Ability—Shadow

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

Dark Extortion, 5, Priest (Horde Priest-3R, Worldbreaker-73R)
Ability—Shadow
Target player chooses an ally he controls. Gain control of that ally.

Dark Horizon (Scourgewar-253C)
Quest
Pay (5) to complete this quest. <p> Reward: Draw a card. If a hero or ally you controlled dealt shadow [Shadow] damage this turn, draw another card.

Dark Justice, 2, Warlock (Gladiators-70C)
Instant Ability—Affliction
Remove target ally from the game and put damage on your hero equal to that ally’s ATK.
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 Pact, 2, Warlock (Azeroth-122R)
Ability—Affliction
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck) <<>
As an additional cost to play, destroy a Pet you control. <<>
Draw X cards, where X is the cost of the Pet you destroyed.

Dark Penance, 4, Priest (Scourgewar-68C)
Ability—Shadow
Target opponent discards a random card and destroys a random ally he controls.

The Dark Side of the Light (Dungeon Treasure-56C)
Quest
Pay (5) to complete this quest. <> Reward: If you control a [Holy] card, draw a card. If you control a [Shadow] card, draw a card.

Dark Simulacrum, 4, Death Knight (Twilight-23R)
Ability—Blood
Play target ability in an opposing graveyard immediately without paying its cost.

Dark Transformation, 5, Death Knight (Crown-7R)
Ability—Unholy
Unholy Talent (You can’t put Blood Talents or Frost Talents in your deck) <> Attach to target Ghouls. <> Ongoing: Attached Ghouls have +7 / +7. <> When attached Ghouls deals damage to an opposing hero, destroy target opposing ally.

The Darkeater, 8, Alliance (Legion-145R)

Darkest Before the Light, 8, Priest (Gladiators-47R)
Ability—Holy
Your hero heals all damage to each friendly hero and ally.

Darklight Torch, 4, MaPrLo (Twilight-1961)
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike
When this weapon is destroyed, you may destroy target ability.

Darkmoon Card: Hurricane, 3, DdKrHuPaRoShWa (Twilight-187R)
Equipment—Item, Trinket (2)
When this item enters or leaves play, your hero deals 1 nature damage to each opposing ally.

Darkmoon Card: Madness, 4, DdHuMaPaPrSihLoWa (Darkmoon Faire-4R)
Equipment—Item, Trinket (2)
On your turn: (2) [Activate] >>> Remove the top card of target opponent’s deck from the game. If it’s an ability, ally, or equipment, he destroys a card of that kind he controls.

Darkmoon Card: Volcano, 7, DrMaPrShLo (Elements-188R)
Equipment—Item, Trinket (2)
At the start of your turn, you win the game if there are no cards in your deck. <> Stash: Target player puts the top two cards of his deck into his graveyard.

The Darkmoon Faire (Darkmoon Faire-5R)
Location—Faire
(1), (Activate), Discard a card >>> Draw a card. <> At the start of your turn, if you control cards in play with costs 1, 2, 3, 4, 5, 6, 7, and 8, you win the game.

Darkness, 7, Priest (Betrayer-78R)
Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck) <> Target player discards his hand.

Darkness Calling (Knight-25C)
Quest
Pay (3) to complete this quest. <> Reward: Draw two cards, then discard a card.

The Darkspeaker’s Footpads, 2, MaPrLo (Scourgewar-219C)
Equipment—Armor—Cloth, Feet (1), 1 DEF [Activate] >>> Ready a resource you control.

Darktivist Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Icecrown-102C)
Ally—Human Priest, 6 [Shadow] / 2 Health
Darnassus, Alliance (Drums-257R)
Location—City
Night Elf Hero Required <> On your turn: (1), [Activate] >>> Ready target Night Elf you control. It can’t attack this turn.

Darnassus Sentinels, 2, Alliance (Dark Portal-161C)
Ally—Night Elf Warrior, Unlimited, 1 [Melee] / 2 Health
When this ally enters play, you may pay 1 [ if you do, put a card named Darnassus Sentinels from your graveyard into your hand.

Darok Steelstrike, 3, Alliance (Honor-96C)
Ally—Dwarf Rogue, 4 [Melee] / 2 Health
Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.)

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.)

Dar’thaal the Bloodsworn, Horde (Twilight-13H)
Location—[Melee], Basilisk, 30 Health
Finding {Card}: (4) >>> Flip Dar’thaal face down.
[Back]: Protector (Dar’thaal may exhaust to become the defender when an opposing hero or ally attacks.)

Darynus, 6 [Legion-216C]
Ally—Draenei Warrior, 6 [Melee] / 4 Health
Ailor Reputation (You can’t put cards with other reputations in your deck) <> Protector <> Inspire: Ally (You may ready an ally you control during each other player’s ready step.)

Dashen Stonefist, 1, Alliance (Illidan-121U)
Ally—Dwarf Rogue, Unique, 1 [Melee] / 1 Health
This ally can attack friendly heroes and allies (including other characters you control).

Daspie'n Bladecrusher, Horde (Dark Portal-13)
Hero—Blood Elf Rogue (Combat).
Mining/Blacksmiting, 27 Health (5), Flip Daspie >>> Daspie deals melee damage to target hero or ally equal to the combined ATK of Melee weapons you control.

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

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

David Smythe, 1, Horde (Betrayer-160C)
Ally—Undead Warrior, 1 [Melee] / 2 Health
Protector <> When this ally ready, you may remove an ally in your graveyard from the game. If you do, destroy target equipment.

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

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

Dawn Ravensdale, 5, Horde (Class-175C, Illidan-150C)
Ally—Undead Priest, 4 [Holy] / 4 Health
When this ally enters play, you may turn target face-down hero face up.

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

Dawn’s Grace, 2, Priest (Drums-51U)
Instant Ability—Holy
Your hero heals 6 damage divided as you choose from any number of target heroes and/or allies.

Dayna Cousin-to-Sun, 2, Horde (Dark Portal-205C)
Ally—Tauren Druid, 1 [Melee] / 0 Health
This ally has +1 [Health] for each resource you control.
Daze, 3, Rogue (Worldbreaker-86U)
Ability—Combat
Look at target player’s hand and choose a card. He discards that card. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Look at target player’s hand.

Deacon Johanna, 2, Horde (Azeroth-234U)
Ally—Undead Priest, 2 [Holy] / 2 Health
Ongoing: If an ally you controlled was destroyed this turn, it deals 1 shadow damage to that character. <p> **Death Rattle** (When this ability enters your graveyard from anywhere.): When your hero enters combat with a hero or ally this turn, it deals 1 shadow damage to that character.

Death and Decay, 4, Death Knight (Scourgewar-24U)
Ability—Unholy
Ongoing: When your hero enters combat with a hero or ally, it deals 1 shadow damage to that character. <p> **Death Rattle** (When this ability enters your graveyard from anywhere.): When your hero enters combat with a hero or ally this turn, it deals 1 shadow damage to that character.

Death Wish, 2, Warrior (Scourgewar-104R)
Ability—Fury
**Fury Talent** (You can’t use Arms Talents or Protection Talents in your deck.): <p> Ongoing: [Activate] >>> All heroes have +3 ATK this turn.

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

Deacon Markus Hallow, Alliance (Outland-1)
Hero—Human Priest (Shadow), 2 Health
Ongoing: If an ally you controlled was destroyed this turn, it deals 1 shadow damage to that character.

Deadly Poison, 1, Rogue (Azeroth-95U, Horde Rogue-5U)
Instant Ability—Poison

Deadly Poison, 3, Rogue (Scourgewar-80R)
Ability—Assassination Combo
Attach to target ally or equipment. <p> Ongoing: When attached card exhausts, destroy it.

Deadliness, 4, Rogue (Gladiators-54R)
Ability—Subtlety
**Subtlety Talent** (You can’t put Assassination Talents or Combat Talents in your deck.): <p> Choose one or more: Destroy target exhausted ally; destroy target exhausted equipment; or destroy target exhausted resource.

Deadly Brew, 2, Rogue (Outland-65U)
Ability—Assassination
Choose a Poison attached to a hero or ally. Search your deck for a card with the same name and attach it to that character.

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

Deadly Poison, 3, Rogue (Scourgewar-80R)
Ability—Assassination Combo
**Finishing Move** (To play, remove X Combs in your graveyard from the game, where X is 5 or less.): <p> Daggers you control have **Thrown** and +X ATK this turn.

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

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

Defeaning Shout, 7, Warrior (Betrayal-120R)
Ability—Fury Shout
Ongoing: Opposing allies have -3 / -3.
Deathchill Cloak, 3, DrMaPrShLo (Wrathgate Crafted-2E)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor prevents damage that would be dealt by an attacking ally, that ally can’t ready while this armor remains under your control.

Deathdealer Breastplate, 5, HuPaShWa (Azeroth-283R)
Equipment—Armor—Mail, Chest (1), 1 DEF
Weapons you control have +2 ATK.

Deathstalker 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.

The Defthforge (Illidan-240U)
Quest
Remove three equipment in your graveyard from the game to complete this quest. <p> Reward: Draw a card.

"Deathgrip" Jones, 4, Horde (Illidan-151C)
Ally—Undead Warrior, 3 [Melee] / 4 Health
Protector =p> Weapons you control can’t be targeted by opponents.

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

Deathseer Zuk'raj (Icecrown-14)
Scourge Hero—Risen Drakkari, 27 Health
[Front]: Flip Zuk’raj, remove a Scourge ally in your graveyard from the game >>> The next time Zuk’raj would deal nature damage this turn, he deals that much +1 instead.
[Back]: Deckbuilding: You can only include [Draidal] abilities, [Shaman] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards. You can’t include cards with reputations or other text restrictions (like Balance Hero Required).

Deathsmasher Mogdar, 5 (Crown-130C, Elderslimb-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.

Deathstalker Leanna, 6, Horde (Honour-126C)
Ally—Undead Rogue, 5 [Melee] / 4 Health
Will of the Forsaken (This ally can’t leave play unless it has fatal damage or 0 Health.) <p> This ally has +3 ATK while attacking an exhausted hero or ally.

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

Debilitating Shout, 6, Warrior (Scourgewar-105U)
Ability—Fury Shout
Ongoing: Opposing allies and weapons have -2 ATK.  &lt;p&gt; Death Rattle (When this ability enters your graveyard from anywhere): Target opposing ally or weapon has -4 ATK this turn.

Debos Cousin-to-Moon, 2, Horde (Dark Portal-206C)
Ally—Tauren Druid, 0 [Melee] / 1 Health
This ally has +1 ATK for each resource you control.

The Decapitator, 2, PaShWa (Gladiators-175R)
Equipment—IH Weapon—Axe, Melee (1), 3 [Melee], 2 Strike (0) >>> This weapon has Thrown this turn. (When you strike with this weapon, your hero has Long-Range this combat. At the end of this turn, put this weapon from play into its owner’s hand.)

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

Deep Sea Salvage (Betrayer-249C)
Quest
On your turn: Pay (4) to complete this quest. <p> Reward: Put a card from your graveyard on top of your deck.

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

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

Defender Kaniya, 4, Horde (Drums-164C)
Ally—Tauren Warrior, 4 [Melee] / 3 Health
Protector =p&gt; Nature Resistance (Prevent all nature ([Nature]) damage that this ally would be dealt.)

Defender Nagalaas, 1, Alliance (Illidan-122C)
Ally—Draenei Warrior, 0 [Melee] / 3 Health
Protector =p&gt; This ally has +2 ATK on each opponent’s turn.

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

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

The Defense of Grom’gol, Horde (Class-3C)
Quest
Pay (3) to complete this quest. &lt;p&gt; Reward: Reveal the top two cards of your deck. Put all revealed allies into your hand and the rest on the bottom of your deck.

Defensive Breach, 5 (Outland-103C)
Instant Ability
Destroy target equipment.

Defensive Stance, 3, Warrior (Azeroth-139R)
Ability—Protection, Stance (1)
Ongoing: Your hero has Protector.  &lt;p&gt; If your hero would deal damage, prevent 1 of that damage. &lt;p&gt; If your hero would be dealt damage, prevent 1 of that damage.

Defiance, 3, Warrior (Gladiators-77R)
Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) &lt;p&gt; Ongoing: Only one character can attack on each opponent’s turn.

The Defias Brotherhood, Alliance (Azeroth-340C)
Quest
If you control four or more allies: Pay (1) to complete this quest. &lt;p&gt; 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 Ringpin (Dungeon Treasure-57C)
Quest
You pay (1) less to complete this quest for each opposing ally in play. &lt;p&gt; On your turn: Pay (5) to complete this quest. &lt;p&gt; Reward: Draw a card.

Defiling the Defilers (Scourgewar-255C)
Quest
If allies you controlled dealt 5 or more damage this turn: Pay (4) to complete this quest. &lt;p&gt; Reward: Draw three cards.

Defusing the Threat (Honor-192C)
Quest
If an opponent completed a quest this turn: Pay (1) to complete this quest. &lt;p&gt; Reward: Draw a card.
Deliberate Heal, 2, Paladin (Icecrown-47C)
Ability—Holy
Ongoing: At the start of your turn, destroy this ability. If you do, your hero heals 5 damage from target hero or ally, and draw a card.

Deliberate Vengeance, 4, Paladin (Icecrown-48C)
Ability—Holy
Ongoing: At the start of your turn, destroy this ability. If you do, your hero deals 2 unpreventable holy damage to each opposing hero and ally.

Dielarch the Vile, 7, Horde (Betrayer-161C)
Ally—Undead Warlock, 7 [Shadow] / 6 Health
When this ally attacks, destroy any number of allies with an attachment.

Dehstrons of Grandeur, 2, Priest (Scourgewar-69C)
Ability—Shadow
Target opponent puts an ability, ally, and equipment he controls into their owners’ hands.

Dementia, 2, Priest (Wrathgate-58U)
Ability—Demonology
Target player puts the top two cards of his deck into his graveyard. If they’re both abilities, both allies, or both equipment, that player discards two cards.

Demolish, 1, RoWa (Drums-95C)
Ability—Combat Protection
Destroy target equipment.

Demon Armor, 5, Warlock (Illidan-99U)
Ability—Demonology
Ongoing: (1), Remove an ability in your graveyard from the game >>> Your hero heals 2 damage from itself.

Demon Hide Spaulders, 3, DrRo (Legion-257U)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
[Activate] >>> Weapons you control have +1 ATK this turn. <p>[Activate] >>> Armor you control have +1 [DEF] this turn.

Demonblood Eviscerator, 5, RoShWa (Legion-280R)
Instant Equipment—1H Weapon—Fist, Melee (1), 4 [Melee], 1 Strike
Your hero has Dual Wield. (Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

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.

Demonic Accord, 3, Warlock (Icecrown-74C)
Ability—Affliction
Ongoing: On your turn: (1), [Activate] >>> Target ally has +1 / -1 this turn.

Demonic Contamination (Legion-297C)
Quest
On your turn: Put 1 damage on each of three different allies you control and pay (1) to complete this quest. <p>[Activate]: Reward: Draw two cards.

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

Demonic Knowledge, 2, Warlock (Betrayer-110R)
Ability—Demonology
Demonology Talent
You can’t put Affliction Talents or Destruction Talents in your deck.) <p>Ongoing: [Activate], Destroy a Demon you control >>> Draw two cards.

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

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

Demonologist’s Pact, 2, Warlock (Grand Melee-10R)
Arena Ability—Demonology
Preparation
(On your first turn, you may play this card without paying its cost.) <p>Ongoing: You pay (1) less to play Pets.

Demonsmasher, 5, HuPaWa (Legion-281E)
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 1 Strike
When your hero strikes with this weapon, you may destroy target Demon ally.

Demonzor AoR, 6, Druint (Outland-20R)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Opposing allies have -2 ATK. <p>[Ongoing] Your hero has Bear Form. (Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Demonzor Shout, 3, Warrior (Azeroth-140U)
Instant Ability—Fury Shout
Ongoing: Opposing allies have -1 ATK.

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

The Depth of Shadows, 6, Rogue (Gladiators-55U)
Instant Ability—Assassination Combo
Your hero deals 1 melee damage to target hero or ally. Its controller destroys a resource he controls for each damage dealt this way.

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

Desecrate Stormclaw, Horde (Betrayer-36)
Hero—Tauren Druid (Traitor), Skinning/Leatherworking, 28 Health
(2), Flip Stormclaw, destroy a friendly ally >>> Put target Form from your graveyard into your hand.

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

Desperate Block, 2 (Dark Portal-139C)
Instant Ability
Prevent the next 2 damage that would be dealt to target hero or ally this turn.

Desperate Condensation, 1, Priest (Icecrown-53C)
Instant Ability—Holy
If your hero has 15 or more damage, it deals 5 unpreventable holy damage to target ally.

Desperate Plea, 2, Priest (Icecrown-54C)
Instant Ability—Holy
If your hero has 15 or more damage, it heals 10 damage from itself.

Destiny, 3, HuPaWa (Azeroth-318E)
Equipment—2H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike
When your hero deals combat damage with this weapon, add a strength counter. <p>[Ongoing] This weapon has +1 ATK for each strength counter.

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

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

Detect Traps, 4, Rogue (Drums-60R)
Ability—Subtlety
Choose “ability,” “ally,” or “equipment,” and then target player reveals his hand and discards all cards of that kind.

Dethvir the Malignant, 4, Horde (Honor-127R)
Ally—Undead Warlock, 4 [Fire] / 5 Health
Undead Hero Required <p>[Will of the Forsaken] <p>[Ongoing] if another hero or ally you control would be dealt damage, you may have it dealt to this ally instead.

Detonate Soul, 3, Warlock (Scourgewar-95R)
Ability—Affliction
Attack to target opposing ally. <p>[Activate] On the start of your turn, remove attached ally and all other opposing allies from the game.

Deuce, 2, Hunter (Icecrown-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.
Devastate, 2, Warrior (Outland-92R)
Instant Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) –p> Your hero deals melee damage to target hero or ally equal to the ATK of a Melee weapon you control. This turn, that character must attack if able and can attack only your hero if able.

Devastation, 7, Warlock (Wrathgate-80R)
Ability—Destruction
DeSTRUCTION Talent (You can’t put Affliction Talents or Demonology Talents in your deck.) –p> As an additional cost to play, choose “ability,” “ally,” or “equipment” and destroy a card you control of that kind. –p> Destroy all opposing cards of that kind.

Devil-Stitched Leggings, 3, MaPrLo (Legion-259U)
Equipment—Armor—Cloth, Legs (1), 1 DEF
309U) Exhaust your hero >>> Target hero or ally has -3 [Health] this turn.

Devilsaur Leggings, 3, DrHuR0 (Azeroth-284U)
Equipment—Armor—Leather, Legs (1), 1 DEF
When your hero deals combat damage to an ally, destroy that ally.

Devona Berkshire, 3, Alliance [Wrathgate-113R]
Ability—Human Paladin, 3 [Holy] / 4 Health
While you control a Death Knight or Warrior, this ally has Protector. –p> While you control a Hunter or Shaman, this ally has Assault 2. –p> While you control a Priest or Druid, this ally has Mend 2.

Devotion Aura, 5, Paladin (Azeroth-66R)
Ability—Protection, Aura (1)
Ongoing: If a hero or ally you control would be dealt damage, prevent 1 of that damage.

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

Devouring Plague, 4, Priest (Scourgewar-70R)
Ability—Shadow
Attach to target hero. –p> Ongoing: At the start of your turn, your hero deals 3 shadow damage to attached hero. Attached hero’s controller discards a card for each damage dealt this way.

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

Dhoro’s Ravestrike, 3, Horde (Horde Paladin-13C, Wrathgate-137C)
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health
303U) This ally has Assault 3 this turn.

Diane Cannings, 3, (Scourgewar-208R)
Ally—Human Leatherworking Master, Unique, 3 [Nature] / 4 Health
This ally has Assault X, where X is the combined [DEF] of Leather and Mail armor you control.

Dignified Headmaster’s Charge, 5, MaPrLo
(Wrathgate-240R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
[Activate] >>> Draw a card, then draw another card for each heirloom counter on this equipment. –p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Dimzer the Prestidigitator, 5, Alliance
(Honor-97R)
Ability—Human Hero Required
Herald Gnome Hero Required –p> Ongoing: You pay (1) less to play allies, to a minimum of (1).

Dire Bear Form, 3, Druid (Wrathgate-31U)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Your hero has Bear Form. (Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.) –p> Your hero has +5 [Health] for each ally you control.

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

Dirty Work, 2, Rogue (Illidan-75R)
Ability—Combat
Ongoing: If your hero would deal non-combat damage, it deals combat damage instead.

Disappear, 2, MaPr (Gladiators-84C)
Instant Ability—Arcane Shadow
Your hero has Elusive this turn. (It can’t be attacked.)

Disarm, 1, Warrior (Illidan-n105C)
Ability—Protection
Destroy all of target player’s weapons.

Disarm Trap, 1, Rogue (Scourgewar-81C)
Instant Ability—Subtlety
Interrupt target instant.

Disassemble, 1, Rogue (Illidan-76C)
Instant Ability—Combat Combo
Destroy target exhausted equipment.

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

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

Dismantle, 2, Rogue (Azeroth-96U, Class-84U, Horde Rogue-61U)
Ability—Combat
Destroy target equipment.

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

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

Disperse Magic, 1, Priest (Gladiators-48C)
Ability—Discipline
Ongoing: Destroy this ability >>> Destroy target ability.

Dispersion, 2, Priest (Scourgewar-71R)
Instant Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.) –p> Ongoing: This ability enters play with two incorporeal counters. –p> Prevent all damage that would be dealt to your hero. –p> At the start of your turn, remove an incorporeal counter. If none remain, destroy this ability.

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

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

Diversion, 3, Rogue (Betrayal-90C)
Ability—Subtlety
Ongoing: [Activate], Exhaust an ally you control >>> Your hero has +2 ATK and Stealth this turn.

Divert, 1, Rogue (Icecrown-62C)
Ability—Subtlety Combo
Attach to target ability, ally, or equipment you control. –p> Ongoing: Opposing cards and effects must target attached card if able.

Divine Bulwark, 4, Paladin (Crown-28R)
Ability—Protection
Attach to target ally. –p> Ongoing: Attached ally has +4 / +4. –p> If attached ally would be destroyed, destroy this ability instead. If you do, your hero heals all damage from that ally.
Divine Cleansing, 2, Paladin (Worldbreaker-67U)
Ability—Holy
Destroy any number of abilities attached to friendly cards.

Divine Favor, 5, Paladin (Gladiators-41R)
Ability—Holy

**Holy Talent (You can’t put Protection Talents or Retribution Talents in your deck)**
> Ongoing: [Activate] Remove the top X cards of your deck from the game >>> Your hero deals X damage from target hero or ally.

Divine Fury, 4, Priest (Worldbreaker-74R)
Ability—Holy

**Holy Talent (You can’t put Discipline Talents or Shadow Talents in your deck)**
> Ongoing: [Activate] >>> Draw a card, or ready up to three Shadow Talents in your deck.

Divine Storm, 3, Paladin (Scourgewar-61R)
Instant Ability—Retribution

**Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck)**
> Your hero deals X unpreventable holy damage to each opposing hero and ally that dealt damage this turn, where X is the ATK of a weapon you control.

Divine Spirit, 5, Priest (199E)
Instant Ability—Protection

**Protection Talent (You can’t put Holy Talents or Shadow Talents in your deck)**
> Ongoing: [Activate] >>> Draw a card, or ready up to three of resources you control.

Divino-matic Rod (Dark Portal-313C)
Quest
If an opponent controls more resources than you: Pay (3) to complete this quest. [Pay]
Reward: Put the top card of your deck into your resource row face down and exhausted.

Dizdemona, Alliance (Azeroth-2)
Hero—Gnome Warlock (Affliction), Mining/Tailoring, 28 Health

**Ongoing: When damage that would be dealt to a hero or ally attacks, ready this ally.**

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa
Instant Ability—Protection

**Protection Talent (You can’t put Holy Talents or Shadow Talents in your deck)**
> Pay (1) less to play abilities this turn, to a minimum of (1). Draw a card.

Doomguard, 7, Warlock (Dark Portal-104R)
**Quest**—Doomguard Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** At the start of your turn, your hero deals 2 shadow damage to attached character for each blossom counter, and then you remove one. If none remain, destroy this ability.

Doomhallow, 8, DkDrHuMaPaPrRoShLoWa
Instant Ability—Retribution

**Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck)**
> Your hero deals X unpreventable holy damage to each opposing hero and ally that dealt damage this turn, where X is the ATK of a weapon you control.

Doomguard Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Doomguard Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Doomsayer Din’ju, 7, Horde (Drums-165R)
Ally—Troll Priest, 4 [Shadow] / 8 Health

When this ally enters play, target ally has -2 ATK to each opposing hero and ally.

Doomwalker, 11, Illidan-208U
**Quest**—Doomcaller, Pet (1), 8 [Neutral] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Dreadshroud, 7, Orc (Drums-166R)
**Quest**—Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** At the start of your turn, your hero deals 2 shadow damage to attached character for each blossom counter, and then you remove one. If none remain, destroy this ability.

Drums, 7, Warlock (Outland-195E)
**Quest**—Drums, Pet (1), 8 [neutral] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Draenei Shaman, 5 [Frost] / 4 Health

**Activate**>>> Put a 2 [Melee] / 2 [Health] Hound ally token into play with

Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Quest**—Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Quest**—Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

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**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.

Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Quest**—Dreadshroud Demon, Pet (1), 8 [Melee] / 8 Health

**Ongoing:** When damage that would be dealt to a hero or ally attacks, ready this ally.
Dread Doomguard, 5, Warlock (Wrathgate-82R)  
Ally—Doomguard Demon, Pet (1), [7] (Shadow) / 7 Health  
At the start of your turn, choose at random “ability,” “equipment,” or “resource.” <p> When this ally deals damage while attacking, you may destroy target card of the kind chosen this turn.

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

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

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

Dreadsteed, 2, Warlock (Scourgewar-96R)  
Ally—Dreadsteed Demon, Mount (1), [0] (Melee) / 5 Health  
You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero may deal 2 shadow damage to target hero or ally. <p> (Mounts can’t attack or be attacked.)

Dreadsteed of Xoroth, Warlock (Scourgewar-256U)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Put target Demon ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Dreamstate, 5, Druid (Legion-20R)  
Ability—Balance  
Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.) <p> Ongoing: When you play a Balance ability, draw a card.

Drek’Thar, 14, Horde (Honor-128E)  
Ally—Dread Shaman, Unique, [7] (Melee) / 9 Health  
Protector <p> You pay (1) less to play this ally for each honor counter on cards you control. <p> (1). Remove an honor counter from a card you control) >>> Put a [1] (Melee) / [1] (Health) Wolf ally token into play with Ferocity.

Drillborer Disk, 3, PaShWa (Molten Core-3R)  
Equipment—Armor—Shield, Off-Hand (1), [1] DEF  
When this armor prevents damage, your hero deals 1 arcane damage to the source of that damage.

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

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

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

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

Druid Training, 1, Druid (Legion-21U)  
Ability—Balance  
Attach to target friendly ally. <p> Ongoing: Attached ally has “[Activate] >>> Exhaust target ally.”

Druseenna the Vigilant, 6, Horde (Class-176U, Outland-155U)  
Ally—Orc Warrior, 5 [Melee] / 5 Health  
Protector

Dryad’s Wrist Bindings, 2, DrMaPrLo (Honor-157U)  
Equipment—Armor—Cloth, Wrist (1), [1] DEF  
[Activate], Destroy a resource you control >>> Draw a card.

Dual Wield, 1, HuRoWa (Dark Portal-127U)  
Instant Ability  
Ongoing: Your hero has Dual Wield. (Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

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.

Dunlee, 3, Hunter (Honor-27R)  
Ally—Crocolisk, Pet (1), [4] (Melee) / 4 Health  
As each turn starts, the next time this ally would be dealt damage this turn, prevent it.

Durac Eysalshard, 2, Alliance (Legion-146C)  
Ally—Draenei Warrior, 2 [Melee] / 3 Health  
This ally can protect friendly allies.

Durdin Hammerhand, 3, Alliance (Dark Portal-162C)  
Ally—Dwarf Paladin, 3 [Melee] / 3 Health  
Destroy this ally >>> Exhaust target hero or ally.

Durga Gravestone, Alliance (Illidan-3)  
Hero—Dwarf Rogue (Assassination)  
Alchemy/Jewelcrafting, 27 Health  
(1), Flip Durga, remove up to five Combos in your graveyard from the game >>> Destroy target ally if its cost is less than or equal to the number of cards removed this way.

Durgrim Ironedoge, 2, Alliance (Drums-121C)  
Ally—Dwarf Rogue, 2 [Melee] / 3 Health  
When this ally enters play, you may exhaust target equipment. That equipment can’t ready during its controller’s ready step while this ally remains under your control.

Durziona, Champion of A’dal, Alliance (Wrathgate-2)  
Hero—Draenei Priest (Holy)  
Blacksmithing/Minning, 26 Health  
Flip Durziona, discard a Priest >>> Durziona heals 2 damage from each friendly hero and ally.

Duty Bound, 2, Warrior (Illidan-106U)  
Ability—Protection  
Ongoing: Your hero has Protector. <p> When your hero protects, ready it.

Dwarven Hand Cannon, 4, Hunter (Azeroth-319E)  
Equipment—Weapon—Gun, Ranged (1), [1] (Ranged), 2 Strike  
When you strike with this weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it.) <p> (2) >>> This weapon has +1 ATK this turn.

The Dying Balance (Dark Portal-315C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. If they have different card types, put one into your hand and the other on the bottom of your deck. Otherwise, put both on the bottom of your deck.

Dying Curse, 1, DrPrLo (Naxxramas-23R)  
Equipment—Item, Trinket (2)  
(1), [Activate] >>> Destroy target attachment. If you do, its controller draws a card.

Eadric the Pure, Paladin (Icecrown-3)  
Hero—Human Paladin (Protection), 29 Health  
[Front]: Argent Crusade Reputation <p> Flip Eadric, remove a Paladin in your graveyard from the game >>> Target friendly ally has Untargetable this turn.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Paladin] cards, [Paladin] Protection Talents, neutral cards, and Argent Crusade cards. You can’t include cards with other reputations or other text restrictions.

Eagle Eye, 2, Hunter (Azeroth-37U)  
Instant Ability—Beast Mastery  
Look at the top four cards of your deck. Put one into your hand and the rest on the bottom of your deck.
Eagle Sight, 1, HuSh [Drums-96C]
Instant Ability—Beast Mastery Enhancement
Look at the top two cards of your deck. Put one into your hand and the other on the bottom of your deck.

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

Earth and Sky, 4, Druid (Legion-22C)
Ability—Balance
Choose one: Your hero deals 4 nature damage to target hero or ally; or your hero deals 2 arcane damage to target hero or ally and you draw a card.

Earth Elemental Totem, 2, Shaman (Dark Portal-92R)
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: When this Totem enters play, put a 2 [Melee] / 2 [Health] Earth Elemental ally token into play with Protector.<p> (Totems can’t attack.)

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

Earth Shield, 3, Shaman (Outland-75R)
Instant Ability—Restoration
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)<p> Ongoing: This ability enter play with four shield counters. <p><p> When your hero is dealt combat damage, remove a shield counter, and your hero heals 3 damage from itself. When the last counter is removed, destroy this ability.

Earth Shock, 4, Shaman (Class-94R, Outland-76R)
Instant Ability—Elemental
Your hero deals 4 nature damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.

Earthbind Totem, 2, Shaman (Azeroth-107U)
Instant Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: Opposing allies can’t ready during their controllers’ ready step.<p> (Totems can’t attack.)

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

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

Earthfen Flurry, 5, Shaman (Honor-62C)
Ability—Enhancement
Target a hero or ally, and you may target an additional character for each Totem you control. Your hero deals 4 melee damage to each target.

Earthfen 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.

Earthmend, 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.

Earthenmender Vaiki, Alliance (Wrathgate-3)
Hero—Draenei Shaman (Restoration), Inscription/Tailoring, 28 Health
Flip Vaiki, discard a Shaman => Target up to three heroes and/or allies. Vaiki heals 3, 2, and 1 damage from them, respectively.

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

Earthenrend Weapon, 7, Shaman (Legion-92R)
Ability—Enhancement
Attach to a Melee weapon you control.<p> Ongoing: Attached weapon has +7 ATK.

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

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

Earthshaper Javuun, 4, Alliance (Scourgewar-130C)
Ally—Draenei Shaman, 2 [Nature] / 6 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Earthshaper Javuun, 4, Alliance (Scourgewar-130C)
Ally—Draenei Shaman, 2 [Nature] / 6 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Ebonyweave Robe, 4, ManaPrf (Scourgewar-Crafted-2E)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Ally you control have Shadow Resistance. <p><p> If an opposing ally would deal any type of damage, it deals shadow damage instead.

Echo of the Elements, 3, Shaman (Legion-94R)
Ability—Elemental
Ongoing: When your hero deals damage, it also deals that much nature damage to target opposing ally.

Echo Totem, 4, Shaman (Gladiators-62R)
Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health
Ongoing: At the start of your turn, you may remove a non-Ongoing ability in your graveyard from the game. If you do, you can play that card without paying its cost this turn. <p><p> (Totems can’t attack.)

Echoes of the Shifting Sands, 15 (Dark Portal-140E)
Ability
Each player reveals his deck, puts all revealed allies into play, and then shuffles his deck.

Eclipse, 5, Priest (Betrayal-79U)
Instant Ability—Trait
Trader Hero Required <p><p> Ongoing: When damage is healed from an opposing hero or ally, your hero deals double that much shadow damage to that character.

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

Edge of Oblivion, 4, DkShWa (Scourgewar-235R)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
This weapon enters play with five +1 ATK counters. <p><p> At the start of your turn, remove a +1 ATK counter. If none remain, destroy this weapon.

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

Edward “Hack” Robinson, 4, Horde (Gladiators-122C)
Ally—Undead Warrior, 4 [Melee] / 4 Health
Remove an ally in your graveyard from the game => This ally has Protector this turn.

Edward the Odd, 5 (Illidan-200E)
Ally—Human Paladin, 5 [Melee] / 5 Health
Cards in opposing hands lose and can’t have instant.

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

Edwin VanCleef, 4 (Dungeon Treasure-27E)
Ally—Human Rogue, Edwin VanCleef (1), 5 [Melee] / 3 Health
Stealth, Untargetable <p><p> When Edwin enters play, put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with “This ally can protect allies with VanCleef in their names.” <p><p> When Edwin is destroyed, you may put an ally named Vanessa VanCleef from your hand into play.
Eel Cutter, 3, DKPaRoWa (Throne-249C)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike (1), [Activate] >>> Allies you control have Assassin 1 this turn. (They have +1 ATK on your turn.)

Eitrigg, 7 (Wrathgate-162E)
Ally—orc Warrior, Unique, 8 [Melee] / 7 Health
Argent Crusade Reputation — [Activate] —
Cards everywhere are Unique.

El Pollo Grande, 2 (Honor-151R, Honor Loot-3L)
Ally—Chicken, 3 [Melee] / 2 Health
When this ally deals combat damage, you may put a 0 [Melee] / 1 [Health] Chicken ally token into play.

Elaar, 6, Alliance (Illidan-123R)
Ally—Dranei Priest, 1 [Shadow] / 7 Health (2), [Activate] >>> Gain control of an ally.

Elder Achillia, 2, Alliance (Citadel Raid-59C, Guardians-96C)
Ally—Dranei Mage, 1 [Frost] / 3 Health
Inspiring Presence (If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.) —

Elder Huntsman Swiftshot, 4, Horde (Ildadan-152R)
Ally—Tauren Hunter, 3 [Ranged] / 4 Health
Long-Range — [Activate] — When this or another [Ranged] ally enters your party, it may deal 1 ranged damage to target hero or ally.

Elder Moorf, 1, Horde (Azeroth-235U)
Ally—Tauren Druid, 1 [Nature] / 1 Health
Once per turn: (1) >>> Target ally has +2 ATK this turn.

Elder Narando, 2, Horde (Honor-129C)
Ally—Tauren Druid, 2 [Nature] / 2 Health
When this ally readiness, he has +2 ATK this turn.

Elder Tomas, 4, Alliance (Gladiators-97C)
Ally—Dranei Shaman, 3 [Fire] / 4 Health
Inspiring Presence (If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.) — [Activate] — Ready another target ally.

Elder Valdar of the Exodar, 5, Alliance (Gladiators-98C)
Ally—Dranei Warrior, 3 [Melee] / 6 Health
Protector — [Activate] — Inspiring Presence (If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)

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

Elderlimb (Elderlimb-1)
Monster Hero—Ancient Druid, 27 Health
[Front]: (4) >>> Flip Elderlimb face down.
[Back]: Ancient’s Lore: At the start of your turn, Elderlimb heals 4 damage from himself if you control a Treant.
Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Eldritch Daggers, 2, Alliance, RoSh (Drums-237U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Nature], 0 Strike
Destroy this weapon >>> Your hero deals 2 nature damage divided as you choose to any number of target [Horde] heroes and/or allies.

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

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

Elemental Focus, 2, Shaman (Azeroth-108R)
Ability—Elemental
Elemental Talent (You can’t put Enhancement Talents or Restoration Talents in your deck.) — [Activate] — Ongoing: You pay (1) less to play Elemental abilities, to a minimum of (1).

Elemental Focus Band, 4, DrMaPrShLo (Outland-212R)
Equipment—Item, Ring (2) (1), [Activate], Discard an ability >>> Your hero deals 2 fire damage to target hero or ally.

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

Elemental Shield, 4, Shaman (Icecrown-68C)
Ability—Restoration
Ongoing: This ability enters play with three water counters. [Activate] >>> Ready a resource you control for each water counter, then remove a water counter. If none remain, destroy this ability.

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

Elemental Weapons, 4, Shaman (Honor-63R)
Ability—Enhancement
Elemental Talent (You can’t put Enhancement Talents or Restoration Talents in your deck.) — [Activate] — Ongoing: Each weapon you control becomes a [Nature] weapon and has +X ATK, where X is its cost.

Elementalist Psyrin, 2, Alliance (Drums-122C)
Ally—Dranei Shaman, 3 [Nature] / 3 Health
This ally can’t attack. [Activate] >>> Target ally has +3 ATK this turn.

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

Elements’ Fury, 3, Shaman (Alliance Shaman-5C, Legion-95C, Murkdeep-2C)
Ability—Elemental
Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

Elendril, Alliance (Azeroth-3)
Hero—Night Elf Hunter (Marksmanship), Engineering/Leatherworking, 28 Health (1), [Activate] — Ranged weapons you control have +3 ATK this turn.

Elthyn’s Firestorm, 2, Horde (Dark Portal-208C)
Ally—Blood Elf Warlock, 2 [Frost] / 2 Health
When this ally attacks, she deals 1 fire damage to each other hero and ally.

Elizabeth Crowley, 2, Horde (Drums-166C)
Ally—Undead Priest, 2 [Holy] / 3 Health (2), [Activate] — Discard a card >>> This ally heals 4 damage from target hero or ally.

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

Elmoria Wildershot, Alliance (Ildidan-4)
Hero—Night Elf Hunter (Beast Mastery), Alchemy/Jewelcrafting, 28 Health (1), [Activate] — Elmeria heals all damage from all Pets you control.

Elekren Chain Boots, 3, HuSh (Dark Portal-253U)
Instant Equipment—Armor—Mail, Feet (1), 2 DEF

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

Emberstone Staff, 4, MaPrLo (Dungeon Treasure-7U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 4 Strike
When you play an ability, you may add an emberstone counter to this weapon. [Activate] — This weapon has +1 ATK and you pay (1) less to strike with it for each emberstone counter on it.

Embolism, 4, PrRo (Icecrown-90U)
Ability—Shadow Subtlely
Target player discards X cards, where X is the cost of a non-hero Priest or Rogue you control.

WoW TCG OCR – 04 09 2012
40 / 146
Embrace of the Nether, 3, Warlock
[ICcrown-75C]
Ability—Destruction
As an additional cost to play, choose “ability,” “ally,” or “equipment” and discard a card of that kind. <p> Remove target card from the game if it shares that kind.

Emek the Equalizer, Horde (Honor-13)
Hero—Undead Priest (Holy), Alchemy/Engineering, 26 Health
On your turn: Flip Emek >>> You and target opponent each discard a card.

Emelia Darkhand, 1, Horde (Horde DK-16C, 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.)
<p> This ally can’t attack unless an opponent controls more allies than you.

Emerald Acidspewer, 5 (Worldbreaker-203C)
Ally—Green Dragonkin, 3 [Nature] / 5 Health
When a resource you control is turned face down, you may have target player shuffle his graveyard into his deck.

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

Emerald Emissary, 4 (Worldbreaker-205U)
Ally—Green Dragonkin, 2 [Nature] / 3 Health
You pay (1) less to complete quests for each Druid and Hunter you control.

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

Emerald Ripper, 4, HuRo (Gladiators-176R)
Equipment—1H Weapon—Dagger, Melee (1), 1 Strike
Your hero has **Dual Wield**. <p> (3) >>> This weapon has +X ATK this turn, where X is its ATK.

Emerald-Scale Greaves, 4, HuSh (Outland-196R)
Equipment—Armor—Mail, Legs (1), 2 DEF (2), Destroy this armor >>> Ready target friendly ally.

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

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

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

Emerson Zantides, Horde (Scourgewar-12)
Hero—Undead Priest (Shadow), Tailoring/Jewelcrafting, 26 Health
If you control another Priest: Flip Emerson >>> Emerson deals 2 shadow damage to target hero or ally and 2 shadow damage to himself.

Emmi Sprinklestrike, Alliance (Grand Melee-1)
Hero—Gnome Warrior (Arms), Herbalism/Enchanting, [Back]: 1 [Melee], 30 Health
(5) >>> You may flip Emmi face down.

Empty the Stables, 4, Hunter (Drums-27R)
Ability—Beast Mastery
Search your deck for up to three Pets with different names, reveal them, and put them into your hand.

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

Encrusted Zombie Finger, 3, MaPrLo (Scourgewar-236R)
Equipment—Weapon—Wand, Ranged (1), 1 Frost, 5 Strike
When your hero attacks, you may point and make a Zombie noise. If you do, this weapon has **Assault 1** this turn.

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

Endina the Hunted, 2, Alliance (Honor-99C)
Ally—Night Elf Druid, 2 [Melee] / 2 Health
Protector >>> While this ally is exhausted, opposing heroes and allies can attack only this ally if able.

Enduring Shout, 3, Warrior (Drums-86U)
Ability—Fury Shout
Ongoing: While you control exactly one ally, it has +2 / +2 and **Protector**.

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

Enemies, Old and New, Horde (Citadel Raid-86C, Drums-243C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. You may remove a counter from target card in play.

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

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

Entry into the Black Temple (Black Temple-11R)
• Quest
  Pay (5) to complete this quest. <<p>> Reward: Draw a card for each different class among allies you control.

Enveloping Shadows, 3, Rogue (Scourgewar-82R)
• Ability—Subtlety
  Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.) <<p>> Ongoing: [Activate] >>> Target ally can’t deal damage this turn.

Envemon, 3, Rogue (Outland-66R)
• Instant Ability—Assassination
  Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <<p>> Your hero deals X nature damage to target hero or ally, or double that much if the targeted character has a Poison attached to it.

Envoy Aiden LeNoir, 3, Alliance (Drums-123C)
• Ally—Human Rogue, 3 [Melee] / 1 Health
  Diplomacy: Gnomes (You pay (1) less to play Gnome allies, to a minimum of (1).) <<p>> (1). [Activate] >>> Draw a card.

Envoy of Mortality, 2, Hunter (Naxxramas-33R)
• Equipment—Weapon—Gun, Ranged (1), 4 [Ranged], 1 Strike
  When you strike with this weapon, your hero has Long-Range this combat. <<p>> When your hero deals damage with this weapon, it also deals much ranged damage to target friendly hero or ally.

Envoy Samantha Dillon, 3, Alliance (Drums-124C)
• Ally—Human Priest, 2 [Shadow] / 4 Health
  Diplomacy: Night Elves (You pay (1) less to play Night Elf allies, to a minimum of (1).) <<p>> [Activate] >>> Ready another target ally you control. It can’t attack this turn.

Equal Opportunity, 2, Priest (Iliadan-67C)
• Instant Ability—Discipline
  Each player puts an ally he controls into its owner’s hand.

Equalize, 5, Priest (Drums-52R)
• Ability—Discipline
  Each player with more cards in play than you destroy’s cards in play he controls until he controls the same number as you.

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

Erama, 6, Alliance (Elements-115C)
• Ally—Draenei Paladin, 6 [Holy] / 5 Health
  Subtlety Talent (Scourgewar-19R)
  When her hero deals shadow damage to an opponent’s hero, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

Eredar Wand of Obliteration, 4, PrLo (Magtheridon-19R)
• Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
  When your hero deals damage damage to your ally, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

Eredar Firestrider, 2, Horde (Drums-167C)
• Ally—Blood Elf Mage, 2 [Arcane] / 1 Health
  Once per turn: (1) >>> Interrupt target card unless its controller pays (1).

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.

Erien Moonglow, Alliance (Iliadan-5)
• Hero—Night Elf Druid (Balance).
  Mining/Alchemy, 27 Health
  On your turn: (X), Flip Erien, shuffle X Balance abilities from your graveyard into your deck >>> Erien deals X nature damage to target ally.

Erondra Frostmoon, Alliance (Scourgewar-3)
• Hero—Night Elf Death Knight (Unholy).
  Blacksmithing/Inscription, 29 Health
  If you control another Death Knight: Flip Erondra >>> Target ally has -2 [Health] this turn.

Errzig Goglicker, 6, Alliance (Drums-125C)
• Ally—Gnome Mage, 5 [Arcane] / 6 Health
  Arcane Resistance (Prevent all arcane [(Arcane)] damage that this ally would be dealt.)

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

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

E’sad, 1, Horde (Outland-157U)
• Ally—Troll Hunter, 4 [Ranged] / 2 Health
  When this ally enters play, target opponent puts the top card of his deck into his resource row face down.

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

Escape Artist, 1, Alliance (Dark Portal-129U)
• Instant Ability
  Gnome Hero Required <<p>> Choose one: Interrupt target ability that’s targeting your hero; or if your hero is defending, remove all attackers from combat.

Eskhandar’s Collar, 2, DrHuPaRoShWa (Onyxia-22R)
• Equipment—Item, Neck (1)
  Your hero has +1 ATK while in combat with an opposing hero. <<p>> Opposing heroes have -1 ATK while in combat with your hero.

Eskhandar’s Right Claw, 3, HuRoShWa (Molten Core-21K)
• Instant Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike
  You may remove an equipment from your hand from the game rather than pay this weapon’s cost.

Esonea, Alliance (Wrathgate-4)
• Hero—Draenei Warrior (Arms).
  Inscription/Tailoring, 30 Health
  Flip Esonea, discard a Warrior >>> Weapons you control have +3 ATK this turn.

The Essence Focuser, 2, DrPaPrSh (Legion-28I)
• Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
  If a hero or ally you control would heal damage, it heals that much +1 instead.

Essence Gatherer, 2, MaPrLo (Betrayer-236U)
• Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 1 Strike
  When an opposing ally is destroyed, you may play (1). If you do, draw a card.

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

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

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

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

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

The Essence of Mending, 4, PrSh (Honor-84C)
Instant Ability—Holy Restoration
Your hero heals 6 damage from each friendly hero and ally.

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

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

(Journey to Un’Goro, 2, DkPaWa (Drums-29U))
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed [Alliance] card into your hand and the rest on the bottom of your deck.

(Journey to Un’Goro, 2, DkPaWa (Worldbreaker-221U))
Equipment—Armor—Plate, Waist (1), 1 DEF [Activate], Destroy a Dragonkin you control.>>>
Draw two cards.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 4 Strike
Players can’t play allies. <p> Allies can’t be destroyed.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Ethereal Plunderer, 5 (Illidan-201R, Illidan Loot-3L)
Ally—Ethereal, 4 [Arcane] / 4 Health
When this ally leaves play, you may gain control of target equipment.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Evaax, Herald of Death, 6, Alliance (Throne-106U)
Ally—Draenei Death Knight, 3 [Melee] / 3 Health
Empower Death Knight: When this ally enter play, if you control a another Death Knight hero or ally, destroy target opposing ally.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Evasion, 6, Rogue (Betrayer-91R)
Ability—Combat
Ongoing: Prevent all combat damage that would be dealt to your hero.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Everfrost (Icecrown-213C)
Quest
Pay (6) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw two cards.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Everlasting Affliction, 3, Warlock (Elements-88R)
Ability—Affliction
Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.) <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked hero. <p> Ongoing: When damage is dealt this way, you may search your deck for a card named Everlasting Affliction and attach it to attached hero.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Everlasting Gold, 1, Mage (Honor-34C)
Ability—Frost
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached character, or 2 if that character didn’t attack on its controller’s last turn.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Eviscerate, 2, Rogue (Azeroth-97R)
Instant Ability—Assassination
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> Ongoing: Your hero deals 2+X melee damage to target hero or ally.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Evocation, 1, Mage (Dark Portal-50R)
Ability—Arcane
Ongoing: (2) >>>
Draw a card. <p> When a card leaves your hand, destroy this ability.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exarch Onaala, 8 (Illidan-175E)
Ally—Draenei Priest, Unique, 4 [Holy] / 8 Health
Aldor Reputation <p> On your turn: (5) >>>
This ally deals 4 unpreventable holy damage to target hero or ally. <p> On your turn: (4) >>>
This ally heals 14 damage from target hero or ally.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exarch Oreils, 6 (Betrayer-189E)
Ally—Draenei Paladin, Unique, 5 [Holy] / 7 Health
Aldor Reputation <p> Inspire: Ability, ally, equipment, hero, and resource.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exasperate, 2, Priest (Drums-53U)
Ability—Shadow
Target player discards a card for each [Shadow] ally you control.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exxaura the Cryptkeeper, Horde (Outland-11)
Hero—Undead Mage (Arcane).
Enchanting/Tailoring, 25 Health
On your turn: (2), Flip Exxaura >>> Remove two target ally in one graveyard from the game. Draw a card.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Excessive Force, 2, Rogue (Worldbreaker-88C)
Ability—Combat
Target ally has +3 ATK this turn. <p> Target ally has -3 ATK this turn.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Instant Ability—Fury
Destroy target damaged ally.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Executioner’s Mark, 1, Warrior (Twilight-96C)
Ability—Fury
Attach to target ally. <p> Ongoing: When attached ally is dealt damage, destroy it.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
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.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exemplar’s Blades, 1, Shaman (Illidan-86U)
Instant Ability—Enhancement
Attach to target ally. <p> Ongoing: Attached ally has +X ATK, where X is the highest [DEF] among armor you control.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exemplar’s Shield, 1, Paladin (Illidan-59U)
Instant Ability—Protection
Attach to target ally. <p> Ongoing: Attached ally has +X [Health], where X is the highest [DEF] among armor you control.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
Exhaustion, 2 (Azeroth-159C)
Instant Ability—Exhaustion
Exhaust target ally.

(Journey to Un’Goro, 2, DkPaWa (Crafted-8E))
The Exodar, Alliance (Gladiators-206R)
Location—City
Draenei Hero Required <p> (1), [Activate] >>>
Draenei you control have +1 ATK this turn.
Exodar Peacekeepers, 2, Alliance (Outland-117C)
Ally—Draenei Warrior, Unlimited, 2 [Melee] / 1 Health
When this ally enters play, it heals 1 damage from target hero or ally for each ally named Exodar Peacekeepers you control.

Exorcism, 1, Paladin (Legion-57U)
Instant Ability—Holy
Destroy target Demon ally or Undead ally.

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

Expertise of Steel, 2, Warrior (Wrathgate-86R)
Ability—Arms
Ongoing: If an opposing ally was destroyed this turn: (1, [Activate] >>>) Your hero deals 1 fire damage to each opposing hero and ally.

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

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

Explosive Trap, 4, Hunter (Honor-28U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <> Destroy target attacking ally. If you do, exhaust all other heroes and allies in its party.

Expose Armor, 2, Rogue (Azeroth-98R)
Ability—Assassination
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <> Destroy X target armor.

Extract of Necromantic Power, 1, DkLo (Scourge war-229R)
Equipment—Item, Trinket (2)
As each turn starts, <> [Warlock] Hero:
Prevent the next 3 melee ([Melee]) damage that would be dealt to your hero this turn. <> [Death Knight] Hero: Prevent the next 3 non-meelee damage that would be dealt to your hero this turn.

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

Expiation, 1, Priest (Honor-193C)
Quest
On your turn: Pay (7) to complete this quest. <> Reward: Draw three cards.

Eye of Flame, 2, MLo (Azeroth-287R)
Equipment—Armor—Cloth, Head (1), 0 DEF (1), Exhaust your hero >>> If your hero dealt fire damage this turn, it deals 1 fire damage to target hero or ally.

Eye of Kilrogg, 2, Warlock (Dark Portal-105C)
Ability—Demonology
Look at target opponent’s hand and choose a card. Remove that card from the game.

Eye of Magtheridon, 1, DrMaPaPrShLo (Magtheridon-10R)
Equipment—Item, Trinket (2)
If 1 would be rolled on a die, you may change it to any value on that die instead.

Eye of Rend, 1, DrHuRo (Azeroth-288U)
Equipment—Armor—Leather, Head (1), 0 DEF Weapons you control have +1 ATK.

Eye of the Storm (Honor-204C)
Location—Battleground (4)
When you play a card, add an honor counter.
<> [Activate]. Remove four honor counters >>> Exhaust up to four target heroes and/or allies.

“Eyeball” Jones, 1, Horde (Iliidan-153U)
Ally—Undead Rogue, 1 [Melee] / 2 Health
When this ally deals combat damage to a hero or ally, exhaust that character, and it can’t ready during its controller’s next ready step.

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

Exxtra Phoenix, 6, Horde (Legion-182C)
Ally—Tauren Hunter, 1 [Ranged] / 8 Health
Ferocity (This ally can attack immediately.) <> When this ally readies, he deals 2 ranged damage to target hero or ally.

Face Smash, 4, Alliance (Azeroth-150C)
Instant Ability
Target ally has “[Activate] >>> Destroy target ally” this turn.

Faceless Sapper, 2 (Throne-200C)
Monster Ally—Faceless One Priest, 2 [Shadow] / 2 Health
Engage (As this ally enters play, you may reveal the top card of your deck.) <> 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.

Faces from the Past, 7, Priest (Iliidan-68R)
Ability—Holy
Put any number of target allies from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Fading Glow, 3, MaPrLo (Wrathgate-188C)
Equipment—Weapon—Wand, Ranged (1), 1 [Holy], 1 Strike
When combat damage is dealt with this weapon, your hero heals 2 damage from itself.

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

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

Faerlinna’s Madness, 1, MaPrLo (Naxxramas-13R)
Equipment—Armor—Cloth, Head (1), 1 DEF
On your turn: [Activate], Turn a resource you control face down >>> Turn target opposing resource face down.

Faesha Firewalker, 1, Horde (Outland-159U)
Ally—Blood Elf Hunter, 2 [Ranged] / 1 Health
Destroy a resource you control >>> This ally has Long-Range this turn. (Defenders deal no combat damage to it.)

Faith Healer’s Boots, 4, DrPrSh (Outland-197E)
Equipment—Armor—Clth, Feet (1), 0 DEF
If your hero healed damage this turn: [Activate] >>> Put an ally from your graveyard into your hand.

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.

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

Falam of the Glen, 1, Alliance (Betrayer-135C) 
Ally—Night Elf Druid, 1 [Nature] / 2 Health 
When this ally is destroyed, if an opponent controls more resources than you, you may put this ally from the graveyard into her owner’s resource row face down and exhausted.

Falcore, 4, Alliance (Drums-126C) 
Ally—Night Elf Hunter, 3 [Ranged] / 1 Health 
Long-Range (Defenders deal no combat damage to this ally.) <p> Shadowmeld (Elusive and Untargetable while ready.)

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

Fall Back, 2 (Azeroth-160C) 
Instant Ability
Put target ally you control into its owner’s hand.

The Fall of the Betrayer (Black Temple-12R) 
Quest 
Pay (2) to complete this quest. <p> Reward: If target opposing hero’s printed [Health] is more than your hero’s, draw a card.

Fallenstar, Alliance (Betrayer-11) 
Hero—Night Elf Warrior (Traitor), Mining/Blacksmithing, 30 Health 
On your turn: (2), Flip Fallenstar >>> Fallenstar deals 2 melee damage to target undamaged hero or ally.

Falling to Corruption (Legion-299C) 
Quest 
Destroy two resources you control and pay (1) to complete this quest. <p> Reward: Draw two cards.

Fallenstar, Alliance (Betrayer-2) 
Hero—Night Elf Warrior (Fury), Mining/Blacksmithing, 30 Health (1), Flip Fallenstar >>> Damaged allies you control have +2 ATK this turn.

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

Famish the Binder, Horde (Illidan-20) 
Hero—Dreadlord Demon, 28 Health 
Front]: (3), Destroy three [Horde] allies you control >>> Flip Famish face down. 
[Back]: [Horde] allies you control have Ferocity.

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

Fanblade Pauldrons, 2, PaWa (Betrayer-222U) 
Equipment—Armor—Plate, Shoulder (1), 0 DEF 
Exhaust your hero >>> This armor has +4 [DEF] this turn.

Fang, 2, Hunter (Scourgewar-45C) 
Ally—Wolf, Pet (1), 2 [Melee] / 4 Health 
Protector <p> Allies you control have Assaul 1.

Fang of the Crystal Spider, 2, HuRoShWa (Azeroth-320R) 
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike 
When your hero deals combat damage to a hero, that hero’s controller can’t play cards or strike with weapons this turn.

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

Far Sight, 1, Shaman (Illidan-87C) 
Ability—Enhancement 
Look at the top five cards of your deck. Choose one, shuffle the rest into your deck, then put that card on top.

Farander Shadesurge, 5, Horde (Scourgewar-173C) 
Ally—Blood Elf Priest, 4 [Shadow] / 5 Health 
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

The Fare of Lar’korwii (Outland-233R) 
Quest 
Pay (3) to complete this quest. <p> Reward: Allies in your hand are instant this turn until you play an ally.

Farseer 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.

Fa’tali, 6, Horde (Azeroth-236C) 
Ally—Troll Warrior, 3 [Melee] / 6 Health 
Protector <p> At the start of each turn, this ally heals 1 damage from herself.

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

Father Gustav, 3 (Citadel Raid-81C, Wrathgate-163C) 
Ally—Human Priest, Unique, 1 [Holy] / 5 Health 
Argent Crusade Reputation <p> You pay (1) less to play Unique allies, to a minimum of (1).

Favor of Acherus, 2, Death Knight (Citadel-1U) 
Ability—Blood 
Ongoing: Allies and weapons you control have Assaul 1 for each Disease attached to opposing heroes.

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

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

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

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

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

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

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

Favor of the Light, 1, Paladin (Twilight-56C) 
Ability—Holy Blessing 
Attach to target friendly ally. <p> Ongoing: 
Attached ally has Assaul 2 <p> When attached ally is destroyed, your hero heals 5 damage from target hero or ally.
Favor of the Nether, 2, Warlock (Twilight-88C) Ability—Destruction
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2.** <p> When attached ally is destroyed, your hero deals 1 fire damage to each opposing hero and ally.

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

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

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

Feast of Flame, 2, MaLo (Wrathgate-94U) Ability—Fire Destruction
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each Mage and Warlock you control.

Feeding Frenzy, 1, Hunter (Betrayer-49U) Ability—Traitor
**Traitor Hero Required** <p> As an additional cost to play, destroy any number of allies you control. <p> Target Pet you control has +2 ATK this turn for each ally destroyed this way.

Feera Quickshot, Alliance (Gladiators-3) Hero—Drakeni Hunter (Marksmanship), Alchemy/Jewelrycrafting, 28 Health (1), Flip Feera >>> You pay (2) less the next time you strike with a Ranged weapon this turn.

Feign Death, 3, Hunter (Betrayer-50R) Instant Ability—Survival
Play only if your hero is defending or the target of an opposing card or effect. <p> Interrupt all cards and effects, then end the turn.

Feint, 0, Rogue (Illidan-77C) Instant Ability—Combat
Remove target attacker from combat.

Fel-Acid Breath, 2, Shaman (Black Temple Raid-17U) Ability—Traitor
**Traitor Hero Required** <p> Target opponent chooses three allies he controls, in order. Your hero deals 3, 2, and 1 nature damage to them, respectively.

The Fel and the Furious (Class-226C, Illidan-241C) Quest
If your hero has more damage than an opposing hero: Pay (1) to complete this quest. <p> Reward: Draw a card.

Fel Armor, 8, Warlock (Dark Portal-106R) Ability—Demonology
Ongoing: If your hero would deal damage with an ability, it deals that much +2 instead. <p> If a hero or ally would heal damage from your hero, it heals that much +2 instead.

Your hero deals 2 fire damage to each non-Demon hero and ally.

Fel Cannon, 3 (Legion-249U) Ally—Mechanical, 1 [Fire] / 4 Health
When a player plays a card, this ally deals 2 fire damage to that player’s hero.

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

Fel Domination, 2, Warlock (Dark Portal-107R) Ability—Demonology
**Demonology Talent** *(You can’t put Affliction Talents or Destruction Talents in your deck.)* <p> Ongoing: At the start of your turn, add a dominate counter. <p> Destroy this ability >>> You may put a Pet from your hand into play if its cost is less than or equal to the number of dominate counters.

Fel Fire, 2, Warlock (Betrayer-112C) Ability—Affliction
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character. <p> (3) >>> Your hero deals 1 fire damage to attached character.

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

Fel Fury, 3, Warlock (Iccrown-76U) Ability—Destruction
Ongoing: At the start of your turn, your hero deals 1 fire damage to each non-Demon hero and ally. Then destroy this ability if you control no Demons.

Fel Geyser, 2, Druid (Black Temple Raid-11U) Ability—Traitor
**Traitor Hero Required** <p> Ongoing: Opposing quests have “As an additional cost to complete, turn another quest you control face down.”

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

Fel Infernal, 4, Warlock (Iccrown-77U) Ally—Infernal Demon, Pet (1), 4 [Fire] / 4 Health
When you discard a card, you may pay (1). If you do, this ally deals 1 fire damage to each opposing hero and ally.

Fel Leather Gloves, 3, DrRo (Legion-261U) Equipment—Armor—Leather, Hands (1), 0 DEF
When a resource enters play, put 2 damage on its controller’s hero.

Fel Pact, 6, Warlock (Legion-106R) Ability—Demonology
Attach to target Demon ally. <p> Ongoing: Attached ally can’t be destroyed.

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

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

Fel Trade, 2, Warlock (Citadel-9U) Ability—Demonology
Destroy any number of allies you control. Then, search your deck for an ally with cost less than or equal to the combined cost of cards destroyed this way and put it into play.

Felbender Lara, Alliance (Scourgewar-4) Hero—Human Warlock (Affliction), Tailoring/Alchemy, 28 Health
If you control another Warlock: Flip Lara >>> Lara deals 3 shadow damage to target hero or ally with an attachment.

Felendren the Banished, Horde (Dark Portal-300R) Quest
Blood Elf Hero Required <p> On your turn: Remove a non-token ally you control from the game and pay (2) to complete this quest. <p> Reward: Draw two cards.

Feline Grace, 2, Druid (Scourgewar-35C) Instant Ability—Feral Cat Form, Form (1)
Ongoing: (2), [Activate] >>> Ready your hero. <p> Your hero has **Cat Form.** *(+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)*

Felsteel Reaper, 8, PaWa (Crafted-5E) Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
This weapon has +1 ATK for each resource you control.
Ferandus Duskfall, 4, Alliance (Scourgewar-131C)
Ally—Night Elf Death Knight, 3 [Shadow] / 4 Health
Protector—When this ally defends, you may ready target weapon.
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.
Ferociousness, 1, Druid (Illidan-28C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: When your hero protects, draw a card.

<>
Protector—When this ally defends, you may ready target weapon.
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.
Ferociousness, 1, Druid (Illidan-28C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: When your hero protects, draw a card.

Ally you control has Ass and/or Subtlety Talents in your deck.)
Feral Charge, 2, Druid (Drums-22R)
Instant Ability—Feral
Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.)
<> Play only if you control a Bear Form. < > Interrupt target card.
Feral Dominion, 2, Druid (Icecrown-25U)
Ability—Feral
Ongoing: (1), [Activate] >>> Target Druid you control has Assault 1 or Protector this turn.
Feral Energy, 2, Druid (Illidan-27R)
Ability—Feral
Ongoing: While you control a Cat Form, when your hero deals combat damage to a defending hero, you may pay (1). If you do, its controller discards a card.
Feral Instinct, 1, Druid (Legion-23R)
Instant Ability—Feral
Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.)
<> Ongoing: While you control a Cat Form, your hero has +2 ATK while attacking an exhausted defender. 
<> While you control a Bear Form, your hero has +4 ATK while protecting.
Feral Rage, 5, Druid (Azeroth-21R)
Ability—Feral
Ongoing: While you control a Bear Form, when your hero is dealt combat damage, you may pay (1). If you do, draw a card.
Feral Spirit, 4, Shaman (Scourgewar-86R)
Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.)
<> Put two 4 [Melee] / 4 Health, Spirit Wolf ally tokens into play with Protector.

Finkel Einhorn, At Your Service! (Dark Portal-316C)
Quest
On your turn: Pay (3) to complete this quest. <> Reward: Put an ally with cost 2 or less from your graveyard into play.
Finkle’s Lava Dredger, 4, DrPa (Molten Core-22R)
Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
At the end of your turn, if an opponent controls more resources than you, you may put the top card of your deck into your resource row face down and exhausted.

Feltsle Whi Knives, 1, Rogue (Illidan-225R)
Equipment—Weapon—Knife, Ranged (1), 2 [Ranged], 1 Strike
Thrown (When you strike with this weapon, your hero has Long-Range this combat. At the end of this turn, put this weapon from play into its owner’s hand.)
Felsstrider, 2, RoWa [Dark Portal-273E] Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike (5), Destroy this weapon >>> Destroy target ally.
Feludius, 6 (Twilight-171R)
Ally—Water Elemental Ascendant, Feludius (1), 7 [Frost] / 4 Health
When this or another [Frost] card you control is destroyed, you may play the top card of your deck. If you do, you may put it into your graveyard. <> [Frost] allies you own everywhere have “Stash: Put a 2 [Frost] / 1 Health [Water Elemental ally token into play.”
Fenton Guardmont, 2, Alliance (Worldbreaker-136C)
Ally—Worgen Warrior, 1 [Melee] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<> Aberration (Prevent all non-combat damage that would be dealt to this ally.)
Ferric Spellbinder, 3, Horde (Azeroth-237E)
Ally—Blood Elf Mage, 3 [Frost] / 2 Health
<> (1), Remove this ally from the game >>> Players can’t draw cards this turn.
Field Commander Foggo, 6, Alliance (Scourgewar-132C)
Ally—Gnome Warlock, 6 [Shadow] / 5 Health
<> (1), Discard a card >>> This turn, friendly heroes and allies can protect this ally.
Field Commander Olinnae, 7, Alliance (Dark Portal-163U)
Ally—Draenei Warrior, 6 [Melee] / 5 Health
Protector—All other allies you control have Protector.
Field Repair Bot 74A, 1 (Dark Portal-243U)
Ally—Repair Bot, Unique, 0 [Melee] / 2 Health
Friendly heroes have “(1), [Activate] >>> Put an equipment from your graveyard into your hand.”
Fierce Cat Form, 3, Druid (Twilight-31U)
Instant Ability—Feral Cat Form, Form (1)
Target ally has Assault 2 this turn. <> Ongoing: Your hero has Assault 1.
A Fiery Reunion (Twilight-212C)
Quest
If a hero or ally you controlled dealt fire (Fire) damage this turn: Pay (2) to complete this quest. <> Reward: Draw a card.
Fight or Flight, 1, Rogue (Illidan-78U)
Instant Ability—Subtlety Poison
Choose one: Target hero has Stealth this turn; or attack to target hero or ally that your hero dealt combat damage to this turn. <> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character.
Fillet, Knucklecrusher Extraordinaire, Alliance (Class-10, Outland-2)
Hero—Gnome Warrior (Fury), Blacksmithing/Minning, 30 Health
<> (3), Flip Filter >>> Allies you control have +1 ATK this turn.
Filthy Tricks, 6, Rogue (Outland-67R)
Ability—Assassination Combo
Ongoing: Cards in your graveyard are Combos.

A Final Blow (Legion-300C)
Quest
If you played an equipment this turn: Pay (1) to complete this quest. <> Reward: Draw a card.
The Final Message to the Wildhammer, Horde (Drums-244C)
Quest
On your turn: Pay (2) to complete this quest. <> Reward: Draw a card. Put a Message item into play with “If your hero would be dealt damage, it’s dealt that much +1 instead.” At the start of your next turn, remove that item from the game.
A Final Sacrifice, 1, Warrior (Gladiators-78C)
Instant Ability—Fury
Target hero or ally you control has +3 / +3 this turn. At the start of the next turn, destroy it.
Final Voyage, 2, Hunter (Wrathgate-189R)
Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. <> This weapon has Assault 1 for each card in opposing hands.
Find Weakness, 2, Rogue (Betrayer-92R)
Ability—Assassination
Assassination Talent (You can’t put Combat Talents or Subtlety Talents in your deck.)
<> Ongoing: When you remove one or more Combos from your graveyard to play a Finishing Move, your hero deals that much melee damage to target hero or ally.
Finding the Source (Worldbreaker-259C)
Quest
Pay (3) to complete this quest. <> Reward: Reveal the top five cards of your deck. Put a revealed quest or location into your hand and the rest on the bottom of your deck.
Fingers of Frost, 5, Mage (Icecrown-42R)
Ability—Frost
Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck.)
<> If you have ten or more cards in your hand, opposing cards can’t attack or exhaust until the start of your next turn.
Finishing Shout, 5, Warrior (Illidan-107U)
Instant Ability—Fury Shout
Ongoing: Allies you control have +1 / +1. <> Opposing allies have -1 / -1.

Wow TCG OCR – 04 09 2012
47 / 146
Fire and Brimstone, 4, Warlock (Crown-47R)
Ability—Destruction

**DeSTRUCTION TALENT (You can’t put Affliction Talents or Demonology Talents in your deck.)**

- Destroy target ability, ally, or equipment.

Fire and Ice, 3, MaSh (Drums-98C)
Instant Ability—Fire Frost Elemental
Your hero may deal 2 fire damage to target hero or ally, and it may deal 1 frost damage to a second target hero or ally. A character dealt frost damage this way can’t attack this turn.

Instant Ability—Fire
Your hero deals 2 fire damage to target hero or ally.

Fire Elemental Totem, 2, Shaman (Outland-77C)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: When this Totem enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play with Ferocity. <p> (Totem can’t attack.)

Fire-Etched Dagger, 3, DrMaPrShLo (Element-194U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike
When this weapon enters play, you may put target Dragonkin ally from your graveyard into your hand. <p> (2), Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragonkin you control.

Fire Nova Totem, 1, Shaman (Dark Portal-93U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the start of your turn, destroy this Totem. If you do, it deals 3 fire damage to each opposing hero and ally. <p> (Totem can’t attack.)

Fire Power, 3, Mage (Horde Mage-6R, Legion-46R)
Ability—Fire

**Fire TALENT (You can’t put Arcane Talents or Frost Talents in your deck.)**

- Ongoing: When you play a Fire ability or [Fire] card, your hero may deal 1 fire damage to target hero or ally.

Fire the Cannon (Twilight-211C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Fire] card into your hand and the rest on the bottom of your deck. (A [Fire] card is a card with [Fire] in its lower-left corner.)

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

Firelands (Elements-219R)
Location
On your turn, if a hero or ally you controlled dealt fire ([Fire]) damage this turn (2), [Activate] >>> Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> When a Fire Elemental enters play under your control, remove the top two cards of target player’s deck from the game.

The Firelord’s Gift, 3 (Elements-104U)
Ability
Ongoing: When this ability enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has Ferocity this turn.

Firemaw of Destruction, 6, ØkPaShWa (Honor-172U)
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
You pay (3) less to strike with this weapon if an opposing card was destroyed this turn.

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

Firewielding Signets (Betrayer-247C)
Quest
Scrier Reputation (You can’t put cards with other reputations in your deck.) <p> (If you control an ally with Sabotage, pay (1) to complete this quest. <p> Reward: Draw a card.

First Responder Avaressa, 3, Alliance (Illidan-124C)
Ally—Draenei Paladin, 1 [Holy] / 5 Health
**Protector**—At the start of your turn, this ally heals 2 damage from target hero or ally.

First Responder Margan, 2, Alliance (Illidan-125C)
Ally—Draenei Mage, 2 [Arcane] / 1 Health
**Elusive**—At the start of your turn, this ally heals 2 damage from target hero or ally.

First to Fall, 2 (Dark Portal-141C)
Instant Ability
Destroy target protecting ally.

Fist of the Deity, 4, RoSh (Wrathgate-190R)
Instant Equipment—1H Weapon—Fist, Melee (1), 2 [Melee], 0 Strike
Your hero has [Dual Wield]. <p> When this weapon enters play, it has +2 ATK this turn.

Fists of Mukoa, 3, HuSh (Gladiators-162U)
Equipment—Armor—Mail, Hands (1), 2 DEF
While you control no weapons, your hero has +1 ATK while attacking.

Fit of Rage, 2, Warrior (Icercrown-83R)
Ability—Fury
Ongoing: (2), [Activate], Destroy an equipment you control >>> Your hero deals melee damage to target hero or ally equal to that equipment’s cost.

Fizzle, 1, Mage (Outland-40U)
Instant Ability—Arcane
Interrupt target ability with cost 3 or less.

Fire Bending Ta’jin, 6, Horde (Illidan-154I)
Ally—Troll Mage, 4 [Fire] / 3 Health
When this ally enters play, gain control of target ableity. If it’s attached, you may reattach it.

Fire Burst, 4, Mage (Icercrown-43C)
Ability—Fire
Attach to target hero or ally, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Flame Keeper Rizzli, Horde (Twilight-16)
Hero—Goblin Mage, 25 Health
[Front]: (5) >>> Flip Rizzli face down.
[Back]: At the start of your turn, Rizzli may deal fire damage to target hero or ally equal to the ATK of a [Fire] ally you control.

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

Flame Orb, 2, Mage (Twilight-49R)
Ability—Fire
Attach to target opposing hero. <p> Ongoing: At the start of your turn, add a ember counter to this ability, and your hero deals 1 fire damage to attached hero. Then, you may destroy this ability. If you do, your hero deals 1 fire damage to target hero or ally for each ember counter that was on this ability.

Flame Pillar Leggings, 2, MaPrLo (Twilight-180C)
Equipment—Armor—Cloth, Legs (1), 1 DEF
At the start of your turn, your hero may deal 1 fire damage to target hero.

Flame Shock, 3, Shaman (Dark Portal-94C)
Instant Ability—Elemental
Attach to target hero or ally, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Flame Wrath, 4, HuPaWa (Azeroth-321R)
Equipment—2H Weapon—Polearm, Melee (1), 2 [Melee], 3 Strike
When your hero deals combat damage with this weapon, your hero deals 1 fire damage to each opposing hero and ally.

Flamebringer Gaxix, 6, Horde (Twilight-136U)
Ally—Goblin Mage, 6 [Fire] / 5 Health
This ally has +2 / +2 while you control another [Fire] card.

Flamesinger Zara, 3, Alliance (Crown-83C)
Ally—Draenei Mage, 2 [Fire] / 4 Health
**Elusive** (This ally can’t be attacked.)

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

Flametongue Weapon, 2, Shaman (Dark Portal-95U, Twilight-81U)
Instant Ability—Enhancement
Attach to target Melee weapon you control. <p> Ongoing: When you strike with attached weapon, your hero deals 1 fire damage to target hero or ally.
Flare, 0, Hunter (Worldbreaker-47C)
Instant Ability—Marksmanship
Opposing heroes and allies lose and can't have 
Elusive, Stealth, and Untargetable this turn.

Flare of the Heavens, 2, HuMa (Icercrown-179R)
Equipment—Item, Trinket (2)
[Hunter] Hero: At the start of your turn, you may 
look at the top card of an opponent’s deck. You 
may put it into his graveyard. <p> [Mage] Hero: At 
the start of your turn, you may look at the 
top card of your deck. You may put it into 
your graveyard.
Flash Freeze, 3, Mage (Elements-52C)
Instant Ability—Frost
Attach to target ally. <p> Ongoing: Attacked ally 
can’t attack or exhaust.

Flash Heal, 1, Priest (Alliance Priest-6C, 
Azeroth-78C, Class-71C, Horde Priest-6C, 
Worldbreaker-76C)
Instant Ability—Holy
Your hero heals 4 damage from target hero or 
ally.

Flash of Brilliance, 3, Mage (Wrathgate-45R)
Ability—Arcane
Ongoing: At the start of your turn, you may 
destroy this ability. If you do, search your 
collection for an Ongoing [Mage] ability, reveal 
it, and put it into your hand.
Flash of Light, 1, Paladin (Betrayer-73C, 
Elements-56C)
Instant Ability—Holy
Your hero heals all damage from target ally. 
Draw a card.

Flash of Steel, 4 (Dark Portal-142C)
Ability
Your hero deals 3 melee damage to target hero 
or ally.

A Flawless Advance, 3, Warrior (Gladiators-79R)
Ability—Fury
Ongoing: When an ally with cost equal to the 
number of resources you control enters your 
party, add a strength counter. <p> Allies you 
control have +1 / +1 for each strength counter.

Flawless Defense, 4, Warrior (Wrathgate-87U)
Ability—Protection
Ongoing: Your hero has Protector. <p> Your 
hero has +1 ATK while defending.

The Flawless Flame (Outland-234C)
Quest
Pay (2) to complete this quest. <p> Reward: 
Target ally can’t protect this turn.

Flesh Eating Poison, 4, Rogue (Alliance Rogue- 
5U, Wrathgate-66U)
Instant Ability—Poison
Attach to target hero or ally that was dealt 
combat damage by your hero this turn. <p> Ongoing: 
At the start of your turn, your hero 
deals 5 nature damage to attached character.

Fleshwerk Throwing Glaive, 2, RoWa 
(Scourgewar-237R)
Equipment—Weapon—Shuriken, Ranged (1), 2 
[Ranged], 1 Strike
Thrown <p> [Rogue] Hero: This weapon has +1 ATK <p> [Warrior] Hero: You pay [1] less to 
strike with this weapon.

Fletcher’s Gloves of the Phoenix, 3, HuSh ( Honor 
Crafted-1E)
Equipment—Armor—Mail, Hands (1), 2 DEF
You can play this armor from your graveyard. <p> [Activate] >>> Target ally has Long-Range 
and Fire Resistance this turn.

Flickers from the Past, 7, Mage (Illidan-49R)
Ability—Arcane
Put any number of target Ongoing abilities from 
your graveyard into play if their combined cost 
is less than or equal to the number of resources 
you control.

Flight Form, 3, Druid (Outland-21U)
Instant Ability—Feral, Form (1)
Ongoing: Your hero has Untargetable. <p> When 
you play an ability or your hero attacks, 
destroy this ability.

Flint Shadowmore, 3, Alliance (Scourgewar- 
133E)
Ally—Human Rogue, Unique, 5 [Melee] / 3
Health
If this ally would deal combat damage, he may 
deal that much divided as you choose among 
your number of opposing heroes and/or allies 
instead.

Floating Web, 5, DkPaWa (Aftermath Justice 
11E)
Equipment—Weapon—Cloth, Back (1), 2 DEF
When this armor enters or leaves play, add a +1 [DEF] 
counter to this and each other armor you 
control.

Fluid Death, 4, HuRoSh (Worldbreaker Badge- 
11E)
Equipment—Item, Trinket (2)
When an ally you control deals combat damage 
to a hero, add a depth counter to this item. <p> Your 
hero has Assault 1 for each depth counter 
on this item.

Foam Sword Rack, 4 (Gladiators-92R, Gladiators 
Loot-3L)
Ability
Ongoing: Each hero has “(1) >>> This hero deals 
½ melee damage to target hero.”

Focus Magic, 4, Mage (Throne-47R)
Ability—Arcane
Arcane Talent (You can’t put Fire Talents or 
Frost Talents in your deck) <p> Reveal the top 
card of your deck and put it into your hand. 
Then, search your deck for up to three cards 
with the same name as the revealed card, reveal 
them, and put them into your hand.

Focused Dispel, 3, Priest (Elements-65C)
Instant Ability—Discipline
Destroy up to two target abilities.

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

Focused Will, 7, Priest (Gladiators-49R)
Ability—Discipline
Discipline Talent (You can’t put Holy Talents or 
Shadow Talents in your deck) <p> Ongoing: At 
the start of your turn, switch all damage on your 
hero with the damage on target opposing hero.

Fool’s Gold, 3 (Twilight-104R, Twilight Loot-2L)
Ability
Ongoing: At the end of your turn, each opponent 
draws a card. <p> On your turn: Destroy 
another ability, ally, or equipment you control 
>>> Target player gains control of this ability.

The Footsteps of Illidan, 2 (Illidan-116U, Illidan 
Loot-1L)
Ability
Attach to target hero or ally. <p> Ongoing: 
Attached character is also a Demon.

Footwraps of Vile Deceit, 4, DrRo (Naxxramas- 
14R)
Equipment—Armor—Leather, Feet (1), 2 DEF
When this armor enters play, target an opposing 
equipment. You control it while this armor 
remains under your control.

For Great Honor, Horde (Honor-201C)
Quest
Pay (1) to complete this quest. <p> Reward:
Reveals the top three cards of your deck. Put a 
revealed card with an odd cost of 1 or more into 
your hand and the rest on the bottom of your 
deck.

For the Horde!, Horde (Azeroth-344U)
Quest
Pay (1) to complete this quest. <p> Reward: 
Horde allies you control have +1 ATK while 
attacking this turn.

Forager Cloudbloom, 1, Horde (Horde Druid- 
15U, Illidan-155U)
Ally—Tauren Druid, 1 [Arcane] / 1 Health
When this ally readsies, draw a card.

Forager Hoofbeat, 5, Horde (Illidan-156C)
Ally—Tauren Warrior, 3 [Melee] / 5 Health
Protector <p> When this ally readsies, draw a 
card.

Forang Deathrattle, Horde (Class-19, Legion-13)
Hero—Orc Warlock (Afflication), 
Enchanting/Herbalism, 28 Health
On your turn: [3], Flip Forang >>> Forang deals 
2 shadow damage to target hero or ally and 
heals 1 damage from himself for each damage 
dealt this way.
Forbidden Knowledge, 8, Warlock (Azeroth-124R) 
Ability—Demonology
Remove your deck from the game. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

Force Commander Danath Trollbane, 7, Alliance (Legion-147E) 
Ally—Human Warrior, Unique, 6 [Melee] / 7 Health 
Protector <p> When this ally enters play, destroy target [Horde] ally.

Force of Nature, 4, Druid (Outland-22R) 
Ability—Balance 
Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck) <p> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play with Ferocity.

Forces of Jaedenar (Legion-301C) 
Quest <p> If you played an ability this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Forfdragon Hold, Alliance (Class Promo-12R, Wrathgate-218R) 
Location <p> [Activate] >>> Target [Alliance] hero or ally you control has Assault 1 this turn. <p> If you control an ally with Bolvar in its name: 
[Activate] >>> [Alliance] heroes and allies you control have Assault 1 this turn.

Forest Stalker’s Bracers, 3, DrRo (Drums-207U) 
Equipment—Armor—Leather, Wrist (1), 1 DEF 
>>> Target hero or ally has Stealth this turn. <p> (It can’t be protected against.)

Forge Camp: Annihilated (Legion-302C) 
Quest <p> Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put one into your hand and the other on the bottom of your deck.

Forged of Shadow and Flame (Alliance Warrior-26C, Elements-211C) 
Quest <p> If you control an equipment: Pay (3) to complete this quest. <p> Reward: Draw a card.

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

Form of the Serpent, 3, Druid (Betrayrer-39R) 
Instant Ability—Traitor, Form (1) 
Traitro Hero Required <p> Ongoing: When your hero attacks, add a poison counter. Your hero has +1 ATK this combat for each poison counter. <p> Remove all poison counters >>> Your hero deals 1 nature damage to target ally for each counter removed this way.

The Formation of Felbane (Legion-303U) 
Quest <p> Pay (7) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest into your hand and the rest on the bottom of your deck.

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).

Fortify, 1, PaWa (Iccrown-91U) 
Instant Ability—Protection 
Your hero has Protector this turn. <p> Your hero has +X ATK while protecting this turn, where X is the cost of target non-hero Paladin or Warrior you control.

Fortifying Shout, 5, PrWa (Honor-85C) 
Ability—Discipline Fury Shout 
Ongoing: Heroes and allies you control have +2 [Health].

Fortune Telling, 8 (Dark Portal-143R, Dark Portal Loot-3L) 
Ability 
Turn your deck over.

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

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

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

Freeze, 2, Mage (Scourgewar-53U) 
Ability—Frost 
Attach to target opposing ally or weapon. <p> Ongoing: Attached card can’t attack or exhaust. 
<p> Death Rattle (When this ability enters your graveyard from anywhere): Target opposing ally or weapon can’t attack or exhaust this turn.

Freezing Arrow, 3, Hunter (Iccrown-35C) 
Instant Ability—Survival 
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Remove target opposing attacker from combat. It can’t ready during its controller’s next ready step.

Freezing Band, 3, MaPrLo (Legion-271E) 
Equipment—Item, Ring (2) 
Each opponent can’t draw more than one card per turn.

Freezing Trap, 4, Hunter (Outland-29C) 
Instant Ability—Survival 
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Attach to target attacking ally and remove it from combat. <p> Ongoing: Attacked ally can’t attack or protect, and loses and can’t have powers.

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

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

Freya Lightsworn, 2, Alliance (Azeroth-183C) 
Ally—Dwarf Priest, 2 [Holy] / 2 Health 
[Activate] >>> This ally heals 3 damage from target hero or ally.

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

Fright, 1, Priest (Wrathgate-59C) 
Instant Ability—Shadow 
Target opponent puts an ally he controls into its owner’s hand.

Frigid Winds, 2, DrMa (Honor-86C) 
Instant Ability—Balance Frost 
Target hero or ally can’t attack this turn. Draw a card.

Frizzy Fuzzbumb, 1, Alliance (Crown-B4U) 
Ally—Gnome Mage, 1 [Arcane] / 1 Health 
Elusive (This ally can’t be attacked.) <p> [Activate] >>> Target ally has Elusive this turn.

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

Frizzle Stumblesbane, 3, Alliance (Twilight-109C) 
Ally—Gnome Priest, 3 [Shadow] / 3 Health 
Uncontrollable 
From the Shadows, 5, Alliance (Azeroth-151R) 
Ability 
Ongoing: All allies have Elusive.

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 Armor, 4, Mage (Betrayrer-59U) 
Ability—Frost 
Ongoing: (1), Remove an ability in your graveyard from the game >>> Target ally can’t attack this turn.
Frost Blast, X, Mage (Crown-22U)
Instant Ability—Frost
Your hero deals 1 frost damage to each of X target heroes and/or allies. Characters dealt damage this way can’t attack or protect this turn.

Frost-bound Chain Bracers, 2, HuSh (Icecrown-171R)
Equipment—Armor—Mail, Wrist (1), 1 DEF
When you strike with a weapon, your hero may deal 1 frost damage to target hero or ally. <p>Death Rattle: You pay (2) less to strike with weapons this turn.

Frost Burst, 1, DkSh (Scourgewar-116U)
Instant Ability—Frost Elemental
Target hero or ally has +4 ATK while attacking or protecting this turn.

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

Frost Funnel, 3, Mage (Outland-41C)
Instant Ability—Frost
Your hero deals 1 frost damage to each of up to two target heroes and/or alloys. A character dealt damage this way can’t attack 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 Presence, 5, Death Knight (Knight-8U)
Ability—Frost, Presence (1)
Ongoing: Opposing cards and effects must target your hero if able. <p>Your hero has +10 [Health] and Protector.

Frost Resistance Aura, 2, Paladin (Icecrown-49C)
Instant Ability—Protection, Aura (1)
Ongoing: Friendly allies have Frost Resistance while ready. (Prevent all frost ([Frost]) damage that would be dealt to them.)

Frost Resistance Totem, 1, Shaman (Icecrown-69U)
Instant Ability Ally—Enhancement, Fire Totem (1), 0 [Fire] / 1 [Health]
Ongoing: Friendly heroes and allies have Frost Resistance.<p>Totems can’t attack.

Frost Rune, 2, Death Knight (Icecrown-21U)
Ability—Frost, Rune (6)
As an additional cost to play, remove an ability in your graveyard from the game. <p>Ongoing: [Activate] >>> You pay (1) less to play your next card this turn.

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

Frost Strike, 3, Death Knight (Icecrown-22R)
Instant Ability—Frost
Frost Talent (You can’t put Blood Talents or Unholy Talents in your deck.) <p>Your hero deals frost damage to target hero or ally equal to the ATK of a weapon you control. <p>Up to X target opposing cards can’t attack or exhaust this turn, where X is the ATK of a weapon you control.

Frost Surge, 2, MaSh (Icecrown-92U)
Instant Ability—Frost Elemental
Your hero deals X frost damage to target hero or ally, where X is the cost of a non-hero Mage or Shaman you control. A character dealt damage this way can’t attack or exhaust this turn.

Frost Trap, 4, Hunter (Dark Portal-33R)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p>Remove all attackers from combat, and opposing heroes and allies can’t attack this turn.

Frost Ward, 1, Mage (Icecrown-44C)
Instant Ability—Frost
Your hero has Frost Resistance this turn. (Prevent all [Frost] (Frost) damage that would be dealt to it.) <p>When damage that an opposing hero or ally would deal is prevented this way, your hero may deal that much frost damage to target hero or ally.

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

Frostbite, 2, Mage (Betrayal-60R)
Ability—Frost
Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck.) <p>Ongoing: (1). Discard a Frost or [Frost] card >>> Opponents pay (2) more to play cards this turn.

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.

Frostbridge Orb, 0, DrMa (Icecrown-180R)
Equipment—Item, Off-Hand (1)
[Druid] Hero: Cards you control with Mend have an additional Mend 1. <p>[Mage] Hero: Cards you control with Assault have an additional Assault 1.

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

Frostguard, 4, PaRoWa (Drums-226U)
Equipment—1H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike
Allies you control have Frost Resistance. (Prevent all frost ([Frost]) damage that those allies would be dealt.)

Frostweave Bandage, 1, DkDrHuMaPaPrRoShLoWa (Icecrown-181U)
Equipment—Item—Bandage (1), Destroy this item >>> Your hero heals 4 damage from target hero or ally. <p>Death Rattle: Target hero or ally has Frost Resistance this turn.

Frostweaver Dakar’sith, 3, Horde (Icecrown-131R)
Ally—Blood Elf Mage, 3 [Frost] / 2 Health
Oposing heroes and allies can’t attack unless their controller exhausts two other cards he controls for each attacker.

Frostwolf Insignia, 2, Horde, DkDrHuMaPaPrRoShLoWa (Honour-168U)
Equipment—Item—Battleground, Trinket (2)
When you play a card, add an honor counter. If there are six or more on this item, destroy it. <p>When this item is destroyed this way, your hero heals 10 damage from target hero or ally.

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

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

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

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

Frozen Solid, 3, Mage (Wrathgate-46U)
Instant Ability—Frost
The nexttime target opponent would draw a card this turn, you draw one instead.

Fuel for the Fire, 5, Mage (Legion-47R)
Ability—Fire
Ongoing: Destroy a resource you control >>> Your hero deals 3 fire damage to target ally.

Fugu, 5, Alliance (Outland-118R)
Ally—Night Elf Priest, 3 [Shadow] / 5 Health
[Activate] >>> Gain control of target ally until end of turn.

Full Circle, 7, Paladin (Illidan-60R)
Ability—Holy
You may discard an ally. If you do, put a second target ally from your graveyard into play, then put a third target ally you control into its owner’s hand.

Fumdol 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.)<ref> Ongoing:
At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

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

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

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

Furious Kalla, 3, Horde (Gladiators-123U)
Ally—Orc Shaman, 4 [Frost] / 2 Health

Hardiness (If this ally would be dealt damage, prevent 1 of it.)<ref> When this ally attacks, you may put a Totem from your hand into play.

Furious Resolve, 2, (Dark Portal-144C)
Instant Ability
Attach to target ally. <ref> Ongoing: Attaching ally has +1/1 +1.

Furious Strike, 1, Warrior (Throne-85U)
Instant Ability—Fury
Your hero has +3 ATK this combat. <ref> 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.)

Furor, 3, Druid (Iliidan-29R)
Ability—Restoration

Restoration Talent (You can’t put Balance Talents or Feral Talents in your deck.)<ref> Ongoing: When you play a Form, you may ready up to X resources you control, where X is its cost.

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

Ferocity
Fusion Totem, 2, Shaman (Wrathgate-74U)
Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health
Ongoing: (1), Exhaust an Air Totem you control >>> Exhaust target ally. <ref> 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.)

Gauntlet of Deception, 1, Rogue (Drums-61C)
Instant Ability—Subtlety Combo
As an additional cost to play, exhaust two heroes and/or allies you control. <ref> Destroy target ally.

Garruk, 2, Hunter (Dark Portal-209U)
Ally—Tauren Warrior, Unique, 1 [Melee] / 1 Health

Gallant, 1, Mage (Crown-6R)
Ally—Elemental Mage, 1 [Arcane] / 1 Health

Gambit, 2, Rogue (Drums-61C)
Instant Ability—Subtlety Combo
As an additional cost to play, exhaust two heroes and/or allies you control. <ref> Destroy target ally.

Gandalf, 4, Mage (Crown-227U, Outland-235C)
Quest
Pay (5) to complete this quest. <ref> Reward: Draw two cards.

Ganuk, 1, Oracle (Drums-78U)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health

Elusive (This ally can’t be attacked.)<ref> (X), [Activate] >>> This ally deals X fire damage to target ally and itself.

Gahkuri, 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.

Galahandra, Keeper of the Silent Grove, 2, Alliance (Azeroth-184C)

Elusive <ref> (1), [Activate] >>> Exhaust target ally.

Gale Winds, 5, Druid (Iccrown-26R)
Ability—Balance

Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.)<ref> Ongoing: Abilities you control can be exhausted to pay costs as though they were resources.

Galvanize, 2, DKDr (Scourgewar-117U)
Ability—Unholy Balance
Ongoing: [Activate] >>> Choose one: Ally tokens you control have +1 ATK this turn or target ally token you control has +5 ATK this turn.

Galvak, 1, Mage (Crown-185U)
Ally—Gnome Warrior, 1 [Melee] / 1 Health
[Activate] >>> Ready your hero and a Weapon you control.

Gammon, 1, Horde (Dark Portal-209U)
Ally—Tauren Warrior, Unique, 1 [Melee] / 1 Health

Gang Up, 2, Rogue (Drums-61C)
Instant Ability—Subtlety Combo
As an additional cost to play, exhaust two heroes and/or allies you control. <ref> Destroy target ally.

Gardos Gravefang, 1, Alliance (Twilight-110U)
Ally—Worgen Death Knight, 2 [Melee] / 1 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)<ref> When this ally is destroyed, you may put target card in a graveyard on the bottom of its owner’s deck.

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

Garet Vice, 1, Alliance (Worldbreaker-138C)
Ally—Worgen Rogue, 2 [Nature] / 1 Health

Aberration (Prevent all non-combat damage that would be dealt to this ally.)

Gareth Ironshot, 5, Alliance (Class-131C, Legion-149C)
Ally—Dwarf Hunter, 2 [Ranged] / 6 Health

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

Gargoyles, 4, Death Knight (Elements-27R, Horde DK-6R)
Ally—Gargoyle, Pet (1), 5 [Nature] / 5 Health

Unholy Talent (You can’t put Blood Talents or Frost Talents in your deck.)<ref> (Ferocity)<ref> At the end of your turn, if this ally is undamaged, put him into his owner’s hand.

Garrosh Hellscream, 7, Horde (Class Promo-7E, Scourgewar-175E)
Ally—Orc Warrior, Unique, 7 [Melee] / 7 Health

Protector<ref> Each ally you control has Assault X, where X is its printed ATK.

Garrote, 1, Rogue (Outland-68U)

Instant Ability—Assassination
Play only if your hero has Stealth.<ref> Attach to target hero or ally. <ref> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character. The controller of a character dealt damage this way can’t play abilities this turn.

Gartok Skullsplitter, 1, Horde (Azeroth-238C, Class-179C)
Ally—Orc Warrior, 2 [Melee] / 1 Health
When this ally attacks, you may exhaust target armor.

Gathering of Wits, 7, Priest (Scourgewar-72R)
Ability—Shadow
Gain control of any number of target opposing allies with combined cost less than or equal to the number of resources you control.

Gatlin Clouds-the-Sky, 4, Horde (Drums-168C)
Ally—Orc Hunter, 3 [Ranged] / 2 Health
This ally has Long-Range while attacking exhausted heroes and allies. (Defenders deal no combat damage to it.)

Gauntlet of the Skullsplitter, 3, PaWa (Legion-262U)
Equipment—Armor—Plate, Hands (1), 2 DEF
When an ally you control attacks, you may exhaust target armor.

Gauntlet of Vindication, 3, PaWa (Outland-198R)
Equipment—Armor—Plate, Hands (1), 1 DEF
Melee weapons you control have +1 ATK. <ref> If your hero would deal damage with an ability, it deals that much +1 instead.
Gerth, The Old Crone, 3, Alliance (Dark Portal-164U)
Ally—Gnome Warlock, 1 [Shadow] / 3 Health (1), [Activate], Destroy an ally you control >>> Destroy target ally.

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

Ghank, 4, Horde (Dark Portal-210C)
Ally—Orc Rogue, 3 [Melee] / 3 Health
**Stealth** (This ally can’t be protected against.)

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

Gift of Nature, 3, Druid (Betrayer-40R)
Ability—Restoration
**Restoration Talent** (You can’t put Balance Talents or Feral Talents in your deck.) <<p>> Ongoing: Allies you control can’t be destroyed by fatal damage. <<p>> At the end of each turn, destroy all allies you control with fatal damage.

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

Gift of the Eleni Magi, 1, DrMaPrShLo (Azeroth-322R)
Equipment—1H Weapon — Dagger, Melee (1), [Activate], Exhaust your hero >>> Look at the top card of your deck. If it’s an ability, you may reveal it and put it into your hand.

Gift of the Pious, 6, DrPa (Wrathgate-95U)
Ability—Restoration Protection Blessing
Ongoing: Allies you control have +1 / +1 for each Druid and Paladin you control.

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

Gizme, 5, Human (Blood) / 5 Health
Ability—Restoration
This ally can’t attack unless an opponent controls more allies than you.

Gizna Darktusk, 5, Horde (Scourgewar-176C)
Ally—Troll Death Knight, 7 [Shadow] / 5 Health
**Protector** <<p>> This ally can’t attack unless an opponent controls more allies than you.

Girdle of Razuvius, 5, DkPaWa (Naxxramas-15R)
Equipment—Armor—Plate, Waist (1), 2 DEF
When this armor enters play, you must destroy a 4/4 Beast or a 3/3 Demon from your opponent’s deck.
Gladiator of Ruination, 6, MaPrLo (Crafted-3E) 
Equipment—Armor—Cloth, Waist (1) / 0 DEF
At the start of your turn, destroy the ability, ally, or equipment with the lowest cost. If two or more are tied, destroy all with that cost.
Gliddle of the Blasted Reaches, 2, HuSh (Drums-208U) 
Equipment—Armor—Mail, Waist (1) / 2 DEF
When this armor enters play, look at the top card of your deck. You may put it on the bottom.
Gliddle of the Endless Pit, 1, PaWa (Magtheridon-3R) 
Equipment—Armor—Plate, Waist (1) / 3 DEF
At the start of your turn, put 1 damage on your hero.
Gliddle of Uther, 4, PaWa (Azeroth-289R) 
Equipment—Armor—Plate, Waist (1) / 2 DEF (4) / [Activate] >>> Ready your hero and a Melee weapon you control.

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

Givon, 6, Alliance (Legion-150U) 
Ally—Night Elf Druid, 5 [Melee] / 4 Health
[Protecto]r [Activate], Opposing allies have -2 ATK while in combat with this ally.

Glacial Bag, 3, DkDrHuMaPaPrRoShLoWa (Icecrown-182R) 
Equipment— Item, Bag (5) <p>[Activate], Exhaust a Bag you control >>> Add a thw counter. <p>[Activate], Remove four thw counters >>> Draw three cards.

Glacial Blade, 2, Horde, RoSh (Drums-238U) 
Equipment—1H Weapon—Dagger, Melee (1), 1 [Frost], 0 Strike
Destroy this weapon >>> Your hero deals 1 frost damage to target [Alliance] hero or ally. If a hero is dealt damage this way, its controller skips drawing his next card this turn.

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

Glacial Tomb, 1, Mage (Jaina-5C, Throne-48C) 
Ability—Frost
Attach to target ally. <p>[Activate], Attached ally can’t attack or exhaust.

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

Gladiator Addisyn, 2, Horde (Gladiators-124C) 
Arena Ally—Blood Elf Paladin, 2 [Holy] / 2 Health
As this ally enters play, choose arcane, fire, frost, nature, or shadow. <p>[Activate], Arena allies you control have the chosen Resistance.

Gladiator Boum, 6, Horde (Gladiators-125C) 
Arena Ally—Orc Hunter, 5 [Ranged] / 2 Health
Arena allies you control have Ferocity.

Gladiator Dorn, 1, Horde (Gladiators-126C) 
Arena Ally—Tauren Druid, 2 [Nature] / 1 Health
When an Arena ally you control attacks, it heals 1 damage from target hero or ally.

Gladiator Ennek, 3, Horde (Gladiators-127C) 
Arena Ally—Undead Priest, 3 [Shadow] / 3 Health
When an Arena ally you control is destroyed, you may discard a card. If you do, target player discards a card.

Gladiator Kaniya, 4, Horde (Gladiators-128C) 
Arena Ally—Tauren Warrior, 3 [Melee] / 4 Health
Arena allies you control have Protector.

Gladiator Katianna, 2, Alliance (Gladiators-100C) 
Arena Ally—Night Elf Priest, 3 [Holy] / 1 Health
Arena allies you control have Elusive.

Gladiator Keward, 3, Alliance (Gladiators-101C) 
Arena Ally—Dwarf Warrior, 2 [Melee] / 3 Health
When an Arena ally you control discards a card.

Gladiator Kileana, 5, Horde (Gladiators-129C) 
Arena Ally—Blood Elf Warlock, 5 [Fire] / 4 Health
When this or another Arena ally enters your party, it may deal 1 fire damage to each hero and ally other than itself.

Gladiator Kinivus, 1, Alliance (Gladiators-102C) 
Arena Ally—Draenei Shaman, 1 [Nature] / 2 Health
When an opposing card or effect causes you to discard an Arena ally, you may put it from your graveyard into your hand.

Gladiator Lanthus, 2, Alliance (Gladiators-103C) 
Arena Ally—Night Elf Druid, 2 [Arcane] / 1 Health
Arena allies you control have "[Activate] >>> Exhaust target ally."

Gladiator Loraala, 5, Alliance (Gladiators-104C) 
Arena Ally—Draenei Mage, 3 [Fire] / 4 Health
Arena allies you control have "[Activate] >>> This ally deals 3 fire damage to target hero."

Gladiator Magnus, 3, Alliance (Gladiators-105C) 
Arena Ally—Dwarf Hunter, 3 [Ranged] / 3 Health
(1), Destroy an Arena ally you control >>> Turn target resource face down.

Gladiator Meganna, 5, Alliance (Gladiators-106C) 
Arena Ally—Human Rogue, 4 [Melee] / 5 Health
Arena allies you control have Stealth.

Gladiator Ryno, 4, Alliance (Gladiators-107C) 
Arena Ally—Gnome Warlock, 3 [Shadow] / 1 Health
When this or another Arena ally enters your party, put a 1 [Melee] / 1 [Health] Felhunter Demon ally token into play.

Gladiator Sepirion, 7, Horde (Gladiators-130C) 
Arena Ally—Troll Shaman, 3 [Nature] / 7 Health
When each Arena ally you control attacks for the first time each turn, you may pay 1. If you do, ready it.

Gladiator Skumn, 2, Horde (Gladiators-131C) 
Arena Ally—Troll Rogue, 1 [Melee] / 3 Health
When an Arena ally you control is dealt damage, you may turn target resource face down.

Gladiator Zimo, 3, Horde (Gladiators-132C) 
Arena Ally—Troll Mage, 2 [Fire] / 4 Health
Arena allies you control have +2 ATK.

Gladiator Zophas, 8, Alliance (Gladiators-108C) 
Arena Ally—Draenei Paladin, 8 [Holy] / 6 Health
When an Arena ally you control is dealt damage, it deals 3 unpreventable holy damage to its source.

Gladiator’s Aegis, 9, Paladin (Gladiators-163E) 
Arena Equipment—Armor Set—Plate, Chest (1), Hands (1), Legs (1), Shoulders (1), 5 DEF
If an ally you control would be dealt non-fatal damage, prevent it. <p>[Activate] >>> Exhaust target hero or ally, and it can’t ready during its controller’s next ready step. Draw a card.

Gladiator’s Maul, 2, Druid (Honor-173R) 
Arena Equipment—2H Weapon—Mace, Melee (1) / 1 [Melee], 2 Strike
You can place the top card of your deck face down *(as your one resource per turn).*

Gladiator’s Regalia, 8, Mage (Drums-209E) 
Arena Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulders (1), 5 DEF
Opposing allies lose and can’t have powers. <p>[Activate] >>> Your hero deals 2 fire damage to target hero or ally.

Gladiator’s Salvation, 3, DrPaPrSh (Gladiators-177R) 
Arena Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike (X), Exhaust your hero >>> Prevent the next X damage that would be dealt to target hero or ally this turn.

Gladiator’s Sanctuary, 8, Druid (Honor-158E) 
Arena Equipment—Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulders (1), 6 DEF
When you place a resource into your resource row, you may put the top card of your deck into your resource row face down and ready. <p>[Activate] >>> Attach a Balance ability token with three wind counters to target hero or ally. That ability has “Ongoing: Attached character can’t attack or protect. At the start of your turn, remove a wind counter. If none remain, destroy this ability.”

Gladiator’s Spellblade, 5, MaPrLo (Drums-227R) 
Arena Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee], 5 Strike
At the start of your turn, add a spell counter. <p>[Activate], Your hero would deal damage, it deals that much +1 for each spell counter instead.

WoW TCG OCR – 04 09 2012 54 / 146
Glave of the Pit, 7, HuPuWa [Magtheridon-20R]  
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike  
Opposing heroes have -5 Health.

Glitter of Hope, 1, Paladin [Gladiators-43U]  
Instant Ability—Protection  
Interrupt target ability that’s targeting a card in play you control.

Gloves of Calculated Risk, 3, HuSh [Naxxramas-16R]  
Equipment—Armor—Gloves, Hands (1), 1 DEF  
You pay (1) less to play equipment, to a minimum of (1).  
<|p|> Weapons you control have +1 ATK, and other armor you control have +1 DEF.  
<|p|> When this armor is destroyed, destroy all equipment you control.

Gloves of Death, 4, DrRo [Naxxramas-16R]  
Equipment—Armor—Gloves, Hands (2), 1 DEF  
When this armor enters play, it may not be used by any target creature until after your next ready step.

Gloves of Immortal Dusk, 4, DrRo [Icecrown-172R]  
Equipment—Armor—Gloves, Hands (1), 1 DEF  
<|p|> [Activate] >>> Ready your hero and all Melee weapons you control.  
<|p|> Death Rattle: Your hero has Stealth this turn.

Gloves of the High Magus, 4, MaPrLo [Illidan-209E]  
Equipment—Armor—Cloth, Hands (1), 0 DEF  
<|p|> [Activate], Remove the top card of your deck from the game >>> If it’s an ability, ally, or equipment, you may play it this turn if able. If it’s a quest, you may place it this turn if able.

Gloves of the Frozen Glade, 3, DrRo [Icecrown-172R]  
Equipment—Armor—Leather, Hands (1), 1 DEF  
<|p|> [Activate] >>> Ready your hero and all Melee weapons you control.  
<|p|> Death Rattle: Your hero has Stealth this turn.

Gloves of Unerring Aim, 3, HuSh [Icecrown Badge-2R]  
Equipment—Armor—Mail, Hands (1), 1 DEF  
<|p|> Opposing cards lose and can’t have Untargetable.  
<|p|> Damage that your hero would deal with abilities is unpreventable.  
<|p|> If your hero would deal damage with a weapon, it deals that much +1 instead.

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

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

Gnomeregan, Alliance [Honor-206R]  
Location—City  
Gnome Hero Required  
<|p|> Gnomes you control have Irradiated.  
<|p|> When this character deals combat damage to an ally that doesn’t have Irradiated, that ally has Irradiated.  
<|p|> [Activate] >>> Destroy target Irradiated ally.

Gnomeregan Auto-Blocker 600, 4, PaShWa [Badge-3E]  
Equipment—Item, Trinket (2)  
At the end of your turn, put a 0 [Melee] / 1 [Health] Blocker ally token into play with Protector.

Gnomish Poultrytrier, 3, DkDrHuMaPaPrRoShLoWa [Icecrown Crafted-2R]  
Equipment—Item—Trinket, Trinket (2)  
Engineering Hero Required.  
<|p|> [Activate] >>> Add a feather counter. This turn, target ally can’t attack or protect, loses and can’t have powers, and is also a Chicken.  
<|p|> Chickens have -1 / -1 for each feather counter.

Gobbler, 6 [Murkdeep-14R, Throne-187R]  
Monster Ally—Murloc Shaman, Gobbler (1), 5 [Nature] / 6 Health  
When Gobbler attaches, you may search your deck for a Murloc, reveal it, and put it into your hand.  
<|p|> When Gobbler or another Murloc ally you control is destroyed, each opponent chooses and destroys an ally he controls.

Goblin Gumbo, 2 (Outland-105R, Outland Loot-1L)  
Instant Ability  
Attach to target ally.  
<|p|> Ongoing: Attached ally has -2 ATK.  
<|p|> When this ability is destroyed, put it from his owner’s graveyard on top his deck.

Goblin Rocket Launcher, 4, DkDrHuMaPaPrRoShLoWa [Drunks Crafted-3E]  
Equipment—Item, Trinket (2)  
Engineering Hero Required  
<|p|> [Activate] >>> Remove the top card of your deck from the game. Your hero deals ranged damage equal to that card’s cost to target ally.

Gobzlo, 1, Warlock (Betrayal-113C)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
Elusive  
<|p|> This ally can’t be attacked.  
<|p|> When an ally you control is dealt damage, this ally may deal 1 fire damage to the source of that damage.

God-Grinding Grips, 2, MaPrLo [Elements-181U]  
Equipment—Armor—Cloth, Hands (1), 1 [Health]  
Long-Range  
<|p|> When this ally enters play, he deals 3 arcane damage divided as you choose to any number of target heroes and/or allies.

Gok Stormhammer, 6, Horde (Betrayal-162R)  
Ally—Orc Shaman, 5 [Nature] / 3 Health  
Long-Range  
<|p|> When this ally enters play, he deals 3 arcane damage divided as you choose to any number of target heroes and/or allies.

Golas Swiftwind, 2, Horde (Legion-184U)  
Ally—Tauren Shaman, 4 [Nature] / 1 Health  
When this ally readies, exhaust target ally.

Goldenmoon, 3, Alliance [Dark Portal-165U]  
Ally—Night Elf Rogue, 2 [Melee] / 2 Health  
Elusive  
<|p|> You can control an additional Pet while Pets you control have different names.

Equipment—Armor—Plate, Head (1), 3 DEF

Gollum Skyfang, 2, Horde (Twilight-139C)  
Ally—Goblin Hunter, 3 [Fire] / 2 Health

When this ally is destroyed, you may turn target face-up resource face down.

Gone Fishin’, 3 (Outland-106R, Outland Loot-2L)  
Ability  
Ongoing: On your turn, (2), [Activate] >>> Draw three cards and skip your next turn.

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

Gorebelly, Horde (Azeroth-9)  
Hero—Orc Warrior (Arms), Blacksmithing/Mining, 30 Health  
(1), Flip Gorebelly >>> You pay (3) less the next time you strike with a Melee weapon this turn.

Gorehowl, 10, PaShWa [Gladiators-178E]  
Equipment—2H Weapon—Axe, Melee (1), 15 [Melee], 0 Strike

Go’gar, 6, Horde (Outland-162R)  
Ally—Troll Shaman, 4 [Melee] / 4 Health  
This ally enters play with an ankh counter.  
<|p|> While this ally has an ankh counter, when he’s destroyed, you may have his owner put him from his grave and into play, then remove his ankh counter.

Gor’thann, 2, Horde (Widthgate-139C)  
Ally—Tauren Druid, 8 [Nature] / 2 Health  
Assault  
<|p|> When this ally deals damage while attacking, you may destroy target equipment.

Gorz Blazefist, 3, Horde (Horde Paladin-16C, Worldbreaker-174C)  
Ally—Orc Mage, 1 [Fire] / 4 Health  
Ferocity

<|p|> This ally can attack immediately.)

Instant Ability—Combat Combo  
Exhaust target hero or ally. It can’t ready during its controller’s next ready step.

Graccus, Alliance (Azeroth-4, Class-11)  
Hero—Human Paladin (Protection), Blacksmithing/Mining, 29 Health  
(3), Flip Graccus >>> Prevent the next 3 damage that would be dealt to target hero or ally this turn.

Grace of Air Totem, 2, Shaman (Dark Portal-96R)  
Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing—Opposing allies can’t attack your heroes, allies, or Totems unless their controller pays (1) for each attacker.  
<|p|> (Totems can’t attack)
Grace of the Lightbringer, 2, Paladin (Citadel-5U)
Ability—Holy
Ongoing: If a friendly hero would deal holy ([Holy]) or melee ([Melee]) damage, it deals that much +1 instead.

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

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

Grak Foulblade, 4, Horde (Crown-106C, Sylvanas-13C)
Ally—Orc Death Knight, 6 [Melee] / 2 Health
Gramm Thunderjaw, Alliance (Wrathgate-5)
Hero—Dwarf Hunter (Survival), Jeweler/Artisan, 28 Health
Flip Gramm, discard a Hunter >>> This turn, target ally has +2 ATK, and a second target ally has +2 ATK.

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

Grand Marshal Goldensword, Alliance (Drums-1)
Hero—Human Paladin (Retention), Alchemy/Engineering, 29 Health
On your turn: (5), Flip Goldensword >>> Target ally deals holy damage to itself equal to its ATK.

Grandma Deadseis, 3, Horde (Legion-185R)
Ally—Undead Priest, 1 [Holy] / 1 Health
Prevent all damage that would be dealt to this ally.

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

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

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

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

Great Elekk, 2, Alliance (Scourgewar-134R)
Ally—Elekk, Mount (1), 0 [Melee] / 4 Health
Draenai Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row this turn, if your hero would deal damage, it deals that much +2 instead. <p> [Mounts can’t attack or be attacked.]

Great-father Winter, 4, Horde (Winter Veil-4R)
Ally—Orc, Unique, 3 [Melee] / 4 Health
Once per turn: (0) >>> Target player gains control of target ability, ally, or equipment you control.

Great Kodo, 1, Horde (Scourgewar-177R)
Ally—Kodo, Mount (1), 0 [Melee] / 4 Health
Tauren Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row this turn, you may exhaust target card in play. <p> [Mounts can’t attack or be attacked.]

Great Chain Heal, 3, Shaman (Gladiators-64U) Ability—Restoration
Target up to five heroes and/or allies. Your hero heals 3, 4, 3, 2, and 1 damage from them, respectively.

Great Chain Lightning, 7, Shaman (Drums-68R, MurkVeen-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.

Great Heal, 4, Priest (Class-72U, Dark Portal-701)
Ability—Holy
Your hero heals 14 damage from target hero or ally.

Greatfather Winter, 4, Alliance (Winter Veil-3R)
Ally—Dwarf, Unique, 2 [Melee] / 5 Health
Once per turn: (0) >>> Put a card from your hand into target player’s hand. (He owns that card for the rest of the game.)

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

Greathelm of Forlorn Visions, 5, PaWa (Outland-213R)
Equipment—2H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
When your hero deals combat damage with this weapon, put a +1 [DEF] counter on each armor you control.

Greathelm of Horrid Dreams, 4, MaPaLo (Legion-283R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
As an ally enters play under an opponent’s control, it loses and can’t have powers until the start of that opponent’s next turn.

Greathelm of the Ebon Blade, 2, Death Knight (Knight-22R)
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 2 Strike
When this weapon enters play, at the start of the next turn, destroy it unless you pay (3).

Greaves of Ancient Evil, 3, DKPaWa (Scourgewar-220R)
Equipment—Armor—Plate, Feet (1), 3 DEF

Greaves of Desolation, 2, HuSh (Illidan-210R)
Equipment—Armor—Mail, Legs (1), 1 DEF
When you strike with a weapon, your hero heals all damage from target ally you control.

Greed before Need, 5 (Outland-107E)
Ability
Ongoing: You can play equipment from other players’ graveyards.

Greefer, 3, Horde (Dark Portal-211C)
Ally—Troll Rogue, 3 [Melee] / 2 Health
Opponents can’t complete quests.

The Green Hills of Stranglethorn (Dark Portal-317C)
Quest, Unlimited
Pay (3) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put all revealed cards named The Green Hills of Stranglethorn into your hand and the rest on the bottom of your deck.

Green Whelp Armor, 4, DrRo (Azeroth-291U)
Equipment—Armor—Leather, Chest (1), 1 DEF
When an attacking ally deals combat damage to your hero, you may pay (2). If you do, put that ally into its owner’s hand.

Gregory Flamewaker, 1, Alliance (Class-132C, Scourgewar-135C)
Ally—Human Mage, 0 [Fire] / 1 Health
Assault 3 (++3 ATK on your turn)

Grenn Stormspeaker, Horde (Azeroth-10, Class-20)
Hero—Tauren Shaman (Elemental), Herbalism/Skinning, 29 Health
On your turn: (5), Flip Grenn >>> Grenn deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.
Guardian of Ancient Kings, 2, Paladin (Twilight-57R)
Ally—Spirit Guardian, Pet (1), [2] [Holy] / 4 Health
While you control a Holy ability, this ally has
Mend 2. <p>While you control a Protection ability, this ally has
Protector. <p>While you control a Retribution ability, this ally has
Assault 2.

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

Guardian Steehorn, 2, Horde (Azeroth-240C)
Ally—Tauren Warrior, 3 [Melee] / 3 Health
Protector <p>This ally can’t attack.

Guardian Steepstrider, 4, Horde (Dark Portal-213C)
Ally—Tauren Warrior, 5 [Melee] / 5 Health
Protector <p>This ally can’t attack.

Guardian’s Plate Bracers, 3, Warrior (Grand
Melee-11R)
Arena Equipment—Armor—Plate, Wrist (1), 3 DEF
Preparation (On your first turn, you may play
this card without paying its cost.)

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

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

Gurok the Usurper (Legion-304U)
Quest [Activate] >>> Choose a quest you control. This quest has that quest’s powers this turn.

Gruhush Arena (Gladiators-201U)
Location—Arena [Activate] >>> Target ally you control is an Arena ally this turn.

Gruhusha Dwarf Destroyer, 4, HuRoWa (Dark Portal-274R)
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. <p>(2) Destroy this weapon >>> Destroy target Dwarf ally.

Gruhusha Punisher, 3, DkRoShWa (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 a ally with 6 or more ATK.

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

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

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

Gushing Totem, 3, Shaman (Wrathgate-75U)
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health
Ongoing: When an opposing ability, ally, or
equipment enters play, you may draw a card.

Gushing Wound, 3, Warrior (Scourge-106C)
Ability—Arms
Attach to target hero. <p>Ongoing: At the start of your turn, your hero deals 3 melee damage to
attached hero. Attached hero’s controller may
draw a card.

Gustaf True-shot, 6, Alliance (Dark Portal-166R)
Ally—Dwarf Hunter, 6 [Ranged] / 3 Health
Dwarf Hero Required <p>Long-Range (Defenders deal no combat damage to this ally.)
<p>(1) >>> Look at the top card of your deck.
You may put it into your graveyard.

Gust Shot, 2, Rogue (Betrayer-93R)
Instant Ability—Traitor
Traitor Hero Required <p>Finishing Move: 
Ally (To play, remove X allies in your graveyard from
the game, where X is 5 or less.) <<< Your hero deals 2+X melee damage to target hero or
ally.

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

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

Gutgore Ripper, 3, RoShWa (Molten Core-23R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
When you strike with this weapon, target
opposing ally has -1 [Health] this turn.

Gwon Strongbark, Alliance (Gladiators-4)
Hero—Night Elf Druid (Balance), Engineering/Jewelcrafting, 27 Health
(4), Flip Gwon >>> Ally tokens you control have +2 ATK this turn.

Gyro of the Ring, Alliance (Gladiators-5, Naazranas-1)
Hero—Gnome Rogue (Subtlety),
Alchemy/Engineering, 27 Health
On your turn: (2), Flip Gyro >>> If Gyro has
Stealth, destroy target exhausted ally.

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

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

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

Hagtrix the Mindsciter, 5, Horde (Throne-146R)
Ally—Goblin Priest, 3 [Shadow] / 5 Health
At the start of your turn, each opponent discards
a card. <p>When an opponent discards a card, this
ally heals damage from your hero equal to
that card’s cost.

Hail of Arrows, 3, Hunter (Wrathgate-40R)
Ability—Marksmanship
Your hero deals ranged damage to each of up to
three target heroes and/or allies equal to the
ATK of a Ranged weapon you control.

Hailey Goodchild, 2, Alliance (Class-134C, Outland-120C)
Ally—Human Priest, 1 [Holy] / 3 Health
[Activate] >>> This ally heals all damage from
targetally.

Hailstorm, 3, DkRoWa (Icecrown-192R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Frost], 2 Strike
(1), Remove five cards in your graveyard from
the game >>> Your hero deals 1 frost damage to
each opposing hero and ally. <<< Death Rattle:
Your hero deals 1 frost damage to each
opposing hero and ally.

Halaa (Drums-264U)
Location—Objective (4)
At the start of your turn, if you control more
ally than each opponent, add a capture
counter. <<< [Activate], Remove four capture
counters >>> Put four 1 [Melee] / 1 [Health]
Halani ally tokens into play.

Halavar, Alliance (Legion-6)
Hero—Draenei Warrior (Arms).
Mining/Engineering, 30 Health
Flip Halavar >>> You pay (1) less to play your
next Two-Handed weapon this turn.

Halberd of Smiting, 4, HuPaWa (Dark Portal-
275U)
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike
When this weapon enters play, you may destroy
target damaged ally.
Halnor Stands-Alone, 4, Horde (Azeroth-241R)
Ally—Tauren Warrior, 2 [Melee] / 2 Health
This ally has +3 / +3 while he is the only ally you control.

Halo of Transcendence, 2, Priest (Onyxia-12E)
Equipment—Armor—Cloth, Head (1), 0 DEF
[Activate] >>> Your hero heals 1 damage from target ally. <p> When you play a [Priest] ability, ready this armor.

The Hammer of Grace, 3, DrPaPrSh (Azeroth-323U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike (1), [Activate], Exhaust your hero >>> Your hero heals 2 damage from target hero or ally.

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

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

Hammer of the Divine, 3, Paladin (Scourgewar-62R)
Ability—Protection
Exhaust all opposing heroes and allies. Each of them can’t ready during its controller’s next ready step. Draw a card.

Hammer of the Grand Crusader, 4, DrPa (Outland-214U)
Equipment—2H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike
While your hero is undamaged, this weapon has +2 ATK and you pay (2) less to strike with it.

Hammer of the Naaru, 8, DrPaSh (Illidan-226E)
Equipment—2H Weapon—Mace, Melee (1), 6 [Melee], 0 Strike
When your hero attacks, exhaust all opposing heroes and allies. <p> Damage that would be dealt with this weapon is unpreventable.

Hammer of the Righteous, 2, Paladin (Outland-50C)
Instant Ability—Retribution
Your hero deals 3 unpreventable holy damage to target attacker.

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

Hammer of Wrath, 1, Paladin (Dark Portal-58C)
Instant Ability—Holy
Your hero deals 3 unpreventable holy damage to target damaged hero or ally.

The Hammerhand Brothers, 4, Alliance (Drums-128C)
Ally—Dwarf Drunks, 3 [Melee] / 3 Health
When this ally enters play, target opposing ally can’t attack while this ally remains under your control.

Hamstring, 1, Warrior (Outland-93C)
Instant Ability—Arms
Attach to target ally in combat with your hero. <p> Ongoing: Attached ally can’t ready during its controller’s ready step.

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

Hanagina Silvervein, 2, Alliance (Legion-151C)
Ally—Dwarf Priest, 1 [Holy] / 3 Health
Elusive (This ally can’t be attacked.) <p> Your hero has +5 [Health].

Hand of Edward the Odd, 6, DrPaPrSh (Azeroth-324B)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
Abilities, allies, and equipment in your hand are instant.

Hand of Frost, 3 (Dungeon Treasure-7C)
Ability
Ongoing: When a Death Knight ally enters play under your control or a friendly player’s control, target hero or ally has Assault 2 this turn.

Hand of Protection, 2, Paladin (Twilight-59C)
Instant Ability—Protection
The next time target ally would be dealt damage this turn, prevent it.

Hand of Righteousness, 3, DrPaPrSh (Dungeon Treasure-50C)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 1 Strike
(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

The Hands of Fate, 2, PaWa (Illidan-211R)
Ability—Armor—Plate, Hands (1), 1 DEF
This armor enters play with three +1 [DEF] counters if an opponent went first this game.

Hannah the Unstopable, 5, Alliance (Azeroth-107C, Class-135C)
Ally—Human Rogue, 3 [Melee] / 3 Health
Opposing heroes and allies can’t protect.

Hansi Wildcoat, 3, Horde (Icecrown-132C)
Ally—Tauren Druid, 2 [Nature] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<p> Heroes and allies you control with Mend also have Assault 1.

Hanthal Lightward, 1, Horde (Wrathgate-140C)
Ally—Blood Elf Paladin, 1 [Holy] / 2 Health
Protector <p> Prevent all combat damage that would be dealt to this ally by attackers with Assault.

Hanu Skyborn, 2, Horde (Elements-134U)
Ally—Tauren Druid, 1 [Arcane] / 3 Health
(3) >>> Target ally has Arcane Resistance this turn. (Prevent all arcane [Arcane] damage that would be dealt to it.)

Haranto Darkstrider, 3, Horde (Horde Mage-15C, Scourge-war-179C)
Ally—Tauren Death Knight, 5 [Melee] / 3 Health
Protector <p> This ally can’t attack unless an opponent controls more allies than you.

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

Hardpacked Snowball, 3 (Winter Veil-1R)
Instant Ability
Attach to target hero or ally and exhaust it. <p> Ongoing: Attached character can’t attack or protect and has [Activate] >>> Attach this ability to target hero or ally and exhaust it.”

Harum Firebelly, 3, Alliance (Illidan-126C)
Ally—Dwarf Priest, 2 [Holy] / 4 Health
Frost Resistance (Prevent all frost ([Frost]) damage that this ally would be dealt.)

Harona Proudmane, Horde (Wrathgate-12)
Hero—Tauren Druid (Restoration), Mining/Tailoring, 28 Health
Flip Harona, discard a Druid >>> Harona heals 6 damage from target hero.

Harpy Matriarch, 3 (Crown-164C)
Monster Ally—Harpy Mage, 2 [Frost] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target player chooses an ability he controls. Destroy that ability.

Harrigan Soulsunder, Horde (Outland-12)
Hero—Blood Elf Warlock (Affliction), Enchanting/Engineering, 28 Health
(2), Flip Harrigan >>> Harrigan deals 1 shadow damage to each opposing hero and ally for each ability attached to that character.

Haruka Skycaller, Horde (Dark Portal-14)
Hero—Orc Shaman (Enhancement), Herbalism/Alchemy, 28 Health
(2), Flip Haruka >>> Ready target Melee weapon.

Hatchet Totem, 2, Shaman (Honor-64R)
Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health
Ongoing: When this Totem enters play, put a 4 [Melee] / [Strike] Axe weapon token into play with Melee (1) if this Totem is in play. When this Totem leaves play, remove that Axe from the game.

Hateful Strike, 2, Rogue (Black Temple Raid-16U)
Instant Ability—Combo Traitor
Traitor Hero Required <p> If target player controls exactly one ally, destroy it.
Head Trauma, 4, Rogue (Legion-82C)
Ability—Assassination
Destroy target resource.

Headmaster’s Charge, 5, DrMaPrShLo (Azeroth-325E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
When you play an ability, you may exhaust a hero or ally you control. If you do, draw a card.

Heal, 2, Priest (Alliance Priest-7U, Azeroth-79U, Twilight-63U)
Ability—Holy
Your hero heals 7 damage from target hero or ally.

Healing Stream Totem, 1, Shaman (Azeroth-111U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health
Ongoing: At the start of each turn, this Totem heals 1 damage from each hero and ally you control.

Healing Touch, 3, Druid (Azeroth-22U, Class-29U, Elements-33U)
Ability—Restoration
Your hero heals 10 damage from target hero or ally.

Healing Wave, 3, Shaman (Azeroth-112C, Class-97C)
Ability—Restoration
Your hero heals 8 damage from target hero or ally.

Heart of the Wild, 3, Druid (Dark Portal-22R)
Ability—Feral
Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.)<p>
Attatch to target hero. <p> Ongoing: At the start of your turn, add a spirit counter, and your hero deals 2 shadow damage to attacked hero. <p> Remove all spirit counters, destroy this ability >>> Your hero heals damage from itself equal to the number of counters removed this way.

Heartseeker, 5, Death Knight, 3, Alliance—Blood Elf Paladin (Retribution), 7 [Frost] / 1 Health
While you control a Cat Form, you may put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Heartstrain Arrival, 3, Priest (Legion-69U)
Ability—Holy
Ongoing: When an ally enters play under your control, your hero heals 2 damage from target hero or ally.

Heartstone, 6, DrHuMaPaPrRoShLoWa (Azeroth-305E)
Equipment—Item
(6), [Activate]. Concede the game >>> Each player chooses any number of his equipment that he owns. That equipment stays in play for the next game.

Heartless, 3, DkRoWa (Honor-174U)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 3 Strike
Your hero has Dual Wield. <p> Put 1 damage on an ally you control >>> You pay (1) less the next time you strike with this weapon this turn.

Heartrazor, 2, Rogue (Honor-175U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
(1), Destroy this weapon >>> Target hero can’t deal damage this turn.

Heartseeker, 2, HuRoShWa (Azeroth-326U, Class-208U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
This weapon has +2 ATK while your hero is attacking a hero or ally that was dealt damage this turn.

Heavenly Breeze, 2, DrPaPrSh (Aftermath Justice-7E)
Equipment—Armor—Cloth, Back (1), 1 DEF
When 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.

Heavy Netherweave Bandage, 2,
DrHuMaPaPrRoShLoWa (Magheridon-11R)
Equipment—Item—Bandage
On your turn: (1), Put this item on the bottom of its owner’s deck >>> Your hero heals 6 damage from target hero or ally.

Hekto Staraspire, Horde (Class-21, Legion-14)
Hero—Blood Elf Paladin (Retribution), Jewelcrafting/Mining, 29 Health (4), Flip Hekto >>> Destroy target attacking ally.

Helena Demonfire, 5, Alliance (Drums-129R)
Ally—Human Warlock, 4 [Shadow] / 5 Health
Diplomacy: Demons [You pay (1) less to play Demon allies, to a minimum of (1)].<p>
Opposing heroes and allies have -1 / -1 for each Demon you control.

Hellfire, 6, Warlock (Class-105R, Dark Portal-108R)
Ability—Destruction
Your hero deals 5 fire damage to each hero and ally.

Hellfire Citadel (Drums-265C)
Location—Objective (3)
When an opposing ally is destroyed, add a capture counter. <p> [Activate]. Remove three capture counters >>> Draw a card.

Hellfire Fortifications (Legion-305C)
Quest
If you played an ally this turn: Pay (2) to complete this quest. <p> [Reward: Draw a card.

Hellforged Haerbod, 7, Alliance, PaWa (Honor-184R)
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike
You pay (1) less to play this weapon if you control an ally with Diplomacy. This is also also true for Escape Artist, Inspiring Presence, Shadowmeld, and Find Treasure.
Helm of Desolation, 3, HuSh (Betrayer-223U) Equipment—Armor—Mail, Head (1), 1 DEF
When you strike with a weapon, target ally you control has +2 ATK this turn.

Helm of Fire, 3, DrHuPaRoShWa (Azeroth-293R) Equipment—Armor—Leather, Head (1), 1 DEF
(5), Exhaust your hero >>> Your hero deals 3 fire damage to target hero or ally.

Helmet of Ten Storms, 4, Shaman (Warrior) ability, ready this armor.

Helmet of Wrath, 4, Warrior (Crown-173R) Equipment—Armor—Plate, Shoulder (1), 1 DEF
When this armor enters play, you may search your deck for a weapon and reveal it. If you do, shuffle your deck and put that weapon on top.

Heroic Presence, 3, Alliance (Dark Portal-130U) Ability
Draenei Hero Required (p) ongoing; (2) >>> Allies you control have +1 ATK this turn.

Heroic Strike, 1, Warrior (Azeroth-142U, Class-118U) Ability—Arms
Weapons you control have +3 ATK this turn.

Heroic Leap, 2, Warrior (Alliance Warrior-6U, Twilight-98U) Instant Ability—Fury
Exhaust up to two target heroes and/or allies. Your hero deals 1 melee damage to each character exhausted this way.

Heroism, 2, Shaman (Outland-78U) Ability
When your hero deals 3 ranged damage to target hero or ally.

Hero’s Surrender, 4, PaShWa (Icecrown-173R) Equipment—Armor—Shield, Off-Hand (1), 4 DEF
Opposing heroes lose and can’t have powers.

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

Helvios Stormwalker, 3, Horde (Sylvanas-14C, Throne-149C) Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hex, 2, Shaman (Icecrown-70C) Ability—Elemental Curse
Attach to target ally. (p) ongoing; Attached ally becomes 1 / 1, can’t gain or lose ATK or [Health], and is also a Frog.

Hex: Doctor No’jin, 1, Horde (Gladiators-134C) Ally—Troll Mage, 0 [Frost] / 3 Health
This ally has +3 ATK while you control fewer resources than an opponent.

Hexamorph, 2, Mage, Shaman (Crown-57U) Instant Ability—Arcane Elemental
Target ally loses and can’t have powers this turn. Draw a card.

Hibernate, 2, Druid (Drums-23C) Instant Ability—Balance
Put target non-token ally into its owner’s resource row face down, then exhaust it.

Hidden Enemies, Horde (Dark Portal-302C) Quest
Pay (3) to complete this quest. (p) Reward: Choose one: Target ally has Ferocity this turn; or draw a card. If your hero is an Orc, you may choose both.

Hidden Weaponry, 1, Rogue (Honor-56C) Ability—Combat Combo
Ongoing: Destroy this ability >>> When target opposing ally is next dealt combat damage this turn, destroy it.

Hide and Stab, 1, Rogue (Legion-83C) Ability—Subtle Combo
Ongoing: Your hero has Stealth. [It can’t be protected against.] (p) When your hero deals damage, destroy this ability. (p) Destroy this ability >>> Exhaust target hero or ally.

Hide of the Wild, 2, DrPaPrSh (Azeroth-294U) Equipment—Armor—Cloth, Back (1), 0 DEF
If your hero would heal damage, it heals that much +1 instead.
Hierophant Caydiem, 4, Horde (Azeroth-242U) Ally—Tauren Druid, 2 [Nature] / 4 Health (3) >>> This ally deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally.

High Chieftain Baine Bloodhoof, 7, Horde (Twilight-141E) Ally—Tauren High Chieftain, Baine (1), 7 [Melee] / 7 Health

Protector p> Prevent all damage that would be dealt to this ally while you control another [Horde] ally.

High Commander Halford Wyrmbrn, 4, Alliance (Class Promo-3E, Wrathgate-115E) Ally—Human Paladin, Unique, 4 [Holy] / 4 Health

Protector p> This ally has Assault 1 and Mend 1 for each other ally you control.

High Guard Braxx, 5, Horde (Twilight-142C) Ally—Goblin Warrior, 2 [Melee] / 5 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) p> When this ally enters play, he may deal 2 melee damage to target damaged hero or ally.

High Inquisitor Whiteman, 5 (Dungeon Treasure-29R) Ally—Human Priest, Whiteman (1), 2 [Holy] / 8 Health

When Whiteman attacks, you may attack from your graveyard on top of your deck. If you do, he heals damage from your hero equal to the cost of that ally.

High Instructor Campbell, 4, Alliance (Illidan-127R) Ally—Human Paladin, 3 [Melee] / 3 Health When this ally enters play, you may put target Talent from your graveyard into your hand.

High Magus Euli, 4, Alliance (Scourgewar-136C) Ally—Draenei Mage, 5 [Fire] / 1 Health

Shadow Resistance (Prevent all shadow [Shadow] damage that this ally would be dealt.) p> At the start of your turn, this ally may deal 1 fire damage to target hero or ally. A character dealt damage this way loses and can't powers this turn.

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 Overlord Saurfang, 8, Horde (Dark Portal-214E) Ally—Orc Warrior, Unique, 9 [Melee] / 4 Health

Protector p> When an ally enters combat with this ally, destroy that ally.

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

High Priestess Tyrande Whisperwind, 5, Alliance (Dark Portal-167E) Ally—Night Elf Priest, Unique, 3 [Holy] / 4 Health

When a Night Elf you control is destroyed, put a 0 [Melee] / 1 [Health] Wisp ally token into play. (1), Flip Neri >>> Destory a Wisp you control >> That Wisp deals 1 damage to each opposing hero and ally.

High Prophet Barim, 3 (Crown-1608) Monster Ally—To'vyr Paladin Priest, Barim (1), 1 [Holy] / 1 Health

Other ally's you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].

High Tinker Mekkatorque, 9, Alliance (Drums-130E) Ally—Gnome Tinker, Unique, 6 [Melee] / 9 Health

At the start and end of your turn, draw a card for each Gnome you control.

High Warlord Cromush, 6, Horde (Dungeon Treasure-20U) Ally—Orc Warrior, Cromush (1), 5 [Melee] / 5 Health

Protector (Cromush may exhaust to become the defender when an opposing hero or ally attacks.) p> While Cromush has exactly 1 remaining health, he has Assault 10.

High Warlord Zogar, 6 (Crown-135E) Monster Ally—Ogre Lord Warrior, 10 [Melee] / 10 Health

Play this ally only if you control an Ogre hero or ally.

Highborne Soul Mirror, 7, DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-9E) Equipment—Item

When an ally you control is destroyed, destroy each other ally you control with the same name as that ally. p> On your turn: [Activate] >>> Put a token copy of target ally you control into play.

Highlord Bolvar Fordragon, 8, Alliance (Betrayer-136E) Ally—Human Paladin, Unique, 8 [Holy] / 8 Health

Opposing alies must attack if able and can attack only this ally if able. p> Opposing cards and effects must target this ally if able.

Highlord Tirion Fordring, 10 (Wrathgate-21E) Master Hero—Human Paladin, 2 [Holy] / 37 Health

[Druid], [Paladin], [Priest], or [Shaman] Hero

Required p> Argent Crusade Reputation p> Unique alies you own everywhere can't be targeted by opponents. p> On your turn: [Activate] >>> Put target Unique ally from your graveyard into play.

Himul Longstrider, 2, Horde (Drums-170C) Ally—Tauren Shaman, 3 [Frost] / 2 Health

War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)

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


Trap (You may exhaust your defending hero rather than pay this card's cost.) p> When this ally enters play, he deals 1 damage to target attacker.

Historian Firana, 3 (Illidan-188C) Ally—Blood Elf Rogue, 3 [Melee] / 3 Health

Scryer Reputation (You can't put cards with other reputations in your deck.) p> Steal p> Opponents play with their hands revealed.

Hit and Run, 2, RoSh (Wrathgate-96U) Instant Ability—Combat Enhancement Combo

Exhaust up to X target opposing cards, where X is the number of Rogues and Shaman you control.


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

Holy Barrier, 3, PaPr (Wrathgate-97U) Ability—Protection Discipline

Ongoing: [Activate] >>> Prevent the next X damage that would be dealt to target ally this turn, where X is the number of Paladins and Priests you control.

Holy Blaze, 6, Priest (Twilight-64U) Ability—Holy

Your hero deals 4 unpreventable holy damage to each of up to two target allies.

Holy Fire, 3, Priest (Outland-56U) Ability—Holy

Attack to target hero or ally, and your hero deals 2 unpreventable holy damage to it. p> Ongoing: At the start of your turn, your hero deals 1 unpreventable holy damage to attached character.

Holy Fury, 3, Paladin (Wrathgate-52C) Ability—Holy

Your hero deals 3 unpreventable holy damage to each of up to two target allies.

Holy Guardian, 2, Priest (Wrathgate-60R) Ally—Guardian, Pet (1), 3 [Holy] / 3 Health

Protector p> Damage that this ally would deal is unpreventable. p> If shadow [[Shadow]] damage would be dealt, prevent all but 1 of it.


Your hero heals 5 damage from target hero or ally. Draw a card.
Holy Nova, 2, Priest (Legion-70R)
Instant Ability—Holy
Holy Talent (You can't put Discipline Talents or Shadow Talents in your deck.)</p> <p><code>&lt;&lt;</code> Your hero deals 1 unpreventable holy damage to each opposing hero and ally and heals 1 damage from each friendly hero and ally.

Holy Shield, 2, Paladin (Azeroth-70R)
Instant Ability—Protection
Protection Talent (You can't put Holy Talents or Retribution Talents in your deck.)</p> <p><code>&lt;&lt;</code> Prevent the next 5 damage that would be dealt to your hero by target hero or ally this turn. When damage is prevented this way, your hero deals 1 unpreventable holy damage to target opposing hero or ally.

Holy Shock, 3, Paladin (Alliance Paladin-6R, Illidun-61R)
Instant Ability—Holy
Holy Talent (You can't put Protection Talents or Retribution Talents in your deck.)</p> <p><code>&lt;&lt;</code> Prevent the next 4 damage that target friendly hero or ally would be dealt this turn. <code>&lt;&lt;</code> Your hero deals 4 unpreventable holy damage to target opposing hero or ally.

Holy Strike, 2, Paladin (Honor-44C)
Ability—Retribution
Your hero deals 2 melee damage and 2 unpreventable holy damage to target ally.

Holy Vengeance, 2, Paladin (Elements-57R)
Ability—Retribution
Ongoing: When an ally you control is destroyed, you may pay (1). If you do, your hero deals 2 unpreventable holy damage to target hero.

Holy Wrath, 6, Paladin (Elements-58R)
Ability—Holy
Your hero deals 4 unpreventable holy damage to each opposing hero and ally, plus an additional 4 if that character is a Demon, Dragonkin, or Elemental.

Hood of the Exodus, 3, DrRo (Wrathgate-174R)
Equipment—Armor—Leather, Head (1), 1 DEF
When an ally you control with <code>Assault</code> deals combat damage to an opponent's hero, he discards a card.

Hootie, 2, Hunter (DarkPortal-34C)
Ally—Owl, Pet (1), 2 [Melee] / 2 Health
Opposing heroes and allies have -1 ATK.

Hope Ender, 4, HuPaoWo (Honour-176R)
Equipment—1H Weapon—Sword, Melee (1), 0 [Melee], 0 Strike
At the end of your turn, if this weapon is ready, put two +1 ATK counters on it.

Horace Shadowfall, 6, Alliance (Betrayal-137R)
Ally—Human Warlock, 6 [Shadow] / 5 Health
Opposing heroes and allies can attack only Demons you control if able.

Horatio Plaguetouch, 3, Alliance (Class-136C, Scourgewar-137C)
Ally—Human Warlock, 2 [Shadow] / 4 Health
<p><code>Assault 2</code> (+2 ATK on your turn)

Horkin Figluster, 4, Horde (Drums-171C)
Ally—Tauren Druid, 3 [Melee] / 4 Health
War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)</p> <p><code>&lt;&lt;</code> When this ally enters play, exhaust all opposing heroes and allies.

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

Horns of Eranikus, 6, HuSh (Azeroth-295R)
Equipment—Armor—Mail, Head (1), 1 DEF
At the start of your turn, you may pay (1). If you do, draw a card.

Horgrim, 2, Horde (Crown-1090)
Ally—Troll Druid, 1 [Nature] / 3 Health
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)</p> <p><code>&lt;&lt;</code> This ally can't be targeted by opponents.

Horrify, 3, Priest (Gladiators-50C)
Ability—Shadow
Target player destroys an ally he controls. If he does, your hero heals damage from itself equal to that ally's cost.

The Horseman's Horrific Helm, 4, DkPaWa (Holiday 3-6R)
Equipment—Armor—Plate, Head (1), 2 DEF
If this armor would prevent damage, you may laugh a scary laugh. If you do, this armor prevents all that damage instead.

Hota the Bloodsoaked, 4, Horde (Legion-188C)
Ally—Orc Warrior, 4 [Melee] / 4 Health
This ally has <code>Protector</code> while an opponent controls more allies than you.

Hourglass of the Unraveller, 3, HuPaRoWa (Betrayal-230R)
Equipment—Item, Trinket (2)
You pay (1) less to play equipment, to a minimum of (1).

Hovin the Shield, 3, Alliance (Drums Starter-2U)
Ally—Dwarf Warrior, 0 [Melee] / 9 Health
<code>Protector</code> <code>&lt;&lt;</code> (3) &gt;&gt;&gt; Ready this ally.

Hoxie Mettleomelt, 5, Alliance (Legion-152R)
Ally—Gnome Mage, 4 [Fire] / 4 Health
At the start of your turn, this ally deals 2 fire damage to target opposing hero or ally for each [Fire] ally you control.

Hukkath, 4, Warlock (Outland-84R)
Ally—Voidwalker Demon, Pet (1), 3 [Shadow] / 5 Health
<code>Protector</code> <code>&lt;&lt;</code> (1). Destroy this ally &gt;&gt;&gt; Your hero has <code>Untargetable</code> this turn.

Hulking Abomination, 5 (Icecrown-150U)
Scourge Ally—Abomination, Unlimited, 2 [Melee] / 6 Health
Scourge Hero Required &lt;&lt; <code>Protector</code> &lt;&lt; (1). Remove an Unlimited card in your graveyard from the game &gt;&gt;&gt; This ally heals all damage from itself.

Hulok Trailblazer, 2, Horde (Betrayal-163C)
Ally—Tauren Druid, 2 [Arcane] / 2 Health
When you place a quest into your resource row, this ally deals 1 arcane damage to target hero or ally.

Hulstrom, Servant of the Light, 2, Alliance (Citadel Raid-60C, Scourgewar-138C)
Ally—Draenei Paladin, 3 [Holy] / 2 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would deal.)</p> <p><code>&lt;&lt;</code> Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Human Shield, 2, Warrior (Scourgewar-107C)
Instant Ability—Protection
If damage would be dealt to an ally you control this turn, it's dealt to your hero instead.

Hurting Bone Cudgel, 4, PaRoShWa (Legion-285U)
Equipment—1H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike
At the end of your turn, if no damage was dealt with this weapon this turn, destroy it.

Hurting Gold, 4, Death Knight (Alliance DK-8R, Twilight-27R)
Ability—Frost
<p><code>Frost Talent</code> (You can't put Blood Talents or Unholy Talents in your deck.)</code></p> <p><code>&lt;&lt;</code> Ongoing: When an opposing hero or ally exhausts, your hero deals 1 frost damage to it.

Humrik Blackiron, 4, Alliance (Jaina-14C, Throne-113C)
Ally—Dwarf Warlock, 5 [Shadow] / 3 Health
Hunter Training, 1, Hunter (Legion-37U)
Ability—Marksmanship
Attach to target friendly ally. <code>&lt;&lt;</code> Ongoing: When an opposing ally enters play, attached ally deals 1 ranged damage to it.

Hunter's Mark, 3, Hunter (Drums-29U)
Instant Ability—Marksmanship
Attach to target hero. <code>&lt;&lt;</code> Ongoing: If attached hero would be dealt ranged or [Ranged] damage, it's dealt that much +1 instead.

Huntress Xenia, 3, Alliance (Gladiators-109C)
Ally—Draenei Hunter, 4 [Ranged] / 1 Health
Inspiring Presence (If a hero or ally your control would deal non-combat damage, it deals that much +1 instead.)</p> <p><code>&lt;&lt;</code> At the start of each opponent's turn, target ally has <code>Protector</code> this turn.

Huntsman Gorwal, Alliance (Elements-6)
Hero—Worgen Hunter, 28 Health
Front: [5] &gt;&gt;&gt; Flip Gorwal face down.
Back: Pets you control have Ferosity. (They can attack immediately.)

Hur Sheldemasher, 3, Horde (Azeroth-243C)
Ally—Orc Warrior, 2 [Melee] / 2 Health
When this ally enters play, you may destroy target armor.

Hurdan the Everlasting, 2, Alliance (Wrathgate-116U)
Ally—Dwarf Priest, 3 [Holy] / 2 Health
When you play a non-Ongoing [Priest] ability, if this ally is in your graveyard, you may pay (2). If you do, put him into play.
Hurlorn Battlechaser, 4, Horde (Outland-163C)
Ally—Tauren Hunter, 2 [Ranged] / 1 Health
**Long-Range (Defenders deal no combat damage to this ally.)**  
<pp> When this ally enters play, he deals 2 ranged damage to target hero or ally.

Huro'sh al Gutwrench, 5, Horde (Class-181C, Scourgewar-180C)
Ally—Troll Shaman, 5 [Meelee] / 3 Health
When this ally is dealt damage, you may destroy target ability.

Huruk Lightwow, 4, Horde (Horde Paladin-18C, Coldbreaker-177C)
Ally—Tauren Paladin, 5 [Holy] / 3 Health
**Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)**

Huzura, 1, Horde (Scourgewar-181C)
Ally—Orc Shaman, 1 [Nature] / 1 Health
**Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)**

Hyjal Stag, 1 (Crown-168C)
Ally—Stag, 1 [Meelee] / 1 Health
Destroy this ally, exhaust a ready Monster hero or ally you control >>  
This ally heals 4 damage from that character.

Hymn of Hope, 2, Priest (Elements-661U)
Instant Ability—Holy
Your hero heals 3 damage from each friendly hero and ally. For each character healed this way, ready a resource you control.

Hypnothic Blade, 2, DrMaPrShLo (Azeroth-327R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Meelee], 5 Strike
On your turn: (3), [Activate], Exhaust your hero  
>> Target player discards a card.

Hysteria, 4, Death Knight (Wrathgate-26R)
Ability—Blood
**Blood Talent (You can't put Frost Talents or Unholy Talents in your deck.)**  
<pp> Ongoing: [Activate], Put 1 damage on a hero or ally you control  
>> It has **Assault 4** this turn.

I Was a Lot of Things… (Ildidan-242C)
Quest
Pay (3) to complete this quest.  
<pp> Reward: Draw a card for each opposing hero.

Ianc Lannstrick, 1, Horde (Crown-110U)
Ally—Undead Mage, 2 [Fire] / 1 Health
When an opponent completes a quest, this ally deals 2 fire damage to his hero.

Icaros the Sunward, 3, Horde (Crown-111C)
Ally—Blood Elf Paladin, 1 [Meelee] / 5 Health
**Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)**
Ilgra’kess Mistress, 3 (Throne-205U) Monster Ally—Naga Mage, 1 [Frost] / 4 Health When this ally attacks, she deals 1 frost damage to each [Horde] and [Alliance] hero and ally.

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

Ignacious, 6 (Twilight-170R) Ally—Fire Elemental Ascendant, Ignacious (1), 5 [Fire] / 6 Health When this or another [Fire] card you control is destroyed, you may turn target resource face down. <p> [Fire] allies you own everywhere have "Stash: Put a 2 [Fire] / 1 Health] Fire Elemental ally token into play."

Iku’tak, 6, Horde (Honor-131C) Ally—Troll Rogue, 7 [Melee] / 3 Health Fire Resistance (Prevent all fire ([Fire]) damage that this ally would be dealt.) <p> Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)


Ilia the Bitter, 5, Horde (Illidan-157C) Ally—Blood Elf Hunter, 6 [Ranged] / 4 Health Fire Resistance (Prevent all fire ([Fire]) damage that this ally would be dealt.)

Illidan Stormrage, 11 (Black Temple-1R) Master Hero—Night Elf Demon Demonhunter Traitor, 5 [Melee] / 35 Health Traitor Hero Required <p> At the start of your turn, you may put a Traitor ally from your collection into play.

Illidari Archon, 3 (Black Temple Raid-36C) Ally—Blood Elf Priest Traitor, 2 [Shadow] / 4 Health Traitor Hero Required <p> When this ally attacks, you may ready a resource you control.

Illidari-Bane Mageblade, 2, MaPrLo (Illidan-227U) Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike If your hero would deal damage to a Demon, it deals double that much instead.

Illidari Blood Lord, 2 (Black Temple Raid-37C) Ally—Blood Elf Paladin Traitor, 2 [Melee] / 1 Health Traitor Hero Required <p> When this ally enters play, each player turns a face-up resource he controls face down.

Iliyana Moonblaze, 8, Alliance (Honor-102E) Ally—Night Elf Rogue, Unique, 9 [Melee] / 9 Health At the start of your turn, each opponent destroys a [Horde] card he controls.

Illusory Rod, 1, DrMaPrShLo (Azeroth-329U) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike (1), [Activate], Exhaust your hero >>> Remove your hand from the game. At the next end of turn, put the cards removed this way into your hand.

I’m Not Dead Yet! (Wrathgate-208R) Quest On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Holy] / 1 Health Unique Priest ally token named Father Kamaros into play with Mend 4.

Immolate, 2, DrFrLo (Drums-99C) Ability—Balance Subtlety Attach to target ability, ally, equipment, or resource and exhaust it. <p> Ongoing: Attached card can’t ready during its controller’s ready step.

Immolate, 2, Warlock (Alliance Warlock-5C, Class-106C, Horde Warlock-7C, Outland-85C) Ability—Destruction Attach to target hero or ally, and your hero deals 1 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Immolation Trap, 3, Hunter (Twilight-43U, Dark Portal-35U) Instant Ability—Survival Trap You may exhaust your defending hero rather than pay this card’s cost.) <p> Attach to target attacking hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attacked character.

The Immovable Object, 4, PaShWa (Dark Portal-254U) Equipment—Armor—Shield, Off-Hand (1), 5 DEF Destroy this armor >>> Destroy all weapons named The Unstoppable Force.

Imp Lord Pinprik (Illidan-21) Hero—Imp Demon, 8 Health [Front]: Elusive [Back]: Elusive <p> Deckbuilding: You can include only neutral quests, any abilities that deal fire damage, and any [Fire] allies. You can’t include cards with reputation or text restrictions (like Fire Hero Required).

Imp Mistress Noah, 6, Horde (Legion-189R) Ally—Blood Elf Warlock, 4 [Fire] / 4 Health Face-down resources you control are also Imp Demon allies with 1 [Fire] / 1 Health.

Impede, 2, Warrior (Wrathgate-88U) Ability—Arms Put target [Shadow], [Holy], or [Frost] ally or weapon on top of its owner’s deck.
Indalamar, Horde (Outland-13)
Hero—Troll Warrior (Protection), Mining/Engineering, 30 Health
(3), Flip Indalamar >>> Heroes and allies you control have **Protector** this turn.
Indauna Bloodfire, 6, Horde (Horde Mage-16C, Icercorn-133C)
Ally—Blood Elf Warlock, 7 [Fire] / 4 Health
Infectious Brutality, 3, Warrior (Crown-56U)
Ability—Fury
Ongoing: On your turn: [Activate] >>> Target ally has +2 ATK this turn.
Infernal, 6, Warlock (Azeroth-127R)
Ally—Infernal Demon, Pet (1), 6 [Fire] / 6 Health
At the start of your turn, target opponent gains control of this ally unless you discard a card.
<p>At the end of your turn, this ally deals 1 fire damage to each opposing hero and ally.
Inferno Totem, 2, Shaman (Alliance Shaman-8U, Horde Shaman-8U, Twilight-82U)
Ability—Elemental, Fire Totem (1), 0 [Fire] / 3 Health
At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p> (Totems can’t attack.)
Infestation, 3, Death Knight (Throne-29U)
Ability—Unholy Disease
Attach to target opposing hero. <p>Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.
Infiltrate, 2, Rogue (Alliance Rogue-7C, Elements-73C, Horde Rogue-10C)
Ability—Subtlety
Up to two target heroes and/or allies have **Assault** and **Stealth** this turn. (They have +2 ATK on your turn and can’t be protected against.)
Information Gathering (Betrayer-252C)
Quest
On your turn: Pay (3) to complete this quest. <p>Reward: Look at the top three cards of your deck. Put one into your hand, one on top of your deck, and the other on the bottom.
Infuriate, 4, Warrior (Illidan-108R)
Ability—Fury
Ongoing: When your hero is dealt combat damage, ready up to that many resources you control.
Infusion of Earth, 2, Shaman (Horde Shaman-9C, Wrathgate-76C)
Instant Ability—Enhancement
Attach to target ally or weapon you control. <p>Ongoing: Attached card has **Assault** 3. (It has +3 ATK on your turn.)
Infusion of Fortitude, 1, Priest (Legion-71C)
Instant Ability—Discipline
Attach to target ally. <p>Ongoing: Attached ally has +3 [Health].
Infusion of Light, 2, Paladin (Dark Portal-60C)
Ability—Holy
Your hero heals 3 damage from target hero or ally. Draw a card.
Ingrid Shadowstorm, 4, Alliance (Legion-153C)
Ally—Human Warlock, 3 [Shadow] / 5 Health
Opposing heroes lose and can’t have flip powers.
Infer, 4, Priest (Dark Portal-71R)
Ability—Discipline
Ongoing: This ability enters play with three charge counters. <p>Prevent all damage that would be dealt to your hero. When damage is prevented this way, remove a charge counter from this ability. If none remain, destroy this ability.
Infer, 5, Priest (Dark Portal-72R)
Ability—Discipline
**Discipline Talent** (You can’t put Holy Talents or Shadow Talents in your deck.) <p>Ongoing: Destroy this ability >>> When you play your next ability this turn, ready up to X resources you control, where X is that ability’s cost.
Infer, 2, Druid (Azeroth-23R, Class-30R, Elderlinb-5R)
Instant Ability—Restoration
Target player draws three cards.
The Innkeeper’s Daughter, 5, DkDrHuMaPaPrRoShLoWa
Instant Ability—Aftermath
Crafted Equipment—Item
This item enters play with a hearth counter on it for each damage on your hero. <p>Ongoing: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.
Inoculation, Alliance (Dark Portal-290C)
Quest
On your turn: Pay (3) to complete this quest. <p>Reward: Choose one: Put an ally you control into its owner’s hand; or draw a card. If your hero is a Draenei, you may choose both.
Inquisition, 2, Paladin (Elements-59C, Horde Paladin-8C)
Ability—Holy
Target ally deals unpreventable holy damage to itself equal to its ATK.
Insect Swarm, 1, Druid (Icercorn-30R)
Ability—Balance
**Balance Talent** (You can’t put Feral Talents or Restoration Talents in your deck.) <p>Ongoing: Attach target hero or ally, and your hero deals 2 nature damage to it. <p>Ongoing: Attached character has -2 ATK.
Inspiring Light, 4, Paladin (Drums-46C)
Ability—Holy
Your hero heals 8 damage from target hero or ally. Draw a card.
Instant Poison, 3, Rogue (Icercorn-64C)
Instant Ability—Poison
You may play this ability without paying its cost if your hero dealt combat damage to an opposing hero this turn. <p>Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero.
Instructor Antheol, 5, Horde (Legion-190E)
Ally—Blood Elf Mage, Unique, 4 [Arcane] / 5 Health
Once per turn: (1) >>> This turn, target ally can’t attack or protect, loses and can’t have powers, and is also a Bear.
Instructor Giral, 2 (Icercorn-176C)
Ally—Draenei Priest, 2 [Holy] / 3 Health
Aldor Reputation <p>**Inspire**; Ally (You may ready an ally you control during each other player’s ready step.) <p>Ongoing: When this ally inspires an ally, that ally has **Protector** this turn.
Intensify, 3, Malo (Elements-102E)
Instant Ability—Fire Destruction
The next time target friendly hero or ally would deal any type of damage this turn, it deals double that much fire damage instead.
Intensify Rage, 2, Warrior (Legion-116C)
Instant Ability—Fury
Attach to target ally. <p>Ongoing: Attached ally has +3 / +3. <p>Ongoing: At the start of your turn, put 2 damage on attached ally.
Intercept, 1, Warrior (Class-119C, Dark Portal-121C, Elements-98C)
Instant Ability—Fury
Exhaust target hero or ally, and your hero deals 1 melee damage to it.
Interest You in a Pint?, 3 (Azeroth-162C)
Ability
Attach to target ally. <p>Ongoing: Attached ally can’t attack.
Intervene, 1, Warrior (Class-120C, Outland-94C)
Instant Ability—Protection
The next time damage would be dealt to target friendly hero or ally this turn, it’s dealt to your hero instead.
Intimidation, 2, Hunter (Honor-29R)
Ability—Beast Mastery
**Beast Mastery Talent** (You can’t put Marksmanship Talents or Survival Talents in your deck.) <p>Ongoing: Each opposing hero and ally can’t ready during its controller’s ready step while you control a Pet.
Into the Fray, 1, Horde (Azeroth-153C) Ability Target ally you control has Ferocity this turn. (It can attack immediately.)

Into the Maw of Madness (Azeroth-353C) Quest Destroy this quest to complete it. <p> Reward: Draw a card.

Intuition, 1, Rogue (Gladiators-56C) Instant Ability—Combat Remove target attacker from combat. You may ready it.


Inventor’s Focal Sword, 3, MaPaLo (Azeroth-330R) Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike (2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

Invigorate, 3, Rogue (Elements-74U) Instant Ability—Combat Finishing Move As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Ready X resources you control, and you may ready target ally with cost X or less, where X is the number of cards removed this way.

Invigorating Touch, 1, Druid (Legion-25U) Ability—Restoration Your hero heals 6 damage from target hero.

Invincible, 2 (Citadel-15U) Ally—Undead Horse, Mount (1), 0 [Melee] / 3 Health When you place a resource face up into your resource row, target ally you control has Invincible this turn. (It can’t leave play, be targeted, or be dealt damage.) <p> (Mounts can’t attack or be attacked.)

Invisibility, 3, Mage (Betrayer-61U) Instant Ability—Arcane Your hero has Elusive and Untargetable this turn. <p> Ongoing: Opposing heroes and allies lose and can’t have Elusive or Untargetable.

Invocation, 2, Mage (Betrayer-62R) Ability—Arcane Ongoing: (2), Destroy this ability >>> This turn, resources you control have "[Activate] >>> Draw a card."

Invoke the Nether, 6, Warlock (Alliance Warlock-6R, Legion-108R) Ability—Destruction Remove all allies from the game.

Invulnerable Mail, 7, HuPaShWa (Azeroth-296E) Equipment—Armor—Mail, Chest (1), 6 DEF Destroy two resources you control >>> Ready this armor.

Irvar, 6, Alliance (Honour-103U) Ally—Draenei Paladin, Unique, 5 [Holy] / 1 Health Pay (2) or remove an honor counter from a card you control >>> This ally deals 1 holy damage to each opposing ally.

Ironforge, Alliance (Honour-207R) Location—City Dwarf Hero Required <p> [Activate] >>> Put target armor or weapon from your graveyard into your hand if its cost is less than the number of Dwarves you control.

Ironforge Guards, 2, Alliance (Azeroth-188C) Ally—Dwarf Warrior, Unlimited, 1 [Melee] / 1 Health This ally has +1 [Health] for each other ally named Ironforge Guards you control.

Ironfront 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 own owner’s hand.)

Ishahah, High Priestess of the Aldor, 8 (Legion-217E) Ally—Draenei Priest, Unique, 5 [Holy] / 8 Health Aldor Reputation (You can’t put cards with other reputations in your deck.) <p> At the start of each opponent’s turn, he chooses an ally he controls. Gain control of that ally.

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.

It’s a Secret to Everybody (Azeroth-354C) Quest Pay (1) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.

Ivan, Bladewind Brute, Alliance (Scourgewar-5) Hero—Human Warrior (Fury), Blacksmithing/Jewelcrafting, 30 Health If you control another Warrior: Flip Ivan >>> Ivan deals 2 melee damage to target damaged hero or ally.

Ivus the Forest Lord, 14, Alliance (Dark Portal-169E) Ally—Ancient, Unique, 10 [Nature] / 10 Health You pay (1) less to play this ally for each non-token Alliance ally you control. <p> Each opposing ability, ally, and equipment can’t ready during its controller’s ready step.

Ixamos the Corrupted, Alliance (Betrayer-12) Hero—Draenei Shaman (Traitor), Mining/Jewelcrafting, 28 Health (2), Flip Ixamos, destroy a friendly Totem >>> Ready Ixamos and all weapons you control.

Ixamos the Redeemed, Alliance (Betrayer-3) Hero—Draenei Shaman (Enchantment), Mining/Jewelcrafting, 28 Health (3), Flip Ixamos, exhaust a Totem you control >>> Ready target ally.

Iziya the Attuned, 3, Alliance (Wrathgate-117C) Ally—Draenei Shaman, 3 [Nature] / 2 Health Protector, Mend 1

Izza Spindleslam, 3, Alliance (Outland-122C) Ally—Gnome Warlock, 3 [Fire] / 2 Health Elusive <p> At the start of each turn, this ally deals 1 fire damage to each hero.

Izzy Quizifiz, 1, Horde (Throne-150C) Ally—Goblin Shaman, 1 [Nature] / 2 Health (2) >>> Ready this ally.

Jack Coor, 3, Horde (Drums-172C) Ally—Undead Mage, 1 [Fire] / 4 Health (1), Discard a card >>> This ally deals 1 fire damage to each ally.

Jackknife, 3, Rogue (Outland-69C) Ability—Assassination Combo Target up to two heroes and/or allies. Your hero deals 3 melee damage to the first target. If you control a Dagger, your hero deals 3 melee damage to the second target.

Jacob Blackcrest, Alliance (CAT Promo-1) Hero—Worgen Warlock (Demonology), Enchanting/Tailoring, 28 Health (4), Flip Jacob >>> Put target Demon from your graveyard into your hand.

Jadefire Felsworn, 6 (Crown-141U, Elderlimb-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, Elderlimb-16C) Monster Ally—Satyr Demon Warlock, 4 [Shadow] / 2 Health When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

Jadefire Rogue, 4 (Crown-143U) Monster Ally—Satyr Demon Rogue, 3 [Shadow] / 5 Health While an opposing hero has 15 or more damage on it, opposing allies can’t protect and lose and can’t have Elusive.

Jadefire Satyr, 2 (Crown-144C, 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-145C, Elderlimb-18C)
Monster Ally—Satyr Demon Rogue, 4 [Shadow] / 2 Health
This ally can attack only heroes.

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

Jaedan Sunshot, 2, Horde (Legion-191C)
Ally—Blood Elf Hunter, 2 [Ranged] / 2 Health
When you play an ability, this ally has Long-Range this turn. (Defenders deal no combat damage to it.)

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.

Jaenel, Alliance (Worldbreaker-6)
Hero—Draenei Paladin (Retribution), 29 Health
[Front]: (4) >>> Flip Jaenel face down.  
[Back]: Assault 1 (Jaenel has +1 ATK on your turn.)

Jae’va the Relentless, 7, Horde (Betrayer-165C)
Ally—Blood Elf Paladin, 3 [Melee] / 7 Health
Protector <> Once per turn: Exhaust a hero or ally you control >>> Ready this ally.

Jaga’ul the Wild’s Fury, 4, Horde (Twilight-143R)
Ally—Troll Druid, 5 [Nature] / 1 Health
When this ally is destroyed, you may put him from the graveyard into his owner’s resource row face down and exhausted.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)
Ally—Orc Rogue, 3 [Melee] / 3 Health
Empower Rogue: When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jai Dawnsteel, Horde (Worldbreaker-13)
Hero—Blood Elf Warrior (Arms), 30 Health
[Front]: (3) >>> Flip Jai face down.  
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Thermorea, 4, Alliance (Class Promo-4E, Icecrown-104E)
Ally—Human Mage, Unique, 3 [Frost] / 5 Health
Frost Resistance <> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard. <> You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of (1).

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

Jakt, 4, Warlock (Icecrown-78C)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health
Elusive (This ally can’t be attacked.) <> [Activate] >>> This ally deals 1 fire damage to target hero or ally. <> (1), Exhaust a Warlock you control >>> Ready this ally.

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

Jarl Soul, 4, Warlock (Outland-87C)
Ability—Destruction
Remove target ally from the game. <> Ongoing: Destroy this ability >>> You pay (2) less to play your next Pett this turn.

Jaral of Gilneas, Alliance (Throne-117C)
Ally—Blood Elf Paladin, 3 [Holy] / 4 Health
Protector <> Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Jaron, Herald of the Hunt, 3, Horde (Throne-152U)
Instant Ally—Undead Hunter, 3 [Frost] / 2 Health
Empower Hunter: When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jaroth Lightguard, 4, Horde (Scourgewar-182C)
Ally—Blood Elf Paladin, 3 [Holy] / 4 Health
Protector <> Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

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

Jasmine von Ludrow, 6, Horde (Icecrown-134C)
Ally—Undead Mage, 5 [Frost] / 5 Health
Frost Resistance (Prevent all frost ([Frost]) damage that would be dealt to this ally.)

Jay Stonewall, 1, Alliance (Legion-154C)
Ally—Dwarf Warrior, 1 [Melee] / 1 Health
Protector, Untargetable

Javeer, 3, Alliance (Twilight-112C)
Ally—Draenei Death Knight, 1 [Melee] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <> When this ally protects for the first time each turn, ready him.

Ja’zaro, 3, Horde (Dark Portal-215C)
Ally—Troll Shaman, 2 [Melee] / 3 Health
Protector <> At the start of your turn, this ally heals 1 damage from himself.

Jazim Bloodlove, 1, Horde (Outland-164C)
Ally—Blood Elf Paladin, 1 [Melee] / 1 Health
Ferocity (This ally can attack immediately.) <> Protector

Ja’zooa, 4, Horde (Legion-192C)
Ally—Troll Rogue, 2 [Melee] / 6 Health
Opponents pay (1) more to complete quests.

Jee’zee, 2, Horde (Drums-173C)
Ally—Troll Shaman, 0 [Nature] / 5 Health
Ferocity (This ally can attack immediately.) <> Berserking (This ally has +1 ATK for each damage on it.)

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

Jek’kresh, 3, Warlock (Scourgewar-98U)
Ally—Voidwalker Demon, Pet (1), 3 [Melee] / 5 Health
Protector, Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.) <> Death Rattle (When this ally enters your graveyard from anywhere): Target ally you control has Shadow Resistance this turn.

Jeleane Nightbreeze, 2, Alliance (Dark Portal-170C)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
Untargetable

Jeniva Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Elements-117C)
Ally—Worgen Priest, 2 [Holy] / 2 Health
When this ally enters play, she may heal 4 damage from target hero or ally.

Jeremiah Karvok, Horde (Wrathgate-13)
Hero—Undead Warlock (Destruction), Leatherworking/Skinning, 28 Health
Flip Jeremiah, discard a Warlock >>> When you next play an ability this turn, exhaust all opposing heroes and allies.

Jerrak Krandle, 3, Alliance (Twilight-113U)
Ally—Human Paladin, 3 [Melee] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.; Add an heirloom counter to target equipment you control.)
Jerrick Valder, 2, Alliance (Elemental-118C) Ally—Worgen Rogue, 2 [Melee] / 3 Health When this ally attacks, you may exhaust target ally.  &lt;p&gt; **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Exhaust target ally.

Jessa the Lifebound, 5, Alliance (Twilight-114R) Ally—Worgen Druid, 5 [Arcane] / 5 Health **Protector** &lt;p&gt; When this ally is destroyed, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Jessup Smythe, 3, Horde (Betrayer-166C) Ally—Undead Rogue, 3 [Nature] / 3 Health When this ally redies, you may remove an ally in your graveyard from the game. If you do, destroy target ally.

Jewelcrafters Zanaz, 3, Alliance (Class-137C, Outland-123C) Ally—Drainei Priest, 2 [Holy] / 4 Health

Jex’ali, 3, Horde (Throne-153C) Ally—Troll Priest, 2 [Holy] / 4 Health When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jezzika Shneobog, 4, Horde (Worldbreaker-178C) Ally—Goblin Mage, 2 [Holy] / 5 Health **Time is Money** (This ally can use [Activate] powers immediately.) &lt;p&gt; [Activate] &gt;&gt;&gt; This ally heals 2 damage from target hero or ally you control.

Jhuanash, 3, Warlock (Worldbreaker-107R) Ally—Felguard Demon Demonology, Pet (1), 0 [Melee] / 0 Health **Demonology Talent** (You can’t put Affliction Talents or Destruction Talents in your deck.) &lt;p&gt; **Protector** &lt;p&gt; This ally has +1 / +1 for each resource you control.

Jil’hi, 3, Horde (Drums-174U) Ally—Troll Hunter, 1 [Ranged] / 5 Health **Berserking** (This ally has +1 ATK for each damage on it.) &lt;p&gt; (1) &gt;&gt;&gt; This ally has **Long-Range** this turn. (Defenders deal no combat damage to it.)

Jin’do’s Bag of Whammies, 6, DrMaPrLo (Dark Portal-263R) Equipment—Item, Off-Hand (1) Each player’s maximum hand size is reduced by four. &lt;p&gt; At the start of each player’s turn, that player draws cards until he reaches his maximum hand size.

Jin’do’s Evil Eye, 4, DrPaPrSh (Dark Portal-264R) Equipment—Item, Neck (1) At the start of each player’s turn, the first opponent to that player’s left names a card. That card can’t be played this turn.

Jin’do’s judgement, 5, DrMaPrShLo (Dark Portal-277R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike When a player draws a card, put 1 damage on that player’s hero.

Jinie Swizzleshade, 6, Alliance (Alliance DK-12C, Alliance Priest-17C, Alliance Rogue-15C, Alliance Warlock-16C, Worldbreaker-142C) Ally—Gnome Mage, 5 [Shadow] / 4 Health **Elusive** (This ally can’t be attacked.)

Jin’lak Nightfang, 2, Horde (Azeroth-244C) Ally—Troll Rogue, 3 [Melee] / 1 Health (3) &gt;&gt;&gt; Target hero or ally can’t protect this turn.

Jin’rohk, The Great Apocalypse, 7, DkhUpaWa (Honor-177E) Equipment—2H Weapon—Sword, Melee (1), 3 [Melee], 3 Strike When a hero is dealt damage with this weapon, destroy up to that many target non-hero cards controlled by that hero’s controller.

Jinxy Blastwheel, Horde (Elements-13) Hero—Goblin Mage, 25 Health [Front]: (4) &gt;&gt;&gt; Flip JINXY face down. [Back]: At the start of your turn, Jinxy deals 1 arcane damage to target hero for each [Arcane] ally you control.

Johnny Rotten, 3, Horde (Citadel Raid-69U, Drums-175U) Ally—Undead Rogue, 3 [Melee] / 2 Health When this ally enters play, he may deal 3 arcane damage to target exhausted hero or ally. &lt;p&gt; **Shadow Resistance** (Prevent all shadow [Shadow] damage that this ally would be dealt.)

Jo’aa’be, 3, Horde (Drums Starter-6U) Ally—Troll Shaman, 3 [Nature] / 4 Health When this ally enters play, you may ready a resource you control.

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

Jon Reaver, 4, Horde (Outland-165C) Ally—Undead Warrior, 2 [Melee] / 2 Health When this ally enters play, you may destroy target weapon.

Jonas Targan, 2, Alliance (Class-138C, Honor-104C) Ally—Human Warrior, 1 [Melee] / 1 Health [Activate] &gt;&gt;&gt; This ally deals 1 melee damage to target damaged hero or ally.

Jonsas the Red, Horde (Betrayer-28) Hero—Undead Rogue (Traitor), Engineering/Jewelcrafting, 27 Health (2), Flip Jonas &gt;&gt;&gt; When friendly ally deals combat damage to an ally this turn, destroy both.

Joras White, Horde (Betrayer-19) Hero—Undead Rogue (Assassination), Engineering/Jewelcrafting, 27 Health (3), Flip Jonas, exhaust an ally you control &gt;&gt;&gt; That ally deals melee damage equal to its ATK to target ally.

Joren the Martyr, Horde (Class-22, Illidan-11) Hero—Undead Priest (Discipline), Jewelcrafting/Tailoring, 26 Health (2), Flip Joren &gt;&gt;&gt; The next time target hero or ally would be dealt damage this turn, prevent it.

Josiah King, 1, Alliance (Alliance Mage-18C, Outland-124C) Ally—Human Mage, 2 [Arcane] / 1 Health (5), Destroy this ally &gt;&gt;&gt; This ally deals 3 arcane damage to target hero or ally.

Journey to Azeroaar, Alliance (Class-6C) Quest Pay (3) to complete this quest. &lt;p&gt; Reward: Reveal the top two cards of your deck. Put all revealed abilities and equipment into your hand and the rest on the bottom of your deck.

Journey to the Crossroads, Horde (Class-4C) Quest Pay (5) to complete this quest. &lt;p&gt; Reward: Draw a card for each different [Horde] race among heroes and allies you control.

Journey’s End, 2, DrHu (teecrown-194R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike [Druid] Hero (1), [Activate], Destroy a resource you control &gt;&gt;&gt; Druids you control have **Assault 2** and **Stealth** this turn. &lt;p&gt; [Hunter] Hero: (1), [Activate], Destroy a resource you control &gt;&gt;&gt; Hunter’s you control have **Assault 2** and **Long-Range** this turn.

Jubilee Arcsparks, 3, Alliance (Outland-125R) Ally—Gnome Mage, 3 [Arcane] / 3 Health **Unattaggable** &lt;p&gt; When this ally is revealed from your deck by a quest, draw a card.

Judgement Crown, 4, Paladin (Onyxia-15E) Equipment—Armor—Plate, Head (1), 2 DEF (1), [Activate] &gt;&gt;&gt; Prevent the next 1 damage that would be dealt to target ally this turn. &lt;p&gt; When you play a [Paladin] ability, ready this armor.

Judgement Legplates, 4, Paladin (Molten Core-4R) Equipment—Armor—Plate, Legs (1), 3 DEF When you play a [Paladin] ability, you may pay (1). If you do, prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Judgement of Light, 2, Paladin (Legion-58R) Ability—Holy Judgement Attach to target opposing hero or ally. &lt;p&gt; Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character heals 2 damage from itself.

Judgement of Wisdom, 5, Paladin (Legion-59R) Ability—Holy Judgement Attach to target opposing hero or ally. &lt;p&gt; Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character’s controller draws a card.
Juggernaut, 1, Warrior (Horde Warrior-6R, Worldbreaker-118R)
Ability—Arms
**Arms Talent** (You can’t put Fury Talents or Protection Talents in your deck) <p><p>Exhaust all opposing heroes and allies. Your hero has **Assault** 3 this turn.

Julia Graves, 1, Horde [Dark Portal-216C]
Ally—Undead Warlock, 2 [Shadow] / 1 Health
You may remove two allies in your graveyard from the game rather than pay this ally’s cost.

Jumahlk Thundersky, 4, Horde (Throne-154C)
Ally—Tauren Paladin, 1 [Melee] / 9 Health
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

Junkboxes Needed, Rogue (Scourgewar-257U)
Quest
On your turn: Choose “ability,” “ally,” or “equipment,” and pay (2) to complete this quest.
<p>Reward: Look at target opponent’s hand and choose a card of that kind. He discards that card.

Jurpak, 2, Horde (Legion-193C)
Ally—Orc Shaman, 1 [Fire] / 3 Health
(2) >>> Target ally has **Ferocity** this turn. (It can attack immediately.)

Justiciar Andaer Ragepaw, 7, Alliance (Scourgewar-139U)
Ally—Night Elf Druid, 7 [Melee] / 7 Health
This ally can protect against Death Knights. <p><p>When an opposing Death Knight attacks, you may ready this ally.

Justiciar Andra Goldblast, 2, Alliance (Icecrown-105U)
Ally—Dwarf Hunter, 2 [Ranged] / 3 Health
(2) >>> When the next opposing Mage or [Mage] card enters play this turn, destroy it.

Justiciar Brac, 5, Alliance (Betrayal-140U)
Ally—Human Paladin, 5 [Holy] / 5 Health
This ally can protect damaged heroes and allies.

Justiciar Broxlo Frostmuggle, 1, Alliance (Scourgewar-140U)
Ally—Gnome Mage, 1 [Frost] / 3 Health
Opposing Warriors can’t attack or exhaust.

Justiciar Drathnea, 5, Alliance (Worldbreaker-118U)
Ally—Draenei Priest, 1 [Shadow] / 8 Health
When this ally deals damage to a Paladin, that Paladin’s controller discards a card.

Justiciar Gavin Shadestickler, 4, Alliance (Scourgewar-141U)
Ally—Dwarf Rogue, 4 [Melee] / 4 Health
Opposing Warlocks and [Warlock] cards can’t ready.

Justiciar Johann Rastol, 6, Alliance (Icecrown-106U)
Ally—Human Paladin, 5 [Holy] / 5 Health
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
(4) >>> When an opposing Shaman deals damage to a hero or ally you control, that Shaman also deals that much nature damage to itself.

Justiciar Maxwell Forthright, 3, Alliance (Scourgewar-142U)
Ally—Human Warrior, 4 [Melee] / 2 Health
Opposing Rogues have -2 / -2.

Justiciar Nimzi Banedrizzle, 2, Alliance (Wratghgate-119U)
Ally—Gnome Warlock, 2 [Shadow] / 3 Health
When this ally leaves play, you may remove target Druid ally, [Druid] ability, or [Druid] equipment from the game.

Justiciar Nordar Stonegrave, 1, Alliance (Icecrown-107U)
Ally—Dwarf Death Knight, 2 [Frost] / 1 Health
Opposing Hunters and [Hunter] Pets have -2 ATK.

Justiciar Ularu, 5, Alliance (Wratghgate-120U)
Ally—Draenei Shaman, 5 [Frost] / 5 Health
When this ally enters combat for the first time on each of your turns, ready him if a Priest is defending.

Justice Blindburn, Horde (Drums-11, Naxxramas-8)
Hero—Blood Elf Paladin (Retribution), Blacksmithing/Engineering, 29 Health
(3), Flip Blindburn >>> When the next ally you control is destroyed this turn, each opponent destroys an ally he controls.

Kaal Soulreaper, 7, Horde (Azeroth-245E)
Ally—Orc Warlock, Unique, 5 [Shadow] / 6 Health
(2), Remove this ally from the game >>> Players put all allies from their graveyards into play.

Kaal, 1, Alliance (Scourgewar-143C)
Ally—Draenei Shaman, 1 [Melee] / 2 Health
(2), Discard a card >>> Target ally has +2 ATK this turn.

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

Kadus Frosthand, Alliance (Worldbreaker-7)
Hero—Dwarf Mage [Frost], 25 Health
[Front]: (6) >>> Flip Kadus face down.
[Back]: [Activate] >>> Target ally can’t attack this turn.

Kaelon, Herald of the Flame, 4, Alliance (Throne-115U)
Ally—Night Elf Mage, 5 [Fire] / 3 Health
**Empower Mage**: When this ally enters play, if you control another Mage hero or ally, this ally deals 5 fire damage to target hero.

Kaelor Sunscreen, 4, Horde (Illidan-158C)
Ally—Blood Elf Priest, 4 [Holy] / 4 Health
(1), Destroy another ally you control >>> Destroy target ability.

Kaelyn Vineminder, 4, Alliance (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.

Kaerie, Defender of the Sunwell, Horde (Scourgewar-13)
Hero—Blood Elf Paladin (Retribution), Blacksmithing/Inscription, 29 Health
If you control another Paladin: Flip Kaerie >>>
Kaerie deals 3 unpreventable holy damage to target ally that dealt damage this turn.

Kagella Shadowmark, 2, Horde (Outland-166C)
Ally—Orc Rogue, 1 [Melee] / 3 Health
This ally has +1 ATK for each exhausted ally you control.

Ally—Orc Hunter, 1 [Ranged] / 2 Health
**Ferocity** (This ally can attack immediately.)

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

Kailis Truearc, 1, Alliance (Azeroth-189R)
Ally—Night Elf Hunter, 1 [Ranged] / 1 Health
This ally has +2 / +2 while you control four or more allies.

Kal’ai the Uplifting, 5, Alliance (Dark Portal-171R)
Ally—Draenei Paladin, 5 [Melee] / 4 Health
Draenei Hero Required <p><p>Other allies you control have +1 / +1.

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.

Kalan Howland, 3, Alliance (Twilight-115C)
Ally—Worgen Rogue, 3 [Nature] / 2 Health
When this ally is destroyed, target player discards a card.

Kalatine Carmichael, Alliance (Gladiators-6)
Hero—Human Priest (Discipline), Engineering/Jewelcrafting, 26 Health
(1), Flip Kalatine >>> The next time Kalatine would be dealt damage this turn, prevent it.

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.
Keldor the Lost, 3, Horde (Honour-132R)
Ally—Undead Warlock, Unique, 4 [Shadow] / 3 Health
Pay (2) or remove an honor counter from a card you control >>> Interrupt target ally. If you do, remove it from the game, and its owner puts it into play under his control at the start of his next turn.

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

Kelm Hargunth, 8, Horde (Honour-133E)
Ally—Orc Warrior, Unique, 9 [Melee] / 9 Health
When this ally attacks, each opponent destroys an [Alliance] card he controls.

Kelsa Wildfire, 1, Alliance (DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, Twilight-116C)
Ally—Worgen Mage, 1 [Fire] / 2 Health

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

K'el'Thuzad, 10 (Scourgewar-21E)
Master Hero—Lich, 3 [Frost] / 33 Health
[Hunter], [Mage], [Rogue], [Warlock], or [Warrior] Hero Required <=: When your hero becomes K'el'Thuzad, target an opponent. Gain control of an ally he controls. Search his zones for one ally each and put any number of them into play.

K'el'Thuzad's Reach, 4, RoSh (Icecrown-195E)
Equipment—1H Weapon—Fist, Melee (1), 3 [Melee], 1 Strike
When your hero deals combat damage with this weapon to a hero, you may destroy this weapon. If you do, put target ally in an opponent's graveyard into play under your control.

Kel'vor Valorshine, 3, Horde (Unique, 9 [Melee] / 9 Health)
Ally—Blood Elf Paladin, 6 [Holy] / 5 Health
Your hero deals 2 melee damage to target hero or ally of his choice.

Kil'ka Rocksalt, 3, Alliance (Drums-131C)
Ally—Dwarf Warrior, 3 [Melee] / 2 Health

**Protector <=: Opposing allies have -1 [Health] while this ally is defending.**


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

Keys to the Armory, 2, Warrior (Honor-78R)
**Ability—Protection**
Search your deck for an equipment, reveal it, and put it into your hand.

**Khorium Bear, 1, DkDrHuPaRoShWa (Scourgewar-Crafted-3E)**
Equipment—Item, Trinket (2)
Jewelcrafting Hero Required <=: Weapons you control have +1 ATK. <=: **Death Rattle: Put a 1 [Melee] / 1 [Health] Boar ally token into play.**

Kiani De'nara, 7, Horde (Outland-169R)
Ally—Blood Elf Paladin, 6 [Holy] / 5 Health
You may destroy four resources you control rather than pay this ally's cost.

Kibler's Exotic Pets (Azeroth-355C)
**Quest**
Pay (2) to complete this quest. <=: Reward: Reveal the top three cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.

Kick, 3, Rogue (Dark Portal-82R)
**Instant Ability—Combat**
Your hero deals 2 melee damage to target hero or ally. If you target an ally, you may interrupt an ability played by its controller.

Kick Thinking, 1, MaRo (Wrathgate-98U)
**Instant Ability—Arcane Combat**
Interrupt target ability with cost less than or equal to the number of Mages and Rogues you control.

Kickback 5000, 2, Hunter (Elements-196R)
Equipment—Weapon—Gun, Ranged [1], 0 [Ranged], 0 Strike
Long-Range <=: This weapon enters play with two +1 ATK counters. <=: When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon. <=: (4) >>> Add two +1 ATK counters to this weapon.

Kidney Shot, 3, Rogue (Honor-57R)
**Instant Ability—Assassination**

**Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <=: Choose X of the following: Exhaust all opposing abilities; allies; equipment; heroes; or resources.**

Kieron the Loarer, 5, 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.

Kiki Sparkbottom, 3, Alliance (Legion-15SU)
Ally—Gnome Mage, 1 [Fire] / 3 Health

**Evasive (This ally can't be attacked.) <=: Long-Range (Defenders deal no combat damage to this ally.)**

Kileana Darkblaze, 4, Horde (Drums-176C)
Ally—Blood Elf Warlock, 5 [Fire] / 5 Health
When this ally enters play, she deals 2 fire damage to your hero and each other ally you control.

Kileana the Inferno, Horde (Honor-15)
**Ability—Blood Elf Warlock (Destruction).**
Herbalism/Tailoring, 28 Health
(2), Flip Kileana >>> deals 2 fire damage to each ally you control and 1 fire damage to each other ally.

Kilik the Unraveler, 7 (Scourgewar-209R)
Ally—Nerubian, Unique, 7 [Nature] / 7 Health
Nerubian Reputation <=: **Protector <=: When this ally enters play, put up to three cards from the top of your deck into your graveyard. Then, draw a card if an ability is in your graveyard, draw a card if a mana is in your graveyard, and draw a card if an equipment is in your graveyard.**

Kil Command, 2, Hunter (Class-39U, Horde Hunter-10U, Outland-30U)
**Instant Ability—Beast Mastery**
Target Pet you control deals melee damage equal to its ATK to target ally.

Killing Spree, 3, Warrior (Dark Portal-122R)
**Ability—Fury**
Destroy all damaged allies.

Kil'zoin of the Bloodscalp, Horde (Betrayor-29)
**Hero—Troll Shaman (Traitor), Leatherworking/Jewelcrafting, 28 Health**
(1), Flip Kil'zoin >>> Kil'zoin deals 3 nature damage to target hero or ally an opponent controls. When damage is dealt this way, that opponent's hero deals 3 nature damage to target hero or ally of his choice.

Kil'zoin of the Darkspear, Horde (Betrayor-20)
**Hero—Troll Shaman (Elemental), Leatherworking/Jewelcrafting, 28 Health**
On your turn: (2), Flip Kil'zoin >>> Target opponent chooses an ally he controls, and Kil'zoin deals 3 nature damage to it.
Waon for each other ability you control.

Instant Ability
of target ally with cost 3 or less.

When this ally enters play, you may gain control
play.

[Health] Alliance Dwarf Warrior, Unique, 6 [Melee] / 8
Health
At the end of each turn, put a 1 [Melee] / 1 [Health] Alliance Dwarf Warrior ally token into
play. <p> Dwarves you control have **Protector**.

King Muka, 7 [Dark Portal-244R, Dark Portal
Loot-2L]

Ally—Gorilla, Unique, 6 [Melee] / 5 Health
When this ally enters play, you may gain control
target ally with cost 3 or less.

King of the Jungle, 6, Druid (Betrayer-41R)
Instant Ability—Feral Cat Form Combo, Form
(1)
Ongoing: Your hero has +1 ATK while attacking
for each other ability you control. <p> Your hero has **Cat Form.** (+1 ATK while attacking. Destroy
this card when you strike with a weapon or play a
non-Feral ability.)
Koltira Deathweaver, 6, Horde (Icecrown-135R)
Ally—Blood Elf Death Knight, Unique, 5 [Frost] / 7 Health

**Protector** => Once per turn: Turn a resource you control face down >>> Target ally has +5 ATK this turn.

Kor Cinderein, 3, Alliance (Alliance Paladin-15C, Azeroth-192C, Class-140C)
Ally—Dwarf Paladin, 3 [Melee] / 3 Health

Koralistra, 6 (Worldbreaker-211R)
Ally—Red Dragonkin Consort, Koralistra (1), 5 [Fire] / 6 Health
When you play an ally, put X [Fire] / 1 [Health] Red Dragonkin ally tokens into play, where X is that ally’s cost.

Korin gar the Heavy, 7, Horde (Dark Portal-219U)
Ally—Tauren Warrior, 5 [Melee] / 5 Health
(3) => This turn, this ally has all the payment powers of all other allies.

Kor’krone Vanguard, Horde (Class Promo-13R, Wrathgate-219R)
Location
[Activate] >>> Target [Horde] hero or ally you control has **Assault** 1 this turn. => If you control an ally with a Saurfang in its name: [Activate] >>> Target [Horde] hero or ally you control has **Assault** 3 this turn.

Korlix Grimvik, 2, Horde (Elements-137C)
Ally—Goblin Death Knight, 2 [Shadow] / 3 Health

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

Korthas Greybeard, 1, Alliance (Dark Portal-174C)
Ally—Dwarf Paladin, 1 [Melee] / 2 Health

**Protector** => [Activate] >>> Prevent the next 1 damage that would be dealt to target hero or ally this turn.

Koth, Caller of the Hunt, Horde (Illidan-12)
Hero—Orc Hunter (Marksmanship), Mining/Blacksmithing, 28 Health
(2), Flip Koth => Allies you control have +1 ATK while in combat with target hero or ally this turn.

Kozik Skullcracker, 1, Horde (Horde Rogue-17C, Icecrown-136C)
Ally—Orc Rogue, 2 [Melee] / 1 Health

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

Kralnor, 3, Horde (Dark Portal-220U)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
When this ally enters play, you may search your deck for a Staff and reveal it. If you do, shuffle your deck and put that card on top.

Kraxos Chizzlecloon, 5, Horde (Twilight-144U)
Ally—Goblin Death Knight, 3 [Melee] / 5 Health

**Assault 3** (This ally has +3 ATK on your turn.)

=> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Add an heirloom counter to target equipment you control.

Kray’zin Firetusk, 4, Horde (Drums-178R)
Ally—Troll Mage, 0 [Fire] / 10 Health
Troll Hero Required => **Berserking** => When this or another ally enters your party, you may put any amount of non-fatal damage on it.

Krazal the Egggregator, 2 (Holiday 3-3R)
Ally—Goblin Egg Healer, 3 [Nature] / 2 Health
When this ally is revealed from your deck, put a 1 [Nature] / 1 [Health] Spring Rabbit ally token into play.

Kraznix Smolderpain, 5, Horde (Grown-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.)

Kreedom, 2, Warlock (Gladiators-72R)
Ally—Felhunter Demon, Pet (1), 2 [Melee] / 4 Health
At the start of your turn, this ally deals 1 shadow damage to each opposing hero and ally for each ability you control attached to that character.

Krenig Soulguard, 1, Alliance (Outland-126C)
Ally—Dwarf Priest, 1 [Holy] / 2 Health
(3), Destroy this ally >>> Choose one: Destroy target ability; or put target ability into its owner’s hand.

Krezza the Explosive, 3, Horde (Sylvanas-17R, Throne-159R)
Ally—Human Mage, 2 [Arcane] / 2 Health
When this ally deals damage to an opposing hero, she also deals 2 arcane damage to target opposing ally.

Kristina Soulcinder, 3, Alliance (Gladiators-110C)
Ally—Human Warlock, 0 [Shadow] / 3 Health
At the start of your turn, target ally has +2 / -2 this turn.

Kristoff Manchester, Alliance (Gladiators-7)
Hero—Human Warlock (Affliction), Alchemy/Engineering, 28 Health
(2), Flip Kristoff >>> When Kristoff deals damage with an attachment this turn, he heals that much from himself.

Krixel Pinchwhistle, 4, Horde (Horde Rogue-17C, Crown-122R)
Ally—Orc Rogue, 2 [Melee] / 1 Health

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

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 pouring 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.

Krol Blade, 3, HuFaRoWa (Azeroth-331U)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike

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.

Kronore, 7, Alliance (Betrayer-141R)
Ally—Draenei Shaman, 4 [Nature] / 6 Health
[Activate] => Ready all other allies you control.

Krum’shal, 5 (Crowns-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.)

Krunkle Deadspark, Alliance (Wrathgate-6)
Hero—Gnome Death Knight (Blood), Alchemy/Enchanting, 29 Health
On your turn: Flip Krunkle, discard a Death Knight => Krunkle heals 2 damage from himself and has **Assault** 2 this turn.

Kryton Barleybeard, 1, Alliance (Azeroth-193U)
Ally—Dwarf Priest, 2 [Holy] / 1 Health
(2), Destroy this ally >>> Put target ability into its owner’s hand.

Kuatha Mornhoof, 3, Horde (Elements-139C, Horde Priest-15C)
Ally—Tauren Paladin, 2 [Holy] / 4 Health

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

Kuland Earthguard, 5, Horde (Azeroth-249C)
Ally—Tauren Shaman, 3 [Melee] / 5 Health

**Protector** => At the end of your turn, ready this ally.

Kulvo Jadefist, 3, Alliance (Outland-127C)
Ally—Dwarf Warrior, 4 [Melee] / 4 Health

**Protector** => When this ally attacks, he has -2 / -2 this turn.

Kungen the Thunderer, Horde (Wrathgate-15)
Hero—Tauren Warrior (Arms), Inscription/Tailoring, 31 Health
On your turn: Flip Kungen, discard a Warrior >>> Opposing cards can’t exhaust this turn.
Lazy Peons, Horde (Dark Portal-303C) Quest Orc Hero Required <p>This quest enters play exhausted. <p><p>Exhau

Leader of the Bloodscale (Outland-238C) Quest If you control an ally with cost 5 or more: Pay (1) to complete this quest. <p><p>Exhaust: Draw a card.


Leap of Faith, 2, Priest (Elements-67R) Instant Ability—Holy Remove target ability, ally, or equipment you own from the game. Then, put it into play under your control. (It enters play ready and undamaged.)

Leeching Fever, 3, Death Knight (Crown-9U) Ability—Unholy Disease Attach to target hero. <p>Exhau: At the start of your turn, your hero deals 1 shadow damage to attached ally. 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.

Leroy Jenkins, 4, Alliance (Azeroth-198E, Class Promo-SE) Ally—Human Paladin, 6 [Meele] / 1 Health When this ally enters play, exhaust all other allies you control. They can’t ready during your next ready step. <p><p>Exhau: Say “Leeetooooooy Jenkins!”

Leeza, Tomb Robber, 2, Horde (Dark Portal-221C) Ally—Undead Rogue, 2 [Meele] / 2 Health Stealth (This ally can’t be protected against) <p>When this ally deals combat damage, you may remove target card in a graveyard from the game.

Legacy of Arlok, 2, MaPrLo (Crown-183U) Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally. <p><p>On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legend of Mount Hyjal, 10 (Dark Portal-145R) Ability Destroy all allies.

Legendary Heroes (Honor-195C) Quest Pay (1) to complete this quest. <p><p>Exhau: Draw a card unless target opponent turns a hero or resource he controls face down.

Legendary Leathers, Dalaran (Scourgewar-268R) Location [Activate] >>> You pay (2) less to play your next Leather or Mail armor this turn for each Leatherworking hero and ally you control.

Leggings of the Honored, 2, DrRo (Wrathgate-175U) Equipment—Armor—Leather, Legs (1), 1 DEF This armor has +4 [DEF] if an ally entered a graveyard this turn.

Leggings of the Vanquished Usurper, 3, DrRo (Elements-183U) Equipment—Armor—Leather, Legs (1), 1 DEF [2], [Activate] >>> Non-[Horde], non-[Alliance] allies you control have Assault 2 this turn. (They have +2 ATK on your turn.)

Leggings of Transcendence, 2, Priest (Molten Core-5R) Equipment—Armor—Cloth, Legs (1), 1 DEF When you play a [Priest] ability, you may pay (1). If you do, your hero heals 2 damage from each friendly ally.

Legguards of the Shattered Hand, 6, PaWa (Betrayer-224R) Equipment—Armor—Plate, Legs (1), 5 DEF [Activate] >>> Destroy target damaged ally.

Legplates of Ten Storms, 6, Shaman (Molten Core-6R) Equipment—Armor—Mail, Legs (1), 2 DEF When you play a [Shaman] ability, you may pay (1). If you do, your hero deals 2 nature damage divided as you choose to up to two target heroes and/or allies.

Legplates of the Endless Void, 4, DkPaWa (Icecrown-176R) Equipment—Armor—Plate, Legs (1), 3 DEF [Activate], Put 3 damage on your hero >>> Draw a card.

Legplates of Wrath, 3, Warrior (Molten Core-7R) Equipment—Armor—Plate, Legs (1), 3 DEF When you play a [Warrior] ability, you may pay (1). If you do, ready target armor.
Lesson of the Beast, 3, Hunter [Wrathgate-41C]
Instant Ability—Beast Mastery
You may exhaust a non-hero Hunter you control rather than pay this ability’s cost. <p> Target Pet you control deals melee damage equal to its ATK to a second target ally.

Lesson of the Call, 3, Warrior [Wrathgate-89C]
Ability—Fury
You may exhaust a non-hero Warrior you control rather than pay this ability’s cost. <p> Put target ally on top of its owner’s deck.

Lesson of the Divine, 3, Paladin [Wrathgate-53C]
Instant Ability—Protection
You may exhaust a non-hero Paladin you control rather than pay this ability’s cost. <p> Exhaust target hero or ally. It can’t ready during its controller’s next ready step. Draw a card.

Lesson of the Elements, 3, Shaman [Wrathgate-77C]
Ability—Elemental
You may exhaust a non-hero Shaman you control rather than pay this ability’s cost. <p> Your hero deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Lesson of the Grave, 3, Death Knight [Wrathgate-27C]
Ability—Unholy
You may exhaust a non-hero Death Knight you control rather than pay this ability’s cost. <p> Remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Lesson of the Light, 3, Priest [Wrathgate-61C]
Instant Ability—Holy
You may exhaust a non-hero Priest you control rather than pay this ability’s cost. <p> Your hero deals 2 unpreventable holy damage to target hero or ally.

Lesson of the Nether, 3, Warlock [Wrathgate-83C]
Ability—Demonsology
You may exhaust a non-hero Warlock you control rather than pay this ability’s cost. <p> Look at target opponent’s hand and choose a card. Remove that card from the game.

Lesson of the Shadow, 3, Rogue [Wrathgate-67C]
Instant Ability—Subtlety Combo
You may exhaust a non-hero Rogue you control rather than pay this ability’s cost. <p> Target hero or ally has Assault 3 and Stealth this turn.

Lesson of the Wild, 3, Druid [Wrathgate-33C]
Ability—Balance
You may exhaust a non-hero Druid you control rather than pay this ability’s cost. <p> Put target non-token ally into its owner’s resource row face down, then exhaust it.

Lessons in Lurking, 2 [Dark Portal-146C]
Ability
Attach to target ally. <p> Ongoing: Attached ally has Stealth. (It can’t be protected against.)

Legwraps of the Master Conjurer, 3, MaPrLo (Icecrown Badge-3R)
Equipment—Armor—Cloth, Legs (1), 1 DEF
At the start of your turn, look at the top card of your deck and remove it from the game face down. <p> (2), Discard your hand, destroy this armor. >>> Put each card you removed this way into your hand.

Lei of Lilies, 4, DrMaPaPrShLo (Azeroth-306E)
Equipment—Item, Neck (1)
At the start of your turn, if you have four or more cards in your hand, you hero heals 1 damage from itself. <p> (1), Destroy this item. >>> Your hero heals 1 damage from itself for each card in your hand.

Leisha of Darnassus, Alliance (Alliance Druid-1) Hero—Night Elf Druid, 27 Health
On your turn: (3), Flip Leisha >>> Leisha has Assault 3 this turn. (She has +3 ATK on your turn.)

Lelora the Dawnslayer, Horde (Betrayal-21) Hero—Blood Elf Paladin (Holy), Mining/Blacksmithing, 29 Health
(3), Flip Lelora >>> Prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Lelora the Dawnslayer, Horde (Betrayal-30) Hero—Blood Elf Paladin (Traitor), Mining/Blacksmithing, 29 Health
(1), Flip Lelora >>> If combat damage would be dealt to or dealt by target opposing ally this turn, double it instead.

Lena Naville, 1, Horde (Elements-139C)
Ally—Undead Priest, 1 [Holy] / 2 Health

Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.) <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Your hero heals 2 damage from target ally.

Leوروox, 8, Horde (Betrayer-167E)
Ally—Mok’Nathal Beastmaster, Unique, 7 [Melee] / 7 Health
When this ally attacks, destroy all opposing allies.

Lessa the Awakener, 6, Horde (Outland-1708) Ally—Undead Priest, 5 [Holy] / 4 Health
When this ally enters play, you may put an ally with cost 2 or less from your graveyard into play.

Lesser Heal, 0, Priest (Illidan-69C)
Instant Ability—Holy
Your hero heals 3 damage from target hero or ally.

Lesso of the Arcane, 3, Mage (Wrathgate-48C)
Instant Ability—Arcane
You may exhaust a non-hero Mage you control rather than pay this ability’s cost. <p> If a Mage you control is defending, remove it from combat and draw a card.

Liba Wobblebonk, 5, Alliance (Alliance Warrior-13C, Azeroth-200C, Class-144C)
Ally—Gnome Mage, 3 [Arcane] / 4 Health
When this ally enters play, draw a card.

Libram of Radiance, 2, Paladin (Wrathgate-182R)
Equipment—Item, Relic (1) [Activate] >>> Name a card type and remove a card in your hand from the game face down. Target opponent guesses whether that card has that type, then reveals it. If he’s right, put it into your graveyard. Otherwise, put it into your hand and draw two cards.

Lia’t Tongue Gloves, 4, DrRo (Magtheridon-4R)
Equipment—Armor—Steel, Hands (1), 2 DEF [Activate] >>> Name a card type and remove a card in your hand from the game face down. Put the card into your graveyard. Otherwise, put the card into your hand.

Lie in Wait, 1 (Azeroth-163E)
Instant Ability
Target ally has +1 ATK this turn. <p> Target ally has -1 ATK this turn.
Once per turn: Drums attached character.

Lightning Shield, 4, Shaman (Dark Portal-97R)
Instant Ability—Enhancement
Ongoing: This ability enters play with three lightning counters. <p> When your hero is dealt damage by a hero or ally, remove a lightning counter from this ability. If you do, your hero deals 2 nature damage to that character. If none remain, destroy this ability.

Lightning Storm, 2+X, Shaman (Dark Portal-98U)
Ability—Elemental
Your hero deals X nature damage divided as you choose to any number of target allies.

Lightning Whelk Axe, 2, DkHuPaRoShWa (Murkdeep-21C, Syhannis-23C, Throne-250C)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike

Lightningflash, 4, Hunter (Elements-197U)
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike

Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> Ranged Dual Wield (You can control a second Ranged weapon. You can strike with a second Ranged weapon during the same combat.)

The Light’s Gaze, 3, Paladin, Priest (Crown-58U)
Ability—Holy
Your hero heals 10 damage from target hero or ally.

Light’s Justice, 2, DrPaPrSh (Drums-229U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
When a [Holy] ally you control deals damage, it also heals that much from your hero.

The Light’s Largess, 2, Paladin (Legion-60C)
Ability—Holy
Ongoing: Destroy this ability >>> Your hero heals 6 damage from target hero or ally.

Lightwarden’s Band, 2, HuPaRoWa (Illiadan-219R)
Equipment—Item, Ring (2)
Aldor Reputation <p> Your hero has "Inspire: Ability, ally, equipment, hero, or resource.”

Lightwell, 3, Priest (Dark Portal-73R)
Ability—Holy
Holy Talent (You can’t put Discipline Talents or Shadow Talents in your deck.) <p> Ongoing: Friendly heroes and allies have “[Activate] >>> This character heals 2 damage from itself.”

Lilith Smythe, 2, Horde (Betrayer-169C)
Allies—Undead Priest, 3 [Holy] / 2 Health
When this ally reads, you may remove an ally in your graveyard from the game. If you do, destroy target ability.

Lilnas the Calm, 5, Alliance (Dark Portal-176C)
Allies—Draenei Priest, 3 [Holy] / 6 Health [3] [Activate], Destroy this ally >>> Destroy all abilities.
Lionar the Blood Cursed, Horde (Betrayed-31)
Hero— Orc Warrior (Traitor), Mining/Enchanting, 30 Health
On your turn: (2), Flip Lionar >>> Destroy target ally with Protector.

Lionar, Unbound, Horde (Betrayed-22)
Hero— Orc Warrior (Protection), Mining/Enchanting, 30 Health
(3), Flip Lionar >>> Protectors you control have +2 ATK this turn.

Lionheart Helm, 4, PaWa (Azeroth-297U)
Equipment— Armor— Plate, Head (1), 2 DEF
Damage that your hero would deal is unpreventable.

Lissie Spizfrat, 1, Alliance [Icercrown-110C]
Ally— Gnome Warlock, 1 [Shadow] / 1 Health

On your turn: [Activate] >>> This ally deals 3 shadow damage to each hero and ally.

Litori Frostburn, Alliance (Azeroth-5)
Hero—Human Mage (Frost), Alchemy/Herbalism, 25 Health
(2), Flip Litori >>> Target hero or ally can’t attack this turn.

Living Bomb, 1, Mage (Scourgewar-54R)
Ability—Fire

Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.)<p> >>> Attach to target hero. 〈p〉 Ongoing: At the start of your turn, add a fuse counter. Then, if there are ten or more, your hero deals 50 fire damage to attached hero, and destroy this ability.

Living Pyre, 3, Mage (Betrayed-63C)
Instant Ability—Fire

Attach to target hero or ally. 〈p〉 Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each ability named Living Pyre attached to it.

Living Roots, 1, Druid (Twilight-32C)
Ability— Balance

Attach to target ally. 〈p〉 Ongoing: Attached ally can’t attack or exhaust unless its controller pays (2).

Llyras Keeneye, 2, Alliance (Betrayed-142C)
Ally— Night Elf Hunter, 3 [Ranged] / 1 Health
Elusive (This ally can’t be attacked.)<p> 〈p〉 This ally has +1 / +1 for each ally you control with cost 3 or more.

Loate Grintusk, 3, Horde (Icercrown-138C)
Ally— Troll Rogue, 3 [Melee] / 3 Health

Long-Range (While this ally is attacking, the defender can’t deal combat damage to it.)<p> 〈p〉 When this ally attacks, put him from play into his owner’s hand at the end of this turn.

Lobotomize, 5, Rogue (Azeroth-100R)
Ability— Combat

Destroy target resource. If your hero has Stealth, put the top card of your deck into your resource row face down and exhausted.

The Lobotomizer, 5, HuRoShWa (Dark Portal-278U)
Equipment— 1H Weapon— Dagger, Melee (1), 1 [Melee], 0 Strike

When this weapon enters play, each player destroys a resource he controls.

Locked Away (Worldbreaker-262C)
Quest
You pay (4) less to complete this quest if you control a quest named The Key to Freedom. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Lockjaw, 2, DrPaPrSh (Worldbreaker-243U)
Equipment— 1H Weapon— Mace, Melee (1), 1 [Melee], 3 Strike
On each turn, (2) >>> Your hero heals 2 damage from target hero or ally.

Lodur, Herald of the Elements, 4, Alliance (Throne-120U)
Ally— Dwarf Shaman, 4 [Melee] / 4 Health

Empower Shaman: When this ally enters play, if you control another Shaman hero or ally, target opposing ally becomes 1 / 1 and is also a Frog this turn.

Logor Blackfist, 6, Horde (Drums-180C)
Ally— Orc Warlock, 3 [Shadow] / 5 Health
When this ally enters play, target opponent discards two cards if he has more cards in his hand than you.

Lo’Gosh, 5, Alliance, Horde (Gladiators-148E)
Ally— Human Warrior, Unique, 4 [Melee] / 4 Health

Protector <p> Opposing heroes and allies have -1 / -1 while in combat with this ally for each Arena ally you control.

Lohn’goron, Bow of the Torn-heart, 6, HuRoWa (Drums-230U)
Equipment—Bow— Ranged (1), 3 [Ranged], 3 Strike

When you strike with this weapon, your hero has Long-Range this combat. <p> Exhaust an ally you control >>> It deals 1 ranged damage to target hero.

Lok’delaar, Stave of the Ancient Keepers, 2, Hunter (Dark Portal-279R)
Equipment— 2H Weapon— Staff, Melee (1), 1 [Melee], 2 Strike

When you play a [Hunter] ability, Ranged weapon you control have +1 ATK this turn.

Lokholar the Ice Lord, 14, Horde (Dark Portal-222E)
Ally— Elemental, Unique, 10 [Frost] / 10 Health
You pay (1) less to play this ally for each non-token Horde ally you control. <p> At the start of each opponent’s turn, this ally deals 2 frost damage to each hero and ally that player controls. A character dealt damage this way can’t attack this turn.

Lolly the Unsuspecting, 4, Alliance (Drums-134R)
Ally— Gnome Mage, 2 [Arcane] / 3 Health
All targets are chosen at random.

The Longeye, Horde (Drums-12, Naxxramas-9)
Ally— Troll Hunter (Survival), Engineering/Jewelcrafting, 28 Health
On your turn: (5), Flip The Longeye >>> Destroy target opposing ally if it has or shares the highest cost among opposing allies.

Loque, 7, Hunter (Alliance-7R, Elements-42R)
Ally— Spirit Beast, Pet (1), 8 [Arcane] / 8 Health

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.)<p> Elusive, Stealth, Unatableable
<p> Damage that this ally would deal is unpreventable.

Loraala, 3, Alliance (Drums-135C)
Ally— Draenei Mage, 3 [Fire] / 4 Health
This ally can’t attack. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

Loraala the Frigid, Alliance (Class-13, Honor-5, Naxxramas-2)
Ally— Draenei Mage (Frost), Jewelcrafting/Enchanting, 25 Health
(2), Flip Loraala >>> Loraala deals 3 frost damage to target hero. A hero dealt damage this way can’t attack this turn.

Lord Alexander’s Battle Axe, 5, HuPaWa (Onyxia-30R)
Equipment— 2H Weapon— Axe, Melee (1), 3 [Melee], 0 Strike

Lord Anton Lightbane, 6, Alliance (WOTLK Promo-2R)
Ally— Human Death Knight, 4 [Shadow] / 5 Health
This ally and Ghous you control have Protector. <p> (3) >>> Remove target ally in a graveyard from the game and put a 1 [Melee] / 1 [Health] Ghoul token into play.

Lord Benjamin Tremendousson, Alliance (Drums-2)
Ally— Dwarf Warrior (Fury), Blacksmithing/Engineering, 30 Health
On your turn: (4), Flip Benjamin >>> Opposing allies have -1 [Health] this turn.

Lord Cindervein, 3, Alliance (Illidan-132C)
Ally— Dwarf Paladin, 3 [Holy] / 3 Health
At the end of your turn, you may put target ability into its owner’s hand.

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

Lord Darius Crowley, 7, Alliance (Twilight-118R)
Ally— Worgen Warrior, Darius (1), 7 [Melee] / 4 Health

Aberration <p> When this ally enters play, you may bow. If you do, put three 1 [Melee] / 1 [Health] Worgen tokens into play with Ferocity.

Lord Godfrey, 6 (Dungeon Treasure-30E)
Ally— Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health
At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoul token into play. <p> At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.
Lord Grayson Shadowbreaker, 7, Alliance (Azeroth-201E)
Ally—Human Paladin, Unique, 4 [Holy] / 7 Health
Protector ( hp: When this ally exhausts, he heals 2 damage from target hero or ally.

Lord Lorath 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 of Icecrown (Blizzard 2010-1E)
See The Lich King.

Lordann the Bloodreaver, 2, Horde (Throne-161R)
Ally—Blood Elf Warrior, 2 [Melee] / 3 Health
Protector (h: This ally has +3/+3 while your hero has 15 or more damage.

Lordbane Scepter, 3, MaPrLo (Alliance Mage-22R, Elements-198R)
Equipment—Wand, Ranged (1), 1 [Fire], 1 Strike
When you play an ability, this weapon has +2 ATK this turn.

Lorekeeper Darian, 6, Alliance (Azeroth-202R)
Ally—Human Mage, 2 [Arcane] / 6 Health
(X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

Loriam Argos, 2, Alliance (Worldbreaker-149C)
Ally—Worgen Rogue, 3 [Nature] / 2 Health
Aberration (Prevent all non-combat damage that would be dealt to this ally.) (hp: Stealth (This ally can’t be protected against.)

Lor’themar Theron, 9, Horde (Outland-171E)
Ally—Blood Elf Paladin, Unique, 8 [Melee] / 7 Health
Exhaust a Blood Elf you control >>> Interrupt target ability.

Lose Control, 1, PrRo (Drums-100C)
Ability—Shadow Subtlety
Target player discards a random card.

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

Lost! (Outland-239R)
Quest
On your turn: Pay (3) to complete this quest.
( hp: Reward: Put a 0 [Melee] / 1 [Health] Unique Goblin ally token named Ringo into play with “At the start of your turn, draw a card.”

The Love Potion (Azeroth-356C)
Quest
Exhaust two allies you control and pay (1) to complete this quest.
 hp: Reward: Draw a card.

“Lowdown” Lappo Shademizle, 2, Alliance (Dark Portal-177R)
Ally—Gnome Rogue, 2 [Melee] / 1 Health
Gnome Hero Required (hp: Elusive, Stealth, Untargetable

Lynda Steele, 5, Alliance (Dark Portal-178C)
Ally—Human Warrior, 3 [Melee] / 5 Health
Protector (hp: This ally must attack this turn if able.

Lynxia, 2, Warlock (Wrathgate-84U)
Ally—Succubus Demon, Pet (1), 1 [Shadow] / 3 Health
At the start of each turn, you may exhaust target ally.

Lyran of Eldre Thalas, 7, Alliance (Twilight-119R)
Ally—Night Elf Mage, 6 [Fire] / 4 Health
When this ally enters play, she deals fire damage to each opposing hero and ally equal to the number of [Fire] cards you control. (hp: Stash: (Fire) damage that your hero and allies you control would deal is unpreventable this turn.

Lyshala Ravenshot, 4, Alliance (Wrathgate-123C)
Ally—Night Elf Hunter, 3 [Ranged] / 4 Health
This ally has Long Range while an opponent controls an ally with cost 4 or more.

Maazhum, 3, Warlock (Alliance Warlock-8C, Elements-93C, Horde Warlock-9C)
Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health
When this ally enters play, he deals 3 shadow damage to target hero and heals 3 damage from your hero.

Madison Alters, 6, Alliance (Illidan-134U)
Ally—Human Mage, 3 [Fire] / 3 Health
Untargetable (hp: This ally has +1/+1 for each hero in play.

Madrea Bluntbrew, 6, Alliance (Citadel Raid-62C, Icecrown-111C)
Ally—Dwarf Rogue, 6 [Melee] / 4 Health
Frost Resistance (Prevent all frost (Frost)) damage that would be dealt to this ally.) (hp: When this ally enters play, look at target opponent’s hand and choose an ability or equipment. He discards that card.

Maelstrom of Steel, 3, Shaman (Grand Melee-9R)
Arena Ability—Enhancement
Preparation (On your first turn, you may play this card without paying its cost.) (hp: Ongoing: You pay (1) less to strike with weapons.

Maelstrom Weapon, 3, Shaman (Betrayer-100C)
Instant Ability—Enhancement
Your hero deals 2 nature damage to target hero or ally. (hp: Attach to a Melee weapon you control. (hp: Ongoing: When you strike with attached weapon, your hero deals 1 nature damage to target hero or ally.

Maeryl Leafstrike, 3, Alliance (Honor-107C)
Ally—Night Elf Warrior, 3 [Melee] / 5 Health
Protector (hp: This ally has -2 ATK while exhausted.

Magdeline Prideheart, 5, Alliance (Legion-157C)
Ally—Human Paladin, 4 [Holy] / 4 Health
Protector (hp: When this ally defends, she deals 1 damage from target hero or ally.

Mage Armor, 3, Mage (Illidan-50U)
Ability—Arcane
Ongoing: (1), Remove an ability in your graveyard from the game >>> Prevent the next 2 damage that your hero would be dealt this turn.

Mage Training, 1, Mage (Legion-48U)
Ability—Arcane
Attach to target friendly ally. (hp: Ongoing: Attached ally has “[Activate] >>> This ally deals 1 arcane damage to each opposing hero and ally.”
Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa (Crown-175R, Crown Loot-2L)
Equipment—Item
This item enters play exhausted. <p>&gt; On your turn: [Activate], Destroy this item &gt;&gt; This turn, your hero becomes an Ogre Monster hero and has +6 ATK and Smash.

Magiskull Cufts, 3, MaPrLo (Dark Portal-255U)
Equipment—Armor—Cloth, Wrist (1), 0 DEF [Activate] &gt;&gt; You pay (1) less to play your next ability this turn.

Magister Aehi, 1 (Legion-233C)
Ally—Blood Elf Mage, 2 [Fire] / 1 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) &lt;&gt; Stealth (This ally can’t be protected against.) &lt;&gt; When this ally enters play, look at the top card of your deck. You may put it on the bottom of your deck.

Magister Lashan, 3 (Legion-234U)
Ally—Blood Elf Mage, 3 [Fire] / 1 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) &lt;&gt; Sabotage: Resource (This ally can attack opposing resources.) &lt;&gt; When this ally sabotages a resource, destroy it.

Magistrix Diasnas, 4 (Betrayor-200C)
Ally—Blood Elf Mage, 4 [Arcane] / 3 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) &lt;&gt; You can’t discard cards.

Magistrix Laryna, 7 (Betrayor-201E)
Ally—Blood Elf Mage, Unique, 3 [Fire] / 8 Health
Scryer Reputation &lt;&gt; Sabotage: Graveyard &lt;&gt; When this ally sabotages a graveyard, she deals 1 fire damage to target hero or ally for each card in it.

Magistras Maelnerana, 4, Horde (Outland-172U)
Ally—Blood Elf Mage, 4 [Arcane] / 7 Health
You may destroy two resources you control rather than pay this ally’s cost.

Magistras Olenas, 5 (Legion-236R)
Ally—Blood Elf Mage, 4 [Arcane] / 5 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) &lt;&gt; Allies in your hand are instant.

Magistrac Tibrana, 3 (Legion-237U)
Ally—Blood Elf Mage, 3 [Arcane] / 2 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) &lt;&gt; Sabotage: Attachment (This ally can attack opposing attachments.) &lt;&gt; When this ally sabotages an ability, gain control of it. You may attach it to another hero or ally.

Magistrax Valtham, 3 (Illidan-189U)
Ally—Blood Elf Mage, 4 [Frost] / 2 Health
Scryer Reputation &lt;&gt; When an ability enters play, you may have target player gain control of it. If it’s attached, that player may reattach it.

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

Magma Totem, 3, Shaman (Illidan-90C)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the start of your turn, this Totem deals 1 fire damage to each opposing hero and ally. &lt;&gt; (Totems can’t attack.)

Magni, Lord of Ironforge, 7, Alliance (Class-1E)
Ally—Dwarf Warrior King, Unique, 6 [Melee] / 7 Health
Protector &lt;&gt; When this ally is dealt combat damage by an attacking ally, you may put an [Alliance] ally with cost less than or equal to that attacking ally’s cost from your hand into play.

Magni, the Mountain King, 4, Alliance (Worldbreaker-150E)
Ally—Dwarf Warrior King, Magni (1), 4 [Melee] / 4 Health
Protector &lt;&gt; Dwarves you control have +[Health] equal to the combined [DEF] of armor you control. &lt;&gt; Clash: Put a 1 [Melee] / 1 [Health] [Alliance] Dwarf Warrior ally token into play.

Magnificent Flying Carpet, 2, DkDrHuMaPaPrRoShLoWa (Wrathgate Crafted-3E)
Equipment—Item, Mount (1)
Tailoring Hero Required &lt;&gt; You can control any number of locations. &lt;&gt; When you place a resource face up into your resource row, you may ready all locations you control.

Magnus Longbarrel, 2, Alliance (Drums-136C)
Ally—Dwarf Hunter, 3 [Ranged] / 2 Health
(1), Destroy this ally &gt;&gt;&gt; Turn target resource face down.

Magnus the Depriver, Alliance ( Honor-6)
Hero—Dwarf Hunter (Beast Mastery), Herbalism/Alchemy, 28 Health
On your turn: (2), Flip Magnus &gt;&gt;&gt; Target player turns a face-up resource he controls face down.

Maggrel “Sparroweye” Ironhammer, 1, Alliance (Outland-128U)
Ally—Dwarf Hunter, 1 [Ranged] / 1 Health
(1) &gt;&gt;&gt; This ally has Long-Range this turn. (Defenders deal no combat damage to it.)

Magran Proudstep, 3, Horde (Dark Portal-223C)
Ally—Tauren Hunter, 1 [Ranged] / 2 Health
Ferocity &lt;&gt; Long-Range (Defenders deal no combat damage to this ally)

Mahna Lightsky, 4, Horde (Worldbreaker-183U)
Ally—Tauren Paladin, 3 [Melee] / 4 Health
Protector &lt;&gt; This ally has Nature Resistance on opposing turns.

Maiev Shadowsong, 8 (Illidan-202E)
Ally—Night Elf Warden, Unique, 5 [Ranged] / 1 Health
Loyal Hero Required &lt;&gt; Elusive, Ferocity, Long-Range, Protector, Stealth, Untargetable

Maim, 1, Druid (Elements-34C)
Instant Ability—Feral
Exhaust target hero or ally. If you control a Form, your hero deals 3 melee damage to that character.

Maimgor’s Bite, 4, RoSh (Crown-185R)
Equipment—Item—Potion (1), Destroy this item &gt;&gt;&gt; Your hero heals 5 damage from itself.

Malaka the Rumber, 7, Horde (Scourgewar-184U)
Ally—Tauren Warrior, 8 [Melee] / 6 Health
While you control a Shout, allies you control have +1 / +1, and opposing allies have -1 / -1.

Malar Silverfrost, 4, Alliance (Jaina-17C, Throne-121C)
Ally—Night Elf Death Knight, 3 [Frost] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) &lt;&gt; When this ally enters play, opposing allies have -1 [Health] this turn.

Malaxia Wizwhirl, Horde (Worldbreaker-15)
Hero—Goblin Shaman (Elemental), 28 Health
[Back]: When an opposing ally is dealt nature ([Nature]) damage, Malaxia may deal 1 nature damage to target hero.

Malefic Necromancer, 2 (Icecrown-152C)
Source Ally—Necromancer, Unlimted, 3 [Shadow] / 1 Health
Source Hero Required &lt;&gt; When this ally enters play, you may put target ally in your graveyard on top of your deck.

Malleo the Blur, Horde (Drums-13)
Hero—Tauren Druid (Feral), Alchemy/Jewelcrafting, 28 Health
(2), Flip Maleo &gt;&gt;&gt; This turn, Maleo has Cat Form, Cat Form, and Form (1) until you strike with a weapon or play a non-fungal ability. (+1 ATK while attacking in Cat Form.)

Malfurion, 4 (Dark Portal-147C)
Instant Ability
Target player destroys an equipment he controls.

Malfurion Stormrage, 8 (Elements-177E)
Protector, Stealth, Untargetable &lt;&gt; At the start of your turn, you may put target ally with cost less than or equal to the number of resources you control from your graveyard into play.
Malforne's Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration

Restoration Talent (You can't put Balance Talents or Feral Talents in your deck.) <p> Put target ally with cost less than or equal to the number of resources you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.

Malicious Malina, 3, Horde (Drums-181U)
Ally—Blood Elf Rogue, 5 [Melee] / 1 Health
As this ally enters play, choose arcane, fire, frost, nature, or shadow. <p> This ally has the chosen Resistance.

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

Maloct, 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.

Maloduri, Horde (Scourgewar-15)
Hero—Troll Warrior (Fury), Blacksmithing/Jewelcrafting, 30 Health
If you control another Warrior: Flip Maloduri >>> Target hero or ally has -2 ATK this turn.

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.

Mana Burst, 3, Priest (Dark Portal-74R)
Ability—Discipline
Exhaust all of target player’s ready resources.
Your hero deals 1 shadow damage to that player's hero for each resource exhausted this way.

Mana Etched Pantaloons, 5, MaPrLo (Outland-199R)
Equipment—Armor—Cloth, Legs (1), 1 DEF
If you have seven or more cards in your hand: [Activate] >>> Draw a card.

Mana Etched Spaulders, 2, MaPrLo (Illidan-213U)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF
[Activate] >>> Your hero heals 1 damage from itself for each armor you control with Mana-Etched in its name.

Mana Etched Vestments, 3, MaPrLo (Legion-264U)
Equipment—Armor—Cloth, Chest (1), 1 DEF
If you have seven or more cards in your hand: [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Mana Jade, 3, Mage (Outland-42C)
Ability—Arcane
Ongoing: (2), Destroy this ability >>> Draw three cards.

Mana Ruby, 5, Mage (Gladiators-36R)
Ability—Arcane
Ongoing: (2), Destroy this ability >>> Draw cards until you reach your maximum hand size.

Mana Sapphire, 3, Mage (Scourgewar-55R)
Ability—Arcane
Ongoing: (X), Destroy this ability >>> If X is 5 or less, draw X cards.

Mana Shield, 2, Mage (Dark Portal-52R)
Instant Ability—Arcane
Ongoing: (X), [Activate] >>> Prevent the next X combat damage that would be dealt to your hero by allies this turn.

Mana Shift, 5, Mage (Worldbreaker-60R)
Ability—Arcane
Gain control of any number of opposing abilities with combined cost less than or equal to the number of resources you control. For each of those abilities that’s attached, you may reattach it.

Mana Sphere Shoulderguards, 3, PrLo (Betrayer-226R)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF
When an opponent discards a card, your hero deals 1 shadow damage to each hero and ally that opponent controls.

Mana Spring Totem, 3, Shaman (Legion-96U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health
Ongoing: At the start of your turn, draw a card. <p> (Totems can’t attack.)

Mana Tide Totem, 4, Shaman (Dark Portal-99R)
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health

Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.) <p> Ongoing: At the start of your turn, draw a card for each hero and ally you control. <p> (Totems can’t attack.)

Manafort B’nnaar (Betrayer-248C)
Quest
Scryer Reputation (You can’t put cards with other reputations in your deck.) <p> Pay (2) to complete this quest. <p> Reward: Exhaust target ally.

Manaspark Gloves, 3, MaPrLo (Legion-265R)
Equipment—Armor—Cloth, Hands (1), 0 DEF
At the start of your turn, if a player has fewer cards in his hand than each other player, he draws a card.

Mandible of Beth’tilac, 3, DkPaWa (Crown-186C)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike

Mandokir’s Tribute, 6, Hunter (Crown-187U)
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged] / 0 Strike

Longe-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> This weapon has +3 ATK for each Pet you control.

Manhunt, Alliance (Dark Portal-291C)
Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Choose one: Name an ally; then target player reveals his hand and discards a card with that name; or draw a card. If your hero is a Human, you may choose both.

Manthos the Recently Sewn, 5, Horde (Outland-174U)
Ally—Undead Warrior, 4 [Melee] / 8 Health
This ally enters play with 3 damage.

Marauding Geist, 1 (Icecrown-153C)
Scourge Ally—Geist, Unlimited, 3 [Melee] / 1 Health
Scourge Hero Required <p> This ally can’t attack unless there is at least one card in each graveyard.

Marcus Dominar, 5, Alliance (Worldbreaker-151C)
Ally—Worgen Warrior, 5 [Melee] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> Aberration (Prevent all non-combat damage that would be dealt to this ally.)

Mardun Valorhearth, 5, Alliance (Scourgewar-145C)
Ally—Dwarf Paladin, 4 [Holy] / 4 Health
Mend 4 (At the start of your turn, this ally may heal 4 damage from target hero or ally.)

Margaret Fowl, 4, Alliance (Dark Portal-179C)
Ally—Human Rogue, 5 [Melee] / 3 Health
You pay (1) less to strike with weapons. <p> Opponents pay (1) more to strike with weapons.

Marijon of the Sacred Vows, 5, Alliance (Outland-129C)
Ally—Human Paladin, 5 [Holy] / 3 Health
[Activate] >>> Prevent all damage that would be dealt to target ally this turn.
Marius Jator, 5, Alliance (Worldbreaker-152U)
Ally—Worgen Hunter, 2 [Nature] / 6 Health
**Long-Range** (When this ally attacks, defenders deal no combat damage to it.)<p>
- Once on each of your turns: (1) >>> This ally has **Assault** 3 and loses and can’t have **Long-Range** this turn.

Mark of Eldelbrim, 2, Druid (Crown-13U)
Ability—Balance
Attach to target ally. <p>
- Ongoing: When attacked ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Eldelbrim-6C, Throne-35C)
Ability—Restoration
Attach to target ally. <p>
- Ongoing: Attached ally has +5 / +5.

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

Mark of the Ancients, 1, Druid (Crown-14C)
Ability—Restoration
Attach to target ally you control. <p>
- Ongoing: Attached ally has +1 / +1 and **Harmonize.** (You pay (1) less to play allies with printed cost 4 or more.)

Mark of the Untamed, 1, Druid (Worldbreaker-37U)
Instant Ability—Restoration
Attach to target ally. <p>
- Ongoing: Attached ally has +1 / +1 and **Nature Resistance.** (Prevent all nature ([Nature]) damage that would be dealt to it.)

Mark of the Wild, 2, Druid (Alliance Druid-6C, Azeroth-24C, Class-31C, Horde Druid-7C)
Instant Ability—Restoration
Attach to target ally. <p>
- Ongoing: Attached ally has +2 / +2.

Mark of Undeath, 3, Death Knight (Icecrown-23U)
Ability—Unholy
Attach to target friendly non-token ally. <p>
- Ongoing: When attacked ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p>
- When attacked ally is destroyed, this ability from its owner’s graveyard into play attached to target friendly non-token ally.

Mark V Is Alive! (Gladiators-192R)
Quest
On your turn: Pay (5) to complete this quest. <p>
- Reward: Put a 0 [Melee] / 1 [Health] Mechanical ally token named Mark V into play with “At the start of your turn, Mark V deals 5 melee damage to target hero or ally.”

Marka Addington, 5, Horde (Legion-195U)
Ally—Undead Warlock, 7 [Fire] / 7 Health
At the start of your turn, this ally deals 3 fire damage to herself.
Master Marksman, 2, Hunter (Twilight-44R)
Ability—Marksmanship
Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.)

- Ongoing: Your hero has Ranged Dual Wield.
- Ranged weapons you control have +1 ATK, and you pay (1) less to strike with them.

Master Marksman McGee, 5, Alliance (Illidan-135R)
Ally—Dwarf Hunter, 5 [Ranged] / 4 Health
Ranged allies you control have Long-Range.

Master Mathias Shaw, 7, Alliance (Dark Portal-181E)
Ally—Human Rogue, Unique, 6 [Melee] / 4 Health
Stealth (This ally can’t be protected against.)

- When an ally you control deals combat damage to a defending hero, draw a card.

Master of Deception, 2, Rogue (Dark Portal-83R)
Ability—Subtlety
Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.)

- Ongoing: Your hero has Stealth. (It can’t be protected against.)

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, Azeroth-40R)
Ability—Beast Mastery
Ongoing: Pets you control have +2 / +2.

Master Poisoner, 2, Rogue (Wrathgate-68R)
Ability—Assassination
Assassination Talent (You can’t put Combat Talents or Subtlety Talents in your deck.)

- Ongoing: You pay (1) less to play Poisons. (p)
At the start of your turn, your hero deals 1 nature damage to each opposing hero and ally for each Poison attached to that character.

Master Sniper Simon McKey, Alliance (Throne-5)
Hero—Human Hunter, 28 Health
On your turn: (2), Flip Simon >>> Simon deals ranged damage to target hero or ally equal to the ATK of a Pet you control.

Master’s Call, 1, Hunter (Scourgewar-46U)
Instant Ability—Beast Mastery
If you control a Pet, destroy any number of abilities attached to your hero. (p)
While you control a Pet this turn, your hero has Untargetable, and Pets you control can protect your hero.

Master’s Embrace, 3, Hunter, Warlock (Crown-59U, Sylvanas-81)
Ability—Beast Mastery Demonology
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attach to target Pet. (p)

Master’s Stable, 3, HuLo (Wrathgate-99U)
Ability—Beast Mastery Demonology
Ongoing: You can control an additional Pet. (p)
Pets you control have +1 / +1 for each Hunter and Warlock you control.

Masterwork Stormhammer, 3, PaRoShWa (Horde Shaman-23R, Outland-216R)
Equipment—IH Weapon—Mace, Melee (1), 3 [Melee], 2 Strike

- [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

Matalo Trailfinder, 1, Horde (Betrayer-170U)
Ally—Tauren Hunter, 1 [Ranged] / 1 Health
This ally has +1 ATK while attacking for each quest you control.

A Matter of Time (Worldbreaker-263C)
Quest
Pay (6) to complete this quest. (p) Reward: Draw two cards. If you control ten or more resources, draw another two cards.

Maul, 2, Druid (Azeroth-251U)
Instant Ability—Feral Bear Form, Form (1)
Your hero has +1 ATK this turn. (p)
Ongoing: Your hero has Bear Form. (Has Protector. Destroy this card when you strike with a weapon or a non-Feral ability.)

Maurice Steelson, 4, Alliance (Twilight-120U)
Ally—Worgen Warrior, 1 [Melee] / 4 Health
Protector (p) When this ally enters play, your hero and allies you control have Assault 1 this turn.

The Maw of Isoro’th (Elderlimb-29C, Twilight-214C)
Quest
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest. (p)
Reward: Draw a card.

Maxie the Blaster, 3, Horde (Elements-140R)
Ally—Goblin Mage, 2 [Arcane] / 4 Health
Time is Money (p) [Activate] >>> The next time target hero or ally you control would deal arcane ([Arcane]) damage this turn, it deals that much +2 instead.

Maxum Ironbrow, 4, Alliance (Azeroth-204C)
Ally—Dwarf Paladin, 2 [Melee] / 4 Health
When this ally defends, he heals 2 damage from himself.

Mayla Finkspatter, 3, Alliance (Honor-109C)
Ally—Gnome Mage, 3 [Arcane] / 1 Health
Escape Artist (When this ally becomes targeted by an opposing card or effect, you may put it into its owner’s hand.) (p)
When this ally leaves play, you may draw a card.

Mazz, Alliance (Outland-4)
Hero—Gnome Warlock (Destruction), Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Mazz, remove a Pet in your graveyard from the game >>> Destroy target ally.

Mazu’kon, 6, Horde (Throne-162E)
Ally—Troll Shaman, 6 [Nature] / 6 Health
Ferocity (p) When this ally is destroyed, put a 6 [Nature] / 6 [Health] [Horde] Troll Shaman ally token named Mazu’kon into play with Ferocity.

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

Medallion of the Alliance, 2, Alliance, DrHuMaPaRoShLoWa (Drums-219U)
Equipment—Item, Trinket (2), 1 DEF

- (1) Put this item on the bottom of your deck >>> Interrupt target ability that’s targeting your hero if it was played by a [Horde] player. (p)
- (This item can prevent damage like an armor.)

Medallion of the Horde, 2, Horde,
DrHuMaPaRoShLoWa (Drums-220U)
Equipment—Item, Trinket (2), 1 DEF

- (1) Put this item on the bottom of your deck >>> Interrupt target ability that’s targeting your hero if it was played by an [Alliance] player. (p)
- (This item can prevent damage like an armor.)

Medallion of the Lightbearer, 1,
DrHuMaPaRoShLoWa (Illidan-220U)
Equipment—Item, Neck (1)
Aldor Reputation (p) Heroes and allies you control with Inspire also have Protector.

Medoc Spiritwarden, 5, Alliance (Azeroth-205U)
Ally—Dwarf Priest, 1 [Holy] / 5 Health
[Activate] >>> Put this ally from your graveyard into your hand.

Meekway Humzinger, 2, Alliance (Dark Portal-182U)
Ally—Gnome Mage, 1 [Arcane] / 2 Health
Elusive (p) (1), [Activate], Put this ally into your opponent’s hand >>> Draw a card.

Meeting Stone, 10 (Legion-129E)
Ability
Ongoing: [Activate], Exhaust two allies you control >>> Search your deck for an ally and put it into play.

Meeting with the Master (Betrayer-255C)
Quest
Pay (2) to complete this quest. (p) Reward: Draw a card for each five resources you control.

Megamorph, 8, Mage (Outland-43R)
Ability—Arcane
Target any number of allies controlled by one player. (p) Ongoing: Those allies can’t attack or protect, lose and can’t have powers, and are also sheep.

Meganna Callaghan, 5, Alliance (Drums-137C)
Ally—Human Rogue, 4 [Melee] / 5 Health
This ally can attack Elusive heroes and allies.

Meganna the Stalker, Alliance (Honor-7)
Hero—Human Rogue (Assassination), Herbalism/Skinning, 27 Health
(3), Flip Meganna >>> This turn, heroes and allies you control have Stealth, and they can attack Elusive heroes and allies.

Mekkatorque, King of the Gnomes, 5, Alliance (Throne-123E)
Ally—Gnome Warrior, Mekkatorque (1), 4 [Melee] / 4 Health
At the start of your turn, you may put target equipment from any graveyard into play under your control. (p) Mekkatorque has +2 / +2 for each equipment you control.
Melgwy Pingzot, 2, Alliance (Azeroth-206U) Ally—Gnome Mage, 1 [Fire] / 3 Health
(5), [Activate] >>> This ally deals 5 fire damage to target hero or ally.

Melissa Gerrard, 1, Horde (Gladiators-139C) Ally—Undead Warlock, 1 [Shadow] / 1 Health
When this ally attacks, target hero or ally has -1 [Health] this turn.

Melodious Slippers, 2, MaPrLo (Aftermath Justice-1E) Equipment—Armor—Cloth, Feet (1), 1 DEF
At the end of each turn, if you played two or more abilities this turn, draw a card.

Melt Face, 2, Priest (Class-73C, Betrayer-82C) Ability—Shadow
Target player destroys an ally he controls.

Meltown, X, Mage (Gladiators-37U) Ability—Fire
Choose one: Your hero deals X fire damage to target ally; or destroy target weapon with cost X.

Memento of Tyrande, 3, DrMaPpaPrShLo (Black Temple-4R) Equipment—Item, Trinket (2)
When a non-token ally is destroyed, its controller may put a 1 [Holy] / 1 [Health] Spirit token into play.

Memri the Channeler, Alliance (Legion-9) Hero—Draenei Shaman (Elemental), Skinning/Leatherworking, 28 Health
(2), Flip Memri >>> Memri deals 1 nature damage to target hero or ally for each Totem you control.

Menace, 2, Warrior (Drums-87C) Ability—Fury
Put target ally on top of its owner’s deck.

Mend or End, 2, Shaman (Illidan-91U) Instant Ability—Restoration Enhancement
Choose one: Your hero heals 5 damage from target ally; or attach to a melee weapon you control. 
<> Ongoing: Attached weapon has +2 ATK.

Mental Anguish, 3, Priest (Legion-73C) Ability—Shadow
Target player discards two cards.

Mental Focus, 3, Priest (Citadel-6U) Ability—Discipline
Attach to target friendly ally. <> Ongoing: Friendly players pay (1) less to play cards, to a minimum of (1).

Mercenary Dominic, 3 (Dungeon Treasure-31U) Ally—Undead Rogue, Mercenary Dominic (1), 3 [Melee] / 3 Health
Once per turn: (2) >>> Your hero has Assault 2 this turn. (It has +2 ATK on your turn.)

Merciless Gladiator’s Battlegear, 8, Warrior (Drums-211E) Arena Equipment—Armor Set—Chest (1), Legs (1), Shoulders (1), 2 DEF
If your hero would deal damage with a weapon, it deals double that much instead. <> [Activate] >>> Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Merciless Gladiator’s Crossbow of the Phoenix, 3, Hunter (Gladiators-180R) Arena Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 2 Strike
This weapon has +X ATK, where X is the combined ATK of Pets you control. <> When you strike with this weapon, your hero has Long Range this combat.

Merciless Gladiator’s Gavel, 5, DrPrSh (Honor-178R) Arena Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike
If your hero would deal non-combat damage, it deals double that much instead.

Merciless Gladiator’s Greatsword, 6, PaWa (Drums-231R) Arena Equipment—2H Weapon—Sword, Melee (1), 7 [Melee], 4 Strike
When this weapon enters play or you strike with it, your hero deals 1 melee damage to each opposing hero and ally.

Merciless Gladiator’s Pursuit, 8, Hunter (Gladiators-164E) Arena Equipment—Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulders (1), 7 DEF
At the start of your turn, you may put a 4 [Melee] / 4 [Health] Bear ally token into play with Pet (1), and “This ally can protect your hero.” <> [Activate] >>> Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Merciless Gladiator’s Raiment, 8, Priest (Honor-161E) Arena Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulders (1), 5 DEF
Each hero and ally you control has +X [Health], where X is its printed [Health]. <> [Activate] >>> Target opponent puts three allies he controls into their owners’ hands.

Merciless Strikes, 3, Warrior (Elements-99U) Instant Ability—Fury
Your hero deals 3 melee damage to each damaged opposing hero and ally.

Mercy for the Bound (Twilight-215C) Quest
On your turn, if a [Fire], [Frost], [Melee], or [Nature] ally entered play under your control this turn, Pay (3) to complete this quest. <> Reward: Draw a card.

Merissa Firebrew, Alliance (Elements-7) Hero—Draenei Shaman, 28 Health [Front]: (3) >>> Flip Merissa face down.
[Back]: When you play an equipment, Merissa has Assault 1 this turn.

Merithra, 4 (Twilight-167R) Ally—Green Dragonkin, Merithra (1), 4 [Nature] / 4 Health
When a resource you control is turned face down, this ally deals nature damage to target hero or ally equal to the number of Green Dragonkin you control.

Message to Freewind Post, Horde (Class-5C) Quest
Exhaust your hero and pay (2) to complete this quest. <> Reward: Draw a card.

Metamorph, 1, Mage (Betrayer-64C) Ability—Arcane
Attach to target equipment. <> Ongoing: Attached equipment loses and can’t have powers and can’t exhaust.

Metamorphosis, 7, Warlock (Iccrown-79R) Master Hero—Demon Warlock Demonomony, 1 [Fire] / 35 Health
Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.) <p>
At the start of your turn, put your starting hero back into play unless you destroy an ally you control. If you destroyed an ally this way, your hero deals shadow damage equal to that ally’s cost to target hero or ally.

Meteor Shard, 2, Rogue (Dungeon Treasure-51R) Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 1 Strike
When you strike with this weapon, you may reveal the top card of target opponent’s deck. If it’s an ability, ally, or equipment with cost 4 or less, this weapon has +3 ATK this turn.

Metzen the Reindeer, 1 [Winter Veil-6R] Ally—Reindeer, Unique, 0 [Melee] / 2 Health
Elusive <> When this ally enters play, target opponent puts three 1 [Melee] / 1 [Health] Pirate ally tokens into play. <> If no Pirates are in play: [Activate] >>> Ready target hero or ally.

Mezzik Darkspark, 1, Alliance (Azeroth-207U) Ally—Gnome Warlock, 1 [Shadow] / 1 Health [Activate], Destroy an ally you control >>> This ally deals X shadow damage to target hero or ally, where X was the ATK of that ally you destroyed.

Miandra, 5, Alliance (Outland-130R) Ally—Draenei Paladin, 4 [Melee] / 4 Health
This ally enters play with a divine shield counter. <> While this ally has a divine shield counter, prevent all damage that would be dealt to her. When damage is prevented this way, remove her divine shield counter.

Mias the Putrid, 2, Undead (Azeroth-251C, Class-187C) Ally—Undead Warlock, 1 [Shadow] / 1 Health
When this ally enters play, target player discards a card.
Michael Garrett, Bat Handler, 1, Horde (Drums-182U)
Ally—Undead Flight Master, Unique, 1 [Melee] / 1 Health
When this ally enters play, reveal the top four cards of your deck. Put a revealed location into your hand and the rest on the bottom of your deck. <p>This ally has +1 / +1 while you control a location.

Mighty Shadow Protection Potion, 1, DkDrHuMaRoSiW (Scourgewar-230C)
Equipment—Item—Potion
Destroy this item >>> Target friendly hero or ally has Shadow Resistance this turn. (Prevent all shadow ([Shadow]) damage that it would be dealt.)

The Mighty U'cha (Worldbreaker-264C)
Quest
On your turn: Pay (2) to complete this quest. <p>Reward: Put a 1 [Nature] / 1 [Health] Gorilla ally token named U’cha into play.

Mikael the Blunt, 2, Alliance (Gladiators-1120U)
Ally—Dwarf Hunter, 2 [Ranged] / 2 Health
When an opposing hero or ally readsies, this ally deals 2 ranged damage to it.

Militia Commander Balor, 7, Alliance (Throne-124R)
Ally—Human Warrior, 4 [Melee] / 8 Health
This ally can protect Peasants. <p>At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play. <p>Peasants you control can be exhausted to pay costs as though they were resources.

Millhouse Manastorm, 3 (Betrayal-211E)
Ally—Gnome Mage, Unique, 6 [Frost] / 7 Health
This ally enters play with three monologue counters and can’t attack while he has any. <p>(1), Say “Lowly? Nobody refers to the mighty Millhouse Manastorm as lowly!” >>> Remove a monologue counter. <p>(2), Say “Ice, Ice, Baby!” >>> Remove a monologue counter. <p>(3), Say “I’m gonna light you up, sweet cheeks!” >>> Remove a monologue counter. <p>Use each of these powers only once per game.

Milo the Unmerciful, 2, Alliance (Azeroth-208C, Class-145C)

Mind Blast, 5, Priest (Azeroth-80R)
Ability—Shadow
Your hero deals 2 shadow damage to each opposing hero and ally. Its controller discards a card for each damage dealt this way.

Mind Control, 2+X, Priest (Azeroth-81R)
Ability—Shadow
Attach to target ally with cost X <p>Ongoing: You control attached ally. <p>When you play a card, destroy this ability.

Mind Freeze, 4, Death Knight (Knight-10U)
Instant Ability—Frost
Interrupt target ability or ally. If you do, exhaust all of its controller’s resources.

Mind Melt, 5, Priest (Elements-68R, Horde Priest-7R)
Ability—Shadow
Mind Talent (You can’t put Discipline Talents or Holy Talents in your deck.) <p>Your hero deals 3 shadow damage to target hero or ally. That character’s controller discards a card for each damage dealt this way.

Mind-Numbing Poison, 3, Rogue (Twilight-72U, Dark Portal-84U)
Instant Ability—Poison
Attach to target hero that was dealt combat damage by your hero this turn. <p>Ongoing: At the start of attached hero’s controller’s turn, that player exhausts a ready resource he controls.

Mind Sear, 4, Priest (Ice-crown-55U)
Ability—Shadow
Your hero deals 2 shadow damage to each opposing hero and ally. <p>Ongoing: At the start of your turn, your hero deals 2 shadow damage to each opposing hero and ally if its controller has no cards in his hand.

Mind Soothe, 1, Priest (Outland-58C)
Ability—Shadow
Attach to target ally. <p>Ongoing: Attached ally can’t attack your hero.

Mind Spike, 2, Priest (Azeroth-82C, Horde Priest-8C)
Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind Vision, 1, Priest (Dark Portal-75C)
Ability—Shadow
Choose an opponent. <p>Ongoing: That opponent plays with his hand revealed. <p>When you play a card, destroy this ability. If you do, draw a card.

Mindbender Gursh’sha, 7 (Hogger-149R, Throne-203R)
Monster Ally—Merciless One, Gursh’sha (1), 4 [Melee] / 8 Health
While you control one or more other Monster heroes and/or allies, Gursh’sha has Ferocity. <p>While you control two or more other Monster heroes and/or allies, Gursh’sha has Assault 4. <p>While you control three or more other Monster heroes and/or allies, Gursh’sha has Invincibility.

Mindflip, 3, Priest (Illidan-72R)
Ability—Shadow
You may choose an ally you control and have target player gain control of it. If you do, gain control of target ally he controls.

Mindtwister Quimtrix, Horde (Elements-15)
Hero—Goblin Priest, 26 Health [Front]: [4] >>> Flip Quimtrix face down. [Back]: When an ally you control is destroyed, Quimtrix may deal 1 shadow damage to target ally.

Miner Harshdin, 1, Alliance (Legion-159U)
Ally—Dwarf Rogue, 1 [Melee] / 2 Health
At the start of your turn, target player puts the top card of his deck into his graveyard.

Mind Moggun, 1, Alliance (Dark Portal-183C)
Ally—Dwarf Hunter, 1 [Ranged] / 1 Health
Evasive <p>[Activate] >>> Put the top two cards of your deck into your graveyard.

Miner Steelwhiskers, 2, Alliance (Betrayer-144C)
Ally—Dwarf Warrior, 2 [Melee] / 3 Health
Protector <p>Ongoing: When this ally protects, put the top two cards of target opponent’s deck into his graveyard.

Miner Stonedeep, 7, Alliance (Legion-160R)
Ally—Dwarf Paladin, 5 [Holy] / 7 Health
At the start of your turn, target player puts the top five cards of his deck into his graveyard.

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>Oposing cards in play with the chosen name lose and can’t have powers.

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

Minions of the Shadow Council (Illidan-244R)
Quest
When an opposing ally is destroyed, add a corpse counter. <p>Remove all corpse counters and pay (3) to complete this quest. <p>Reward: If you removed three or more counters this turn, draw three cards.

Mioma Shadowflint, 6, Alliance (Scourgewar-146C)
Ally—Dwarf Priest, 4 [Shadow] / 6 Health
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.) <p>When this ally heals damage, you may destroy target ability.

Miranda McMiserson, 1, Alliance (Gladiators-113R)
Ally—Dwarf Rogue, 1 [Melee] / 1 Health
Evasive <p>[Activate] >>> Name a card, then reveal the top card of your deck. If it has that name, draw it. Otherwise, put it on the bottom of your deck.

Mirror Image, 2, Mage (Scourgewar-56R)
Ability—Arcane
Put three 0 [Arcane] / 1 [Health] Mirror ally tokens into play with “If damage would be dealt to your hero, it’s dealt to a random hero or Mirror you control instead.”

Misdirection, 4, Hunter (Outland-31R)
Ability—Survival
Ongoing: At the start of each opponent’s turn, choose an ally you control. Opposing allies can attack only that ally this turn if able.

Misery, 2, Priest (Drums-54R)
Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.) <p>Ongoing: (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.
The Missing Diplomat, Alliance (Azeroth-342U)
Quest
On your turn: Pay (4) to complete this quest.

< punches Reward: Search your deck for an ally, reveal it, and put it into your hand.

Mission: The Abyssal Shelf (Legion-307R)
Quest
Pay (6) to complete this quest. < punches Reward: Roll six dice one at a time from 6 inches above play.
For each die that lands on an opposing ally, put damage on it equal to that roll.

Mist of Corrosion, 1, Priest (Honour-48C)
Ability—Shadow
Choose "ability," "ally," or "equipment." Target opponent destroys a card of that kind he controls unless he discards a card of that kind.

Mistique, 3, Dr.HuMaPaPrRoShLoWa (Winter Veil-8R)
Equipment—Item
You and another friendly player each exhaust your heroes. You and that player each draw a card.

Mistress Nails Flamewurz, 6, Horde (Drums-183C)
Ally—Blood Elf Warlock, 6 [Fire] / 5 Health
When this ally attacks, she deals 1 fire damage to each other hero and ally.

Mithran the Sniper, 3, Alliance (Wrathgate-124C)
Ally—Dwarf Hunter, 2 [Ranged] / 4 Health
When an opposing ability, ally, or equipment enters play, destroy this ally. If you do, destroy that opposing card.

Mithbros, Bronzebeard’s Legacy, 7, DkPaWa (Gtadel-20R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 1 Strike
Dwarves you control have Protector. < punches At the end of each turn, put a 1 [Melee] / 1 [Health]
Dwarf Warrior ally token into play.

Moala Stonebinder, Alliance (Outland-5)
Hero—Draenei Shaman (Enhancement), Mining/Jewelcrafting, 28 Health
(2), Flip Moala >>> Weapons you control can’t be destroyed 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.)

Mocking Blow, 1, Warrior (Azeroth-444R)
Instant Ability—Arms
Your hero deals 1 melee damage to target hero or ally. This turn, that character must attack if able and can attack only your hero if able.

Modric Sternbeard, 3, Alliance (Honour-110C)
Ally—Dwarf Paladin, 2 [Holy] / 3 Health
Protector: Find Treasure: When this ally enters play, you may draw a card. If you do, discard a card. < punches When this ally defends, he may heal all damage from target ally.

Mogor, 5 (Gladiators-152R)
Arena Ally—Ogre Shaman, Unique, 5 [Melee] / 5 Health
When this ally is destroyed, you may pay (3). If you do, his owner puts him from his graveyard into play under his control.

Mogor’s Anointing Club, 4, DrPaPrSh (Gladiators-181R)
Arena Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
On your turn: [Activate], Destroy an ally you control >>> Put an ally with lower cost than that ally from your graveyard into play.

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

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

Moirin Darkheart, 4, Alliance (Azeroth-209C, Class-146C)
Ally—Night Elf Rogue, 3 [Melee] / 4 Health
(1), Destroy this ally >>> Destroys target armor or weapon.

Mojoh Doctor Zin’tar, 2, Horde (Betrayer-1711I, Horde Shaman-18U)
Ally—Troll Shaman, 2 [Nature] / 2 Health
When this ally attacks, he deals 1 damage from target hero or ally you control and deals 1 nature damage to target opposing hero or ally.

Mojoh Master Shalako, 2, Horde (Honour-134C)
Ally—Troll Shaman, 2 [Frost] / 1 Health
When another ally you control is destroyed, you may destroy target ability.

Mojoh Master Ven’dango, 3, Horde (Honour-135C)
Ally—Troll Rogue, 4 [Melee] / 1 Health
When another ally you control is destroyed, you may destroy target equipment.

Mojoh Master Zandum, Horde (Wrathgate-16)
Hero—Troll Priest (Holy), Leatherworking/Skinning, 26 Health
Flip Zandum, discard a Priest >>> Zandum heals 4 damage divided as you choose from any number of target heroes and/or allies.

Mojoh Mender Ja’nah, Horde (Dark Portal-15)
Hero—Troll Priest (Holy), Jewekrafting/Tailoring, 26 Health
(2), Flip Ja’nah >>> Ja’nah heals all damage from target ally.

Mojoh Mistress Zurania, 3, Horde (Scourgewar-185C)
Ally—Troll Priest, 2 [Shadow] / 4 Health
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Mojo Shaper Ojo’mon, Horde (Outland-14)
Hero—Troll Shaman (Restoration), Skinning/Leatherworking, 28 Health
On your turn: (4), Flip Ojo’mon >>> Put an ally with cost 2 or less from your graveyard into play.

Mok’Nathal Wildercloak, 2, DrHuMaPaPrRoShLoWa (Drums-212U)
Equipment—Armor—Cloth, Back (1), 0 DEF
When an opposing ally is destroyed, add a +1 [DEF] counter.

Ally—Tauren Hunter, 5 [Ranged] / 4 Health
Ferocity (This ally can attack immediately.)

Mollie Brightheart, 4, Alliance (Drums-138C)
Ally—Human Mage, 3 [Fire] / 4 Health
Diplomacy: Draenei (You pay (1) less to play Draenei allies, to a minimum of (1)) < punches >>> This ally deals 1 fire damage to target hero or ally.

Molten Armor, 2, Mage (Outland-444)
Ability—Fire
Ongoing: (1), Remove an ability in your graveyard from the game >>> If your hero is defending, it deals 1 fire damage to target attacker.

Molten Scorch, 3, Mage (Throne-49U)
Instant Ability—Fire
Your hero deals 3 fire damage to target hero or ally. < punches 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.)

Mongoose Bite, 2, Hunter (Wrathgate-42C)
Instant Ability—Survival
Your hero deals 2 melee damage to target attacker, and that attacker has -2 ATK this turn.

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

Monstrous Cleave, 4, Warrior (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.

WoW TCG OCR – 04 09 2012
87 / 146
Monstrous Mark, 4, Hunter (Throne-43R)
Ability—Marksmanship
Attach to target hero or ally. ◀️ Ongoing:
Monster heroes and allies you control have Assault 2 while in combat with attached character. ◀️ You may attach to only one creature at a time; if this ability is destroyed, its owner may put it from its graveyard into his hand.

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

Monstrous Upheaval, 3 (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 Void, 4, Warlock (Crown-49R)
Ability—Demonology
Play only if an opposing hero has 15 or more damage on it. ◀️ Put a 5 [Shadow] / 5 [Heal]
Void Terror Demon Monster ally taken into play for each Demon and/or Monster hero and ally you control.

Moonscaler Jynalla Nightpath, 6, Alliance
Ability (Alliance Warrior-14U, Scourgewar-147U)
Ally—Night Elf Warrior, 5 [Melee] / 5 Health
This ally has +3 / +3 and Protector while you control a Shout.

Mooncloth Robe, 4, MaPrLo (Azeroth-298R)
Equipment—Armor—Cloth, Chest (1), 0 DEF (2), [Activate], Exhaust your hero >>> Draw a card.

Moonfire, 2, Druid (Outland-24R)
Instant Ability—Balance
Attach to target hero or ally, and your hero deals 1 arcane damage to it. ◀️ Ongoing: At the start of your turn, if this ability is in play, your hero deals 1 arcane damage to attached character. ◀️ (1) >>> Put this ability into its owner’s hand.

Moonflare, 3, Druid (Drums-26U)
Ability—Balance
Ongoing: When a resource enters play under your control, your hero may deal 1 arcane damage to target ally.

Moonkin Form, 2, Druid (Dark Portal-23R)
Instant Ability—Balance, Form (1)
Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.) ◀️ Ongoing:Armor you control have +1 [DEF]. ◀️ If your hero would deal damage with a Balance ability, it deals that much +1 instead. ◀️ When you play a non-Balance ability, destroy this ability.

Monoshadow, Alliance (Azeroth-6)
Ability
Night Elf Druid (Restoration).

Mordotz, 5, Horde (Outland-175E)
Ability—Undead Warlock, 4 [Shadow] / 4 Health
This ally has +1 / +1 for each ability you control attached to opposing heroes and allies.

Morfiel, 4, Warlock (Class-109U, Dark Portal-109U)
Ally—Felhunter Demon, Pet (1), 4 [Melee] / 4 Health
Opponents pay 1 [Melee] more to play abilities.

Morgris Blackvein, Horde (Dark Portal-16)
Ally—Undead Mage (Frost), Enchanting/Taloring, 25 Health
(4), [Flip Morganis] >>> Opponents can’t draw cards this turn.

Morik, 3, Horde (Dark Portal-224C)
Ally—Orc Shaman, 2 [Frost] / 2 Health
Ferocity ◀️ When this ally attacks, each player draws a card.

Morkad Sharptooth, 3, Horde (Honor-136C)
Ally—Orc Warlock, 5 [Fire] / 3 Health
At the start of your turn, choose a hero or ally you control. Other characters can’t attack this turn.

Morlur Soulslayer, 2, Horde (Outland-176R)
Ally—Orc Warlock, 3 [Shadow] / 1 Health
When a resource you control is destroyed, this ally deals 1 shadow damage to target hero.

Morva of the Sands, Horde (Class-23, Dark Portal-17)
Ability
Tauren Druid (Balance), Leatherworking/Skinning, 28 Health
(10), [Flip Morva] >>> Morva deals 7 nature damage to target hero or ally.

Mortal Delights, 3, Warlock (Dark Portal-110U)
Ability—Affliction
Ongoing: (1), Put 3 damage on your hero >>> Draw a card.

Mortal Slash, 1, Warrior (Wrathgate-90C)
Ability—Arms
Attach to target hero or ally. ◀️ Ongoing: Attached character can’t be healed. ◀️ At the start of your turn, your hero deals 1 melee damage to attached character.

Mortal Strike, 2, Warrior (Azeroth-145R)
Instant Ability—Arms
Arms Talent (You can’t put Fury Talents or Protection Talents in your deck.) ◀️ Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control. That character can’t be healed this turn.

Mor’tul Bloodringer, 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.

Mother Misery (Illidan-22)
Ability
Shivan Demon, 30 Health
[Front]: Sextuple Wield (Can control up to six hands of Melee weapons and can strike with any number of them during the same combat.)
[Back]: Sextuple Wield ◀️ Deckbuilding: You can include only neutral quests and any Melee weapons. You can’t inclucde cards with reputation or text restrictions (like Fire Hero Required).

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

Mottled Drake, 2 (Worldbreaker-219E, Worldbreaker-Loot-3L)
Ally—Dragokin, Mount (1), 0 [Nature] / 3 Health
When you place a resource into your resource row face up, ready target Dragokin ally you control. Your hero heals all damage from it. ◀️ (Mouts can’t attack or be attacked.)

Mr. Goldmine’s Wild Ride (Twilight-216C)
Quest
Pay (6) to complete this quest. ◀️ Reward: Reveal the top three cards of your deck. You may put any number of revealed cards with different card types into your hand and the rest on the bottom of your deck.
Mruglmgrhnrrlggg 5 (Blizzcon 2007E)
Ally—Murloc, 2 [Melee] / 2 Health
When this ally attacks, say
"Mruglmgrhnrrlggg!" Then, put two 1 [Melee] / 1 [Health] Murloc ally tokens into play with Furocity.

Muddle, 3, Warlock (Workbreaker-108U)
Ability—Affliction
Ongoing: When this ability enters play, you may put target opposing ability into its owner’s hand. <p>Opponents pay (1) more to play abilities.

Mugger’s Belt, 6, Rogue (Dark Portal-256U)
Equipment—Armor—Leather, Waist (1), 1 DEF
When your hero deals combat damage to a hero, that hero’s controller discards a card and you draw a card.

Muln Earthfury, 5 (Crown-169R)
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4 Health
Harmonize, Protector <p>When Muln enters play, reveal cards from the top of your deck equal to the number of cards with Harmonize you control. Put all revealed cards with cost 4 or more into your hand and the rest on the bottom of your deck.

Instant Ability— Marksman
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.

Munkin Blacklist, 4, Horde (Drums-185C)
Ally—Orc Warrior, 2 [Melee] / 4 Health
Protector <p>When this ally enters play, destroy target equipment if its controller has more equipment than you.

Muradin Bronzebeard, 5, Alliance (Citadel-11R)
Ally—Dwarf Warrior, Muradin (1), 4 [Melee] / 4 Health
At the end of your turn, this ally deals 4 melee damage to each damaged opposing hero and ally.

Murderous Torment, 3, Mage (Betrayer-65U)
Ability—Traitor
Traitor Hero Required <p>Ongoing: When an opponent draws a card, your hero deals 1 arcane damage to his hero.

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

Murloc Coastrunner, 1 (Hoger-15C, Murkdeep-16C, Thorne-188C)
Monster Ally—Murloc Rogue, Unlimited, 2 [Frost] / 1 Health
Murphy Watson, 4, Horde (Horde DK-19C, Wrathgate-142C)
Ally—Undead Mage, 2 [Fire] / 4 Health
This ally has Assault 3 while an ally is in your graveyard. (He has +3 ATK on your turn.)

Muruna the Savage, 5, Horde (Wrathgate-143U)
Ally—Tauren Druid, 5, [Melee] / 3 Health
Protector <p> Allies you control have +2 [Health] while you control a Form.

Mustang Sally, 1, Horde (Outland-177C)
Ally—Undead Rogue, 2, [Melee] / 1 Health
(4), Destroy another ally you control >>> Destory target ally with cost 4 or less.

Mutliate, 2, Rogue (Outland-70R)
Instant Ability—Assassination Combo
Assassination Talent (You can’t put Combat Talents or Subtlety Talents in your deck) <p>You your hero deals melee damage to target hero or ally equal to 1 plus the combined ATK of Daggers you control.

Muzzle, 3 (Hogger-16C)
Monster Ally—Gnoll Warrior, 4 [Melee] / 3 Health

Mya, Dragonling Wrangler, 3, Alliance (Dark Portal-184C)
Ally—Gnome Mage, 2 [Frost] / 2 Health
When this ally enters play, puta 1 [Melee] / 1 [Health] Mechanical Dragonling ally token into play.

Myriam Starcaller, 4, Alliance (Betrayer-145C)
Ally—Night Elf Druid, 3 [Arcane] / 4 Health
Untargetable <p> [Activate] >>> This ally deals 5 arcane damage to target hero.

Myrmidon’s Signet, 3, DrPaRoShWa (Azeroth-308U)
Equipment—Item, Ring (2)
Your hero has +5 [Health].

Myrodn Silversong, 7, Alliance (Scourgewar-148C)
Ally—Night Elf Rogue, 8 [Melee] / 8 Health
This ally can’t attack heroes.

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

Mystic Denial, 5, Mage (Drums-37R)
Instant Ability—Arcane
Interrupt target card. <p>Ongoing: When an opponent plays a card, destroy this ability. If you do, interrupt that card.

Mystical Refreshment, 3, Mage (Elements-53R)
Ability—Arcane
Draw a card for each [Arcane] ally you control.

Mythe of the Fang, Alliance (Betrayer-14)
Hero—Night Elf Druid (Traitor), Skinning/Leatherworking, 27 Health
(2), Flip Mythen >>> Mythen deals 1 nature damage to target hero for each quest its controller has.

Mythe of the Wild, Alliance (Betrayer-5, Class-15)
Hero—Night Elf Druid (Restoration), Leatherworking/Skinning, 27 Health
(2), Flip Mythen >>> Mythen heals 2 damage from target hero or ally for each quest you control

Naan the Selless, 1, Alliance (Honor-111C)
Ally—Draenei Shaman, 0 [Nature] / 3 Health
Protector <p> When this ally defends, he deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally.

Naaru Belt of Precision, 2, DrRo (Illidan-214R)
Equipment—Armor—Leather, Waist (1), 0 DEF
This armor has +X [DEF], where X is your hero’s ATK.

Naaru Lightwande’s Band, 4, DrPaPrSh (Magtheridon-13R)
Equipment—Item, Ring (2)
Friendly heroes have +5 [Health].

Naedia of Silvermoon City, Horde (Horde Paladin-1)
Hero—Blood Elf Paladin, 29 Health
On your turn: (3), Flip Naedia >>> Naedia deals 2 unpreventable holy damage to target hero or ally.

Nag the Twisted, 6, Hunter (Twilight-45U)
Ally—Snake, Pet (1), 6 [Nature] / 4 Health
As an additional cost to play this ally, destroy an ability, ally, or equipment you control. <p>When this ally enters play, you may destroy target ally or equipment with cost 4 or more.

Najan Spiritbinder, 6, Horde (Outland-178C)
Ally—Orc Shaman, 3 [Nature] / 4 Health
Ferocity <p> When this ally deals combat damage to a hero, you may destroy target ability.

Nakistis, Esodor Armorer, 1, Alliance (Alliance Warrior-15C, Scourgewar-149C)
Ally—Draenei Warrior, 2 [Melee] / 1 Health
This ally has +1 / +1 while you control an armor.

Nala Stalks-the-Night, 4, Horde (Horde Mage-18U, Outland-179U)
Ally—Tauren Druid, 2 [Melee] / 4 Health
Ferocity (This ally can attack immediately.) <p>Stealth (This ally can’t be protected against).

Nalies the Silencer, 6, Horde (Gladiators-140R)
Ally—Blood Elf Mage, 6 [Arcane] / 7 Health
Blood Elf Hero Required <p> [Activate] >>> Target opposing card in play loses and can’t have powers this turn.

Nalkas, 4, Alliance (Outland-131C)
Ally—Night Elf Priest, 2 [Holy] / 4 Health
[Activate] >>> This ally heals 2 damage from each hero and ally controlled by target player.
Nalona, 2, Horde (Outland-180C)
Ally—Blood Elf Priest, 2 [Holy] / 2 Health
You may destroy a resource you control rather than pay this ally’s cost.

The Name of the Beast (Legion-308C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose “ability,” “ally,” “equipment,” or “quest.”
Reveal the top four cards of your deck. Put a revealed card of that kind into your hand and
the rest on the bottom of your deck.

Nami Dabpox, 1, Alliance (Alliance Warlock-19C, Worldbreaker-153C)
Ally—Gnome Warlock, 1 [Fire] / 2 Health
Elusive (This ally can’t be attacked.)

Naolin Sunsurge, 4, Horde (Dark Portal-225R)
Ally—Blood Elf Mage, 3 [Arcane] / 2 Health
Blood Elf Hero Required <p>
When you play an ability for the first time on each of your turns, draw a card. <p>
At the end of your turn, if you didn’t play an ability this turn, destroy this ally.

Narmak Doomratchet, 7, Alliance (Outland-132R)
Ally—Gnome Warlock, 3 [Shadow] / 3 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Nathadan, Horde (Outland-15)
Hero—Blood Elf Paladin (Protection), Mining/Blacksmithing, 29 Health
(3), Flip Nathadan >>> If target ally you control is defending, remove it from combat.

Nathaniel Voran, 2, Horde (Honor-137C)
Ally—Undead Mage, 2 [Frost] / 3 Health
Will of the Forsaken (This ally can’t leave play unless it has fatal damage or 0 [Health].)

Nathanos Blightcaller, 4, Horde (Outland-186E)
Ally—Undead Ranger, Unique, 2 [Ranged] / 2 Health
When this ally enters play, put two 2 [Melee] / 2 [Health] Blighthound ally tokens into play
with Protector. <p> This ally can’t be destroyed while you control a Blighthound.

Nathar Wilderson, 1, Alliance (Elements-120C)
Ally—Worgen Druid, 1 [Arcane] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<p> Aberration (Prevent all non-combat damage that would be dealt to this ally.)

Nathressa Darstrider, Alliance (Dark Portal-3)
Hero—Night Elf Rogue (Sublty), Skinning/Leatherworking, 27 Health
(1), Flip Nathressa >>> Nathressa has Stealth
this turn. (She can’t be protected against.)

Natural Alignment, 2, Shaman (Onyxia-4U)
Instant Ability—Elemental
Your hero deals X nature damage to target hero or ally and heals X damage from target hero or ally, where X is the number of friendly players.

Natural Conduit, 3, Shaman (Class-100C, Drums-71C, Horde Shaman-11C)
Instant Ability—Elemental
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.

Natural Defenses, 1, Druid (Azeroth-26R)
Instant Ability—Feral
Ongoing: Armor you control have +1 [DEF]
while you control a Bear Form.

Natural Disaster, 6, DrSh (Drums-101C)
Ability—Balance Elemental
Your hero deals 6 nature damage to target hero or ally.

Natural Genesis, 3, Druid (Legion-26R)
Ability—Restoration
Ongoing: Each player may place an additional resource on his turn.

The Natural Order, 2, Druid (Betrayer-43C, Class-32C)
Ability—Balance
Destroy target ability or equipment.

Natural Reclamation, 3, Druid (Icencrown-28R)
Ability—Balance
Ongoing: When you complete a quest, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Natural Remedies (Legion-309C)
Quest
Pay (0) to complete this quest. <p> Reward: Look at the top two cards of your deck. Put one
on top of your deck and the other on the bottom.

Natural Repossession, 3, Druid (Sourgewar-37U)
Ability—Balance
Choose one or both: Destroy target ability; or destroy target equipment.

Natural Selection, 3, Druid (Azeroth-27C, Horde Druid-8C)
Instant Ability—Restoration
Choose one: Your hero deals 3 nature damage to target hero or ally; or your hero heals 3 damage from target hero or ally.

Nature of the Beast, 1, Druid (Dark Portal-24U)
Ability—Feral
Ongoing: While you control a Bear Form or Cat Form, your hero has +1 ATK while attacking.

Nature Resistance Totem, 3, Shaman (Worldbreaker-99U)
Instant Ability Ally—Enhancement, Earth Totem (1) 0 [Melee] / 1 Health
Ongoing: When this card enters play, it deals 2 nature damage to target hero or ally. <p> Other friendly heroes and allies have Nature
Resistance (Prevent all nature ([Nature]) damage that would be dealt to them.) <p>
(Totems can’t attack.)

Nature Unleashed, 7, DrHu (Drums-102C)
Ability—Feral Beast Mastery
Put five 1 [Melee] / 1 [Health] Bear ally tokens into play with Protector.

Nature’s Focus, 2, Druid (Alliance Druid-7C, Sourgewar-88C)
Instant Ability—Balance
Choose one: Your hero deals 4 nature damage to target ally; or your hero heals 4 damage from
target hero.

Nature’s Fury, 1, Druid (Worldbreaker-38R)
Instant Ability—Balance
Your hero deals X nature damage to target hero or ally, where X is the highest ATK among
[Nature] cards you control.

Nature’s Guidance, 3, Druid (Grand Melee-3R)
Arena Ability—Feral
Preparation (On your first turn, you may play this card without paying its cost.) <p>
Ongoing: You pay (1) less to play Feral abilities, to a minimum of (1).

Nature’s Majesty, 5, Druid (Dark Portal-25C)
Instant Ability—Balance
Choose one: Your hero deals 5 nature damage to target hero or ally; or your hero heals 5 damage from
target hero or ally.

Nature’s Reach, 4, Druid (Elderlimb-8R, Gladiators-20R)
Ability—Balance

Nature’s Talent (You can’t put Feral Talents or Restoration Talents in your deck.) <p>
Ongoing: Ally tokens you control have +1 / +1. <p> (3), [Activate] >>> Put a 1 [Melee] / 1 [Health]
Treant ally token into play.

Nature’s Swiftness, 3, Druid (Azeroth-28R)
Ability—Restoration

Restoration Talent (You can’t put Balance Talents or Feral Talents in your deck.) <p>
You pay (5) less to play your next card this turn.

Nature’s Vengeance, 5, Druid (Wrathgate-34R)
Ability—Balance
Destroy all resources you control. <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play
for each resource destroyed this way.

Nautilus Ring, 4, DrHuOsh (Throne-240U)
Equipment—Item, Ring (2)
You have no maximum hand size. <p> At the start of your turn, your hero heals damage from
itself equal to the number of cards in your hand.

Nagrel, Advisor to Thrall, 7, Horde (Legion-196E)
Ally—Orc Shaman, Unique, 7 [Melee] / 6 Health
Protector <p>
When this ally enters play, destroy target [Alliance] ally.

Nagurk Shartongue, 5, Horde (Honor-128R)
Ally—Orc Shaman, 7 [Frost] / 5 Health
At the start of your turn, choose a hero or ally you control. Other characters can’t attack this
turn. <p> (2), Destroy another ally you control
>>> This ally has Ferocity this turn.
Naf'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.)*

Naf'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.)**

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

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

Nazi Sunmark, 4, Horde (Gladiators-141C)
**Ally—Blood Elf Priest, 3 [Holy] / 3 Health**
**Ferocity (This ally can attack immediately.)**

Nexx, Warlock (Throne-210C)
Monster Ally—Naga Mage, 1 [Frost] / 2 Health
*[Activate] >>> This ally heals 1 damage from target hero or ally.*

Ne'ferset Darkcaster, 2 (Crown-161C, Elderlimb-211C)
Monster Ally—Tol'vir Mage Shaman, 2 [Fire] / 3 Health

Nemesis Leggings, 5, Warlock (Molten Core-8R)
Equipment—Armor—Cloth, Legs (1), 1 DEF
When you play a [Warlock] ability, you may pay 1. If you do, your hero deals 1 shadow damage to target opposing hero for each ability attached to that hero.

Nemesis Skullcap, 2, Warlock (Onyxia-16E)
Equipment—Armor—Cloth, Head (1), 0 DEF
*[Activate] >>> Your hero heals 1 damage from itself. *(If you play a [Warlock] ability, ready this armor.)*

Neophyte Morandi, 3 (Legion-219C)
**Ally—Draenei Paladin, 1 [Holy] / 3 Health**
**Absorption (You can't put cards with other reputations in your deck.)**
If another ally you control would be dealt damage, it's dealt to this ally instead.

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.)**
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**
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.

Neptulon the Tidehunter, 7 (Elements-175E)
**Ally—Water Elemental Lord, Neptulon (1), 6 [Frost] / 5 Health**
**Water Elements: You control have Elusive.**
At the start of your turn, put a 2 [Frost] / 1 [Health]
**Water Elemental ally token into play.**
When you exhaust a Water Elemental you control >>> Your hero heals 2 damage from target hero or ally.

Nerra Lifefoam, 5, Alliance (Azeroth-210C)
**Ally—Night Elf Druid, 4 [Melee] / 4 Health**
Other allies you control have +1 [Health].

Nerubian Conqueror, 3, Hunter (Wrathgate-194R)
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has **Ranged** this combat. *(If a card would enter an opposing graveyard, remove it from the game instead if it's a hero from play.)*

Nervous steel, 1, Rogue (Drums-62R)
**Instant Ability—Combat**

**Combat Talent (You can't put Assassination Talents or Subtlety Talents in your deck.)**

Nesmend Darkbreaker, 2, Alliance (Outland-134U)
**Ally—Dwarf Paladin, 2 [Melee] / 3 Health**
*(5) This ally deals 2 damage to target ally has Elusive and Untargetable this turn.*

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

Nesseris Gildenrose, 3, Alliance (Elements-121C)
**Ally—Night Elf Warrior, 2 [Melee] / 4 Health**
*(2) >>> Another target ally has Assault 1 this turn. *(It has +1 ATK on your turn.)*

Nether Balance, 5, Warlock (Throne-79R)
**Ability—Demonology**
Ongoing: When this ability enters play, your hero deals 5 shadow damage to target ally. *(If against an opposing ally, you may put 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 Frasure, 4, Mage (Honor-37U)
**Instant Ability—Arcane**
This ability can't be interrupted. *(If target card.)*

Nether Frature, 3, Mage (Legion-50C)
**Instant Ability—Arcane**
Interrupt target ability, ally, or equipment.

Nether Inversion, 3, Warlock (Worldbreaker-190C)
**Instant Ability—Affliction**
Target ally has +3 / -3 this turn.

Nether Rift, 4, Warlock (Icecrown-80R)
**Ability—Demonology**
Search your deck for a Felhunter, Imp, Succubus, and Voidwalker ally and reveal them. If you reveal four cards this way, put them into your hand. Otherwise, shuffle them into your deck.
Netherbane, 1, PaShW4 (Drums-2321U) 
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike 
Cards in play you control can't be removed from the game.

Netherblad, 5, DrMaPrLo (Scourgewar-240R) 
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 5 Strike 
If you would draw a card, you may skip drawing it instead. <p> When you first skip drawing a card this way on each of your turns, put target ability from your graveyard into your hand.

Netherdrake Gloves, 4, HuSh (Crafted-4E) 
Equipment—Armor—Mail, Hands (1), 3 DEF [Activate], Destroy this armor >>> Put a 3 [Melee] / 3 [Health] Netherdrake ally token into play.

Nethermaven Donna Chastain, 5, Alliance 
(Alliance Priest-18C, Alliance Warlock-20C, Wrathgate-125C) 
Ally—Human Warlock, 3 [Shadow] / 6 Health 
Assault 3 (This ally has +3 ATK on your turn.)

Nethershard, 3, DrMaPrShLo (Gladiators-182R) 
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike 
On your turn: (2), Exhaust your hero >>> Target opponent removes a card in his hand from the game.

Netherwind Crown, 3, Mage (Onyxia-17E) 
Equipment—Armor—Cloth, Head (1), 0 DEF [1], [Activate] >>> Your hero deals 1 arcane damage to target ally. <p> When you play a [Mage] ability, ready this armor.

Netherwind Pants, 3, Mage (Molten Core-9R) 
Equipment—Armor—Cloth, Legs (1), 1 DEF When you play a [Mage] ability, you may pay (1). If you do, you and target opponent each draw a card.

Netherwind Presence, 7, Mage (Wrathgate-49R) 
Ability—Arcane 
Arcane Talent (You can't put Fire Talents or Frost Talents in your deck.) <p> Draw seven cards.

Netherwing Protector's Shield, 2, PaShWa (Illiad-215U) 
Equipment—Armor—Shield, Off-Hand (1), 1 DEF 
Your hero has Dual Shield. (Can control a second Shield instead of a Melee weapon.)

A New Plague, Horde (Dark Portal-304C) 
Quest 
On your turn: Pay (4) to complete this quest. <p> Reward: Choose one: If you control an ally, each player destroys an ally he controls; or draw a card. If your hero is an Undead, you may choose both

Next Stop, Menethil Harbor!, 1, Alliance 
(Scourgewar-123C) 
Instant Ability 
Each player puts an [Alliance] ally he controls into his owner's hand.

Nexiis Link, 2, Mage (Citadel-4U) 
Ability—Arcane 
Ongoing: When you or a friendly player plays a fire or [Fire] card, your hero may deal 1 fire damage to target hero. <p> When you or a friendly player plays a frost or [Frost] card, your hero may deal 1 frost damage to target ally.

Nexxus Torch, 4, MaPrLo (Legion-286U) 
Equipment—Wand, Ranged (1), 1 [Shadow], 1 Strike 
When combat damage is dealt with this weapon to a defending hero, that hero's controller discards a card.

Nibbler, 2 (Hogger-17C, Throne-189C) 
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health 
When this or another Murloc ally enters play under your control, it deals 1 melee damage to target opposing hero.

Nicholas Merrick, Alliance (Gladiators-8) 
Hero—Human Mage [Fire]. 
Mining/Engineering, 25 Health 
On your turn: (3), Flip Nicholas >>> Nicholas deals 2 fire damage to each opposing ally.

Niflevir 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.

Nightbloom, 2, Alliance (Azeroth-211R) 
Ally—Night Elf Druid, 1 [Nature] / 1 Health [1], [Activate] >>> You may put a card from your hand into your resource row face down and exhausted.

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

Nightmare Exder, 3, MaPrLo (Citadel-211U) 
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike 
On your turn: Destroy this weapon >>> Shuffle your hand into your deck, then draw that many cards.

Nightsaber Cub, 4 (Twilight-176U, Twilight Loot-1L) 
Ally—Cat, 4 [Melee] / 2 Health 
Ferocity (This ally can attack immediately.)

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

Ally—Goblin Hunter, 2 [Arcane] / 1 Health 
Nimaasus the Implacable, Alliance (BC Promo-1) 
Hero—Draenei Paladin (Retribution). 
Mining/Jewelcrafting, 29 Health [3], Flip Nimaasus >>> Nimaasus deals holy damage to target ally equal to the amount of damage that a ally dealt to Nimaasus this turn.

Ninoo of the Light, 1, Alliance (Drums-139C) 
Ally—Draenei Priest, 2 [Holy] / 3 Health 
This ally can't attack. <p> [Activate] >>> This ally heals 1 damage from each hero and ally you control.

Niyore of the Watch, 6 (Betrayer-192R) 
Ally—Draenei Warrior, 5 [Melee] / 6 Health 
Aldor Reputation <p> If your hero would be dealt damage, it’s dealt to this ally instead. <p> When this ally is dealt damage, he deals 2 melee damage to its source.

No Man’s Land, 2, DrLo (Honor-87C) 
Ability—Restoration Demonology 
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, draw two cards.

No Mere Dream, Druid (Wrathgate-201U) 
Quest 
On your turn: Pay (3) to complete this quest. <p> Reward: Reveal the top card of your deck and put it into your resource row face down and exhausted. If it was a location or quest, you may turn it face up.

No One to Save You (Wrathgate-210C) 
Quest 
If your hero was dealt 5 or more damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Noggenfogger Elixir, 2, DrHuMaPaPrRoShLoWa (Azeroth-309R) 
Equipment—Item—Potion 
Destroy this item >>> Choose an ally you control and roll a die. <p> 1-2: That ally can't be destroyed this turn. <p> 3-4: Ready that ally. <p> 5-6: That ally can't be attacked this turn.

No'k'tal the Savage, 5, Horde (Drums-186C) 
Ally—Troll Warrior, 3 [Melee] / 5 Health 
Protector <p> Berserking (This ally has +1 ATK for each damage on it.)

Nomak the Blazingclaw, Alliance (Twilight-6) 
Hero—Worgen Mage, 25 Health 
[Front]: (4) >>> Flip Nomak face down. 
[Back]: When Nomak deals fire [Fire] damage for the first time on each of your turns, allies you control have Assault 1 this turn. This power triggers only once per turn.

Nordrassil, the World Tree (Crown-198R) 
Location 
[Activate] >>> Add a life counter to this location. 
<p> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.
Norrund Grosvewalker, 6, Alliance (Outland-135C)  
Ally—Night Elf Druid, 5 [Nature] / 4 Health  
Elusive (This ally can't be attacked.)  

Untargetable  
Nourish, 3, Druid (Scourgewar-39R)  
Ability—Restoration  
Ongoing: If damage would be healed from your hero, that much +5 is healed instead.  
<br>When damage is healed from an ally you control, you may draw a card. 

Nax the Lifedrafter, 7, Horde (Crown-116R)  
Ally—Goblin Warlock, 6 [Shadow] / 0 Health  
This ally has +1 +1 for each damage on opposing heroes. 

Noxol Shroudhaggle, 1, Alliance (Honor-112C)  
Ally—Gnome Warlock, 1 [Fire] / 2 Health  
Escape Artist (When this ally becomes targeted by an opposing card or effect, you may put it into your own hand.)  
<br>Your hero has 

Noxious Trap, 3, Hunter (Elements-43R)  
Instant Ability—Survival  
Trap (You may exhaust your defending hero rather than pay this ability's cost.)  
<br>Your hero deals 3 nature damage to target attacker. Then, if that attacker has fatal damage, you may ready up to three resources you control. 

Nzdormu the Timeless, 25 (Elements-226E)  
Master Hero—Bronze Dragonkin Aspect, 1 [Melee] / 35 Health  
You may pay up to X less to play Nzdomru, where X is the combined cost of cards you control.  
<br>When your hero becomes Nzdomru, if you control no ready resources, target player skips his next turn. 

Nurgur Tinkroot, 3, Alliance (Wrathgate-126C)  
Ally—Gnome Mage, 3 [Frost] / 3 Health  
Opposing heroes and allies can't attack unless their controller pays (1) for each attacker. 

Nurturing Spirit, 1, DraP (Wrathgate-100U)  
Ability—Restoration Holy  
Attach to your hero.  
<br>Ongoing: Attached hero has Mend 1 for each Druid and Priest you control. 

Nuvon Dawnfur, Horde (Wrathgate-17)  
Hero—Blood Elf Mage (Arcane), 11 Health  
Mining/Skinning, 25 Health  
On your turn: Flip Nuvon, discard a Mage >>> 
When you draw a card this turn, Nuvon may deal 1 arcane damage to target ally. 

Nylaith, Guardian of the Wild, Alliance (Scourgewar-6)  
Hero—Night Elf Druid (Feral), 20 Health  
Leatherworking/Jewelcrafting, 27 Health  
If you control another Druid: Flip Nylaith >>>  

Nylaith has Protector this turn. 

Nyn'jah, 4, Horde (Dark Portal-226C)  
Ally—Troll Rogue, 3 [Melee] / 3 Health  
When this ally enters play, you may ready target opposing equipment. You control that equipment while this ally remains under your control. 

Nyn'jah's Tabi Boots, 6, DrRo (Drums-213R)  
Equipment—Armor—Leather, Feet (1), 1 DEF  
Other players can't use payment (>>>) powers during your turn.  
<br>You can use the payment powers of any cards in play during your turn (including opposing cards). 

Oakenclaw, Alliance (Drums-4, Naaxramas-4)  
Hero—Night Elf Druid (Feral), 17 Health  
Alchemy/Engineering, 27 Health  
(1), Flip Oakenclaw >>> This turn, Oakenclaw has Bear Form, Bear Form, and Form (1) until you strike with a weapon or play a non-Feral ability. 

Oathbinder, Charge of the Ranger-General, 4, DrHu (Citadel-22U)  
Equipment—2H Weapon—Polearm, Melee (1), 1 [Melee], 4 Strike  
At the start of your turn, your hero deals 1 nature damage to target hero for each ability, ally, and equipment you control. 

The Oathkeeper, 4, DrPaSh (Drums-233E)  
Equipment—2H Weapon—Mace, Melee (1), 6 [Melee], 2 Strike  
When this weapon enters play, choose an oath:  "I won't play cards," or "I won't draw cards."  
<br>You can't break the oath you took. 

Obfuscate, 1, Rogue (Legion-84C)  
Instant Ability—Subtle Combo  
Target hero or ally has +2 ATK while attacking and has Stealth this turn. (It can't be protected against.) 

Obliterate, 2, Death Knight (Horde DK-8C, Scourgewar-28C)  
Ability—Frost  
Your hero deals 2 melee damage to target hero or ally, or 4 if you control a Disease. 

Obliveron (Illidan-23)  
Hero—Pit Lord Demon, 25 Health  
[Front]: You can control any number of Pets.  
[Back]: You can have any number of Pets.  
<br>Deckbuilding: You can include only neutral quests, any Traitor cards, and any Demon allies. You can't include cards with reputation or other text restrictions (like Fire Hero Required). 

Obora the Mad, Alliance (Betrayer-15)  
Hero—Draenei Mage (Traitor), 20 Health  
Jewekrafting/Tailoring, 25 Health  
(2), Flip Obora >>> When an opponent draws a card this turn, Obora deals 1 arcane damage to target hero or ally that opponent controls. 

Obora the Wise, Alliance (Betrayer-6)  
Hero—Draenei Mage (Arcane), 20 Health  
Jewekrafting/Tailoring, 25 Health  
(4), Flip Obora >>> When you play an ability this turn, draw a card. 

Observer's Shield, 2, PaShWa (Dark Portal-257U)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
This armor enters play exhausted. 

Obsidia, 4 (Twilight-154R)  
Ally—Black Dragonkin, Obsidia (1), 5 [Fire] / 4 Health  
This ally has +1 +1 for each other Black and Twilight Dragonkin you control. 

Obsidian Drakomid, 4 (Twilight-155C)  
Ally—Black Dragonkin, 4 [Fire] / 3 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target ability. 

Obsidian Drudge, 3 (Twilight-156C)  
Ally—Black Dragonkin, 3 [Fire] / 2 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target equipment. 

Obsidian Edged Blade, 4, PaWa (Molten Core-24R)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 1 Strike  
(1), Discard this weapon from your hand >>> 
Put a +1 ATK counter on target Two-Handed Sword. 

Obsidian Enforcer, 5 (Twilight-157C)  
Ally—Black Dragonkin, 4 [Fire] / 4 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target [Horde] or [Alliance] ally. 

Obsidian Pyrewing, 6 (Twilight-158C)  
Ally—Black Dragonkin, 6 [Fire] / 4 Health  
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target face-up resource. 

Obsidium Executioner, 5, DkPaWa (Horde Paladin-24C, Twilight-200C)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike  

Odo's Ley Staff, 3, DrMaPrLo (Dungeon Treasure-53C)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike  
When you draw a card, your hero heals 1 damage from target hero or ally. 

Offender Gora, 1, Horde (Illidan-162U)  
Ally—Orc Shaman, 2 [Melee] / 1 Health  

Ferocity <p> This ally has -2 ATK on each opponent's turn. 

Offering to the Nether, 4, Warlock (Scourgewar-99C)  
Ability—Destruction  
Ongoing: At the start of your turn, remove this ability from the game. If you do, you may remove target ability, ally, or equipment from the game. 

Of' Stonewall, 2, Alliance (Illidan-136C)  
Instant Ally—Dwarf Warrior, 4 [Melee] / 4 Health  
Protector <p> At the start of your turn, destroy this ally. 

Ola' Steelbreaker, 5, Alliance (Alliance DK-17C, Citadel Raid-63C, Class-147C, Scourgewar-150C)  
Ally—Dwarf Warrior, 4 [Melee] / 6 Health  
Protector
Old Bones, 4, Hunter (Azeroth-42U, Class-41U)
Ally—Bear, Pet {1}, 4 [Melee] / 4 Health
This ally can protect your hero.

Olivia Demascas, Alliance (Elements-8)
Hero—Worgen Priest, 26 Health
[Front]: (4) >>> Flip Olivia face down.
[Back]: When a hero or ally you control deals shadow damage ([Shadow]) to an opposing hero, you may put the top two cards of that hero’s controller’s deck into his graveyard.

Omedus the Punisher, Horde (Azeroth-12)
Hero—Undead Priest (Shadow).
Alchemy/Herbalism, 26 Health
(3), Flip Omedus >>> Omedus deals shadow damage to target hero equal to 7 minus the number of cards in its controller’s hand.

Omen of Clarity, 3, Druid (Honor-22R)
Ability—Restoration

Restoration Talent (You can’t put Balance
Talents or Feral Talents in your deck)<p>
Ongoing: At the start of your turn, you may reveal the top card of your deck. If you do, you pay (2) less the next time you play or complete a card with that name this turn.

The Omens of Terror, 2, Priest (Gladiators-51U)
Instant Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller reveals a card in his hand for each damage dealt this way. Choose a revealed card, and he discards it.

On Ruby Wings (Wrathgate-21R)
Quest
On your turn: Pay (3) to complete this quest.<p>
reward: Put a 0 [Fire] / 3 [Health]
Wyrmrest Vanquisherally token into play with
Mount (1) and “When you place a resource face up into your resource row, you may draw a card.”

On the Brink, 3, Rogue (Legion-85C)
Ability—Assassination Combo
Attach to target ally.<p>
Ongoing: When attacked ally exhausts, destroy it.

On Your Feet, 3 (Azeroth-164C)
Instant Ability
Pay this ability only on an opponent’s turn.<p>
Ready target ally you control. It has Protector
this turn.

Ona Skyshot, Horde (Outland-16)
Hero—Tauren Hunter (Marksmanship),
Engineering/Jewelcrafting, 29 Health
(2), Flip Ona >>> Ready target Ranged weapon.

One Draeni’s Junk ... (Outland-240C)
Quest
Pay (2) to complete this quest.<p>
Reward: Reveal the top three cards of your deck. Put a revealed card with cost 1, 2, or 3 into your hand and the rest on the bottom of your deck.

One-Thousand-Battles, 3, Horde (Outland-181C)
Ally—Tauren Druid, 3 [Melee] / 5 Health
Protector</p>
At the start of your turn, an opponent chooses one: This ally can’t attack this turn; or this ally must attack this turn if able.

Onekra Bloodfang, 1, Horde (Horde Mage-20C, Horde Warlock-18C, Worldbreaker-185C)
Ally—Orc Warlock 2 [Fire] / 1 Health

Ferocity (This ally can attack immediately.)<p>
This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)
Ability—Fury
Destroy all equipment.

Onslaught Girkle, 4, PaWa (Dark Portal-258R)
Equipment—Armor—Plate, Waist (1), 2 DEF
Exhaust an armor you control >>> Weapons you control have +1 ATK this turn.

Onyxia Blood Talisman, 6, PaShWa (Onyxia-
23E)
Equipment—Item, Trinket (2)
Friendly allies have +2 [Health].

Onyxia Hide Backpack, 2, DrHuMaPaPrRoShLoWa (Onyxia-24U)
Equipment—Item, Bag (5)
[Activate], Discard an equipment >>> Draw a card.

Onyxia Tooth Pendant, 6, DrHuPaRoShWa
(Onyxia-25E)
Equipment—Item, Neck (1)
Friendly allies have +2 ATK while attacking.

An OOX of Your Own (Legion-310R)
Quest
On your turn: Pay (6) to complete this quest.<p>
Reward: Put three 0 [Melee] / 1 [Health]
Mechanical Chicken ally tokens into play. At the start of your next turn, remove them from the game and draw a card for each ally removed this way.

Operation Recombobulation, Alliance (Dark
Portal-292R)
Quest
Gnome Hero Required<br>Pay (4) to complete this quest.<p>
Reward: When an opposing non-token ally is destroyed this turn, you may put an ally from your graveyard into your hand.

Ophelia Barrows, 4, Horde (Azeroth-253C)
Ally—Undead Warrior, 1 [Melee] / 5 Health
Protector</p>
(3) >>> Remove target ally in a graveyard from the game. If you do, this ally heals 1 damage from herself.

Oppress, 2, Priest (Worldbreaker-77C)
Ability—Discipline
Destroy target ability. If you do, its controller discards a card.

Optimize, 4, HuPr (Gladiators-86C)
Ability—Survival Discipline
Ongoing: [Activate] >>> You may ready or exhaust target resource.

Oracle Talisman of Ablution, 1,
DkDrHuMaPaPrRoShLoWa (Scourgewar-227U)
Equipment—Item, Trinket (2)
Allies you control that share a class with your hero have Assault 1.

Orbaz Bloodbane, 7 (Icecrown-154R)
Scourge Ally—Undead Death Knight, Unique, 7
[Melee] / 7 Health
Scourge Hero Required<br>Put 3 damage on this ally, destroy a quest or location you control >>> Target player destroys a card of that type he controls. <p>Death Rattle: Your hero has Assault 1 this turn.

Order Must Be Restored, Alliance (Drums-241C)
Quest
Pay (1) to complete this quest.<p>
Reward: Target opponent chooses an ally he controls. When that ally is destroyed this turn, draw a card.

Orderkeeper Calister, 4, Alliance (Betrayer-
147C)
Ally—Human Warrior, 2 [Melee] / 5 Health
Protector</p>
Opponents pay (2) more to play equipment.

Orderkeeper Henley, 5, Alliance (Betrayer-
148C)
Ally—Human Mage, 5 [Frost] / 3 Health
Opponents pay (2) more to play abilities.

Orderkeeper Vesra, 3, Alliance (Betrayer-149U)
Ally—Human Paladin, 4 [Melee] / 1 Health
Opponents pay (2) more to play allies.

Orders from Lady Vashj (Betrayal-257C)
Quest
Pay (2) to complete this quest.<p>
Reward: If you have no cards in your hand, draw two cards.

Organic Lifeform Inverter, 4, HuRoSh (Twilight-
201U)
Equipment—1H Weapon—Dagger, Melee (1), 2
[Melee], 0 Strike
When this weapon is destroyed, you may destroy target ally.

Ogrimmgar, Horde (Gladiators-207R)
Location—City
Orc Hero Required<br>[Activate] >>> Target orc you control has Ferocity this turn.

Ogrimmgar Grunts, 2, Horde (Azeroth-254C)
Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 Health
This ally has +1 ATK for each ally named Ogrimmgar Grunts you control.

Ogrim’s Hammer, Horde (Icecrown-219R)
Location (2)
When a quest you control turns face down, add a cannonball counter.<p>
On your turn: (1), [Activate], Remove two cannonball counters >>> Your hero deals 4 ranged damage to target ally.

Orion, 5, Horde (Class-189C, Drums-187C)
Ally—Blood Elf Paladin, 2 [Holy] / 7 Health
Protector
Orkahn of Ogrimmgar, 4, Horde (Worldbreaker-
186U)
Ally—Orc Warrior, 3 [Melee] / 4 Health
Protector</p>
When this ally enters play, you may put target equipment from your graveyard into your hand.

Wow TCG OCR – 04 09 2012
94 / 146
Path of Frost, 0, Death Knight (Alliance DK-10C, Worldbreaker-29C)
Ability—Frost
Put target ally from your graveyard on top of your deck.

Path of Life, 2, Druid (Citadel-2U)
Ability—Restoration
Put target ally from a graveyard into its owner's resource row face down and exhausted.

Pathaleon the Calculator, 6 (Betrayer-212R)
Ally—Blood Elf Mage Traitor, Unique, 6 [Arcane] / 5 Health
Traitor Hero Required: <p> (2), Remove this ally from the game. >>> Put any number of cards from your hand on the bottom of your deck, then draw that many cards. You can use this power if this ally is in your hand or under your control.

Pathfinder Fansal, 6, Alliance (Icercrown-112R)
Ally—Night Elf Hunter, 4 [Frost] / 6 Health
Long-Range: At the start of your turn, you may look at the top card of target player's deck. You may put it into your owner's graveyard.

Penelope's Rose, 4, DrMaPrLo (Dark Portal-266U)
Equipment—Item, Off-Hand (1)
When you complete a quest, draw a card.

Pendant of Quiet Breath, 3, DkPaWa (Worldbreaker Badge-3E)
Equipment—Item, Neck (1)
At the end of your turn, if your hero didn't attack this turn, add a tactics counter to this item. <p> Your hero has Assault 1 for each tactics counter.

Perdition's Blade, 2, RoShWa (Class-219R, Horde Rogue-24R, Molten Core-25R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
When this weapon enters play, your hero deals 3 ranged damage to target hero; your hero deals 3 ranged damage to target ally; target hero has -3 ATK this turn; or target ally has -3 ATK this turn.

Perforation Poison, 1, Rogue (Scourgewar-83C)
Instant Ability—Poison
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals nature damage to attached hero equal to 1 plus the number of weapons you control.

Periwickel Cloak, 3, MaPrLo (Throne-223U)
Equipment—Armor—Cloth, Back (1), 1 DEF
On your turn: [2], [Activate] >>> Choose one: Each player discards a card; or each player draws a card.

Pernicious Poison, 2, Rogue (Alliance Rogue-8U, Drums-63U)
Instant Ability—Poison
Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Personal Weather Maker, 3 (Betrayer-128R, Betrayer Loot-2L)
Ability
On/going: Play with the top card of your deck revealed. <p> Opponents can't target cards in play you control that share a type with the top card of your deck.
Pestilence, 3, Death Knight (Wrathgate-28R)
Ability—Blood
Ongoing: At the start of your turn, your hero deals 2 shadow damage to each exhausted opposing hero and ally.

Peter Hotelet, Alliance (Worldbreaker-8)
Hero—Human Warrior (Arms), 30 Health
[Front]: (4) >>> Flip Peter face down.
[Back]: When you strike with a Melee weapon, you may add a +1 ATK counter to it.

Petreus Roffe, 3, Alliance (Alliance DK, 19C, Alliance Priest-22C, G中铁 Raid-64C, Class-150C, Scourge-war-151C)
Ally—Human Paladin, 3 [Holy] / 3 Health

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

Phaladus the Enlightened, Alliance (Dark Portal-4)
Hero—Draenei Shaman (Restoration), Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Phaladus >>> Put a Totem from your graveyard into your hand.

Phantom Armor, 3, DKPaWa (Dungeon Treasure-40C)
Equipment—Armor—Plate, Chest (1), 6 DEF
This armor can prevent only melee ([Melee]) damage.

Phantrich, 5, Alliance (Icecrown-113C)
Ally—Draenei Shaman, 3 [Frost] / 6 Health
Mend 3 (At the start of your turn, this ally may heal 3 damage from target hero or ally.)

Phase Hound, 4, HuLo (Gladiators-87C)
Ally—Beast Demon, Pet (1), 5 [Melee] / 5 Health
Stealth (This ally can’t be protected against.)

Phoenix-fire Band, 2, DrHuMaPaPrRoShLoWa (Magtheridon-14R)
Equipment—Item, Ring [2]
(1), Destroy this item >>> Prevent all fire damage that would be dealt to target hero or ally this turn.

Phosphus the Everburning, Horde (Illidan-13)
Hero—Undead Mage (Fire), Engineering/Tailoring, 25 Health
On your turn: (4), Flip Phosphus >>> Choose one: Phosphus deals 4 fire damage to target ally, or Phosphus deals 2 fire damage to each of two target allies.

Phylactery of the Nameless Lich, 2, DrMaPrShLoWa (Atzeroth-310R)
Equipment—Item, Trinket (2)
At the end of your turn, you may put an Unlimited ally from your hand into play if its cost is less than or equal to the cost of an Unlimited ally you control.

Piana, 1, Alliance (Legion-161C)
Ally—Draenei Shaman, 0 [Nature] / 2 Health
[Activate] >>> Target up to three heroes and/or allies. This ally heals 3, 2, and 1 damage from them, respectively.

Piccolo of the Flaming Fire, 3, DrHuMaPaPrRoShLoWa (Atzeroth-310R)
Equipment—Item, Trinket (2)
On your turn: (1) [Activate] >>> Exhaust all heroes and allies.

Pick Lock, 1, Rogue (Wrathgate-69C)
Ability—Subtlety
Look at target player’s hand and choose a location or quest. He discards that card.

Pick Pocket, 1, Rogue (Outland-71C)
Ability—Subtlety
Name a card, and then target opponent reveals his hand and discards all cards with that name.

Pidge, 3, Beast Demon, Pet (1), 5 [Melee] / 5 Health
Ability—Mech

Pierce, 2, Warrior (Icecrown-86C)
Ability—Arms
Attach to target ally, and your hero deals 2 melee damage to it. <p> Ongoing: Attached ally has -2 [Health].

Piercing Howl, 5, Warrior (Legion-117R)
Ability—Fury
Fury Talent (You can’t put Arms Talents or Protection Talents in your deck). <p> Target opponent puts three allies he controls on top of their owners’ decks.

Piler, 3, Rogue (Betrayer-94U)
Ability—Subtlety Combo
Target opponent discards his hand. For each card discarded this way, that opponent draws a card and your hero deals 1 melee damage to his hero.

Pin, 1, HuRo (Honor-88C)
Instant Ability—Marksmanship Subtlety Combo
Target player can’t play alloys this turn.

Piñata, 2, DkDrHuMaPaPrRoShLoWa (Honor-166R, Honor Loot-2L)
Equipment—Item
Friendly allies can attack this item as though it were an opposing ally. <p> When this item is destroyed, destroy it. If you do, draw two cards.

Pithran Mithrilshot, 5, Alliance (Alliance Hunter-18U, Dark Portal-185U)
Ally—Dwarf Hunter, 3 [Ranged] / 1 Health
Elusive (This ally can’t be attacked). <p> Long Range (When this ally attacks, defenders deal no combat damage to it.)

Pixia Darkmist, 5, Alliance (Worldbreaker-155C)
Ally—Gnome Death Knight, 4 [Melee] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> Your hero has Protector.

Pizzog, 1, Warlock (Dark Portal-111C)
Ally—Imp Demon, Pet (1), 0 [Fire] / 2 Health
Elusive <p> Other allies you control have +1 [Health].

Plague Eruptor, 3 (Icecrown-156U)
Scourge Ally—Zombie, Unlimited, 3 [Nature] / 3 Health
Scourge Hero Required <p> When this ally is dealt non-fatal damage, destroy it. If you do, it deals that much nature damage to each opposing hero and ally.

Plague Fleshbane, Horde (Betrayer-24)
Hero—Undead Warlock (Demonology), Mining/Engineering, 28 Health
(2), Flip Plague >>> If Plague would be dealt damage this turn, you may choose a Demon you control. If you do, that damage is dealt to that Demon instead.

Plague Igniter, 3, MaPrLo (Naxxramas-35R)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When your hero deals shadow (Shadow) damage to a hero, allies in its party have -1 [Health] this turn.

Plague Strike, 2, Death Knight (Knight-11U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When damage is dealt this way, target ally in attached hero’s party has -1 [Health] this turn.

Plagueborn Meatwall, 5, Horde (Dark Portal-228U)
Ally—Undead Abomination, 0 [Shadow] / 6 Health
Protector <p> When this ally defends against an ally, remove all damage from this ally, and he deals that much melee damage to each attacking ally.

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.

Plainsrunner Marun, 1, Horde (Honor-139C)
Ally—Tauren Druid, 1 [Melee] / 1 Health
Ferocity (This ally can attack immediately). <p> When this ally attacks, you pay (1) less to complete your next quest this turn.

Plainswatcher Taro, 7, Horde (Class Promo-8R, Honor-140R)
Ally—Tauren Warrior, 5 [Melee] / 5 Health
Protector <p> While you control four or more cards in play with the same name, you may play this ally without paying his cost.

Planned Assault, 1, Hunter (Honor-30R)
Instant Ability—Survival
You can play target ability from your graveyard this turn if able. If an ability would enter your graveyard this turn, remove it from the game instead.

Planning for the Future (Wrathgate-212C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Target opponent chooses one. Put that card into your hand and the other into your graveyard.
If your hero is a Tauren, you may choose both.

Choose one: Shuffle any number of cards from Quest target resource.

Platinum Disks of Swiftness, 1, DkDrHuMa PaPrRoShLoWa (Wrathgate-184R)
Equipment—Item, Trinket (2) [Activate] >>> You pay (1) less to play your next ally that shares a class with your hero this turn.

Platinum Shield of the Valorous, 3, PaShWa (Legion-266U, Murkdeep-19U)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each face-down resource you control.

Plunder, 4, Rogue (Scourgewar-84R)
Ability—Subtlety
Attach to target location or quest. <p> Ongoing: You control attached resource.

Poach, 1, Rogue (Icecrown-66C)
Ability—Subtlety
Look at target player’s hand and choose an ability, ally, or equipment with cost 4 or less. He discards that card.

Point Blank, 2, Hunter (Dark Portal-37C)
Instant Ability—Marksmanship
If your hero is defending, it deals 3 ranged damage to target attacker.

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

Poison Tipped, 2 (Dungeon Treasure-9C)
Ability
Ongoing: When a Rogue ally enters play under your control or a friendly player’s control, your hero deals 2 nature damage to each opposing hero.

“Poison Tongue” McGillicutty, 5, Horde (Legion-199U)
Ally—Undead Priest, 3 [Shadow] / 3 Health
When this ally is destroyed, you may destroy target resource.

Poison Water, Horde (Dark Portal-305C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose one: Shuffle any number of cards from your graveyard into your deck; or draw a card. If your hero is a Tauren, you may choose both.

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 Infusion, 3, Priest (Icecrown-56R)
Ability—Discipline
Discipline Talent (You can’t put Holy Talents or Shadow Talents in your deck.) <p> Ongoing: At the start of your turn, add a haste counter. <p> For each haste counter, you pay (1) less to play your first card each turn.

Power Word: Absorb, 3, Priest (Twilight-66C)
Instant Ability—Discipline
The next time damage would be dealt to target hero or ally this turn, prevent it. Draw a card.

Power Word: Barrier, 1, Priest (Twilight-67R)
Instant Ability—Discipline
Discipline Talent (You can’t put Holy Talents or Shadow Talents in your deck.) <p> Ongoing: This ability enters play with two bubble counters. <p> If a hero or ally you control would be dealt damage, remove a bubble counter from this ability. If you do, prevent that damage. Then, if none remain, destroy this ability.

Power Word: Courage, 3, Priest (Grand Melee-7R)
Arena Ability—Discipline
Preparation (On your first turn, you may play this card without paying its cost) <p> Ongoing: Allies you control have +1 [Health].

Power Word: Endurance, 4, Priest (Elements-69U)
Ability—Discipline
Ongoing: Friendly heroes and allies have +2 [Health].

Power Word: Faith, 2, Priest (Wrathgate-62C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has Mnd 3. <p> When attached ally heals damage, you may destroy target ability.

Power Word: Fortitude, 3, Priest (Aзерoth-83C, Class-74C)
Ability—Discipline
Attach to target hero or ally. <p> Ongoing: Attached character has +5 [Health].

Power Word: Preservation, 1, Priest (Worldbreaker-78C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has -3 / +3.
Power Word: Purity, 1, Priest (Throne-61C)
Instant Ability—Holy
Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 [Health] and Mend 2. (At the start of your turn, it may heal 2 damage from target hero or ally.)

Power Word: Restore, 2, Priest (Gladiators-52U)
Instant Ability—Holy
Attach to target hero, and you may turn it face up. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached hero.

Power Word: Sanctuary, 5, Priest (Scourgewar-73U)
Ability—Discipline
Attach to target ally you control. <p> Ongoing: Prevent all damage that would be dealt to target ally you control this turn.

Power Word: Shelter, 2, Priest (Worldbreaker-79U)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Prevent all damage that would be dealt to attached ally. <p> At end of turn, destroy this ability.

Power Word: Shield, 1, Priest (Class-75C, Dark Portal-76C)
Instant Ability—Discipline
Attach to target hero or ally. <p> Ongoing: Prevent all damage that would be dealt to attached character. When damage is prevented this way, destroy this ability.

Power Word: Vigor, 2, Priest (Alliance Priest-8C, Horde Priest-9C, Scourgewar-74C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has +5 [Health].

Prayer of Healing, 3, Priest (Azeroth-84U, Class-76U)
Ability—Holy
Your hero heals 3 damage from each hero and ally you control.

Prayer of Mending, 1, Priest (Betrayer-83C)
Instant Ability—Holy
Attach to target friendly ally. <p> Ongoing: At the start of your turn, your hero heals 3 damage from attached ally. <p> When attached ally is destroyed, put this ability from its owner’s graveyard into play attached to target friendly ally.

Prayer of Shadow Protection, 1, Priest (Scourgewar-75U)
Instant Ability—Shadow
Friendly heroes and allies have Shadow Resistance this turn. (Prevent all shadow ([Shadowed] damage that they would be dealt.)

Prayer of Spirit, 4, Priest (Icecrown-57U)
Ability—Discipline
Ongoing: [Activate] >>> Ready a resource you control for each ally you control.

Prayer of Vitality, 3, Priest (Icecrown-58C)
Ability—Discipline
Your hero heals all damage from allies you control. <p> Ongoing: Allies you have +1 [Health].

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

Precognition, X, Priest (Drums-55R)
Ability—Shadow
Target opponent reveals his hand and chooses an ally in it with cost X or less. Put that ally into play under your control.

Predatory Gloves, 3, DrRo (Outland-203R)
Equipment—Armor—Leather, Hands (1), 1 DEF
When this armor enters play, target opponent discards a card and you draw a card.

Predatory Sense, 2, Druid (Icecrown-29C)
Instant Ability—Feral Cat Form Combo, Form (1)
Your hero has Assault 2 this turn. <p> Ongoing: Your hero has Cat Form. (It has +1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Predatory Strikes, 1, Druid (Azeroth-29R)
Ability—Feral
Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.) <p> Ongoing: While you control a Bear Form or Cat Form, your hero has +2 ATK while attacking.

Premeditation, 4, Rogue (Azeroth-101R)
Ability—Subtlety
Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.) <p> Search your deck for up to two Combos, reveal them, and put them into your hand.

Preparing for War (Betrayer-259C)
Quest
Pay (X) to complete this quest. <p> Reward: Shuffle X target cards from any number of graveyards into their owners’ decks.

Presence of Mind, 0, Mage (Drums-38R)
Instant Ability—Arcane
Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck.) <p> Cards in your hand are instant this turn until you play a card.

Presence of the Divine, 4, Paladin (Wrathgate-54U)
Ability—Retribution
Ongoing: When an attacking ally deals damage to an ally you control, you may destroy that attacker.

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

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

Pride of the Fel Horde (Legion-311C)
Quest
Pay (2) to complete this quest. <p> Reward: If you control no ready resources, draw a card.

Priest Training, 1, Priest (Legion-75U)
Ability—Holy
Attach to target friendly ally. <p> Ongoing: Attached ally has “[Activate] >>> This ally heals 5 damage from target hero or ally.”

Priestess Katianna, 2, Alliance (Alliance Priest-23U, Class-151U, Drums Starter-4U)
Ally—Night Elf Priest, 2 [Shadow] /3 Health
Elusive (This ally can’t be attacked.)

Priestess of Dementia, 4 (Black Temple Raid-38C)
Ally—Shivam Demon Traitor, 4 [Melee] /2 Health
Traitor Hero Required <p> (2), Destroy an ally you control >>> Each opponent destroys an ability or equipment he controls.

Primal Dexterity, 3, Shaman (Elements-83U)
Ability—Enhancement
Ongoing: Your hero has Dual Wield. <p> When you play or strike with a weapon, you may pay (1). If you do, your hero deals 2 nature damage to target hero or ally.

Primal Focus, 4, Hunter (Icecrown-37U)
Ability—Beast Mastery
Ongoing: At the end of your turn, ready up to two resources you control.

Primal Mending, 1, Druid (Azeroth-30U)
Instant Ability—Restoration
Attach to target ally, and your hero heals 2 damage from it. <p> Ongoing: At the end of each turn, your hero heals 1 damage from attached ally.

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

Primal Taming, 1, Husk (Icecrown-95U)
Ability—Survival Restoration
Attach to target ally or weapon. <p> Ongoing: Attached card has -X ATK, where X is the highest cost among Hunter and Shaman allies you control.
Putrefying Poison, 1, DkRo (Scourgewar-118U)
Instant Ability—Unholy Disease Poison
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero. <p> When damage is dealt this way, your hero deals 1 shadow damage to target ally in attached hero's party.

Putting the Pieces Together (Elements-214U) Quest

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

PX-238 Winter Wondervolt, 3 (Winter Veil-2R)
Ability
Ongoing: As this ability enters play, choose an ally type. <p> All allies also have that type. (Examples of types are Chicken, Demon, Druid, Gnome, and Yeti.)

Pyroblast, 8, Mage (Azeroth-59R)
Ability—Fire
Fire Talent (You can't put Arcane Talents or Frost Talents in your deck.) <p> Attach to target hero or ally, and your hero deals 6 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Pyrodistortion Consumption, 5, Mage (Drums-9R)
Ability—Fire
Attach to target hero. <p> Ongoing: When attached hero is dealt fire or [Fire] damage, add an inferno counter. <p> At the start of your turn, your hero deals 1 fire damage to attached hero for each inferno counter.

Pyromancer Davins, 6, Alliance (Worldbreaker-156R)
Ally—Worgen Warlock, 5 [Fire] / 7 Health
Aberration <p> (1) >>> Target friendly ally has +2 / -2 this turn. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Target friendly ally has +2 / -2 this turn.

Pyromaniac, 10, Mage (Twilight-51R)
Ability—Fire
Fire Talent (You can't put Arcane Talents or Frost Talents in your deck.) <p> You pay (1) less to play this ability for each [Fire] card you control. <p> Your hero deals 10 fire damage to target hero or ally.

Quagmirran's Eye, 3, DrMaPaPrShLo (Betrayrer-231R)
Equipment—Item, Trinket (2)
You pay (1) less to play abilities, to a minimum of (1).

Quakelord Razek Warhoof, 3, Horde (Drums-188R)
Ally—Tauren Druid, 3 [Nature] / 4 Health
Tauren Hero Required <p> War Stomp <p> When this ally attacks or defends, target opponent exhausts each ability and equipment he controls.

Quantum Blade, 5, HuPaWa (Betrayrer-238E)
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 5 Strike
Remove the top ten cards of your deck from the game >>> You pay (5) less the next time you strike with this weapon this turn.

Queen Angerboda, Mage (Icecrown-8)
Scourge Hero—Vrykul Mage (Frost), 25 Health [Front]: Flip Angerboda, remove a Mage in your graveyard from the game >>> Target ally can't attack this turn.
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Mage] cards, [Mage] Frost Talents, neutral cards, and Scourge cards. You can't include cards with reputation or other text restrictions.

Queen Azshara's Dressing Gown, 2, MaPrLo (Worldbreaker Crafted-7E)
Equipment—Armor—Cloth, Chest (1), 1 DEF
When an Elf you control is destroyed, it may deal arcane damage equal to its ATK to target hero or ally.

Queen Sylvanas Windrunner, 9, Horde (Dark Portal-229E)
Ally—Undead Banshee Ranger, Unique, 5 [Melee] / 7 Health
Other Undead heroes and allies you control can't be destroyed.

Quenlan Lifeboon, 1, Alliance (Honor-114C)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
Destroy this ally >>> This ally heals 3 damage from target hero or ally.

A Question of Gluttony (Gladiators-193C) Quest
You pay (1) less to complete this quest for each card in your hand. <p> Pay (7) to complete this quest. <p> Reward: Draw a card.

Quick Strike, 3 (Azeroth-165C)
Instant Ability
Your hero deals 2 melee damage to target hero or ally.

Quick Trap, 2, Hunter (Crown-18U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> Your hero deals 3 melee damage to target attacking ally.

Quickdraw, 2, Hunter (Class-42C, Gladiators-30C)
Instant Ability—Marksmanship
Your hero deals 2 ranged damage to target ally, or 6 if that ally entered play this turn.

"Quickhands" Spigotgulp, 4, Alliance
(Gladiators-116C)
Ally—Gnome Warrior, 3 [Melee] / 4 Health
Protector <p> If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, opposing allies have -1 / -1 this turn.

Quickstrider Mocassin, 4, HuSh (Gladiators-165R)

Quigley Slipshade, 1, Alliance (Betayer-150C)
Ally—Gnome Rogue, 2 [Melee] / 1 Health
(1) >>> This ally has Elusive this turn. <p> (1) >>> This ally has Untargetable this turn.

Ra'chee, 1, Horde (Dark Portal-230C, Horde Priest-18C)
Ally—Troll Priest, 1 [Holy] / 2 Health
When this ally enters play, he deals 2 damage from target hero or ally.

Radak Doombringer, Horde (Azeroth-13)
Hero—Orc Warlock (Demonology), Engineering/Mining, 28 Health
On your turn: (X), Flip Radak, destroy a Pet you control with cost X >>> Radak deals X shadow damage to target hero or ally.

Raena the Unpredictable, 6, Alliance (Ilidan-137C)
Ally—Night Elf Warrior, 5 [Melee] / 5 Health
At the end of your turn, choose whether this ally has Elusive or Protector until the end of your next turn.

Raene's Cleansing, Alliance (Dark Portal-294C) Quest
If you've completed a quest this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Raesa Morningstar, Horde (Outland-17)
Hero—Blood Elf Priest (Discipline), Enchanting/Alchemy, 26 Health
On your turn: (2), Flip Raesa >>> Put target ability into its owner's hand.

Raezi, 4, Horde (Crown-117C)
Ally—Troll Shaman, 3 [Melee] / 5 [Health]
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)

Rage of the Elements, 1, Shaman (Crown-43U) Ability—Enchantment
Attach to target ally. <p> Ongoing: Attached ally has Assault 2 and Smash. (It would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.) <p> When attached ally is destroyed, if it was a Monster, put this ability from the graveyard into it's owner's hand.

Raging Shout, 3, Warrior (Worldbreaker-120U) Ability—Fury Shout
Ongoing: Allies you control have Assault 1. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero has Assault 1 this turn.
Ragnaros the Firelord, 7 (Elements-173E) Ally—Fire Elemental Lord, Ragnaros (1), 5 [Fire] / 6 Health
Fire Elementals you control have **Ferocity**. &gt;&lt; At the start of your turn, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. &lt;&gt; Destroy a Fire Elemental you control &gt;&gt; This ally deals 1 fire damage to target hero or ally.

Rahn Grimstaff, 2, Alliance (Legion-162C) Ally—Human Warlock, 1 [Shadow] / 3 Health [Activate] &gt;&gt; Target hero or ally has -1 [Health] this turn.

Rain of Arrows, 2, Hunter (Betrayal-52C) Ability—Marksmanship
Your hero deals ranged damage to target hero or ally equal to 2 plus the number of other abilities you’ve played this turn.

Rain of Fire, 4, Warlock (Azeroth-129R) Ability—Destruction
Ongoing: At the start of your turn, destroy this ability unless you pay 4. &lt;&gt; At the end of your turn, your hero deals 1 fire damage to each opposing hero and ally.

Rain of Shadow, 3, Warlock (Drums-79U) Ability—Affliction
Your hero deals 1 shadow damage to each opposing hero and ally. When a character dealt damage this way is destroyed this turn, its controller discards a card.

Rain or Pain, 3, Warlock (Illidan-101U) Ability—Destruction Affliction
Choose one: At the end of this turn, your hero deals 1 fire damage to each opposing ally; or attach to target ally. &lt;&gt; Ongoing: At the start of your turn, your hero deals 3 shadow damage to attacked ally.

Raise Dead, 4, Death Knight (Knight-12R) Ability—Unholy
Ongoing: At the end of your turn, if you control no Ghouls, you may remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Raise from the Ashes, 3, Shaman (Illidan-92R) Instant Ability—Restoration
As an additional cost to play, destroy an ally you control. &lt;&gt; Search your deck for a card with the same name as that ally and put it into play.

Rak Skyfury, 1, Horde (Azeroth-257U) Ally—Orc Shaman, 1 [Melee] / 1 Health
When this ally enters play, ready your hero and a Weapon you control.

Rakala Deathsmash, 3, Horde (Twilight-146C) Ally—Orc Death Knight, 4 [Melee] / 2 Health
When this ally is destroyed, target opposing ally has -3 ATK this turn.

Rakasa Mournwind, 6, Horde (Honor-141C) Ally—Tauren Shaman, 3 [Forest] / 6 Health
**Protector** &lt;&gt; When this ally deals damage, target opposing hero or ally can’t attack or protect this turn.

Rale, 1, Druid (Dark Portal-26U)
Instant Ability—Feral Combo
Attach to target hero or ally, and your hero deals 1 melee damage to it. &lt;&gt; Ongoing: At the start of your turn, if you control a Cat Form, your hero deals 1 melee damage to attached character.

This ally has **Assault 1** for each equipment you control. &lt;&gt; **Stash**: Target weapon you control has **Assault 1** this turn.

Rally the Troops, 3 (Azeroth-166C) Instant Ability
Allies you control have +1 ATK this turn.

Rallying Cry of the Dragonslayer, 1 (Throne-93C) Ability
Attach to target ally. &lt;&gt; **Ongoing**: Attached ally has +1 / +1.

Rallying Shout, 2, Warrior (Outland-95U) Instant Ability—Protection Shout
Ongoing: Allies you control have **Protector**.

Rallying Sworn, 1, Warrior (Throne-87R) Ability—Arms
Ongoing: If an equipment entered play under your control this turn. [Activate] &gt;&gt; Search your deck for an Unlimited Murloc and put it into play.

Ramaladni’s Blade of Culling, 4, DKPaWa (Worldbreaker-244R) Equipment—2H Weapon—Axe, Melee (1), 7 [Melee], 2 Strike
Opposing heroes and allies have **Protector**.

Rames the Purifier, 4, Alliance (Betrayal-151C) Ally—Human Priest, 4 [Holy] / 3 Health
At the end of your turn, you may destroy an ability attached to a hero or ally you control.

Rampage, 3, Warrior (Outland-96R) Instant Ability—Fury
**Fury Talent** (You can’t put Arms Talents or Protection Talents in your deck.) &lt;&gt; Ongoing: When your hero deals combat damage with a weapon, add a slaughter counter. &lt;&gt; Your hero has +1 ATK while attacking for each slaughter counter.

Ramstein’s Lightning Bolts, 3, DrHuMaPaPrRoShLoWa (Dark Portal-267U) Equipment—Item, Trinket (2)
(2), Destroy this item &gt;&gt;&gt; Your hero deals 1 nature damage to each hero and ally.

When this ally deals combat damage to a defending hero, draw a card.

Randolph Mortimer, Alliance (Knight-1, Naxxramas-5) Hero—Human Death Knight (Frost), Mining/Jewelcrafting, 29 Health
(3), Flip Randolph &gt;&gt;&gt; This turn, opposing heroes and allies have “This character has -1 ATK for each damage on it.”

Ranged Weapon Specialization, 3, Hunter (Betrayal-53R) Ability—Marksmanship
**Marksmanship Talent** (You can’t put Beast Mastery Talents or Survival Talents in your deck.) &lt;&gt; Ongoing: Ranged weapons you control have +2 ATK and you pay (1) less to strike with them.

Ransack, 4, Rogue (Drums-64R) Ability—Assassination
Destroy the card with the lowest cost among abilities, allies, and equipment in play. If two or more are tied, destroy all with that cost.

Ranthus Adler, 4, Alliance (Outland-139C) Ally—Human Warlock, 4 [Shadow] / 3 Health
(1), Destroy this ally &gt;&gt;&gt; Put target ally into its owner’s hand.

Rantuko Grimoic, 1, Horde (Horde DK-20C, Knight-18C) Ally—Tauren Death Knight, 1 [Shadow] / 2 Health
When this ally readies, he deals 1 shadow damage to each opposing ally.

Rapid Fire, 2, Hunter (Azeroth-43R) Ability—Marksmanship
When you strike with a Ranged weapon this turn, you may pay (1). If you do, ready that weapon and your hero.

Raptor Strike, 1, Hunter (Class-43C, Sourgeweaver-47C) Instant Ability—Survival
Your hero deals 3 melee damage to target ally that entered play this turn.

A Rare Bean (Drums-250C) Quest
Pay (2) to complete this quest. &lt;&gt; Reward: Name a rarity, then reveal the top three cards of your deck. Put a revealed card with that rarity into your hand and the rest on the bottom of your deck.

Ras’fari Bloodfrenzy, 6, Horde (Betrayal-172U) Ally—Troll Warrior, 4 [Melee] / 6 Health
**Ferocity** (This ally can attack immediately.) &lt;&gt; When this ally attacks for the first time each turn, ready him if he’s damaged.

Raul “Fingers” Makren, 6, Alliance (Dark Portal-187C) Ally—Human Rogue, 6 [Melee] / 4 Health
**Untargetable**
Ravage, 1, Druid (Icecrown-30C) Ability—Feral Combo
Your hero deals 2 melee damage to target ally, or 4 if you control a Form.

Ravenha, Horde (Class-24, Illidan-14) Hero—Blood Elf Rogue (Subtlety), Alchemy/Mining, 27 Health
Flip Rave.mna &gt;&gt; Target ally you control has **Stealth** this turn. (It can’t be protected against.)
Ravenous Bite, 2, Hunter (Outland-33R)
Ability—Survival
Survival Talent ([You can't put Beast Mastery Talents or Marksmanship Talents in your deck.] )
<y> You can play abilities from your graveyard this turn. </y> If an ability would enter your graveyard this turn, remove it from the game instead.

Really Big Worm (Wrathgate-213C)
Quest
Exhaust ten cards you control to complete this quest. <y> Reward: Draw three cards. </y>

Reanimate’s Haider, 4, DkHuShWa (Horde DK-26U, Horde Shaman-24U, Scourgewar-241U)
Equipment — 1H Weapon — Axe, Melee (1), 3 [Melee], 2 Strike
(2), Destroy this weapon >>> Put target ally from your graveyard into your hand.

Reaper of Dark Souls, X, DkPaRoWa (Scourgewar-242U)
Equipment — 1H Weapon — Sword, Melee (1), 0 [Shadow], 2 Strike
This weapon enters play with X +1 ATK counters.

The Reason for the Season (Winter Veil-9R)
Quest
On your turn: Pay (3) to complete this quest. <y> Reward: Draw a card. If it’s December, draw another card. </y>

Reaver of the Infinites, 6, HuPaWa (Outland-217E)
Equipment — 2H Weapon — Axe, Melee (1), 2 [Melee], 0 Strike
(15) >>> This weapon has +[Infinity] ATK this turn.

Reawakening, 5, Druid (Worldbreaker-39R)
Ability — Restoration
Put any number of [Nature] allies from your graveyard into your resource row face down and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Illidan-31U, Twilight-33I)
Instant Ability — Restoration
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Recall from the Brink, 5, PaSh (Gladiators-89C)
Ability — Holy Restoration
Put target ally or weapon from your graveyard into play if its cost is less than or equal to the number of resources you control.

Reckless Abandon, 5, Warrior (Honor-80U)
Ability — Fury
Ongoing: [Activate] >>> If target friendly ally would be dealt damage this turn, it’s dealt to your hero instead.

Recklessness, 2, Warrior (Scourgewar-109R)
Ability — Fury
Ongoing: At the start of your turn, add an abandon counter. <y> If your hero would deal or be dealt damage, that much +X is dealt instead, where X is the number of abandon counters. </y>

Reckoning, 2, Paladin (Icecrown-50R)
Ability — Protection
Protection Talent ([You can't put Holy Talents or Retribution Talents in your deck.] )
<y> Ongoing: When your hero is dealt combat damage on an opponent’s turn, you may ready a card you control. </y>

Reckoning of the Light, 3, Paladin (Gladiators-44R)
Ability — Retribution
Destroy each ability and equipment with which damage was dealt to your hero this game.

Reclaimed Ashkand, 3, DkPaWa (Crown-188R)
Equipment — 2H Weapon — Sword, Melee (1), 4 [Melee] / 0 Strike
Play only if you control three or more equipment. <y> Your hero has Smash. </y>

Reclaiming Holy Grounds (Illidan-246U)
Quest
Pay (1) to complete this quest. <y> Reward: Put target quest from your graveyard into your hand. </y>

Reclamation, 2, Paladin (Legion-63C)
Ability — Protection
Attach to target ally. <y> Ongoing: Prevent all damage that attacked ally would deal. </y>

Reconstruct, 2, Warrior (Scourgewar-110R)
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.

The Red Bearon, 6 (Drums-201R, Drums Loot-3L)
Ally — Bear, 0 [Melee] / 0 Health
This ally has +X / +X, where X is the combined [DEF] of armor you control.

Red Rider Air Rifle, 5,
DkDrHuMaPaPrRoShLoWa (Holiday ???-1R)
Equipment — Weapon — Gun, Ranged (1), 1 [Ranged], 2 Strike
Long-Range <y> This weapon enters play with two eye counters. </y> This weapon has +2 ATK for each eye counter on it. <y> When you strike with this weapon, reveal the top card of your deck. If it has an odd cost, remove an eye counter from this weapon. </y>

Redemption, 5, Paladin (Citadel Raid-56U, Class-64U, Outland-51U)
Ability — Holy
Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. Draw a card.

Redridge Rendezvous, Alliance (Class-7C)
Quest
Pay (5) to complete this quest. <y> Reward: Draw a card for each different [Alliance] race among heroes and allies you control. </y>

Reflex Blades, 5, DrRoSh (Betrayer-239U)
Instant Equipment — 1H Weapon — Fist, Melee (1), 2 [Melee], 0 Strike
When you play an armor or weapon, ready this weapon and your hero.
Reforestation, 5, Druid (Gladiators-211U)
Ability—Balance
Destroy target ability or equipment. Put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

A Refugee’s Quandary, Alliance (Dark Portal-295C)
Quest
On your turn: Pay (3) to complete this quest.

Regrowth, 2, Druid (Class-33C, Honor-24C)
Instant Ability—Restoration
Attach to target hero or ally, and your hero heals 4 damage from it. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attacked character.

Rehgar Earthfury, 6, Alliance, Horde (Gladiators-149E)
Arena Ally—Orc Shaman, Unique, 5 [Frost] / 5 Health
[Alliance] allies you control have +1 [Health].
<p> [Horde] allies you control have +1 ATK. <p> When this ally attacks, gain control of target ally.

Reincarnation, 4, Shaman (Legion-97R)
Ability—Restoration
Ongoing: If your hero would be destroyed, remove this ability from the game and remove all but 14 damage from your hero instead.

Reinforced Steel, 2, Warrior (Citadel-10U)
Ability—Arms
Ongoing: Friendly armor have +1 [DEF] for each friendly weapon. <p> Friendly weapons have +1 ATK for each friendly armor.

Rejuvenation, 2, Druid (Worldbreaker-40C)
Instant Ability—Restoration
Attach to target hero. <p> Ongoing: Attacked hero has Mend 2. (At the start of your turn, it may heal 2 damage from target hero or ally.)

Re'gar, 4, Horde (Outland-182C)
Ally—Troll Shaman, 2 [Frost] / 4 Health
Protector <p> When a Totem you control is destroyed, this ally deals 1 frost damage to target hero or ally.

Rekwa Proudhorn, Horde (Worldbreaker-16)
Hero—Tauren Paladin (Retribution), 30 Health
[Front]: (2) <<< Flip Rekwa face down.
[Back]: Damage that Rekwa and allies you control would deal is unpreventable.

The Relics of Wakening, Alliance (Dark Portal-296R)
Quest
Night Elf Hero Required <p> On your turn: Pay (3) to complete this quest. <p> Reward: Ready all allies you control that haven’t attacked this turn.

Reload, 1, Hunter (Honor-31U)
Ability—Marksmanship
Ready your hero and a Ranged weapon you control. If you ready a weapon this way, you pay (10) less the next time you strike with it this turn.

Remba, Abbess of Ash, Alliance (Betrayer-18)
Hero—Dwarf Priest (Traitor), 26 Health
On your turn: (4), Flip Remba >>> Gain control of target ally with an attachment.

Remulos, Son of Genarius, 4 (Crown-157R)
Monster Ally—Keeper of the Grove Druid, 4 [Nature] / 4 Health
Harmonize <p> When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Rend, 1, Warrior (Alliance Warrior-7C, Azeroth-146C, Horde Warrior-7C)
Instant Ability—Arms
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attacked character.

Rend and Tear, 4, Druid (Elements-36R)
Instant Ability—Feral Cat Form, Form (1) Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.)
<p> Ongoing: When this ability enters play, your hero deals 1 melee damage to each of up to three target opposing heroes and/or allies. <p> Your hero has Assault 2 for each damaged opposing character.

Renew, 1, Priest (Class-77U, Dark Portal-77U)
Instant Ability—Holy
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attacked character.

Renewal of Life, 4, DrPaRSh (Scourgewar Badge-2E)
Equipment—Item, Ring (2)
At the start of your turn, you may destroy this item. If you do, each player puts all allies from his graveyard into play.

Rensarth Shadowsun, 2, Horde (Drums-189C)
Ally—Blood Elf Warlock, 3 [Shadow] / 1 Health
On your turn: (1), Put 1 damage on another ally you control >>> Target ally has -1 [Health] this turn.

Reoccupation (Throne-256U)
Quest
On your turn: Pay (2) to complete this quest.

Reward: Shuffle your graveyard into your deck, then remove all cards in each opponent’s graveyard from the game.

Repentance, 2, Paladin (Horde Paladin-9R, Worldbreaker-69R)
Instant Ability—Retribution
Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck.)
<p> Ongoing: Destroy target ability, ally, or equipment that damage was dealt with or dealt by this turn.

Report to Goldshire, Alliance (Class-8C)
Quest
If you control more allies than an opponent: Pay (1) to complete this quest. <p> Reward: Draw a card.

Respite for a Tormented Soul (Citadel-29U)
Quest
Pay (2) to complete this quest. <p> Reward: Put two 0 [Melee] / 1 [Health] Draenei Survivor ally tokens into play with “Exhaust your hero, remove this ally from the game >>> Draw a card.”

Residue Rendezvous (Citadel-28U)
Quest
Pay (5) to complete this quest. <p> Reward: Draw a card for each damaged hero and ally you control.

Resolve Aura, 4, Paladin (Honor-45R)
Ability—Retribution, Aura (1)
Ongoing: For each armor you control, weapons you control have +1 ATK and you pay (1) less to strike with them.

Resourcefulness, 4, Hunter (Drums-30R)
Ability—Survival
Survival Talent (You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.)
<p> Ongoing: Heroes and non-token allies you control can be exhausted to pay costs as though they were resources.

Ressa Shadeshine, Alliance (Betrayer-7)
Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health
(p) Flip Ressa >>> Ressa deals melee damage to target ally equal to the ATK of a Weapon you control.

Reprisal, 1, Paladin (Drums-48U)
Instant Ability—Retribution
If damage was dealt with target ability or equipment this turn, destroy it.

Reprised Lava Dredger, 3, DrPa (Worldbreaker-245R)
Equipment—2H Weapon—Mace, Melee (1), 1 [Melee, 3 Strike]
(p) [Activate] >>> Reveal the top card of your deck and an additional card for each heirloom counter on this equipment. Place each revealed card into your resource row exhausted as an additional resource. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Add a heirloom counter to target equipment you control.

Requite, 2, Warrior (Wrathgate-91C)
Ability—Fury
Your hero deals 4 melee damage to target damaged hero or ally.

Rescue the Earthspeaker! (Throne-257C)
Quest
If you have no cards in hand: Pay (2) to complete this quest. <p> Reward: Draw a card.

Rescue the Survivors!, Alliance (Dark Portal-297R)
Quest
Draenei Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Put two 0 [Melee] / 1 [Health] Draenei Survivor ally tokens into play with “Exhaust your hero, remove this ally from the game >>> Draw a card.”

Resilience, 1, Warrior (Wrathgate-198)
Ability—Fury
On your turn, pay (2) to complete this quest. <p> Reward: Flip an equipment this turn, destroy it.
Ressa the Leper Queen, Alliance (Betrayer-16)
    Hero—Gnome Rogue (Traitor), Engineering/Leatherworking, 27 Health
    (3), Flip Ressa >>> Target player destroys an equipment he controls.

Rest and Relaxation, 4 (Dark Portal-148R, Dark Portal Loot-IL)
    Ability
    Ongoing: (1), [Activate], Exhaust two allies you control >>> Draw a card.

Restitution, 4, Paladin (Icecrown-51U)
    Ability—Holy
    Put target ally with Assault, Mend, or Protector and cost less than or equal to the number of resources you control from your graveyard into play. Draw a card.

The Restless Dead (Scourgewar-263C)
    Quest
    On your turn: Pay (3) to complete this quest.
    > Reward: Each player shuffles his graveyard into his deck, and then you draw a card.

Resurrection, 4, Priest (Alliance Priest-9R, Azeroth-86R, Class-79R)
    Ability—Holy
    Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Retainer Alshon, 2 (Illidan-190R)
    Ally—Blood Elf Rogue, 2 [Nature] / 3 Health
    Scryer Reputation
    <p>Sabotage: All keywords
    <p>When this ally sabotages keywords, opposing cards everywhere lose and can’t have keyword powers while he remains under your control.

Retainer Athan, 3 (Betrayer-202U)
    Ally—Blood Elf Rogue, 3 [Melee] / 3 Health
    Scryer Reputation
    <p>When this ally is destroyed, target player discards his hand, then draws a card for each card discarded this way.

Retainer Cara, 6 (Betrayer-203C)
    Ally—Blood Elf Rogue, 6 [Melee] / 4 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Equipment (This ally can attack opposing equipment)
    <p>When this ally sabotages an equipment, gain control of it.

Retainer Eteron, 5 (Betrayer-204R)
    Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
    Scryer Reputation
    <p>Sabotage: Hand
    <p>When this ally sabotages an opponent’s hand, look at it and choose up to two cards. That opponent puts those cards into his resource row face down and exhausted.

Retainer Faryn, 5 (Illidan-191U)
    Ally—Blood Elf Rogue, 5 [Melee] / 3 Health
    Scryer Reputation
    <p>Sabotage: Resource
    <p>When this ally sabotages a resource, gain control of it. (Move it to your resource row.)

Retainer Jtaen, 2 (Legion-238C)
    Ally—Blood Elf Rogue, 1 [Melee] / 3 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Quest (This ally can attack opposing quests.)
    <p>When this ally sabotages a quest, turn it face down.

Retainer Kai, 4 (Illidan-192C)
    Ally—Blood Elf Rogue, 4 [Melee] / 4 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>When this or another Scryer ally enters your party, opposing heroes and allies can’t protect this turn.

Retainer Kedryn, 2 (Legion-239C)
    Ally—Blood Elf Rogue, 1 [Melee] / 1 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Stealth (This ally can’t be protected against)
    <p>When this ally deals combat damage to an ally, destroy that ally.

Retainer Khorbus, 3 (Legion-240U)
    Ally—Blood Elf Rogue, 4 [Melee] / 4 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Stealth (This ally can’t be protected against)
    <p>When this ally deals combat damage, put him from play into his owner’s hand.

Retainer Marcus, 1 (Illidan-193U)
    Ally—Blood Elf Hunter, 0 [Ranged] / 2 Health
    Scryer Reputation
    <p>When this ally enters play, look at target player’s hand and name a card in it.
    <p>That player can’t play cards with that name.

Retainer Mytras, 4 (Legion-241R)
    Ally—Blood Elf Rogue, 0 [Melee] / 1 Health
    Scryer Reputation
    <p>When this ally enters play, target opponent gains control of him.
    <p>This ally can’t attack.
    <p>At the end of your turn, destroy another ally you control. If you can’t, destroy this ally.

Retainer Neasos, 2 (Legion-242C)
    Ally—Blood Elf Rogue, 2 [Melee] / 3 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Weapon (This ally can attack opposing weapons)
    <p>When this ally sabotages a weapon, exhaust it. It can’t ready during its controller’s next ready step.

Retainer Ryn, 4 (Betrayer-205U)
    Ally—Blood Elf Rogue, 3 [Melee] / 3 Health
    Scryer Reputation
    <p>Sabotage: Player
    <p>When this ally sabotages a player, that player chooses an ability, ally, equipment, or resource he controls and puts it on top of its owner’s deck.

Retainer Salvan, 1 (Legion-243C)
    Ally—Blood Elf Rogue, 2 [Melee] / 1 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Armor (This ally can attack opposing armor)
    <p>When this ally sabotages a player’s armor, exhaust all of that player’s armor.

Retainer Zaelan, 4 (Legion-244C)
    Ally—Blood Elf Rogue, 2 [Melee] / 5 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Equipment (This ally can attack opposing equipment)
    <p>When this ally sabotages an equipment, put it into its owner’s hand.

Retainer Zian, 2 (Betrayer-206C)
    Ally—Blood Elf Rogue, 3 [Melee] / 3 Health
    Scryer Reputation (You can’t put cards with other reputations in your deck.)
    <p>Sabotage: Stealth (This ally can’t be protected against)
    <p>This ally has -1 / -1 for each Protector in play.

Retainer’s Blade, 2, RoSh (Illidan-232R)
    Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
    Scryer Reputation
    <p>When this weapon is destroyed, you may destroy target ally.

Retaliation, 1, Warrior (Legion-119R)
    Instant Ability—Arms
    Ongoing: You pay (10) less to strike with Melee weapons while your hero is defending.

Retribution Aura, 5, Paladin (Azeroth-71R)
    Ability—Retribution, Aura (1)
    Ongoing: When a hero or ally you control is dealt combat damage, it deals 1 holy damage to the source of that combat damage.

Retribution of the Light (Legion-312C)
    Quest
    Pay (2) to complete this quest.
    > Reward: All players shuffle their graveyards into their decks.

Return to Angrathar (Wrathgate-214C)
    Quest
    You pay (1) less to complete this quest for each Scourge ally you control.
    > Pay (3) to complete this quest.
    > Reward: Draw a card.

Return to the Aldor (Illidan-233C)
    Quest
    Aldor Reputation
    > If you control another Aldor, Pay (2) to complete this quest.
    > Reward: Draw a card.

Return to the Scryers (Illidan-234C)
    Quest
    Scryer Reputation
    > If you control another Scryer, Pay (2) to complete this quest.
    > Reward: Draw a card.

Revealing Strike, 3, Rogue (Twilight-73R)
    Ability—Combat
    Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck)
    > Target opponent reveals the top card of his deck, and then he reveals his hand and discards all cards that share a card type with the revealed card.

Revenant of Neptulon, 4 (Throne-216U)
    Monster Ally—Water Elemental, 2 [Frost], 6 Health
    When you play a Frost or Frost card, this ally may deal 2 frost damage to target hero or ally.
Ring of the Shadow Deeps, 1, DrHuPaRoShWa (Betrayer-232U)  
Equipment—Item, Ring (2)  
[Activate], Destroy an ally you control >>> Your hero has +2 ATK while attacking this turn.

Ring of the Silver Hand, 3, DrPaSh (Betrayer-233R)  
Equipment—Item, Ring (2)  
[Activate] Prevent all combat damage that target attacking ally would deal to your hero this combat.

Ring of the Unliving, 4, DrHuPaRoShWa (Dark Portal-268E)  
Equipment—Item, Ring (2)  
Your hero can’t be destroyed. ◄> While your hero has fatal damage, when it’s dealt damage, destroy that many of your equipment and/or resources.

Ring of Trials (Gladiators-204C)  
Location—Arena (3)  
When a hero or ally you control deals damage, add an arena counter. ◄> [Activate], Remove three arena counters >>> Target player chooses an ally he controls, and then you choose an ally you control. Each deals melee damage equal to its ATK to the other.

Ringleader Kuma, Horde (Illidan-15)  
Hero—Tauren Shaman (Enhancement), Skinning/Leatherworking, 29 Health (4). Flip Kuma, Heroes and allies you control have +2 ATK while attacking heroes this turn.

Rinni Glooamtrik, Alliance (Wrathgate-8)  
Hero—Gnome Warlock (Destruction), Blacksmithing/Inscription, 28 Health  
On your turn: Flip Rinni, discard a Warlock >>> Rinni deals 1 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Riot Shield, 3, PaWa (Scourgewar-223U)  
Equipment—Armor—Shield, Off-Hand (1), 1 DEF  
When your hero is dealt combat damage, you may add a +1 [DEF] counter.

Ripley Spellfizzle, 2, Alliance (Illidan-138C)  
Ally—Gnome Rogue, 3 [Nature] / 2 Health  
Arcane Resistance (Prevent all arcane ([Arcane]) damage that this ally would be dealt.)

Ripped through the Portal, 5, Warlock (Betrayer-114R)  
Ability—Traitor  
Traitor Hero Required ◄> Put an ally that’s removed from the game into play under your control.

Ripper, 1, Hunter (Legion-38U)  
Ally—Ravager, Pet (1), 1 [Melee] / 1 Health (3) >>> This ally has +X ATK this turn, where X is its ATK.

Ripple, 2, Mage (Worldbreaker-61U)  
Ability—Arcane  
Your hero deals 1 arcane damage to each opposing hero and ally. ◄> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Riptide, 2, Shaman (Alliance Shaman-11R, Twilight-84R)  
Ability—Restoration  
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)  
[Play] Your hero heals 5 damage from target hero or ally. Then, this ability enters play with a tide counter for each damage healed this way. ◄> Ongoing: [Activate], Remove a tide counter from this ability >>> Target hero or ally has Assault 1 this turn. If no tide counters remain, destroy this ability.

Rise and Be Recognized (Citadel Raid-90C, Honor-197C)  
Quest  
On your turn: Pay (4) to complete this quest. ◄> Reward: Draw two cards.

Rise to the Challenge, 15 (Azeroth-167E)  
Ability  
Attach to your hero and remove all damage from it. ◄> Draw cards until you reach your maximum hand size. ◄> Ongoing: Attached hero has +10 [Health].

Rite of Vision, Horde (Dark Portal-306R)  
Quest  
Tauren Hero Required ◄> On your turn, pay (3) to complete this quest. ◄> Reward: Put a 1 [Melee] / 1 [Health] Spirit Guide ally token into play. At the start of your next turn, remove that ally from the game. If you do, choose a card from your collection, reveal it, and put it into your hand.

Ritual of Souls, 3, Warlock (Betrayer-115U)  
Ability—Demonology  
Play only if you control two or more allies. ◄> Ongoing: This ability enters play with four spirit counters. ◄> [Activate], Remove a spirit counter >>> Your hero heals 3 damage from target hero or ally. If no counters remain, destroy this ability.

Ritual of Summoning, 8, Warlock (Gladiators-74R)  
Ability—Demonology  
Ongoing: On your turn: Exhaust your hero and two allies you control >>> Put an ally from your collection into play.

Ritual Sacrifice, 2, Warlock (Dark Portal-112C)  
Ability—Demonology  
Ongoing: Destroy an ally you control >>> Your hero deals 1 shadow damage to target hero or ally.

Rituals of Power, Mage (Icecrown-204U)  
Quest  
Pay (1) to complete this quest. ◄> Reward: Target opposing card loses and can’t have powers this turn.

Riveted Abomination Leggings, 5, DkPaWa (Naxxramas-17R)  
Equipment—Armor—Plate, Legs (1), 4 DEF  
Heroes and allies you control have Assault 2 and Conceivuous.

Roanauk Icemist, 4, Horde (Wrathgate-144E)  
Ally—Tauren High Chieftain, Unique, 3 [Frost] / 5 Health  
At the end of your turn, put a 1 [Frost] / 1 [Health] Taunaka ally token into play. ◄> Taunaka you control have Assault 1.

Roar of the Beast, 1, Hunter (Throne-44U)  
Instant Ability—Survival  
Target Monster ally has +3 ATK this turn. Target non-Monster ally has -3 ATK this turn.

Roaring Blaze, 5, Mage (Honor-38U)  
Ability—Fire  
Your hero deals 1 fire damage to each opposing ally for each card in your hand.

Robe of the Waking Nightmare, 2, MaPrLo (Worldbreaker-224U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
Dragonkin you control have +1 +1.

Robes of Arugal, 3, MaPrLo (Dungeon Treasure-41U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
When an ally enters play under your control or a friendly player’s control, it may deal 1 arcane damage to target hero.

Robotic Homing Chicken, 1, Legion-251R, Legion Loot-2L  
Ally—Mechanical Chicken, 0 [Melee] / 1 Health  
Elusive ◄> At the start of your turn, each player rolls a die. If two or more players roll the same number, destroy this ally and all allies in those players’ parties.

Rock Furrrow Boots, 3, DkPaWa (Aftermath-Justice-3E)  
Equipment—Armor—Plate, Feet (1), 3 DEF  
When an armor you control prevents damage, you may add a +1 ATK counter to target weapon.

Rockbiter Weapon, 2, Shaman (Azeroth-115R)  
Instant Ability—Enhancement  
Attach to a Melee weapon you control. ◄> Ongoing: Attached weapon has +2 ATK. ◄> Your hero has Protector.

Rocket Barrage, 2, Horde (Worldbreaker-126U)  
Ability  
Ongoing: [Activate] >>> When target Goblin ally you control exhausts this turn, you may pay (1). If you do, it deals 1 fire damage to target ally.

Rod of the Ogre Magi, 4, DrMaPaShLo (Azeroth-332U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike (2), [Activate], Exhaust your hero >>> Your hero deals 1 [Fire] damage to target hero or ally.

Rodrigo, 5, Alliance (Class-154C, Outland-314C)  
Ally—Human Paladin, 4 [Melee] / 5 Health

Roena Trailmaker, 5, Horde (Betrayer-173C)  
Ally—Tauren Shaman, 4 [Nature] / 2 Health  
Protector ◄> This ally has +1 [Health] for each quest you control.
Rogger Mortis, 6, Horde (Illidan-166C)
Ally—Undead Warlock, 4 [Fire] / 5 Health
On your turn: (1). Put 1 damage on another ally you control >>> This ally deals 1 fire damage to target hero or ally.

Roger Ulric, 5, Alliance (Alliance Rogue-18C, Alliance Shaman-18C, Twilight-122C)
Ally—Worgen Hunter, 6 [Ranged] / 4 Health

Rogg Dreadnook, 3, Horde (Betrayer-174U)
Ally—Orc Hunter, 2 [Ranged] / 4 Health
When your hero defends, this ally deals 2 ranged damage to target attacker.

Rogue Training, 1, Rogue (Legion-86U)
Ability—Subtlety
Attach to target friendly ally. <p> Ongoing:
When attached ally deals combat damage to a defending hero, that hero’s controller discards a card.

Rohashu, Zealot of the Sun, Horde (Throne-18)
Hero—Tauren Paladin, 30 Health
(4), Flip Rohashu >>> Rohashu deals 3 unpreventable holy damage to target hero or ally.

Rok the Ice Baron, 2, Alliance (Betrayer-153R, Jaina-18R)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Elusive <p> [Frost] allies you control have "[Activate] >>> Target ally can't attack this turn."

Roktar Blacklist, 4, Horde (Drums-190C)
Ally—Orc Rogue, 3 [Melee] / 3 Health
When this ally enters play, destroy target resource if its controller has more resources than you.

Rolan Phoenix, 3, Alliance (Worldbreaker-157R)
Ally—Worgen Druid, 3 [Nature] / 4 Health
Aberration <p> When this ally is destroyed while you control another Worgen, you may pay (1). If you do, his owner puts him from his graveyard into his hand.

Rolling Thunder, 3, Shaman (Worldbreaker-100R)
Ability—Elemental
Elemental Talent [You can't put Enhancement Talents or Restoration Talents in your deck.] <p> Your hero deals 3 nature damage to target hero or ally, plus an additional 3 for each equipment in that character’s party.

Roon Plainswalker, 3, Horde (Illidan-167C)
Ally—Tauren Shaman, 4 [Frost] / 2 Health
Nature Resistance [Prevent all nature ([Nature]) damage that this ally would be dealt.]
The Root of All Evil (Legion-31C)
Quest
On your turn: Pay (1) to complete this quest. <p> Reward: Turn target quest face down.

Rordag the Sly, Alliance (Scourgewar-9)
Hero—Dwarf Rogue (Subtlety), Leatherworking/Jewelcrafting, 27 Health
If you control another Rogue: Flip Rordag >>> Target hero or ally can’t ready during its controller’s next ready step.

Rorga Trueshot, 5, Horde (Gladiators-142C)
Ally—Orc Hunter, 3 [Ranged] / 4 Health
Ferocity (This ally can attack immediately.) <p> Hardiness (If this ally would be dealt damage, prevent 1 of it.)

Rosalyn von Eranton, 1, Horde (Worldbreaker-188I)
Ally—Undead Warlock, 3 [Fire] / 2 Health
When this ally enters play, she deals 3 fire damage to your hero.

Roth the Oathsworn, 3, Horde (Wrathgate-145U)
Ally—Blood Elf Paladin, 1 [Holy] / 5 Health
Protector <p> You pay (1) less to play Auras, Blessings, and Seals.

Rotten to the Spore, 5, Druid (Illidan-32R)
Ability—Balance
Exhaust any number of target allies controlled by target opponent. <p> Ongoing: Each of them can’t ready during its controller’s ready step.

Roton Daggerhand, Alliance (Outland-7)
Hero—Dwarf Rogue (Combat), Mining/Jewelcrafting, 27 Health
(3), Flip Roton >>> Roton deals 1 melee damage to target hero or ally. That damage counts as combat damage.

Routeen, 1, Alliance (Class-155C, Legion-163C)
Ally—Draenei Mage, 2 [Fire] / 1 Health
[Activate] >>> This ally deals 1 fire damage to target hero or ally that was dealt damage this turn.

Royal Guardian Jameson, 5, Alliance (Honor-115R)
Ally—Human Paladin, 4 [Melee] / 5 Health
Protector <p> At the end of your turn, exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

Royal Scepter of Terenas II, 3, DrPaPrSh (Citadel-24U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
When a card enters your resource row, your hero may heal 2 damage from target hero or ally.

Rualk the Spotter, 3, Horde (Legion-200U)
Ally—Troll Hunter, 0 [Melee] / 3 Health
Exhaust your hero >>> Target ally has +3 ATK this turn.

Ruby Blazeewing, 6 (Worldbreaker-212U)
Ally—Red Dragonkin, 5 [Fire] / 4 Health
When this or another ally enters play under your control, it may deal 1 fire damage to target ally. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Your hero deals fire damage to target hero equal to the number of Dragonkin you control.

Ruby Emissary, 4 (Worldbreaker-213U)
Ally—Red Dragonkin, 3 [Fire] / 4 Health
You pay (2) less to play Priests and Paladins, to a minimum of (1).

Ruby Enforcer, 3 (Worldbreaker-214C)
Ally—Red Dragonkin, 2 [Melee] / 1 Health
Allies you control have Ferocity.

Ruby Flameblade, 2 (Worldbreaker-215C)
Ally—Red Dragonkin, 2 [Fire] / 1 Health
Allies you control have Assault 1.

Ruby Gemsparkle, Alliance (Dark Portal-5)
Hero—Gnome Mage (Arcane), Jewelcrafting/Tailoring, 25 Health
(5), Flip Ruby >>> Draw two cards.

Ruby Protector, 4 (Worldbreaker-216C)
Ally—Red Dragonkin, 3 [Melee] / 3 Health
Allies you control have Protector.

Ruby Skyrazor, 5 (Worldbreaker-217C)
Ally—Red Dragonkin, 4 [Fire] / 4 Health
Allies you control have Untaggable.

Ruby Stalker, 1 (Worldbreaker-218C)
Ally—Red Dragonkin, 1 [Melee] / 2 Health
Allies you control have Stealth. (They can't be protected against.)

Rufus Claybourne, 2, Alliance (Elements-123R)
Instant Ally—Worgen Druid, 2 [Nature] / 2 Health
Aberration <p> When this ally enters play, target hero or ally has Aberration and becomes a Worgen this turn.

Ruination, 5, Warrior (Scourgewar-111C)
Ability—Arms
Choose one or both: Destroy target ally; or destroy target weapon.

The Ruins of Lordaeron (Gladiators-205C)
Location—Arena (3)
When a hero or ally you control deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Put up to three target cards from one player’s graveyard on the bottom of his deck.

Rukdara Dreadhand, 4, Horde (Scourgewar-188C)
Ally—Orc Death Knight, 4 [Shadow] / 3 Health
(1), Discard a card >>> This turn, opposing allies have "This ally has -1 ATK for each damage on it."

Rula Blacklist, 5, Horde (Drums-191C)
Ally—Orc Warlock, 4 [Shadow] / 4 Health
When this ally enters play, remove target ally from the game if its controller has more allies than you.

Rulrin, 0, Warlock (Legion-109U)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health
Elusive (This ally can’t be attacked.) <p> Untaggable.

Rumi of Gnomeregan, Alliance (Alliance Mage-1)
Hero—Gnome Mage, 25 Health
On your turn, (4), Flip Rumi >>> Rumi deals 2 fire damage to target hero and 2 fire damage to target ally.

Rumu Moonhaze, 5, Horde (Elements-144C)
Ally—Tauren Priest, 4 [Shadow] / 3 Health
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, destroy target ability.
Run to Ground, 5, Hunter (Betrayer-54C)
Ability—Marksmanship
Ongoing: At the start of your turn, target an opposing hero or ally. Allies you control have +3 ATK while attacking that character this turn.

Rune of Metamorphosis, 1, Druid (Drums-217U)
Equipment—Item, Trinket (2)
Forms you control aren’t destroyed by abilities you play. (You can still have only one card with Form (1) in play.)

Rune Strike, 3, Death Knight (Icercrown-24C)
Instant Ability—Frost
Your hero deals 3 melee damage to target ally, or put that ally on the bottom of its owner’s deck if you control a Rune.

Runeblade, 4, Death Knight (Knight-23U)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 2 Strike
When this weapon enters play, you may destroy an ally you control. If you do, your hero deals shadow damage equal to that ally’s ATK to target ally.

Runesong Dagger, 2, DrMaPrShLo (Legion-287U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike
When you draw a card, add a verse counter. <p> (1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ally.

Runetusk, Horde (Betrayer-25)
Hero—Troll Priest (Shadow), Herbalism/Alchemy, 26 Health
On your turn: (2), Flip Runetusk >>> Target opponent discards a card.

Runzik Shrapnelwhiz, 1, Horde (Throne-167C)
Ally—Goblin Hunter, 1 [Melee] / 1 Health
When this ally enters play, he deals 1 ranged damage to target opposing ally.

Ruon Wildboof, 6, Horde (Horde Paladin-21C, Worldbreaker-189C)
Ally—Tauren Shaman, 5 [Nature] / 5 Health
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Rupture, 4, Rogue (Honor-59U)
Instant Ability—Assassination
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> (At target hero or ally, and add X bleed counters. <p>Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character for each bleed counter.

Ruthlessness, 5, Rogue (Honor-60R)
Ability—Assassination
Assassination Talent (You can’t put Combat Talents or Subtlety Talents in your deck.) <p> Put up to five Combos from your removed from game zone into your hand.

RwlRwlRwlRwl!, 1 (Murkdeep-66U, Throne-90U)
Ability
Murloc allies you control have +1 ATK and Ferocity this turn. (They can attack immediately.)

Ryn Dreamstrider, 4, Alliance (Azeroth-214C)
Ally—Night Elf Druid, 2 [Nature] / 2 Health
Elusive <p> (Activate) >>> Target hero or ally has +2 ATK while attacking this turn.

Ryno the Short, 4, Alliance (Drums-141U)
Ally—Gnome Warlock, 2 [Fire] / 4 Health
When this ally enters play, puta 1 [Melee] / 1 [Health] Felhunter Demon ally token into play.
<p> (1), Destroy a Demon you control >>> Interrupt target ability.

Ryno the Wicked, Alliance (Honor-8)
Hero—Gnome Warlock (Deuction), Herbalism/Tailoring, 28 Health
On your turn: (2), Flip Ryno >>> Put a 1 [Melee] / 1 [Health] Felhunter Demon ally token into play with Pet (1).

Rysa the Earthcaller, 3, Alliance (Betrayer-154C)
Ally—Draenei Shaman, 1 [Nature] / 4 Health
Protector <p> At the start of your turn, put a Totem from your graveyard into your hand.

Sacred Circle, 3, Priest (Wrathgate-63U)
Ability—Holy
Put target [Holy] ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Sacred Duty, 3, Paladin (Azeroth-72C)
Ability—Protection
Ongoing: Your hero has Protector. <p> When your hero protects, it heals 1 damage from itself.

Sacred Moment, 4, Paladin (Gladiators-46R)
Ability—Protection
Cards in play can’t ready until after your next turn.

Sacred Purification, 1, Paladin (Legion-64C)
Ability—Holy
Destroy target ability. If it was attached to a friendly hero or ally, draw a card.

Sacred Shield, 3, Paladin (Worldbreaker-70U)
Instant Ability—Holy
Interrupt target ability that is targeting a friendly card.

Sacrifices Must Be Made (Scourgewar-259C)
Quest
Pay 5 to complete this quest. <p> Reward: Draw three cards, then discard two cards unless you discard an ally.

Sacriligious Poison, 2, Rogue (Betrayer-95U)
Ability—Poison Traitor
Traitor Hero Required <p> Target hero that your hero dealt combat damage to this turn.
<p> Ongoing: At the start of attached hero’s controller’s turn, he destroys an ally he controls.

Sacriligious Vengeance, 2, PalO (Honor-89C)
Ability—Retribution Demonology
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, target opponent destroys an ally he controls.

Sai Sowsorrow, Horde (Knight-2)
Hero—Blood Elf Death Knight (Blood), Herbalism/Inscription, 29 Health
(3), Flip Saien >>> Put target weapon from your graveyard into your hand.

Safeguard, 2, Warrior (Legion-120C)
Instant Ability—Protection
Ready your hero. <p> Ongoing: Your hero has Protector.

Sahama Brighthorn, 4, Horde (Twilight-147C)
Ally—Tauren Priest, 4 [Holy] / 3 Health
When this ally is destroyed, your hero may heal 4 damage from target hero or ally.

Sal Grimstalker, 4, Alliance (Outland-141C)
Ally—Dwarf Rogue, 3 [Melee] / 4 Health
Stealth (This ally can’t be protected against.)
<p> At the start of your turn, target hero or ally has Stealth this turn.

Saltvra Corroded Pike, 4, HuPa (Scourgewar-243U)
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 2 Strike
When damage is dealt with this weapon on an opponent’s turn, you may ready it.

Salt the Wounds, 1, Warrior (Legion-121C)
Instant Ability—Fury
Your hero deals 1 melee damage to each damaged opposing hero and ally. Draw a card.

Saltwater Snapjaw, 3, Azeroth-279R, Azeroth Loot-3L
Ally—Turtle, 2 [Melee] / 3 Health
(3) >>> Prevent all damage that would be dealt to this ally this turn.

Salvation, 3, Priest (Betrayer-84C)
Instant Ability—Holy
Your hero heals 8 damage divided as you choose from any number of target heroes and/or allies.

Samael the Bloodpoint, Horde (Twilight-17)
Hero—Undead Hunter, 28 Health
Front: (2) >>> Flip Samael face down. (Back): Ranged weapons you control have Assault 1. (They have +1 ATK on your turn.)

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

Samantha Galvington, 3, Horde (Sylvanas-18C, Throne-168C)
Ally—Undead Mage, 5 [Arcane] / 1 Health

Sanpholange (Dark Portal-318U)
Quest
Exhaust an equipment you control and pay 2 to complete this quest. <p> Reward: Draw a card.

Sampron the Banisher, 2, Alliance (Betrayer-155R)
Ally—Gnome Warlock, 2 [Shadow] / 1 Health (Activate) >>> Remove target opposing ally from the game. <p> When this ally leaves play, the owner of each card removed this way puts that card into play.
Samuel Grey, 3, Horde (Azeroth-258U) Ally—Undead Rogue, 2 [Melee] / 2 Health When this ally deals combat damage to a defending hero, that hero’s controller discards a card.

Samuel Harrison, 4, Horde (Honor-142C) Ally—Undead Warrior, 2 [Melee] / 6 Health Protector » Will of the Forsaken (This ally can’t leave play unless it has fatal damage or 0 [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.

Sanctity Aura, 4, Paladin (Legion-65R) Ability—Retribution, Aura (1) Retribution Talent You can’t put Holy Talents or Protection Talents in your deck. » Ongoing: [Holy] allies you control have +2 ATK while attacking. » If your hero would deal holy damage, it deals that much +2 instead.

SandBox Tiger, 2 (Gladiators-153U, Gladiators Loot-1L) Ally—Tiger, 1 [Melee] / 1 Health This ally has +1 / +1 for each Loot card you control.


Sanya, 7, Horde (Drums-192C) Ally—Tauren Shaman, 6 [Frost] / 6 Health War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)

Sap, 1, Rogue (Class-88C, Elements-75C, Illidan-82C) Ability—Subtlety Attach to target hero or ally and exhaust it. » Ongoing: Attached character can’t ready during its controller’s ready step. » When attached character is dealt damage, destroy this ability.

Saphirone Drape, 5, DrMaPaPrSHLo (Onyxia-18R) Equipment—Armor—Cloth, Back (1), 1 DEF If your hero would deal damage with an ability, it deals that much +1 instead. » If your hero would deal damage with an ability, it heals that much +1 instead.

Sardok, 1, Warlock (Worldbreaker-110C) Ally—Voidwalker Demon, Pet (1), 2 [Melee] / 2 Health Protector » Physical Resistance (Prevent all melee [(Melee)] and ranged [(Ranged)] damage that would be dealt to this ally.)

Saria of Stormwind, Alliance (Alliance Paladin-1) Hero—Human Paladin, 29 Health On your turn: (5), Flip Saria >>> Target ally deals melee damage to itself equal to its ATK.

Sarina the Immaculate, Alliance (Wrathgate-9) Hero—Human Paladin (Holy), Skinning/Tailoring, 29 Health On your turn: Flip Sarina, discard a Paladin >>> Sarina heals 5 damage from target hero or ally.

Sarlia, 6, Warlock (Illidan-102R) Ally—Succubus Demon, Pet (1), 5 [Shadow] / 7 Health Untargetable » (1) » Other allies you control have Elusive this turn.

Sarmoth, 3, Warlock (Alliance Warlock-9C, Azeroth-130C, Class-110C, Horde Warlock-10C) Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health Opposing heroes and allies can attack only this ally if able.

Sarn Earthtrembler, 6, Horde (Drums-193C) Ally—Tauren Druid, 7 [Melee] / 4 Health Protector » War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.) » You pay (1) less to play this ally for each exhausted opposing hero and ally.

Sarfang the Younger, 6, Horde (Betrayer-175E) Ally—Orc Warrior, Unique, 7 [Melee] / 4 Health Protector » When this ally enters combat with a damaged ally, destroy it and ready this ally.

Sarfang the Younger, Kor’iron Warlord, 5, Horde (Class Promo-9E, Wrathgate-146E) Ally—Orc Warrior, Unique, 4 [Melee] / 4 Health Ferocity » When this ally enters play, you may search your deck for a card named Kor’iron Vanguard, reveal it, and put it into your hand. » Death Rattle: Turn all locations you control face down.

Savage Bear Form, 2, Druid (Worldbreaker-41C) Instant Ability—Feral Bear Form, Form (1) Ongoing: Your hero has Protector and +5 [Health]. (It may exhaust to become the defender when an opposing hero or ally attacks.)

Savage Cat Form, 3, Druid (Alliance Druid-8C, Elements-37C) Instant Ability—Feral Cat Form, Form (1) Ongoing: Your hero has Assault 1 and Stealth. (It has +1 ATK on your turn and can’t be protected against.)

Savage Fury, 3, Druid (Betrayer-44R) Ability—Feral Feral Talent (You can’t put Balance Talents or Restoration Talents in your deck.) » Ongoing: When you play a Feral ability, if you control a Form, your hero may deal 2 melee damage to target ally.

Savage Raptor, 9 (Elements-178E, Elements Loot-2L) Ally—Raptor, 6 [Melee] / 15 Health Ferocity » This ally has +1 ATK for each damage on it.

Savage Roar, 1, Druid (Icecrown-311U) Ability—Feral Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.) » Ongoing: This ability enters play with X roar counters. » While you control a Form, your hero has Assault 1 for each roar counter.

Sav'a'gin the Reckless, 3, Horde (Worldbreaker-190R) Ally—Troll Druid, 8 [Nature] / 1 Health This ally attacks opposing heroes and allies at random. » Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero deals 2 nature damage to target random opposing hero or ally.

Savin Lightguard, Alliance (Dark Portal-6) Hero—Dwarf Paladin (Retribution), Mining/Blacksmithing, 29 Health (6), Flip Savin >>> Destroy all allies that dealt combat damage to Savin this turn.

Savina Greysky, 2, Alliance (Outland-142C) Ally—Night Elf Druid, 2 [Melee] / 2 Health Elusive » This ally has +2 ATK while you control a Form.

Savis Gndur, 2, Alliance (Worldbreaker-158C) Ally—Worgen Warlock, 2 [Fire] / 1 Health Aberration (Prevent all non-combat damage that would be dealt to this ally.): Fercity (This ally can attack immediately.)

Savittir Skullsmasher, Horde (Gladiators-14) Hero—Orc Rogue (Subtlety), Blacksmithing/Engineering, 27 Health (1), Flip Savittir >>> If Savittir has Stealth, destroy target exhausted equipment.

Savuka the Acute, 5, Horde (Icecrown-139U) Ally—Orc Hunter, 4 [Ranged] / 5 Health While you control a [Hunter] Ranged weapon, this ally has Assault X and Long Range, where X is the highest ATK among [Hunter] Ranged weapons you control.

Sayge, 4 (Darkmoon Faire-2R) Ally—Gnoll Fortuneteller, Unique, 4 [Melee] / 4 Health At the start of your turn, remove the top card of target opponent’s deck from the game. If it’s an ability, ally, or equipment, you may play it this game. (Pay costs as normal.)

Scald, 4, Mage (Wrathgate-50C) Ability—Fire Attach to target equipment. » Ongoing: Attached equipment loses and can’t have powers. » At the start of your turn, your hero deals 2 fire damage to attached equipment’s controller’s hero.

Sealed Breastplate of Carnage, 3, HuSh (Drums-214R) Equipment—Armor—Mail, Chest (1), 1 DEF When this ally deals damage to another ally, destroy both of them.

Scaramanga, 1, Alliance (Alliance DK-20C, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C) Ally—Human Warlock, 2 [Shadow] / 1 Health (2), Destroy this ally >>> Draw a card.
Scarlet Commander Renault Mograine, 5
(Deadeye—319C)
Allies: Human Paladin, Renault (1), 5 [Holy] / 5
Health

Assassin

Melee—<p>
Ability—Assassin

Artifact

[Melee]

Equipment

(Outland—232U)

Scarlet Renegade, 1
Allies: Human Mage, 1 [Arcane] / 1 Health

This ally has [Attack] 3 for each Scarlet
Renegade you and other friendly players control (including himself).

Scatter Shot, 4
Hunter (Gladiators—31R)
Instant Ability—Mastery

Marksmanship Talent

(You can't put Beast Mastery Talents or Survival Talents in your deck.)

<pp>
Your hero deals ranged damage to target hero or ally equal to 1 plus the combined ATK of
Ranged weapons you control. If a hero is dealt damage by this way, its controller can't play cards
this turn.

Scent of Nature, 1
Druide (Wrathgate—35C)
Instant Ability—Restoration

Your hero heals 2 damage from target hero or ally, or if you completed a quest this turn.

Spector of the Unholy, 4
Priest (Legion—288R)
Equipment—1H Weapon—Mace, Melee (1), 1
[Melee], 3 Strike

If a card or effect you control would cause an
opponent to discard a card, he discards a random card instead.

Scholar Krosiss, 1
Horde (Betrayer—176C)
Allies: Undead Mage, 1 [Arcane] / 1 Health

This ally has +2 / +2 while you have seven or more cards in your hand.

Scimitar of the Nexus Stalkers, 2
HouPaRoWa (Class-222U, Dark Portal-280U)
Instant Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike

Scimitar of the Sirocco, 4
DraPaWa
(Worldbreaker—62E)

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

Artifact

(You may play this card from your
graveyard.)

When you play this weapon, allies you control have Ferocity
this turn.

Scorch, 0
Mage (Alliance Mage-1 IU, Citadel
Raid—48U, Class-56U, Dark Portal-53U)
Ability—Fire

Your hero deals 1 fire damage to target hero or ally.

Scorpid Sting, 2
Hunter (Scourgewar—48C)
Instant Ability—Marksmanship Sting

Attach to target hero. <pp>
Ongoing: At the start of
attached hero’s controller’s turn, he exhausts
an equipment he controls. If you control a
Ranged weapon, he exhausts a second
equipment he controls.

The Scourge Cauldrons (Dark Portal—319C)
Quest
Pay (2) to complete this quest. <pp>
Reward: Reveal the top four cards of your deck. Put a
revealed quest into your hand and the rest on
the bottom of your deck.

Scourge Tactics (Scourgewar—260C)
Quest
You pay (1) less to complete this quest for each
ally in your graveyard. <pp>
Pay (5) to complete this quest.<p>
Reward: Draw a card.

Scourgebore Battlelegar, 7
Death Knight (Nexxramas—18R)
Equipment—Armor Set—Plate, Chest (1),
Hands (1), Head (1), Legs (1), Shoulder (1), 7
DEF
At the end of your turn, you may remove target
ally in a graveyard from the game. If you do, put
a 3 [Melee] / 3 [Health] Ghoul ally token into
play. <pp>
[Activate] >>> Your hero deals 3
shadow damage to target hero or ally. Ready
a Ghoul you control.

Scouring the Desert (Drums—252C)
Quest
Pay (4) to complete this quest. <pp>
Reward: Draw a card. You may shuffle your
graveyard into your deck.

Scout Kurgo, 5
Horde (Honor—143C)
Allies: Orc Hunter, 1 [Ranged] / 1 Health

When you play this ally, you may search your
deck and hand for any number of cards named
Scout Kurgo and put them into play.

Scout Omerra, 1
Horde (Class—192C, Dark
Portal—232C)
Allies: Orc Warrior, 2 [Melee] / 1 Health

Protector

“Scrapper” Ironbane, 5, Alliance (Class—157C, Illidan—139C)
Ally—Orc Rogue, 3 [Melee] / 4 Health

At the end of your turn, you may destroy target
equipment.

Scraps, 2
Hunter (Legion—39C)
Ally—Carrion Bird, Pet (1), 4 [Melee] / 3 Health

At the start of your turn, destroy this ally unless
you remove an ally in a graveyard from the
game.

Screeching Shout, 3
HuWa (Honor—109C)
Ability—Survival Fury Shout

Ongoing: Opposing heroes and allies have 1
ATK while attacking.

Scryer’s Bloodgem, 2
DrHuMaPaPrRShLoWa
(Illidan—221U)
Equipment—Item, Trinket (2)

Scryer Reputation

<pp>
Heroes and allies you control
with Sabotage also have Stealth.

Sea Legs (Elements—215U, Jaina—28U)
Quest
On your turn: Pay (3) to complete this quest.

Reward: Put a 2 [Frost] / 1 [Health] Water
Elemental ally token into play.

Seadog Nally, Alliance (Betrayer—17)
Hero—Dwarf Hunter (Trader),
Herbalism/Skinning, 28 Health

(2), Flip Nally, destroy a friendly ally >>> Nally
deals ranged damage to target ally equal to that
friendly ally’s ATK.

Seal Fate, 1
Rogue (Worldbreaker—91R)

Ability—Assassination

Assassination Talent

(You can't put Combat
Talents or Subtlety Talents in your deck.)

<pp>
As an additional cost to play this ability, put the top
five cards of your deck into your graveyard.<p>
Your hero deals melee damage to target hero or
ally equal to the number of [Rogue] abilities put
into your graveyard this way.

Seal of Betrayal, 4
Paladin (Betrayer—74R)

Ability—Trader, Seal (1)

Traitor Hero Required

<pp>
Ongoing: When an
ally is destroyed by combat damage dealt by
your hero with a weapon, put that ally from its
owner’s graveyard into play under your control.

<pp>
[Activate] >>> Gain control of
target ally that your hero dealt combat damage
to this turn.

Seal of Blood, 2
Paladin (Outland—53R)

Ability—Retribution, Seal (1)

Horde Hero Required

<pp>
Ongoing: When your hero deals combat damage with a weapon to a
hero or ally, your hero also does 2 holy damage to that character and 1 holy damage to itself.

<pp>
[Activate] >>> Your hero deals 2 holy damage to target hero or ally and 1 holy
damage to itself.

Seal of Command, 3
Paladin (Dark Portal—63R)

Ability—Retribution, Seal (1)

Retribution Talent

(You can’t put Holy Talents
or Protection Talents in your deck.)

<pp>
Ongoing: When your hero deals combat damage with a weapon to a
hero or ally, your hero also does 2 holy damage to that character and 1 holy damage to itself.

<pp>
[Activate] >>> Your hero deals 2 holy damage to target hero or ally and 1 holy
damage to itself.

The Seal of Danzalar, 3
DrMaPrShLo
(Starkiller—169R)

Equipment—Item, Ring (2)

At the start of your turn, your hero deals
shadow damage to target hero equal to the
number of cards in your hand minus the
number of cards in that hero’s controller’s hand.

Seal of Divinity, 2
Paladin (Scourgewar—63R)

Ability—Protection, Seal (1)

Ongoing: When your hero deals combat damage with a
weapon, prevent all damage that would
deal to target friendly ally this turn.

WOTC OCR – 04 09 2012

111 / 146
Sen’zir Beastwalker, Horde (Azeroth-14, Class-25)
Hero—Troll Hunter (Beast Mastery), Leatherworking/Skinning, 28 Health
(3), Flip Sen’zir >>> Put a Pet from your graveyard into your hand.

Sepirion, 4, Horde (Drums-194U)
Ally—Troll Shaman, 2 [Melee] / 5 Health
Berserking (This ally has +1 ATK for each damage on it.) >>> When this ally attacks for the first time each turn, you may pay (1). If you do, ready him.

Sepirion the Poised, Horde (Honor-16)
Hero—Troll Shaman (Enhancement), Engineering/Jewelcrafting, 28 Health
(3), Flip Sepirion >>> Ready Sepirion and a Weapon you control.

Seraph the Exalted, 5, Alliance (Dark Portal-190R)
Ally—Human Priest, 1 [Holy] / 5 Health
Human Hero Required <p> [Activate] >>> You may put an ally from your hand into play if its cost is less than or equal to the number of resources you control.

Sergeant Pugg, 5, Horde (Honor-144U)
Ally—Orc Warrior, 5 [Melee] / 5 Health
Other allies have -1 [Health].

Serpent Sting, 2, Hunter (Class-44C, Legion-40C)
Instant Ability—Marksmanship Sting
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 a Ranged weapon.

Serpentrest Life-Staff, 2, DrPrSh (Outland-218U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
(1), Discard a card >>> Your hero heals 2 damage from target hero or ally.

Serpent’s Nest, 3, Hunter (Gtidal-3U)
Instant Ability—Survival
Ongoing: When an ability, ally, or equipment enters play on an opponent’s turn, you may put a 1 [Nature] / 1 [Health] Snake ally token into play.

Servant of Neptulon, 1 (Throne-217C)
Monster Ally—Water Elemental, 0 [Frost] / 1 Health
Elusive (This ally can’t be attacked.) <p> [Activate] >>> You pay (1) less to play your next Frost or [Frost] card this turn. (A [Frost] card is one with [Frost] in its lower left corner.)

Set Ablaze, X, Mage (Honor-39R)
Ability—Fire
Ongoing: This ability enters play with X burn counters. <p> At the start of your turn, destroy each opposing ally and weapon with cost equal to the number of burn counters, then remove a burn counter. If none remain, destroy this ability.

Seth’s Graphite Fishing Pole, 6,
DrHuMaPaProShLoWa (Gladiators-183R)
Equipment—2H Weapon—Fishing Pole, Melee (1), 0 [Melee], 6 Strike
[Activate] >>> Put the card tenth from the top of your deck into your hand.

Setting an Example (Throne-259U)
Quest
On your turn, if there are three or more allies in your graveyard: Pay (2) to complete this quest. <p> Reward: Draw a card.

Seva Shadowdancer, 3, Alliance (Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
Elusive <p> [X], [Activate] >>> This ally heals X damage from target hero or ally.

Sever the Cord, 2, Warlock (Azeroth-131C)
Instant Ability—Demonology
As an additional cost to play, destroy an ally you control. <p> Destroy target 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 his resource row, you may reveal a card removed this way. If they share a name, destroy this item. If you do, your hero deals 10 shadow damage to that opponent’s hero.

Shaafun, 4, Warlock (Crown-50C)
Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health
When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

Shadala, 2, Horde (Legion-202C)
Ally—Blood Elf Priest, 2 [Holy] / 2 Health
When you play an ability, you may destroy target ability.

Shade Emissary Vaxvod, 7, Horde (Twilight-148U)
Ally—Goblin Priest, 5 [Shadow] / 7 Health
Time is Money <p> [Activate] >>> This ally deals 2 shadow damage to target ally and 2 shadow damage to itself.

Shade of Arugal, 4 (Icercrown-157R)
Scourge Ally—Shade, Unique, 5 [Shadow] / 3 Health
Scourge Hero Required <p> Death Rattle: You may destroy an Unlimited Scourge ally you control. If you do, put this ally from your graveyard into play.

Shadow, 6, Hunter (Class-45C, Illidan-39C, Sylvanas-4C)
Ally—Panther, Pet (1), 7 [Melee] / 7 Health
Elusive (This ally can’t be attacked.)

Shadow and Flame, 3, Warlock (Betrayer-116R)
Ability—Demonology

Shadow Talent (You can’t put Affliction Talents or Demonology Talents in your deck.) <p> Ongoing: (1), Destroy an ability you control >>> Your hero deals 2 shadow or fire damage to target hero or ally.

Ability—Demonology
Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Burst, 2, Warlock (Scourgewar-101C)
Ability—Demonology
Your hero deals 2 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Dance, 3, Rogue (Alliance Rogue-9R, Elements-76R)
Ability—Subtlety

Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.) <p> Your hero has Assault 2 and Stealth this turn. 
<p> Ongoing: When you play a [Rogue] ability, your hero has Assault 2 and Stealth this turn.

Shadow Resistance Aura, 2, Paladin
(Scourgewar-64C)
Instant Ability—Protection, Aura (1)
Ongoing: Friendly allies have Shadow Resistance while ready. (Prevent all shadow ([Shadow]) damage that they would be dealt.)

Shadow Silhouettes, 4, Priest (Betrayer-85R)
Ally—Shadow Silhouette, Pet (1), 6 [Shadow] / 6 Health
At the end of your turn, remove 6 damage from your hero and put 1 damage on this ally for each damage removed this way.

Shadow Tactics, 4, Rogue (Grand Melee-8R)
Arena Ability—Assassination
Preparation (On your first turn, you may play this card without paying its cost.) <p> Ongoing: You pay (1) less to play Combos and Finishing Moves, to a minimum of (1).

Shadow Ward, 1, Warlock (Scourgewar-102C)
Instant Ability—Demonology
Your hero has Shadow Resistance this turn. (Prevent all shadow ([Shadow]) damage that it would be dealt.) <p> When damage that an opposing hero or ally would deal is prevented this way, your hero may deal that much shadow damage to target hero or ally.

Shadow Weaving, 4, Priest (Legion-76R)
Ability—Shadow

Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.) <p> Attach to target opposing hero or ally. <p> Ongoing: If attached character would be dealt shadow damage, it’s dealt that much +2 instead.

Shadow Word: Agony, 3, Priest (Illidan-73U)
Ability—Shadow
Attach to target hero. <p> Ongoing: At the start of your turn, attached hero’s controller discards a card.
Shadow Word: Arguich, 1, Priest (Drums-56C)
Instant Ability—Shadow
Your hero deals 5 shadow damage to target ally and 5 shadow damage to itself.

Shadow Word: Chaos, 2, Priest (Scourgewar-76C)
Ability—Shadow
Your hero deals 4 shadow damage to a random opposing hero or ally.

Shadow Word: Death, 2, Priest (Class-80C, Dark Portal-78C, Elements-70C)
Instant Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. Then, if that character doesn’t have fatal damage, put 3 damage on your hero.

Shadow Word: Despair, 1, Priest (Crown-33U)
Instant Ability—Shadow
Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally’s controller’s deck from the game.

Shadow Word: Pain, 3, Priest (Azeroth-87U)
Instant Ability—Shadow
Attach to target hero or ally, and its controller discards a card. <p>Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked character.

Shadowburn, 2, Warlock (Dark Portal-113R)
Instant Ability—Destruction
Defensive Talent (You can’t put Affliction Talents or Demonology Talents in your deck.)<p>As an additional cost to play, destroy a resource you control. <p>Your hero deals 4 shadow damage to target hero or ally. When that character is destroyed this turn, put the top card of your deck into your resource row face down and exhausted.

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

Shadowfiend, 2, Priest (Class-79R, Outland-61R)
Ally—Shadowfiend, Pet (1), 3 [Shadow] / 1 Health
Ferocity (This ally can attack immediately.)<p>When this ally deals combat damage to a hero, ready a resource you control. <p>At the end of your turn, put this ally into its owner’s hand.

Shadowform, 3, Priest (Azeroth-88R)
Ability—Shadow, Form (1)
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.)<p>Ongoing: If your hero would deal shadow damage, it deals that much +1 instead. <p>When you play a Holy ability, destroy this ability.

Shadowfury, 5, Warlock (Outland-88R)
Ability—Destruction
Defensive Talent (You can’t put Affliction Talents or Demonology Talents in your deck.)<p>Your hero deals 2 shadow damage to each opposing ally. Exhaust each ally dealt damage this way, and it can’t re-attend during its controller’s next ready step.

Shadowmeld, 3, Alliance (Dark Portal-131U)
Ability
Night Elf Hero Required <p>Ongoing: Your hero has Elusive and Untargetable. <p>At the start of your turn, destroy this ability.

Shadowmisteress Jezebel Hawke, 3, Alliance
(Outland-143U)
Ally—Human Warlock, 2 [Shadow] / 3 Health
Friendly Pets have +2 [Health].

Shadowmountaineer, 6, DKPaWa (Citadel-25E)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
When this weapon enters play, remove target ally from the game. If you do, add X +1 ATK counters to this weapon, where X was the ATK of that removed ally.

Shadowprowler’s Chestguard, 1, DrRo
(Gladiators Crafted-3E)
Equipment—Armor—Leather, Chest (1), 1 DEF
Your hero has +1 ATK while attacking for each ally and ally you control with Stealth.

Shadows of Death, 3, DkLo (Scourgewar-119U)
Ability—Unholy Destruction
Ongoing: (1), Destroy a Demon or Ghoul you control >>> Your hero deals 3 shadow damage to target hero or ally.

Shadowseer Calista, 5, Alliance (Elements-124U)
Ally—Human Priest, 4 [Shadow] / 4 Health
When this ally enters play, target player puts an ally he controls into its owner’s hand. <p>Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.)
Put an ally you control into its owner’s hand.

Shadowstalker’s Sash, 4, DrRo (Legion-267U)
Equipment—Armor—Leather, Waist (1), 2 DEF
Friendly Druids and Rogues have Stealth. (They can’t be protected against.)

Shadowstep, 1, Rogue (Illydan-83R)
Instant Ability—Subtlety
Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.)<p>Ongoing: Ready opposing heroes and allies also count as being exhausted. (They are still ready.)

Shadowstrike, 3, HuPaWa (Molten Core-27R)
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 3 Strike
(1), Destroy this weapon >>> If your hero has Enchanting, draw two cards.

Shaera Skewering, 5, Horde (Elements-145C)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
Stealth (This ally can’t be protected against.)
<p>Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.)
Target ally has Stealth this turn.

Shaii, Strategist Supreme, Alliance (Drums-6)
Hero—Night Elf Hunter (Survival), Engineering/Jewelcrafting, 28 Health
If Shaii is defending [Activate], Flip Shaii >>>
Shaii deals 1 melee damage to target attacker.

Sha’kar, 3, Horde (Betrayer-179C)
Ally—Troll Shaman, 4 [Nature] / 2 Health
If your hero dealt fire, frost, or nature damage this turn, this ally has Ferocity. (It can attack immediately.)

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.)

Sh’ai’n Nightwind, 3, Alliance (Alliance Druid-20C, Azeroth-217C, Class-15BC)
Ally—Night Elf Druid, 4 [Melee] / 1 Health
Elusive (This ally can’t be attacked.)

Shal’u Stormshatter, Horde (Drums-14)
Hero—Orc Shaman (Elemental), Alchemy/Engineering, 28 Health
(3), Flip Shalu >>> Destroy target ability that’s not attached to a friendly hero or ally.

Shalgul doom, the Ax of Unmaking, 0, DKPaWa (Twilight-202E)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
As this weapon enters play, destroy any number of abilities, allies, and/or equipment you control. <p>As this weapon enters play with a +1 ATK counter on it for each card destroyed this way.

Shalyssa Groveshaper, 3, Alliance (Crown-92C)
Ally—Night Elf Druid, 4 [Nature] / 4 Health
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)<p>Mend (2) (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Shaman Training, 1, Shaman (Legion-99U)
Ability—Enhancement
Attach to target friendly ally. <p>Ongoing: When attached ally attacks for the first time each turn, you may pay (1). If you do, ready it.

Shamanistic Dual Wield, 1, Shaman (Betrayer-101R)
Instant Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.)<p>Ongoing: You pay (1) less to strike with weapons. <p>As your hero has Dual Wield.

Shamanistic Rage, 3, Shaman (Outland-80R)
Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.)<p>Ongoing: When your hero deals combat damage with one or more Melee weapons for the first time each turn, ready up to X resources you control, where X is the combined [Strike] of those weapons.

Shanis Bladefall, 1, Alliance (Alliance Shaman-19C, Alliance Warrior-17C, Worldbreaker-159C)
Ally—Night Elf Death Knight, 0 [Melee] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
Shanla, Herald of Faith, 3, Alliance (Throne-126U)
Aliy—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 Flame, 4, DrHuMaPaPrRLoShLoWa
Molten Core-12R
Equipment—Item, Trinket (2)
When a resource enters play under your control, your hero heals 2 damage from itself.
Shard of the Scale, 2, DrHuMaPaPrRLoLo
Onyx-27U
Equipment—Item, Trinket (2)
(2), Destroy this item >>> Put the top card of your deck into your hand. Otherwise, put it on top of your deck.

Sharial, 5, Alliance (Legion-164U)
Aliy—Night Elf Rogue, 5 [Melee] / 1 Health
Elusive (This ally can’t be attacked.) <<< [Activate] >>> Exhaust target equipment.

Sharpeye Yan’ja, Horde (Gladiators-15)
Hero—Troll Hunter (Marksmanship),
Herbalism/Alchemy, 28 Health
On your turn: (2), Flip Yan’ja >>> Yan’ja deals ranged damage to target ally equal to 1 plus the combined ATK of Ranged weapons you control.
Sharpshooter Nally, Alliance (Betray-8)
Hero—Dwarf Hunter (Marksmanship),
Herbalism/Skinning, 28 Health
(3), Flip Nally >>> Target hero or ally has Long-Range this turn.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)
Aliy—Orc Rogue, 3 [Melee] / 2 Health
Stealth <<< When this ally enters play, exhaust target opposing ally. It can’t ready during its controller’s next ready step.
The Shatterer, 4, PaRoShWa (Azeroth-334U)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike
When your hero deals combat damage with this weapon to a hero, destroy one of that hero’s controller’s weapons unless he pays (2).

Shattering Blow, 4 (Azeroth-168C)
Ability
Destroy target equipment.

Shattering Throw, 4, Warrior (Elements-101U)
Ability—Arms
Ongoing: When this ability enters play, you may destroy target equipment. <<< [Activate] <<< Target weapon you control has Thrown this turn. (When you strike with that weapon, it has Long-Range this combat. At the end of this turn, put that weapon into its owner’s hand.)

Shattrath City Peacekeeper, 3 (Legion-252C)
Aliy—Draenei Warrior, Unlimited, 1 [Melee] / 1 Health
Protector <<< Allies not named Shattrath City Peacekeeper have -1 ATK.

Shawl of Haunted Memories, 2, MaPrLo
Icecrown-177R
Equipment—Armor—Crock, Back (1), 1 DEF (1), [Activate], Destroy this armor >>> Destory target ability, ally, or equipment that shares a name with a card in its controller’s graveyard.
>>> Death Rattle: Target opponent puts the top three cards of his deck into his graveyard.

Shawn of the Dead, 5, Horde (Outland-183R)
Aliy—Undead Warrior, 5 [Melee] / 3 Health
When this ally attacks, you may put an ally from target opponent’s graveyard into play under your control.

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

Shayluna Lumenira, 3, Alliance (Elements-125U)
Aliy—Night Elf Druid, 2 [Arcane] / 4 Health
This ally has Arcane Resistance while you control an ability. (Prevent all arcane [(Arcane)] damage that would be dealt to this ally.)

Sheath of Light, 3, Paladin (Legion-66U)
Ability—Protection
Ongoing: [Activate] >>> Prevent the next 2 damage that would be dealt to target ally this turn.

Shelly, 2, Hunter (Outland-34C)
Aliy—Turtle, Pet (1), 2 (Melee) / 3 Health
If this ally was dealt combat damage, prevent 1 of that damage.

Shelter, 2, Paladin (Wrathgate-56C)
Instant Ability—Protection
This turn, target non-hero card can’t be destroyed, and if it’s an ally, prevent all damage that would be dealt to it.

Shelter the Flock, 4, Priest (Onyxia-5U)
Ability—Holy
Your hero heals 11 damage from each friendly hero.

Shem Reznict, 6, Alliance (Legion-165R)
Aliy—Draenei Shaman, 2 (Nature) / 6 Health
[Activate] >>> Target up to three heroes and/or allies. This ally deals 3, 2, and 1 damage to them, respectively.

Shield Bash, 3, Warrior (Azeroth-147R)
Instant Ability—Protection
You may exhaust a Shield you control rather than pay this ability’s cost. <<< Your hero deals 1 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.

Shield Block, 3, Warrior (Scourgewar-112C)
Instant Ability—Protection
You may exhaust a Shield you control rather than pay this card’s cost. <<< Prevent all damage that would be dealt to your hero this turn.

Shield of Distortion, 1, DkMa
Scourgewar-120U
Instant Ability—Unholy Arcane
Prevent all non-melee (non-Melee) damage that would be dealt to target hero or ally this turn.

Shield of the Righteous, 3, Paladin (Elements-61R)
Instant Ability—Protection
Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.) <<< Your hero deals X unpreventable holy damage to target hero or ally and has Assault X this turn, where X is the DEF of a Shield you control.

Shield or Wield, 2, Paladin (Hilidan-64U)
Instant Ability—Protection Retribution
Choose one: Prevent the next 3 damage that target ally would be dealt this turn; or attach to target hero. <<< Ongoing: Attached hero has +1 ATK while attacking.

Shield Slam, 3, Warrior (Betray-121R)
Instant Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) <<< You may exhaust a Shield you control rather than pay this ability’s cost. <<< Your hero deals 3 melee damage to target hero or ally. If you targeted a hero, you may destroy an ability controlled by its controller.

Shield Wall, 4, Warrior (Gladiators-81R)
Ability—Protection
Put three 1 [DEF] Wall armor tokens into play.

Shiv, 1, Rogue (Dark Portal-87C)
Ability—Combat Combo
Your hero deals 1 melee damage to target hero or ally. That damage counts as combat damage.

Shock and Soothe, 4, Shaman (Dark Portal-100C)
Instant Ability—Elemental
Your hero deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Shock of the Elements, 2, Shaman (Throne-73U)
Instant Ability—Elemental
As an additional cost to play this ability, you may exhaust two allies you control. <<< Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)
Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) <<< Put target ally on top of its owner’s deck. Your hero deals melee damage equal to that ally’s cost to its controller’s hero.

Short John Mithril, 3 (Gladiators-154R)
Arena Ally—Goblin, Unique, 2 [Melee] / 2 Health
When this ally enters play, search your deck for an equipment and reveal it. If it’s an Arena card, put it into your hand. Otherwise, put it on top of your deck.
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.

Shoulderpads of Flesheworks, 6, DrRo (Scourgewar-224C)
Equipment—Armor—Leather, Shoulder (1), 2 DEF
When this armor enters play, you may destroy target ally with Mend or Protector.

Showdown (Honor-198R)
Quest
On your turn: Pay (3) to complete this quest.
<< Reward: Put a 4 [Ranged] / 4 [Health]
Unique Mok'Nathal Beamstamer ally token named Rexxar into play with "At the start of your turn, destroy target Gronn." Each opponent may put a 5 [Melee] / 5 [Health] Gronn ally token into play.

Shred, 2, Druid (Legion-27C)
Instant Ability—Feral Cat Form Combo, Form (1)
Ongoing: When this ability enters play, your hero may deal 2 damage to target exhausted hero or ally. << Reward: Your hero has Cat Form. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Shred Soul, 3, Warlock (Dark Portal-114C)
Ability—Affliction
Remove target ally from the game.

Shredder, 3, Hunter (Grand Melee-4R)
Arena Ally—Ravager, Pet (1), 2 [Melee] / 4 Health
Preparation (On your first turn, you may play this card without paying its cost.)

Shroud of Cooperation, 3, DkDrHuMaPaPrRoShLoWa (Throne-224U)
Equipment—Armor—Cloth, Back (1), 1 DEF
As this armor enters play, choose a class. << On your turn: (2), [Activate] >> You 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. << Ongoing: Attached hero has: << [Activate] >> Draw a card. << [Activate] >> Your hero deals 4 fire damage to target hero. << [Activate] >> Target ally can't attack or protect this turn.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)
Ability—Affliction Demonology Destruction
Attach to your hero. << Ongoing: Attached hero has: << [Activate] >> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. << [Activate] >> Search your deck for a Demon, reveal it, and put it into your hand. << [Activate] >> Your hero deals 1 fire damage to each ally.

Shuriken of Negation, 4, RoWa (Gladiators-184R)
Instant Equipment—Weapon—Shuriken, Ranged (1), 2 [Ranged], 1 Strike
When this weapon enters play, you may interrupt target ability. << Throw (When you strike with this weapon, your hero has Long-Range this combat. At the end of this turn, put this weapon from play into its owner's hand.)

Shutting Down Manaforge Ara (Betrayer-260C)
Quest
If an equipment was destroyed this turn: Pay (1) to complete this quest. << Reward: Draw a card.

Siarama the Fickle, 6, Horde (Honor-145R)
Ally—Blood Elf Mage, 6 [Arcane] / 9 Health
When a player plays an ability, he gains control of this ally.

The Sigil of Krasus (Betrayer-261C)
Quest
If an opponent played an ally this turn: Pay (1) to complete this quest. << Reward: Draw a card.

Silence (Darkmoon Faire-261R)
Location—Objective (200)
At the start of your turn, add capture counters equal to the combined cost of allies you control. << [Activate], Remove 200 capture counters. >> Gain control of all cards in play except heroes.

Silvermoon City, Horde (Gladiators-208R)
Location—City
Blood Elf Hero Required << As this location enters play, choose arcane, fire, frost, nature, or shadow. << [Activate] >> Target Blood Elf you control has the chosen Resistance this turn.

Silvermoon Sentinels, 2, Horde (Outland-184C)
Ally—Blood Elf Paladin, Unlimited, 1 [Melee] / 2 Health
When this ally enters play, it deals 1 holy damage to each hero for each ally named Silvermoon Sentinels you control.

Sind'or'zur the Toxifier, 5, Horde (Scourgewar-189R)
Ally—Troll Rogue, 4 [Melee] / 6 Health
When this ally deals combat damage to a hero, you may put a Poison from your hand into play attached to that hero.

Sindragosa, the Frost Queen, 8 (Blizzard 2009-1E, Icecrown-158R)
Unique Ally—Frost Wyrml, Unique, 9 [Frost] / 9 Health
Unique Ally—Frost Wyrml, Unique, 9 [Frost] / 9 Health
Unique Ally—Frost Wyrml, Unique, 9 [Frost] / 9 Health
Silence Shot, 4, Hunter (Outland-35R)
Instant Ability—Silence
Marksmanship Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.)
<< You may exhaust a Ranged weapon you control rather than pay this ability's cost. << Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability he played.

Silent Crusader, 3, DkPaRoWa (Alliance Rogue-24R, Wrathgate-195R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
When an opponent's hero is dealt combat damage with this weapon, exhaust all cards he controls.

Silent Fang, 2, HuPaRoWa (Dark Portal-281U)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 1 Strike
(2) Destroy this weapon >> Interrupt target ability.

Silithus (Drums-266R)
Location—Objective (200)
At the start of your turn, add capture counters equal to the combined cost of allies you control. << [Activate], Remove 200 capture counters. >> Gain control of all cards in play except heroes.

Sikera's Shadow, 5, Horde (Legion-203C)
Ally—Blood Elf Rogue, 3 [Melee] / 4 Health
When you play an ability, you may destroy target equipment.

Sikera's Shadow, 5, Horde (Legion-203C)
Ally—Blood Elf Rogue, 3 [Melee] / 4 Health
When you play an ability, you may destroy target equipment.

Silencing Shot, 4, Hunter (Outland-35R)
Instant Ability—Silence
Marksmanship Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.)
<< You may exhaust a Ranged weapon you control rather than pay this ability's cost. << Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability he played.

Silence Shot, 4, Hunter (Outland-35R)
Instant Ability—Silence
Marksmanship Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.)
<< You may exhaust a Ranged weapon you control rather than pay this ability's cost. << Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability he played.
Sinestra, 6 (Twilight-160R)
Ally—Black Dragonkin Consort, Sinestra (1), 4 [Fire] / 3 Health

**Ferocity** <p> On your turn: Destroy another non-token ability, ally, or equipment you control
>> Put two [Shadow] / 1 [Health] Twilight Dragonkin ally tokens into play with **Ferocity**.

Singing Crystal Axe, 3, PaWa [Legion-289E]
Equipment—2H Weapon—Axe, Melee (1), 5 [Melee], 0 Strike
This weapon enters play with four slow counters. <p> If you pay (1) more to strike with this weapon for each slow counter, <p> You strike with this weapon, remove a slow counter.

Sinister Revenge, 2, Rogue (Naxxramas-36R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
Your hero has **Dual Wield**. <p> When this weapon enters play, put X + 1 ATK counters on it, where X is the ATK of a nether weapon you control.

Sinister Set-up, 3, Rogue (Scourgewar-85C)
Instant Ability—Combat Combo
Exhaust up to two target heroes and/or allies. Each of them can't ready during its controller's next ready step.

Sinister Strike, 2, Rogue (Azeroth-102C, Class-89C, Horde Rogue-12C)
Instant Ability—Combat Combo
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Sinthya Flabberghast, Horde (Drums-15)
Hero—Undead Rogue (Combat), Engineering/Jewelcrafting, 27 Health
(3), Flip Sinthya >>> When Sinthya next deals combat damage to a hero or ally this turn, she also deals that much melee damage to a second target hero or ally.

Siphon Life, 5, Warlock (Horde Warlock-12R, Legion-110R)
Instant Ability—Affliction
**Affliction Talent** (You can't put Demonology Talents or Destruction Talents in your deck) <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Sira’kess Tide Priestess, 3 (Throne-210C)
Monster Ally—Naga Priest, 2 [Shadow] / 2 Health

**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may put target ally from your graveyard into your hand.

Sironas, 5 (Legion-253R)
Ally—Demon, Unique, 4 [Melee] / 3 Health
At the start of your turn, the player with the most resources destroys one of them. If two or more players are tied, you choose which one destroys a resource.

Sister Colleen Tulley, 2 (Citadel Raid-82C, Wrathgate-164C)
Ally—Human Priest, Unique, 2 [Holy] / 3 Health
Argent Crusade Reputation <p> This ally has **Mendid** 3 for each Unique ally you control.

Sister of Pain, 1 (Black Temple Raid-41C)
Ally—Demon Traitor, 1 [Shadow] / 2 Health
Traitor Hero Required <p> When this ally attacks, she deals 1 shadow damage to target opposing hero.

Sister of Pleasure, 1 (Black Temple Raid-41C)
Ally—Demon Traitor, 1 [Holy] / 2 Health
Traitor Hero Required <p> Protector <p> When this ally defends, she heals 1 damage from target hero or ally.

Sister Remba, Alliance (Betrayed-9)
Hero—Dwarf Priest (Discipline), Alchemy/Tailoring, 26 Health
(1), Flip Remba >>> Target ally you control with an attachment has **Elusive** and **Untargtable** this turn.

Sister Rot, 5, Horde (Class-193C, Dark Portal-233C)
Ally—Undead Priest, 5 [Shadow] / 2 Health
When this ally enters play, you may destroy target ability.

Sivandra Darklust, 3, Horde (Honor-145C)
Ally—Undead Warlock, 3 [Shadow] / 3 Health

**Will of the Forsaken** (This ally can't leave play unless it has fatal damage or 0 [Health].) <p> When this ally enters play, draw a card, then destroy an ally you control.

Sk aa of the Somber Watch, 3, Alliance (Scourgewar-153C)
Ally—Draenei Death Knight, 4 [Melee] / 1 Health
Opposing heroes have “This hero has -1 ATK for each damage on it.”

Skaduzzle, 5, Alliance (Honor-116C)
Ally—Gnome Mage, 6 [Fire] / 3 Health

**Escape Artist** (When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.)
Skarr the Unbreakable, 6 (Gladiators-155R)
Arena Ally—Ogre, Unique, 5 [Melee] / 7 Health

**Protector** <p> Prevent all damage that Arena allies would deal to this ally.

Skeletal Warhorse, 2, Horde (Icecrown-140R)
Ally—Warhorse, Mount (1), 0 [Melee] / 4 Health
Undead Hero Required <p> You pay (1) less to complete quests. <p> You may place a resource face up into your resource row, you may remove target card in a graveyard from the game. (Mounts can't attack or be attacked.)

Skewer, 4, Horde (Azeroth-155C)
Instant Ability
Choose an ally you control. It deals melee damage equal to its ATK to target ally.

Skinbi’s Pendant, 2, DrHuPaRoShWa (Onyxia-28R)
Equipment—Item, Neck (1)
You pay (1) less to strike with weapons.

Skinned Whelp Shoulders, 3, DrRo (Worldbreaker-225U)
Equipment—Armor—Leather, Shoulders (1), 1 DEF
Your hero has **Assault** 2 for each Dragonkin you control.

Skolds the Nethertwister, Alliance (Throne-7) Hero—Dwarf Warlock, 28 Health
(5), Flip Skoids >>> Skolds deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skorn, Mistress of Shadow, 5, Horde (Azeroth-259R)
Ally—Orc Warlock, 3 [Shadow] / 2 Health
When an ally is dealt damage, this ally deals that much shadow damage to target hero in that ally's party.

Skronk Skullbeeker, 2, Horde (Class-194C, Horde Rogue-20C, Illidan-168C)
Ally—Orc Rogue, 1 [Melee] / 3 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

The Skull of Gul'dan, 2, DrMaPaPrShLo (Black Temple-5R)
Equipment—Item, Trinket (2) [Activate] >>> You pay (2) less the next time you pay a cost with (X) in it this turn.

Skullchewer, 5, Death Knight (Throne-32R)
Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health
As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card’s printed powers.

SkullFlame Shield, 6, PaShWa (Azeroth-299E)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
When your hero defends, it deals 1 fire damage to each opposing hero and ally.

Skullteaker Greataxe, 4, DkPaShWa (Crown-189C)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +1 ATK for each Monster hero and ally you control.

Skum Bag'go, 1, Horde (Drums-195C)
Ally—Troll Rogue, 1 [Melee] / 1 Health
When this ally enters play, you may turn target resource face down.

Skum the Pillager, Horde (Honor-17)
Hero—Troll Rogue (Assassination), Mining/Alchemy, 27 Health
On your turn: (3), Flip Skum >>> Turn target resource face down.

Sky-Hunter Swift Boots, 3, HuSh (Outland-204U)
Equipment—Armor—Mail, Feet (1), 2 DEF

**Untargetable**
The Skybreaker, Alliance (Icecrown-220R) Location (2)
When a quest you control turns face down, add a cannonball counter. <p> On your turn (1), [Activate], Remove two cannonball counters
>>> Your hero deals 4 ranged damage to target hero.

Skyfire Hawk-Bow, 4, Hunter (Legion-290U) Equipment—Weapon—Bow, Ranged (1), 2
[Ranged], 1 Strike
When you strike with this weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it)

Skymistress Taranna, 3, Horde (Betrayer-179R) Ally—Tauren Druid, 2 [Arcane] / 4 Health
When another [Arcane] ally enters your party, draw a card.

Skywall (Elements-220R) Location
On your turn, if a hero or ally you controlled dealt nature ([Nature]) damage this turn: (2), [Activate] >>> Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> When an Air Elemental enters play under your control, you may exhaust target ally.

Skywing (Illidan-248R) Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Bird ally token named Skywing into play. At the start of your next turn, that ally has +3 / +3 and is also an Arakkoa.

Slam, 3, Warrior (Dark Portal-124U, Twilight-100U) Ability—Fury
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Slash and Dash, 3, Rogue (Gladiators-57C) Ability—Subtlet Combo
Ongoing: When this ability enters play, you may destroy target exhausted ally. <p> Your hero has Stealth. (It can’t be protected against.) <p> When your hero deals damage, destroy this ability.

Slashdance, 1 (Drums-111U, Drums Loot-1L) Instant Ability
Each player may dance the way he imagines his hero would dance. If he does, he may turn his hero face up.

Slaughter from the Shadows, 4, Rogue (Dark Portal-88R) Ability—Assassination
Play only if your hero has Stealth. <p> Destroy all exhausted allies.

Slay or Stay, 1, Warrior (Illidan-110U) Ability—Fury Protection
Choose one: Destroys target damaged ally, or attach to target ally. <p> Ongoing: Attached ally has Protector.

Slay the Feeble, 1, Rogue (Alliance Rogue-10C, Class-90C, Drums-65C) Ability—Assassination Combo
Your hero deals 3 melee damage to target exhausted hero or ally.

Slayer’s Waistguard, 3, PaWa (Class-210U, Gladiators-166U) Equipment—Armor—Plate, Waist (1), 3 DEF
You pay (3) less to strike with weapons while your hero is defending.

Slice and Dice, 2, Rogue (Dark Portal-89U) Instant Ability—Assassination
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> Your hero deals X melee damage divided as you choose to any number of target heroes and/or allies.

Slipperyfist, 1 (Throne-190U) Monster Ally—Murloc Rogue, 1 [Frost] / 1 Health
This and other Murloc allies you control have Elusive while ready. (They can’t be attacked.)

Slow, 3, Mage (Outland-45R) Ability—Arcane
Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck.) <p> Attach to target hero. <p> Ongoing: Attached hero’s controller can’t play more than one card per turn. (This doesn’t include placing resources.)

Smash, 2, Warrior (Betrayer-122C) Instant Ability—Fury
Destroy target equipment. If you do, your hero deals melee damage to its controller’s hero equal to its cost.

Smite’s Reaver, 4, DkPaRoShWa (Dungeon—202R) Equipment—Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike
When you strike with this weapon, you may exhaust target hero or ally. <p> When you strike with this weapon for the first time each turn, you may ready it and your hero at the end of this combat.

Smoke Bomb, 4, Rogue (Twilight-74R) Ability—Subtlet
Ongoing: Opposing heroes and allies attack at random. <p> Opponents pay (2) more to play abilities that target a hero or ally you control.

Smoke or Croak, 3, Mage (Illidan-52U) Ability—Fire Arcane
Choose one: Your hero deals 3 fire damage to target hero, or attach to target ally. <p> Ongoing: Attached ally can’t attack or protect, lose and can’t have powers, and is also a Frog.

Smoke Blistering Blast, 1, Mage (Scourgewar-58C) Ability—Fire
Ongoing: Destroy this ability >>> Your hero deals 3 fire damage to target ally.

Snaggle, 1 (Worldbreaker Crafted-10E) Monster Ally—Gnoll Warrior, 1 [Melee], 1 Health
This ally has Assault 1 for each other Monster hero and ally you control.

Snake Trap, 6, Hunter (Betrayer-55U) Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Put X 1 [Nature] / 1 [Health] Snake ally tokens into play, where X is target opposing attacker’s cost.

Snarl Hellwind, 1, Horde (Outland-185U) Ally—Orc Warlock, 1 [Shadow] / 2 Health
Destroy another ally you control >>> This ally has +1 ATK this turn.

Sneak, 1, Alliance (Azeroth-152C) Instant Ability
Target ally has Elusive this turn. (It can’t be attacked.)

Snig Feralsnout, 2, Horde (Outland-186C) Ally—Tauren Druid, 3 [Melee] / 1 Health
Stealth (This ally can’t be protected against.)
<p> This ally has Ferocity while you control a Form.

Sniper Training, 5, Hunter (Crow-19R) Ability—Survival
Survival Talent (You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.)
<p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage this turn, it’s dealt 5 damage instead.

Snurky, 2 (Throne-191C) Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health
This and other Murloc allies you control have Stealth. (They can’t be protected against.)

Soggypaw, 4 (Worldbreaker Crafted-11E) Monster Ally—Gnoll Rogue, 4 [Melee], 3 Health
This ally has Ferocity and Assault 2 while there are no ready opposing allies.

Solanian’s Belongings, Horde (Dark Portal-307C) Quest
Pay (4) to complete this quest. <p> Reward: Choose one: Put an ability from your graveyard on top of your deck; or draw a card. If your hero is a Blood Elf, you may choose both.

Someone Else’s Hard Work Pays Off (Drums-253R) Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Unique Ethereal ally token named Cryo-Engineer Shu’heen into play with “At the start of your turn, remove this ally from the game. If you do, gain control of target ability or equipment.”

Something That Burns (Elements-216U) Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.
Sonic Spear, 5, HuPaWa (Outland-219U)
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike
When your hero deals combat damage with this weapon to a hero, that hero's controller destroys an equipment he controls.

Sothing Wave, 3, Shaman (Scourgewar-89C)
Instant Ability—Restoration
Your hero heals 4 damage from each of up to two target heroes and/or allies.

Soram Wildhawk, 1, Horde (Wrathgate-147C)
Ally—Tauren Druid, 1 [Nature] / 2 Health
Mend 1 <<< When this ally heals damage from a hero or ally, that character has Assault 1 this turn.

Sorgia the Swift, 1, Horde (Drums-196C)
Ally—Tauren Shaman, 1 [Melee] / 1 Health
Fecocity (This ally can attack immediately.) <<< War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)

Soridormi, 6 [Elements-167R]
Ally—Bronze Dragonkin Consort, Soridormi (1), 5 [Arcane] / 6 Health
(1) >>> Target ally you control has Protector, Elusive, Stealth, or Unattquerable this turn.

Sorrow’s End, 4, DkPaWa (Throne-252R)
Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike
Play with the top card of your deck revealed. <<< When a card with cost 3 or more is revealed this way, this weapon has +3 ATK. <<< While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

Soul Casket, 3, DrMaPrShLo (Worldbreaker Badge-12E)
Equipment—Item, Trinket (2) [Activate]. Discard an ally >>> Your hero deals 2 shadow damage to target hero or ally.

Soul Cleave, 3, Warlock (Throne-80U)
Ability—Destruction
As an additional cost to play this ability, destroy an ally you control. <<< Destroy up to two target allies.

The Soul Conductor, 3, Horde (Ilidan-169R)
Ally—Orc Warlock, 2 [Shadow] / 2 Health
This ally has +1 / +1 for each ally in opposing removed from game zones.

Soul Eater Morgania, Alliance (Twilight-7) Hero—Worgen Warlock, 28 Health [Front]: (2) >>> Flip Morgania face down.
[Back]: When an opposing ally is destroyed, Morgania heals 1 damage from herself.

Soul Eater’s Handwraps, 3, MaPrLo (Magtheridon-5R)
Equipment—Armor—Cloth, Hands (1), 1 DEF
When an deck into his graveyard.
Soul Inversion, 1, Warlock (Class-112C, Legion-111C)
Ability—Affliction
Attach to target ally. <<< Ongoing: Attached ally has +2 / -2.

Soul Link, 4, Warlock (Azeroth-133R)
Ability—Demonology
Demonology Talent (You can't put Afflication Talents or Destruction Talents in your deck.) <<< Ongoing: Put 1 damage on an ally you control >>> Prevent the next 1 damage that would be dealt to your hero this turn.

Soul of the Dead, 2, DkPr [Icecrown-185R]
Equipment—Item, Trinket (2)
Your hero has +1 [Health] for each soul counter. <<< [Death Knight] Hero: Opposing allies everywhere have "Death Rattle: Add a soul counter to the item that granted this power."
<<< [Priest] Hero: Opposing abilities everywhere have "Death Rattle: Add a soul counter to the item that granted this power."

Soulrend, 2, Priest (Outland-62C)
Ability—Shadow
Target opponent puts an ally he controls into its owner's hand. If he does, that opponent discards a card.

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.

Soulrinker Bogmara, Horde (Scourgewar-16)
Hero—Orc Warlock (Affliction), Tailoring/Inscription, 28 Health
If you control another Warlock: Flip Bogmara >>> Bogmara deals 1 shadow damage to target hero or ally and heals 1 damage from herself.

Souleeker Huulo, 3, Alliance (Scourgewar-154C)
Ally—Draenei Priest, 3 [Shadow] / 3 Health
This ally has Assault 1 while you control another hero or ally with Assault, and Mend 1 while you control another hero or ally with Mend.

Soulessatter, 4, Warlock (Outland-89R)
Ability—Demonology
Ongoing: When your hero defends against an ally, that ally's controller exhausts all allies he controls.

Soultone, 3, Warlock (Class-131U, Honor-74U)
Ability—Demonology
Attach to target ally. <<< Ongoing: When attached ally is destroyed, its owner may put it from his graveyard into play.

Soup for the Soul (Drums-254C)
Quest
This quest enters play exhausted. <<< Pay (4) to complete this quest. <<< Reward: Draw two cards.

Southshore, Alliance (Drums-258U)
Location—City
On your turn: (1) [ Activate] >>> When target [Alliance] ally you control next deals damage to an ally with lower cost this turn, draw a card.

Soul Stone, 5, Shaman (Drums-252U)
Ability—Elemental
This turn, your hero has "Exhaust a card you control >>> This hero deals 1 fire damage to target hero or ally."

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: Attached ally has "When this ally attacks for the first time each turn, ready: " <<< When this ability leaves play, destroy attached ally.

Sparkington the Arupt, 3, Alliance (Icecrown-115U)
Ally—Gnome Mage, 4 [Arcane] / 2 Health
Mages and [Mage] cards in your hand are instant.

Spaulders of Lost Secrets, 3, HuSh (Scourgewar-225C)
Equipment—Armor—Mail, Shoulder (1), 2 DEF
When this armor enters play, you may put the bottom card of your deck into your hand.

Spaulders of the Scarred Lady, 2, HuSh (Crown-174U)
Equipment—Armor—Mail, Shoulders (1), 1 DEF
Your hero has Assault 2 for each ally you control with 6 or more ATK.

Spectral Kitten, 3 (Scourgewar-214R, Scourgewar Loot-3L)
Ally—Tiger, Pet (1), 4 [Melee] / 4 Health
[Horde] allies you control have +1 ATK. <<< [Alliance] allies you control have +1 [Health]. <<< [Horde] and [Horde] non-[Alliance] allies you control have +1 / +1.

Spectral Tiger, 4 (Outland-193R, Outland Loot-3L)
Ally—Spectral Tiger, 4 [Melee] / 3 Health
[Alliance] Hero: Elusive allies you control have +1 [Health]. <<< [Horde] Hero: Allies you control with Fecocity have +1 ATK.

Spell Reflection, 3, Warrior (Outland-97U)
Instant Ability—Protection
You may exhaust a Shield you control rather than pay this ability's cost. <<< If an ability is targeting only your hero, change its target to its controller's hero.

Spell Ricochet, 2, MaWa (Drums-105C)
Instant Ability—Arcane Protection
You may change the target of an ability with a single target.

Spell Suppression, 1, Mage (Drums-40C)
Ability—Arcane
Attach to target ability, ally, equipment, or resource. <<< Ongoing: Attached card loses and can’t have powers.
Spellbreaker's Buckler, 3, PsSh (Outland-205R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
(1), [Activate], Discard an equipment >>> Interrupt target ability.

Spellstake, 3, Mage (Dark Portal-54R)
Ability—Arcane
Gain control of target ability. If it’s attached to a hero or ally, you may attach it to another hero or ally.

Spellstrike Hood, 5, MaPrLo (Crafted-7E)
Equipment—Armor—Cloth, Head (1), 1 DEF
(2), [Activate] >>> When you next play a non-Ongoing ability this turn, copy it. (You may choose new targets for the copy.)

Spellweaver Jihan, Alliance (Drums-7)
Hero—Human Mage (Arcane), Enchanting/Tailoring, 25 Health
Flip Jihan >>> The next time Jihan would deal damage with an ability, she deals much +1 instead.

Spelunker Maddocks, 4, Alliance (Honor-117R)
Ally—Dwarf Rogue, 0 [Melee] / 0 Health
Dwarf Hero Required >>> Find Treasure >>> This ally has +1/+1 for each card in your graveyard.

Sphere of Divinity, 2, PaPr (Drums-106C)
Instant Ability—Protection Discipline
Attach to target ally, << Ongoing: Prevent all damage that attached ally would be dealt. >>> At the start of the turn, destroy this ability.

“Spider Legs” McGillicutty, 1, Horde (Legion-204C)
Ally—Undead Warrior, 1 [Melee] / 1 Health
Protector >>> When this ally is destroyed, you may exhaust target hero or ally.

Spinal Reaper, 5, PsWa (Molten Core-28R)
Equipment—2H Weapon—Ax, Melee (1), 3 [Melee], 1 Strike
When your hero deals fatal combat damage with this weapon, draw a card.

Spinning Fate, 1, RoWa (Icecrown-198R)
Equipment—Weapon—Shuriken, Ranged (1), 0 [Melee], 1 Strike
Thrown (When you strike with this weapon, your hero has Long-Range this combat. At the end of this turn, put this weapon from play into its owner's hand.) >>> When you strike with this weapon, put the top card of target opponent’s deck into your graveyard. This weapon has Assault X this combat, where X is the cost of that card.

Spire of Sunset, 2, DrMaPrShLo (Horde Mage-25R, Wrathgate-196R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
On your turn: (2) Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spirit Bond, 1, Hunter (Dark Portal-39R)
Ability—Beast Mastery

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.) <<< Ongoing: At the start of your turn, if you control a Pet, your hero heals 2 damage from itself and each Pet you control.

Spirit Healer, 8 (Azeroth-169E)
Ability
Ongoing: At the end of each player’s turn, that player may put an ally from his/her graveyard into play with damage equal to its [Health] - 1.

Spirit of Redemption, 25, Priest (Wrathgate-64R)
Instant Master Hero—Spirit Holy, 0 Health
Holy Talent (You can’t put Discipline Talents or Shadow Talents in your deck.) <<< You pay (1) less to play Spirit of Redemption for each damage on your hero. <<< Spirit of Redemption can’t be destroyed while you control an ally.

Spirit of Stormrage, 9, Alliance (Illidan-140E)
Ally—Night Elf Druid Spirit, Unique, 0 [Nature] / 12 Health
Untargetable <<< [Activate] >>> Search your deck for a card and put it into your hand.

The Spirit Polluted (Legion-314C)
Quest
Put 3 damage on your hero and pay (1) to complete this quest. <<< Reward: Draw a card.

Spirit Totem, Shaman (Icecrown-205U)
Quest
Pay (2) to complete this quest. <<< Reward: Ready target ally or weapon you control.

Spirit Weapons, 3, Shaman (Illidan-93R)
Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.) <<< Ongoing: [Activate] >>> Target hero or ally has -X ATK this turn, where X is the combined ATK of Melee weapons you control.

Spriits of Auchindoun (Drums-255C)
Quest
Turn one other face-up resource you control face down to complete this quest. <<< Reward: Draw a card.

Spiritual Attunement, 3, Paladin (Dark Portal-65U)
Ability—Protection
Ongoing: When another hero or ally heals damage from your hero, you may pay (1). If you do, draw a card.

Spiritual Awakening, 7, Shaman (Icecrown-72R)
Ability—Restoration
Ongoing: At the start of your turn, remove all but 14 damage from your hero.

Spiritual Domination, 3, Priest (Betrayed-86R)
Ability—Traitor
Traitor Hero Required <<< Put target ally from an opponent’s graveyard into play under your control.

Spiritual Harmony, 3, Priest (Workbreaker-82C)
Ability—Holy
Put target ally from your graveyard into your hand. If you do, your hero heals damage from itself equal to that ally’s cost.

Spiritual Healing, 2, Priest (Azeroth-90R)
Ability—Holy
Holy Talent (You can’t put Discipline Talents or Shadow Talents in your deck.) <<< Ongoing: When you play a Holy ability, your hero heals 2 damage from target hero or ally.

Spiritual Imbalance, 3, Priest (Crown-35C)
Instant Ability—Shadow
Target ally has -3 / -3 this turn.

Spiritual Return, 2, Shaman (Worldbreaker-101R)
Ability—Restoration
Put target [Fire], [Frost], or [Nature] ally from your graveyard into play if it’s cost is less than or equal to the number of resources you control. That ally enters play with damage equal to its [Health] - 1.

Spiritualist Sunshroud, Horde (Drums-16)
Hero—Blood Elf Priest (Shadow), Engineering/Jewelcrafting, 26 Health
On your turn: (3), Flip Sunshroud >>> Target player destroys an ally he controls.

Spiritwalker Kavi’je, Horde (Wrathgate-18)
Hero—Troll Shaman (Restoration), Blacksmithing/Mining, 28 Health
Flip Kavi’je, discard a Shaman >>> You pay (2) less to play your next Totem 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 Devolve. (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.)

Splinter Mind, 4, Priest (Gladiators-53R)
Ability—Shadow

Attach to target ally. <<< Ongoing: You control attached ally. <<< At the start of your turn, your hero deals 1 shadow damage to attached ally.

Split Greathammer, 4, DkPaRoSh (Naxxramas-37R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike
If your hero would deal combat damage to a hero with this weapon, it may deal that much divided as you choose among any number of opposing heroes and/or allies instead.

Split Open, 2, Warrior (Honor-81C)
Instant Ability—Fury
Attach to target hero or ally. <<< Ongoing: Attached character has -2 [Health].

Spoils of the Hunt, 3, Hunter (Horde Hunter-11R, Scourgewar-49R)
Ability—Survival
Destroy all opposing allies that have or share the highest cost among opposing allies.
Spread the Word, 1, Paladin (Onyxia-6U)
Ability—Holy
Ongoing: Damage that friendly heroes would deal is unpreventable.

Spring Rabbit, 1 (Holiday 3-3R)
Ally—Rabbit, 2 [Nature] / 1 Health
(1), Exhaust this and another Rabbit ally you control >>> Put a 1 [Melee] / 1 [Health] Bunny Egg token into play.

Sprint, 4, Rogue (Legion-87U)
Instant Ability—Combat
Ongoing: [Activate] >>> Choose one: Ready your hero; or if your hero is defending, remove all attacking allies from combat.

Spymaster Thalodien, 5 (Betrayor-207E)
Ally—Blood Elf Rogue, Unique, 4 [Melee] / 5 Health
Scryer Reputation, Sabotage: Deck <p>
When this ally sabotages a deck, reveal cards from the top until you reveal a non-quest. Remove that card from the game and put the rest on the bottom. You may play that card without paying its cost this turn. (If it has X in its cost, X is 0.)

Squall Totem, 1, Shaman (Scourgewar-90R)
Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health
Ongoing: When this Totem enters play, exhaust all opposing heroes and allies. <p>
When an opposing hero or ally attacks or protects, you may exhaust a second target hero or ally.

Stab in the Dark, 1, Rogue (Gladiators-58U)
Ability—Subtle
Look at target opponent’s hand and choose an ally. He discards that card.

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

Stacia Marikton, 5, Alliance (Twilight-123U)
Ally—Human Hunter, 5 [Nature] / 1 Health
When this ally enters play, target hero or ally you control has Long Range this turn.

Staff of Ammuane, 3, DrMaPrLo (Worldbreaker Crafted-3E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
Artifact (You may play this card from your graveyard.) <p>
When your hero is dealt 1 or more damage by an attacking hero or ally, you may put a 0 [Nature] / 1 [Health] Seeding Pod ally token into play with Mend 1.

Staff of Dominance, 4, DrMaPrShLo (Dark Portal-282R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
This weapon enters play exhausted. <p>
On your turn: [X], [Activate], Destroy this weapon >>> Gain control of target ally with cost X.

Staff of Sinister Claws, 2, DrMaPrLo (Scourgewar-244U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
At the start of your turn, target random ally you control has Assault 2 this turn.

Staff of Sorceror-Thane Thaurissan, 4, DrMaPrShLo (Worldbreaker Crafted-6E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike
Artifact (You may play this card from your graveyard.) <p>
When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play. <p>
On your turn: [Activate] >>> Your hero deals 2 arcane damage to target ally.

Staff of the Ashtongue Deathsworn, 4, DrPrSh (Ilidan-229R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
Loyal Hero Required <p>
Text that refers to the start of a turn refers to the end of that turn instead.

Staff of the Ruins, 2, DrMaPrShLo (Outland-220U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
[Activate] >>> You pay (1) less to play your next ability this turn for each card in your graveyard with the same name as that ability.

Staff of Trickery, 3, DrHu (Wrathgate-197C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
Exhaust your hero, discard a card >>> Ready or exhaust target card if it shares a card type with the card you discarded.

The Staff of Twin Worlds, 6, DrMaPrShLo (Drums-234E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
Other cards in play have their printed text a second time. (For example, if a card has the text, “Allies have +1 ATK,” treat it as though it says that twice.)

Stained Shadowcraft Cap, 1, DrRo (Twilight-183R)
Equipment—Armor—Leather, Head (1), 1 DEF
On your turn, if this armor has three or more heirloom counters: [Activate] >>> Your hero deals 3 nature damage to target hero or ally.
<p>
Stash: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Spaulders, 4, DrRo (Elements-185R)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
At the start of your turn, your hero may deal 1 nature damage to target hero or ally, plus an additional 1 for each heirloom counter on this armor.
<p>
Stash: Add a heirloom counter to target equipment you control.

Stained Shadowcraft Tunic, 2, DrRo (Worldbreaker-226R)
Equipment—Armor—Leather, Chest (1), 2 DEF
[Activate] >>> Target hero or ally has Stealth this turn.
<p>
Stash: (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Target hero or ally has Stealth this turn.

Stakethrower, 4, Hunter (Horde Hunter-25U, Worldbreaker-246U)
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike
This equipment enters play with a stake counter. <p>
Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p>
Remove a stake counter >>> This weapon has +3 ATK this combat.

Stalwart Bear Form, 4, Druid (Elderlimb-90, Thron-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].

Stalwart Protector, 1, Warrior (Azeroth-148U)
Instant Ability—Protection
Ongoing: Your hero has Protector.

Stance Mastery, 2, Warrior (Worldbreaker-121R)
Ability—Protection
Ongoing: [Activate] >>> Your hero has +1 ATK this combat.

Standards and Practices, Horde (Outland-229C)
Quest
If an opponent controls more allies than in you: Pay (2) to complete this quest. <p>
Reward: Draw a card.

Starburst, 4, Druid (Elements-38R)
Ability—Balance
Your hero deals 3 arcane damage to target hero or ally. Then, you may put this ability into your resource row face down and exhausted.

Starfire, 6, Druid (Azeroth-31R, Class-34R, Horde Druid-10R)
Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. Draw a card.

Stargaze, 4 (Dungeon Treasure-10C)
Ability
Ongoing: When a Druid ally enters play under your control or a friendly player’s control, target player draws a card.

Stargazer Ronal, 4, Alliance (Alliance DK-21C, Twilight-124C)
Ally—Worgen Druid, 4 [Arcane] / 4 Health
When this ally is destroyed, you may shuffle target player’s graveyard into his deck.

Starli, 4, Alliance (Scourgewar-155C)
Ally—Gnome Warlock, 3 [Fire] / 4 Health
When this ally deals damage to an ally, you may remove target weapon from the game.

Starshot, 2, Druid (Class-35C, Gladiators-23C)
Ability—Balance
Your hero deals 3 arcane damage to target ally. Draw a card.

Stasis, 1, Paladin (Worldbreaker-72C)
Ability—Protection
Attach to target equipment and exhaust it. <p>
Ongoing: Attached equipment can’t ready during its controller’s ready step.
This ally has +1 / +1 for each equipment you put into play this turn. Exhaust this weapon unless you pay [Ranged].

**Steelhawk Crossbow, 3, Hunter**

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

Exhaust an ally you control >>> You pay (1) less the next time you strike with this weapon this turn.

*Stephen Hathrow, 1, Horde (Icecrown-141C)*

**Ally—Undead Warrior, 1 [Melee] / 2 Health**

On your turn: (3), Destroy a nonally you control >>> Destroy target equipment.

*Stevrona Forgemender, 3, Alliance (Elements-126R)*

**Ally—Dwarf Shaman, 2 [Fire] / 5 Health**

Token allies you control have +1 / +1. *<p>Stash

(As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Ready target token ally.*

*Stillfing Decree, 2, Paladin (Scourgewar-65C)*

**Ability—Protection**

Attach to target ability or weapon. *<p>Ongoing: Prevent all damage that would be dealt with attached card.*

*Stitches, 4 (Dark Portal-246E)*

**Ally—Undead Abomination, Unique, 0 [Melee] / 0 Health**

This ally has +1 / +1 for each ally in your graveyard. *<p>When this ally is dealt damage, remove that many allies in your graveyard from the game. Then, remove 1 damage from this ally for each ally removed this way.*

*Stone Guard Rashun, 5, Horde (Dark Portal-234R)*

**Ally—Tauren Shaman, 5 [Melee] / 5 Health**

When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. *<p>Token allies you control have **Ferocity.** (They can attack immediately.)*

*Stonebranch, Ancient of War, 4 (Crown-159U, Elderlimb-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 **Ferocity.** (They can attack immediately.)*

*Stonelaw Totem, 3, Shaman (Legion-100C)*

**Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 5 Health**

Ongoing: Opposing heroes and allies can attack only this Totem if able. *<p>When a hero or ally deals combat damage to this Totem, that character can’t ready during its controller’s next ready step. *<p>([Totems can’t attack].)*

*Stoneform, 2, Alliance (Dark Portal-132U)*

**Instant Ability**

Dwarf Hero Required *<p>Destroy any number of abilities attached to your hero. *<p>Ongoing: Armor you control have +1 [DEF].*

*Stonemother’s Gift, 3 (Elements-105U)*

**Ability**

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

*Stoneskin Totem, 1, Shaman (Betrayer-102U)*

**Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health**

Ongoing: Opposing allies have -1 ATK. *<p>(Totems can’t attack.)*

*Stonespine Gargoyle, 2 (Icecrown-159C)*

**Scourge Ally—Gargoyle, Unlimited, 2 [Melee] / 2 Health**

Scourge Hero Required *<p>While this ally is ready, prevent all damage that would be dealt to it.*

*The Storm King’s Vengeance (Icecrown-217C)*

**Quest**

Pay (3) to complete this quest. *<p>(Reward: Reveal the top three cards of your deck. Put a revealed ability, ally, or equipment with cost less than or equal to the amount of damage on your hero into your hand, and the rest on the bottom of your deck.)*

*Storm Shock, 1, Shaman (Betrayer-103C)*

**Instant Ability—Elemental**

Target opponent chooses a hero or ally he controls, and your hero deals 4 nature damage to it.

*Stormfire, 3, Druid (Illidan-33C)*

**Ability—Balance**

Your hero deals 3 arcane damage to target hero or ally. *<p>Draw a card.*

*Stormfury, Black Blade of the Betrayer, 3, Rogue (Gadetl-26R)*

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

At the start of your turn, if this weapon has two or fewer Demonic counters on it, add a Demonic counter. *<p>(This weapon has +1 ATK and you pay (1) less to strike with it for each Demonic counter on it.)*

*Stormpike Insignia, 2, Alliance, DkDrHuMaPaPrRoShLoWa (Honor-167U)*

**Equipment—Item—Battleground, Trinket (2)**

When you play a card, add an honor counter. *<p>If there are six or more on this item, destroy it. *<p>(When this item is destroyed this way, your hero deals 5 frost damage to target hero or ally.)*

*Stormrage Cover, 2, Druid (Onyxia-19E)*

**Equipment—Armor—Leather, Head (1), 1 DEF (1), [Activate] >>> Draw a card, then discard a card. *<p>(When you play a [Druid] ability, ready this armor.)*

*Stormrage Legguards, 4, Druid (Molten Core-10R)*

**Equipment—Armor—Leather, Legs (1), 2 DEF When you play a [Druid] ability, you may pay (1). If you do, target ally has +1 ATK this turn.***

*Stormrage Signet Ring, 4, DrPaRoShWa (Black Temple-68)*

**Equipment—Item, Ring (2)**

On your turn: (2), [Activate] >>> Put target equipment into its owner’s hand.
Stormshield of Renewal, 3, PaSh (Legion-268U) 
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
When your hero heals damage from a friendly ally, it also heals as much from itself.

Stormstrike, 1, Shaman (Dark Portal-101R) 
Instant Ability—Enhancement
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.) <p>
Ready your hero and a Melee weapon you control. <p>
The next time your hero would deal nature damage this turn, it deals that much +2 instead.

Stormstrike Mace, 1, RoSh (Icecrown-199R) 
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike

Stormtip, 3, DrMaPrShLo (Icecrown-200R) 
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike
When you play a card, you may pay (1). If you do, add a surge counter. <p> (2), Exhaust your hero, remove all surge counters. <p> Your hero deals 1 frost damage to target hero or ally for each counter removed this way.

Stormwind City, Alliance (Drums-259R)
Location—City
Human Hero Required <p>
If you control a Human ally: [Activate] >>> You pay (2) less to play your next ally this turn.

Stormwind Investigator, 2, Alliance (Dungeon Treasure-16C)
Ally—Human Hunter, 3 [Melee] / 2 Health
When this ally enters play, you may look at the top card of the target player’s deck. You may put that card into his graveyard.

Stringlevine, 2, Druid (Wrathgate-36U)
Ability—Balance
Attach to target opposing ability, ally, or equipment. <p> Ongoing: Attached card can’t ready during its controller’s ready step. <p> On your turn: (2) >>> Attach this ability to target opposing ability, ally, or equipment.

Stranglevine, 3, Druid ( Legion-28C)
Ability—Balance
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can’t ready during its controller’s ready step. <p> At the start of your turn, your hero deals 2 nature damage to attached ally.

Strangulate, 3, Death Knight (Worldbreaker-30U)
Instant Ability—Blood
Interrupt target ability. <p> [Rally] (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Opponents can’t play abilities this turn.

Strength of Arms, 7, Warrior (Outland-98R) 
Ability—Armor
Ongoing: Weapons you control have +2 ATK. <p> Armor you control has +2 [DEF].

Strength of Battle, 1, ShWa (Wrathgate-101U) 
Ability—Enhancement Fury
This turn, weapons you control have Assault 1 for each Shaman and Warrior you control.

Strength of Earth Totem, 1, Shaman (Gladiators-65C) 
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: Allies you control have +1 ATK. <p> (Totems can’t attack)

Strength of Will, 3 (Sylvaranas-9C, Throne-94C) 
Ability Attach to target ally. <p> Ongoing: Attacked ally has +2 / +2.

Striker’s Mark, 2, HuRoWa (Molten Core-29R) 
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 2 Strike
Melee weapons you control have +1 ATK. <p> When you strike with this weapon, your hero has Long-Range this combat.

String of Beaded Bubbles, 2, DrMaPrShLo (Worldbreaker Badge-4E) 
Equipment—Item, Neck (1) 
At this item enters play, choose arcane, fire, frost, or nature. <p>
On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Stormdak of Ironforge, Alliance (Alliance Warrior-1) 
Hero—Dwarf Warrior, 30 Health 
On your turn: (5), Flip Stormdak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Strong-Handed Ring, 5, DkHuPaRoWa (Naxxaramas-26R) 
Equipment—Item, Ring (2) 
Your hero has Assault 5 while you have five or more cards in your hand.

Stronghold Gauntlets, 3, PaWa (Azeroth-300E) 
Equipment—Armor—Plate, Hands (1), 1 DEF
Weapons you control have +1 ATK and can’t be targeted by opponents.

Stylene Silversteel, 6, Alliance (Azeroth-218C) 
Ally—Human Priest, 4 [Holy] / 5 Health
When this ally enters play, she heals 3 damage from each hero and ally you control.

Sublimate, 4, Priest (Drums-57U) 
Ability—Shadow
Put each opposing ability and equipment into its owner’s hand.

Sudden Death, 2, Warrior (Betrayal-123U) 
Instant Ability—Traitor
Traitor Hero Required <p> Destroy target undamaged ally.

Sudden Reversal, 1 (Azeroth-170C) 
Instant Ability
Target ally has +4 ATK while defending this turn.

Sudden Shot, 3, Hunter (Drums-32U) 
Instant Ability—Marksmanship
You pay (1) less to play this ability for each other ability you’ve played this turn. <p> Your hero deals 3 ranged damage to target hero or ally.

Suffocating Grip, 3, Death Knight (Scourgewar-29C) 
Instant Ability—Unholy
Interrupt target ally played by an opponent. If you do, your hero deals shadow damage to his hero equal to that ally’s cost.

Sulfuras, Hand of Ragnaros, 8, PaWa (Molten Core-30R) 
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 5 Strike
When your hero is dealt combat damage, it deals 1 fire damage to the source of that damage. <p> When you strike with this weapon, your hero deals 7 fire damage to target hero or ally.

Sulfuras, the Extinguished Hand, 5, DkPaShWa (Grown-190R, Hogger-23R) 
Equipment—2H Weapon—Mace, Melee (1), 0 [Fire] / 5 Strike
When an ally you control deals damage on your turn, you may add a +1 ATK counter to this weapon for each damage dealt.

Sullivan Holmes, 2, Horde (Wrathgate-148C) 
Ally—Undead Priest, 1 [Holy] / 3 Health
This ally has Mend 3 while an ally is in your graveyard.

Sumi’jin, Guardian of Cenarius, Horde (Twilight-18) 
Hero—Troll Druid, 27 Health
[Front]: (3) >>> Flip Sumi’jin face down. 
[Back]: When an ally enters play under your control, Sumi’jin may heal 1 damage from herself.

The Summoning Chamber (Ildidan-249U) 
Quest
If an ability was destroyed this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Summoning Portal, 2, Warlock (Alliance Warlock-13R, Worldbreaker-112R) 
Ability—Demonomicon
Search your deck for an ally, reveal it, and put it into your hand.

Sun-Emblazoned Chestplate, 5, DkPaWa (Wrathgate-177R) 
Equipment—Armor—Plate, Chest (1), 3 DEF
When this armor prevents damage that would be dealt by an attacker, your hero deals that much unpreventable holy damage to that attacker.

Sun-Gilded Shouldercaps, 2, DrRo (Outland-206U) 
Instant Equipment—Armor—Leather, Shoulder (1), 1 DEF
When this armor enters play, you may exhaust target ally.
**Suncaller Haruh, Horde (Twilight-19)**

Hero—Tauren Priest, [Front]: 27, [Back]: 32 Health

[Front]: (2) >>> Flip Haruh face down.

[Back]: (Haruh has +5 Health.)

**Sunder Armor, 1, Warrior (Azeroth-149U)**

Instant Ability—Protection

Destroy target armor.

**Sunfire Handwraps, 4, MaPrLo (Honor Crafted-3E)**

Equipment—Armor—Cloth, Hands (1), 0 DEF

This armor enters play with a +1 [DEF] counter for each friendly hero an ally. <p> [Activate] Remove a +1 [DEF] counter >>> Draw a card.

**Sunfyre Bow of the Phoenix, 4, HuRoWa (Outland-222U)**

Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 2 Strike

When you strike with this weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it.) <p> [Activate] >>> Your hero deals ranged damage to target hero or ally.

**Sunfyre Briefings (Betrayre-246C)**

Quest

Aldor Reputation (You can’t put cards with other reputations in your deck.) <p> Pay (5) to complete this quest. <p> Reward: Ready an ally you control.

**Sunguard Cersie, 5, Horde (Wrathgate-149C)**

Ally—Blood Elf Paladin, 5 [Holy] / 4 Health

Protector: Once per turn: (1) >>> Prevent the next 1 damage that would be dealt to target hero or ally this turn.

**Sunken Treasure (Azeroth-358C)**

Quest

Pay (3) to complete this quest. <p> Reward: Put target equipment from your graveyard into your hand.

**Sunseeker Astromage, 2 (Betrayre-214C)**

Ally—Blood Elf Mage Trainer, Unlimited, 1 [Arcane] / 2 Health

Talent Hero Required <p> When another ally named Sunseeker Astromage you control is destroyed, draw a card.

**Sunsetk’Randa, Horde (Wrathgate-19) Hero—Blood Elf Rogue (Assassination), Inscription/Tailoring, 27 Health**

On your turn: Flip Andora, discard a Rogue >>> When target ally is dealt damage this turn, destroy it.

**Sunwalker Nahano, Horde (Elements-16)**

Hero—Tauren Paladin, 30 Health

[Front]: (3) >>> Flip Nahano face down.

[Back]: Allies you control with Protector have +1 ATK while defending.

**Super Hot Stew (Drums-256C)**

Quest

This quest enters play exhausted. <p> Pay (6) to complete this quest. <p> Reward: Draw three cards.

**Super Mana Potion, 5, DrHuMaPaPrShLo (Magntheridon-16R)**

Equipment—Item—Potion (4), Destroy this item >>> Draw four cards.

**Super Smian Sphere, 1, HuLo (Icecrown-186R)**

Equipment—Item—Trinket (2)


**Superior Mana Oil, 1, DrHuMaPaPrShLo (Magntheridon-17R)**

Equipment—Item

This item enters play attached to a Weapon you control. <p> At the start of your turn, you may reveal the top card of your deck. If it’s an ability, put it into your hand. Otherwise, put it into your graveyard.

**Supernova, 5, Mage (Illidan-53U)**

Ability—Fire

As an additional cost to play, destroy all resources you control. <p> Your hero deals fire damage to target hero equal to the number of resources destroyed this way.

**Sura Lightningheart, 7, Horde (Worldbreaker-191C)**

Ally—Tauren Shaman, 4 [Nature] / 5 Health

When this ally enters play, if you control another [Nature] card, she may deal 3, 4 nature damage to target hero or ally.

**Surge of Adrenaline, 5, Rogue (Drums-66U)**

Instant Ability—Combat

Finishing Move (To play, remove X Combs from your graveyard, where X is 5 or less.) <p> You pay (X) less to play this ability. <p> Draw three cards.

**Surge of Blood, 2, Death Knight (Alliance DK-11C, Wrathgate-29C)**

Ability—Blood

Your hero deals 2 melee damage to target hero or ally. Weapons you control have Assault 2 this turn.

**Surge of Life - TDP, 2, Shaman (Dark Portal-102C)**

Instant Ability—Restoration

Your hero heals 5 damage from target hero or ally.

**Surge of Life - WRG, 3, Shaman (Wrathgate-78C)**

Instant Ability—Restoration

Your hero heals 3 damage from target ally. You may ready that ally.

**Surge of Lightning, 5, Shaman (Scourgewar-91C)**

Ability—Elemental

Choose one: Your hero deals 6 nature damage to target ally; or your hero deals 3, 2, and 1 nature damage to up to three target allies, respectively. Surge of Power (3, Throne-95R)

Ability

Ongoing: Token allies you control have +1 / +1.

**Surgical Strikes, 4, Rogue (Gladiators-59R)**

Ability—Subtlety

Ongoing: When a hero or ally you control deals combat damage to a defending hero, its controller discards a card.

**Surprise Attacks, 1, Rogue (Outland-72R)**

Ability—Combat

Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.) <p> Ongoing: Melee weapons you control have +1 ATK. <p> Combat damage that your hero would deal is unpreventable.

**Survey the Land (Legion-315C)**

Quest

Pay (3) to complete this quest. <p> Reward: If you control an ability, ally, or equipment, draw a card, or two cards if you control all three.

**Survival Instincts, 3, Hunter (Betrayre-56R)**

Ability—Survival

Survival Talent (You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.) <p> Ongoing: Prevent the first 4 damage that would be dealt to your hero each turn.

**Suspended Curse, 2, Warlock (Drums-80C)**

Ability—Affliction Curse

Attach to target ability, ally, or equipment. <p> Ongoing: At the start of your turn, remove attached card from the game.

**Sustain or Redaim, 2, Druid (Legion-29U)**

Instant Ability—Restoration

Choose one: Your hero heals all damage from target ally, or put target ally from your graveyard into your hand.

**Sus’vayin, 3, Horde (Outland-187C)**

Ally—Troll Mage, 2 [Arcane] / 3 Health

This ally has Ferocity and Long-Range while an opponent controls more allies than you.

**Suvok Frozeneye, Horde (Worldbreaker-17)**

Hero—Horde Mage (Frost), 25 Health

[Front]: (4) >>> Flip Suvok face down.

[Back]: At the start of your turn, Suvok deals 1 frost damage to target opposing ready ally.

**Swallow Soul, 3, Warlock (Legion-112C)**

Instant Ability—Destruction

Interrupt target ally. If you do, remove it from the game.

**Swarmpoof, 2 (Mirkdeep-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.

**Swiping Strikes, 5, Warrior (Illidan-111R)**

Ability—Arms

Arms Talent (You can’t put Fury Talents or Protection Talents in your deck.) <p> Ongoing: When your hero deals combat damage with a Melee weapon to an ally, it also deals that much melee damage to each other hero and ally in that ally’s party.

**Swift Assault, 2 (Dark Portal-149C)**

Instant Ability

Target ally has +2 ATK this turn.
Swift Brewfest Ram, 2 (Holiday) 2R
Ally—Ram, Mount (1), 0 [Melee] / 4 Health
When you place a resource face up into your resource row, choose one at random: Each player draws a card; or each player discards a card. (Mounts can’t attack or be attacked.)

Swift Discipline, Horde (Outland-230C)
Quest
On your turn: Pay (1) to complete this quest. <p> Reward: Draw a card, and target opponent puts a 1 [Melee] / 1 [Health] Boar token into play.

Swift Hand of Justice, 1, DkHuPaRoWa (Worldbreaker-232U)
Equipment—Item, Trinket (2) (2), Put this equipment into its owner’s hand
>> Target ally has a Ferocity this turn. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Swift Hawklstrider, 2, Horde (Wrathgate-150R)
Ally—Hawklstrider, Mount (1), 0 [Melee] / 4 Health
Blood Elf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, target opposing card in play loses and can’t have powers this turn. <p> (Mounts can’t attack or be attacked.)

Swift Mechanosnider, 2, Alliance (Wrathgate-127R)
Ally—Mechanosnider, Mount (1), 0 [Melee] / 4 Health
Gnome Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may ready an equipment you control. <p> (Mounts can’t attack or be attacked.)

Swift Nightsaber, 1, Alliance (Saronigar-156R)
Ally—Nightsaber, Mount (1), 0 [Melee] / 4 Health
Night Elf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may ready your hero. If you do, it can’t attack this turn. <p> (Mounts can’t attack or be attacked.)

Swift Palomino, 2, Alliance (Icecrown-116R)
Ally—Palomino, Mount (1), 0 [Melee] / 4 Health
Human Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you pay (1) less to play your next [Alliance] ally this turn. (Mounts can’t attack or be attacked.)

Swift Ram, 2, Alliance (Saronigar-157R)
Ally—Ram, Mount (1), 0 [Melee] / 4 Health
Dwarf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may draw a card. If you do, discard a card. <p> (Mounts can’t attack or be attacked.)

Swift Raptor, 1, Horde (Saronigar-190R)
Ally—Raptor, Mount (1), 0 [Melee] / 4 Health
Troll Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero heals 2 damage from itself. <p> (Mounts can’t attack or be attacked.)

Swift Timber Wolf, 2, Horde (Wrathgate-151R)
Ally—Timber Wolf, Mount (1), 0 [Melee] / 4 Health
Orc Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero has Assault 2 this turn. <p> (Mounts can’t attack or be attacked.)

Swiftshift, 4, Druid (Dark Portal-27R)
Instant Ability—Feral
Search your deck and/or graveyard for a Form, reveal it, and put it into your hand.

Swiftsteel Bracers, 5, PaWa (Crafted-13E)
Equipment—Armor—Plate, Wrists (1), 3 DEF
You pay (5) less to strike with weapons.

Swindle, 1, Rogue (Twilight-75U)
Ability—Subtlety
Ready target opposing equipment, then gain control of it until end of turn.

Swipe, 3, Druid (Legion-30C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: When this ability enters play, your hero deals 1 melee damage to each of up to three target heroes and/or allies. <p> Your hero has Bear Form. (Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Sword of a Thousand Truths, 8, PaRoWa
(Outland-223E)
Equipment—IH Weapon—Sword, Melee (1), 5 [Melee], 4 Strike
When your hero deals combat damage with this weapon to a hero, that hero’s controller discards his hand.

Sword of Justice, 4, DkPaWa (Wrathgate-198R)
Equipment—2H Weapon—Sword, Melee (1), 0 [Holy], 2 Strike
This weapon enters play with a +1 ATK counter for each card in your hand. <p> Remove a +1 ATK counter >>> Exhaust target ally.

Sword of Zeal, 4, HuPaRoWa (Onyxia-32R)
Equipment—IH Weapon—Sword, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage with this weapon, target player may ready that many of his resources.

Swordsmith Hanso, 6, Alliance (Drums-142C)
Ally—Draenei Warrior, 5 [Melee] / 5 Health
Protector <p> Weapons you control have +3 ATK. <p> Opposing weapons have -3 ATK.

Sylhri, 2, Alliance (Legion-166C)
Ally—Draenei Warrior, 0 [Melee] / 4 Health
Protector <p> [Activate], Destroy this ally >>> Destroy target equipment.

Syranelse, Lady of Undercity, 7, Horde (Class-2E)
Ally—Undead Banshee Ranger, Unique, 6 [Ranged] / 7 Health
Long-Range (Defenders deal no combat damage to this ally.) <p> When this ally deals fatal damage to a defending ally, you may put target [Horde] ally with cost less than or equal to that defending ally’s cost from your graveyard into play.

Sylvanas, Queen of the Forsaken, 5, Horde (Grown-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.

Syraein the Bonecarver, Hunter (Icecrown-9)
Sorrow Hero—Vrykul Hunter (Beast Mastery), 28 Health
Front: Flip Syraein, remove a Hunter in your graveyard from the game >>> Ready target Pet. [Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Hunter] cards, [Hunter] Beast Mastery Talents, neutral cards, and Scourage cards. You can’t include cards with reputations or other text restrictions.

Tabards of the Illidari (Class-229C, Illidan-250C)
Quest
If you control an ally: Pay (2) to complete this quest. <p> Reward: Draw a card.

Tahamu Brinkrunner, Horde (Illidan-16)
Hero—Tauren Druid (Restoration), Enchanting/Jewelrycrafting, 28 Health
(4), Flip Tahamu >>> Put target ally from your graveyard into your hand.

Taheo Skyspeaker, Horde (Legion-16)
Hero—Tauren Druid (Balance), Skinning/Enchanting, 28 Health
On your turn: (4), Flip Taheo >>> Choose one: Taheo deals 3 nature damage to target hero or ally; or Taheo heals 6 damage from target hero or ally.

Tainted Earth, 1, Druid (Betrayed-45U)
Ability—Traitor
Traitor Hero Required <p> Ongoing: When an opponent completes a quest, your hero deals 3 nature damage to target hero he controls.

Take the Shot, 2, Hunter (Outland-36C)
Ability—Marksmanship
Your hero deals ranged damage to target hero or ally equal to 1 plus the ATK of a Ranged weapon you control.
Talaan Sobras, 3, Horde (Elements-146C)
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health
**Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Your hero deals 1 melee damage to target damaged ally.

Talasite Owl, 2, DrHuMaPaPrShLo (Crafted-14E)
Equipment—Item—Figurine, Trinket (2)
Jewelcrafting Hero Required: <p> [Activate] >>> Add a hoot counter. <p> [Activate]. Remove X hoot counters, destroy this item >>> Ready X resources you control.

A Tale of Valor (Citadel-Raid-91C, Wrathgate-216C)
Quest
Pay (4) to complete this quest. <p> Reward: Reveal the top card of your deck and put it into your hand. Your hero heals damage from itself equal to that card’s cost.

Tales of Destruction (Scourgewar-261C)
Quest
Choose “ability,” “ally,” or “equipment,” remove a card of that kind in your graveyard from the game, and pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card of that kind into your hand and the rest on the bottom of your deck.

Talian Bladebender, 3, Alliance (Alliance Priest-24C, Illidan-141C)
Ally—Night Elf Warrior, 2 [Melee] / 4 Health
Opponents can’t strike with weapons.

Talisman of Ephemerall Power, 2, DrMaPaPrShLo (Molten Core-13R)
Equipment—Item, Trinket (2)
When you play an ability, you may pay (1) and put this item into its owner’s hand. If you do and your hero would deal damage with that ability this turn, it deals that much +1 instead.

Talisman of the Alliance, 3, Alliance, DrHuMaPaPrShLo (Gladiators-170U)
Equipment—Item, Trinket (2)
[Activate], Destroy this item >>> Destroy all abilities and equipment that have or share the lowest cost among abilities and equipment in play.

Talisman of the Horde, 3, Horde, DrHuMaPaPrShLo (Gladiators-171U)
Equipment—Item, Trinket (2)
[Activate], Destroy this item >>> Destroy all abilities and equipment that have or share the highest cost among abilities and equipment in play.

Talismanic Textiles, Dalaran (Scourgewar-269R)
Location
[Activate] >>> Put X +1 [DEF] counters on target Cloth armor you control, where X is the number of Tailoring heroes and allies you control.

Tallie Sprinklelight, 2, Alliance (Throne-128C)
Ally—Gnome Priest, 1 [Holy] / 4 Health
**Mend 1** *(At the start of your turn, this ally may heal 1 damage from target hero or ally.)*

Tal’zin, 4, Horde (Knight-19C)
Ally—Troll Death Knight, 4 [Melee] / 3 Health
**Protector** <p> When you strike with a weapon, you may ready this ally.

Tanglevine, 1, Druid ( Honor-25C)
Ability—Balance
Attach to target ally. <p> Ongoing: Attacked ally can’t ready during its controller’s ready step.

Tani Bixtix, 2, Alliance (Citadel-Raid-65C, Icecrown-117C)
Ally—Gnome Rogue, 3 [Melee] / 2 Health
At the start of your turn, this ally may deal 1 nature damage to target Scourge hero or ally.

Tania Falan, 2, Alliance (Twilight-125U)
Ally—Worgen Mage, 2 [Arcane] / 3 Health
When this ally enters play, you may draw a card. If you do, discard a card.

Tankatronic Goggles, 2, PaWa (Drums Crafted-2E)
Equipment—Armor—Plate, Head (1), 2 DEF
Engineering Hero Required: <p> When this armor enters play, look at target players hand. <p> [Activate]. Your hero has **Protector**. Opposing allies lose and can’t have **Elusive**, **Stealth**, and **Untargetable**.

Tank for Everything, Dalaran (Scourgewar-270R)
Location
[Activate] >>> Ready up to X target Plate armor you control, where X is the number of Blacksmithing heroes and allies you control.

Tanwa the Marksman, 6, Horde (Dark Portal-235U)
Ally—Tauren Hunter, 4 [Ranged] / 3 Health
**Long-Range** *(Defenders deal no combat damage to this ally.)*

Tanzuri, 2, Horde (Scourgewar-191C)
Ally—Troll Hunter, 3 [Ranged] / 1 Health
This ally has **Assault 2** while an opposing ally with cost 4 or more is in play. (+2 ATK on your turn)

Tar’gak the Felcrazed, 9 (Hogger-18U, Throne-19U)
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (Crown-93C)
Ally—Dwarf Rogue, 6 [Melee] / 1 Health
**Stealth** *(This ally can’t be protected against.)*

Tar’n Darkwalker, 2, Horde (Betrayer-180C, Horde Warlock-19C)
Ally—Orc Warlock, 3 [Shadow] / 1 Health
Demons have **Ferocity** *(They can attack immediately.)*

Tarnished Raging Berserker’s Helm, 3, HuSh (Twilight-184R)
Equipment—Armor—Mail, Head (1), 2 DEF
If this armor has three or more heirloom counters: [Activate] >>> Ready up to three other target cards you control. <p> **Stash**: Add a heirloom counter to target equipment you control.

Tarron Mill, Horde (Drums-261U)
Location—City
On your turn: (1). [Activate] >>> When target [Horde] ally you control next deals damage to an ally with higher cost this turn, draw a card.

Tarwila Gladspanse, 2, Alliance (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.

Taste for Blood, 2, Warrior (Illiadan-112C)
Instant Ability—Fury
Draw a card for each damaged opposing hero and ally.

The Taste of Arcana, 1, Mage (Gladiators-39U)
Instant Ability—Arcane
Your hero deals 1 arcane damage to target hero or ally. If you targeted a hero, you may interrupt a card played by its controller unless he pays (1) for each damage dealt this way.

A Taste of Dkinity, 1, Priest (Honord-50R)
Ability—Holy
Your hero deals 2 unpreventable holy damage to target ally. If that ally doesn’t have fatal damage, put this ability into its owner’s hand.

Tattered Dreadmant Mantle, 3, MaPrLo
(Worldbreaker-227R)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF
If this equipment would prevent magical damage, it prevents that much +3 instead. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: The next time target hero or ally would be dealt magical damage this turn, prevent it.

Tattered Dreadmant Mask, 1, MaPrLo (Twilight-185R)
Equipment—Armor—Cloth, Head (1), 1 DEF
If this armor has three or more heirloom counters: [Activate] >>> Look at the top three cards of your deck. Put one into your hand and the rest on the bottom of your deck. <p> **Stash**: Add a heirloom counter to target equipment you control.

Tattered Dreadmant Robe, 4, MaPrLo (Elements-186R)
Equipment—Armor—Cloth, Chest (1), 1 DEF
If your hero would deal damage with an ability, it deals that much +1, and plus an additional 1 for each heirloom counter on this armor instead. <p> **Stash**: Add a heirloom counter to target equipment you control.

Tagulla the Reclaimer, 4, Horde (Betrayer-181C)
Ally—Tauren Druid, 3 [Nature] / 3 Health
When this ally enters play, target player destroys an ability or equipment he controls.

Taunt, 1, Warrior (Class-121U, Drums-88U)
Instant Ability—Protection
Attach to target hero or ally. <p> Ongoing: Attached character must attack if able and can attack only your hero if able.
Tempest Totem, 4, Shaman (Elements-84R)

Ability Ally—Restoration, Water Totem (1), 0

[Front] / 4 Health

Ongoing: When this card enters play, you may put target Totem from your graveyard into your hand. <p> You gain 1 less to play Totems, to a minimum of 1. <p> (Totems can’t attack.)

Temple Concubine, 4 (Black Temple Raid-42C)

Ally—Blood Elf Traitor, 2 [Melee] / 3 Health

Traitor Hero Required <p> If this ally would be deald 3 or more damage, prevent it.

Temporary Dissipation, 2, Mage (Drums-41U)

Ability—Arcane

Remove all allies you control from the game. At the end of the next turn, put all cards removed this way into play under your control.

Tendon 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.

Teres' Menethil II, 6 (Catalid-13U)

Ally—Spirit, Terenas (1), 4 [Melee] / 12 Health

This ally enters play with 4 damage. <p> Mend 2 <p> This ally has +8 ATK while undamaged.

Tereza Voidheart, 3, Horde (Scourgewar-92C)

Ally—Undead Warlock, 2 [Shadow] / 3 Health

Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.) <p> (1), Remove this ally from the game >>> Draw a card.

Teretha of the Undercity, Horde (Horde Priest-1)

Ally—Undead Priest, 26 Health

On your turn: (3), Flip Teretha >>> Target opponent chooses an ally he controls and puts it into its owner’s hand.

Terina Galin, 3, Alliance (Alliance DK-22C, Alliance Hunter-19C, Alliance Paladin-17C, Alliance Shaman-20C, Alliance Warrior-18C, Worldbreaker-160C)

Ally—Human Rogue, 4 [Nature] / 1 Health

When this ally enters play, if you control an equipment, you may destroy target equipment.

Terokk’s Quill, 1, HuPaWa (Legion-291R)

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

This weapon has +4 ATK while your hero is defending.

Terokk’s Shadowstaff, 3, MaPrLo (Betrayer-24R)

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

(2), Destroy this weapon >>> Target opponent chooses an ally he controls, and you gain control of it.

Teron Gorefiend, 1 Am . . . (Ildidan-251C)

Quest

Untargetable <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

Taunting Blows, 3, Warrior (Illidan-113C)

Instant Ability—Arms

Your hero deals 1 melee damage to each opposing hero and ally. This turn, characters dealt damage this way must attack if able and can attack only your hero if able.

Taz’dingo, 3, Horde (Azeroth-260C, Class-195C, Horde Hunter-22C, Horde Warrior-17C)

Ally—Troll Hunter, 2 [Ranged] / 2 Health

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

Ta’zo, Horde (Azeroth-15, Class-26)

Hero—Troll Mage (Fire), Enchanting/Tailoring, 25 Health

On your turn: (3), Flip Ta’zo >>> Ta’zo deals 3 fire damage to target hero or ally.

Tazrik Cranekrunt, Horde (Elements-17)

Hero—Goblin Shaman, 28 Health

[Front]: (4) >>> Flip Tazzik face down.

[Back]: Tazzik has Assault 1 for each Elemental ally you control.

Teaing Guardsman, 3, Human (Warlord-224R)

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

(2) >>> This weapon has +1 ATK this turn.

Teina Cloudstalker, Horde (Scourgewar-17)

Hero—Tauran Druid (Feral), Leatherworking/Inscription, 28 Health

If you control another Druid: Flip Teina >>>

Teina has +1 ATK while attacking this turn.

Teo’tu’s Blazing Longsword, 1, HuPaRoWa (Azeroth-335E)

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

(2) >>> This weapon has +1 ATK this turn.

Teinea Cloudstalker, Horde (Scourgewar-17)

[Front]: Taeron Druid (Feral), Leatherworking/Inscription, 28 Health

If you control another Druid: Flip Teinea >>>

Teinea has +1 ATK while attacking this turn.

Telescopie Shardpilf, 3, Hunter (Outland-224R)

Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike

(1) >>> When you strike with this weapon this turn, your hero has Long-Range this turn.

(Defenders deal no combat damage to it.)

Telor Sunsurge, 1, Horde (Worldbreaker-92C)

Ally—Blood Elf Warrior, 1 [Melee] / 3 Health

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

Telrander, Alliance (Dark Portal-7)

Hero—Night Elf Druid (Feral), Skinning/Leatheworking, 27 Health

If you control a Cat Form: (3), Flip Telrander >>> Ready Telrander.

Tempest of Chaos, 3, MaLo (Gladiators-185R)

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

At the start of your turn, target a random opposing hero or ally. Add a chaos counter, and then your hero deals 1 fire damage to that character for each chaos counter.

Tempest, Son-of-Storms, 7, Horde (Outland-188R)

Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health

When this ally enters play, ready a hero or ally you control.
From herself.

Thomas "Slash" Robinson, 3, Horde (Gladiators-143C)

Ally—Undead Mage, 2 [Arcane] / 4 Health

Remove an ally in your graveyard from the game >>> This ally has Ferocity this turn.

Thorn in the Side, 3, Warrior (Onyxia-8U)

Instant Ability—Protection

Attach to target hero. << Ongoing: Attached hero can attack only your hero if able.

Thorns, 4, Druid (Alliance Druid-9R, Dark Portal-28R)

Instant Ability—Balance

Attach to target hero or ally. << Ongoing: When attached character is dealt combat damage, it deals 1 nature damage to the source of that combat damage.

Thoros the Savior, Horde (Gladiators-16) Hero—Blood Elf Paladin (Holy).

Alchemy/Engineering, 29 Health (4), Flip Thors >> Thoros heals 2 damage from target hero or ally. Draw a card.

Thrall, Guardian of the Elements, 8 (Twilight-177E)

Ally—Orch Shaman, Thrall (1), 6 [Nature] / 6 Health

You pay (8) less to play this ally if you control each of the following: [Fire] card, [Frost] card, [Melee] card, and [Nature] card. << Other abilities, allies, and equipment you control can't be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class Promo-10E, Icecrown-142E)

Ally—Orch Shaman, Unique, 6 [Frost] / 6 Health

Protector, Frost Resistance << When this ally enters play, you may put target [Horde] card from your graveyard into your hand. << Other [Horde] allies you control have +2 + +2.

Thrandis the Venomous, 6, Horde (Worldbreaker-193R)

Instant Ally—Blood Elf Hunter, 6 [Nature] / 6 Health

When your hero defends, you may put two 1 [Nature] / [1 Health] Snake ally tokens into play.

Thrash Blade, 4, HuPaRoWa (Azeroth-336R)

Equipment—IH Weapon—Sword, Meelee (1), 2 [Melee], 2 Strike

When your hero deals combat damage with this weapon for the first time on each of your turns, ready this weapon and your hero.

Thril of the Hunt, 4, Hunter (Legion-41R)

Instant Ability—Survival

Survival Talent (You can't put Beast Mastery Talents or Marksmanship Talents in your deck.)

<< Destroy target ally. If you do, ready up to X resources you control, where X is that ally's cost.

Throat Slasher, 1, Rogue (Throne-253C)

Equipment—IH Weapon—Dagger, Meelee (1), 1 [Melee], 1 Strike

Your hero has Dual Wield. (You can control a second one-handed Melee weapon instead of an Off-Hand weapon. You can strike with a second Melee weapon during the same combat.)

This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.

Throk 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.)

Through the Dark Portal (BC Promo-3R)

Quest

On your turn: Pay (13) to complete this quest. << Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

Throwing Starfish, 1, DdDrHuMaPaPrRoShLoWa (Throne-243R, Throne Loot-2L)

Equipment—Item

At the start of your turn, you may add a starfish counter to this item. << (2), Remove a starfish counter from this item >> Your hero deals 1 melee damage to target hero or ally.

Thrug the Hurler, 6 (Throne-197U)

Monster Ally—Ogre Warrior, 4 [Melee] / 4 Health

Empower Monster: When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thud!, 2, PaRo (Drums-107C)

Instant Ability—Protection Combat Combo

Exhaust target card in play. It can't ready during its controller's next ready step.

Thulthun, 2, Warlock (Legion-113C)

Ally—Felhunter Demon, Pet (1), 3 [Melee] / 3 Health

Opposing allies lose and can't have Elusive or Stealth.

Thunder Bluff, Horde (Drums-262R)

Location—City

Tauran Hero Required << Tauran you control have +1 [Health].

Thunder Clap, 4, Warrior (Class-122R, Dark Portal-125R, Horde Warrior-8R)

Instant Ability—Arms

Your hero deals 1 melee damage to each opposing hero and ally. A character dealt damage this way has -1 ATK this turn.

Thunderfur, Blessed Blade of the Windseeker, 9, HuPaRoWa (Dark Portal-283E)

Equipment—IH Weapon—Sword, Meelee (1), 6 [Melee], 5 Strike

When you strike with this weapon, choose up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

Thunderhead Hippogryph, 4 (Azeroth-280R, Azeroth Loot-2L)

Thundering Footsteps, 8 (Legion-131R)
Ability
As an additional cost to play, stomp your feet.
<i>Put a 10 [Melee] / 10 [Health] Mechanical ally token named Fel Reaver into play.</i>

Thundereath, 4, PaWa (Magtheridon-7R)
Equipment—Armor—Plate, Head (1), 2 DEF
When you play an ally, weapons you control have +1 ATK this turn.

Thunderous Challenge, 5, Warrior
(Worldbreaker-1220U)
Instant Ability—Protection
Your hero deals 2 melee damage to each opposing hero and ally. A character dealt damage this way has -2 ATK this turn.

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

Thunderstorm, 4, Shaman (Icecrown-73R)
Instant Ability—Elemental
Elemental Talent (You can't put Enhancement Talents or Restoration Talents in your deck.)
<i>Exhaust all opposing heroes and allies. Your hero deals 2 melee damage to each of them. Ready a resource you control for each character dealt damage this way.</i>

Thunderstrike Weapon, 1, Shaman
(Worldbreaker-102U)
Ability—Enhancement
Attach to target equipment you control. <i>Ongoing: When attached equipment exhausts, you may pay (1). If you do, your hero deals 1 nature damage to target hero or ally.</i>

Thurgood Steelwall, 4, Horde (Scourgewar-194C)
Ally—Undead Warrior, 3 [Melee] / 5 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)
<i>[Activate] >> When this ally is undamaged. This ally has Protector this turn.</i>

Thwarting Kolar Aggression, Horde (Dark Portal-309C)
Quest
On your turn: Pay (3) to complete this quest.
<i>Reward: Choose one: Target player turns a quest he controls face down; or draw a card. If your hero is a Troll, you may choose both.</i>

Thysta Spiritlasher, 5, Horde (Dark Portal-236U)
Ally—Orc Warlock, 3 [Fire] / 5 Health
At the end of each player's turn, if no damage was dealt this turn, this ally deals 3 fire damage to that player's hero.

Tidal Burst, 1, Mage (Black Temple Raid-13U)
Ability—Traitor
Traitor Hero Required <i>Put your hero deals 3 frost damage to target opposing ally and each other opposing ally with the same cost as that ally.</i>

Tidal Elemental, 1, Mage (Elements-54U)
Ally—Water Elemental, Pet (1), 2 [Frost] / 2 Health
Elusive (This ally can't be attacked.) <i>[Activate] >> Exhaust target ally.</i>

Tidal Infusion, 2, Shaman (Scourgewar-92C)
Ability—Restoration
Attach to target ally or weapon you control. <i>Ongoing: When attached card exhausts, you may draw a card.</i>

Tidal Mastery, 6, Shaman (Gladiators-66R)
Ability—Restoration
Restoration Talent (You can't put Elemental Talents or Enhancement Talents in your deck.)
<i>Ongoing: Exhaust four Totems you control >>> Your hero deals 10 nature damage to target hero or ally.</i>

Tidal Totem, 2, Shaman (Crown-44U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health
Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <i>[Activate] >> Mend 3 (At the start of your turn, this totem may heal 3 damage from target hero or ally.) (Totems can't attack.)</i>

The Tidehunter's Gift, 3 (Elements-106U)
Ability
Ongoing: When this ability enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <i>[Activate] >> Target ally has Elusive this turn.</i>

Tidus the Relentless, 5, Alliance (Elements-127R)
Ally—Worgen Hunter, 0 [Arcane] / 1 Health
Aberration, Ferocity <i>[Activate] >> Your hero has +1 ATK for each exhausted resource you control.</i>

Tiger’s Fury, 2, Druid (Gladiators-24R)
Ability—Feral
Ongoing: (1) >>> While you control a Cat Form, your hero has an additional +1 ATK while attacking.

Tilly Fiddlight, Alliance (Worldbreaker-9) Hero—Gnome Priest (Holy), 26 Health
Front: (3) >>> Flip Tilly face down. [Back]: Each ally you control has Mend 1. (At the start of your turn, it may heal 1 damage from target hero or ally.)

Tim, 3, Alliance (Dark Portal-192C)
Ally—Human Mage, 1 [Arcane] / 1 Health
Elusive <i>[Activate] >> This ally deals 1 arcane damage to target hero or ally.</i>

Timbermaw Ally (Outland-241U)
Quest
Remove three abilities in your graveyard from the game and pay (1) to complete this quest.
<i>Reward: Draw a card.</i>

Timeslicer, 3, HuRoShWa (Outland-225U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
Your hero has Dual Wield. (Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

Timmo Shadestep, Alliance (Azeroth-7, Class-16)
Hero—Gnome Rogue (Assassination), Engineering/Mining, 27 Health
On your turn: (5), Flip Timmo >>> Destroy target exhausted ally.

Timrive the Enforcer, 4, Horde (Elements-148U)
Ally—Goblin Warrior, 3 [Melee] / 3 Health
Time is Money (This ally may use [Activate] powers immediately.) <i>[Activate] >> Destroy all opposing damaged allies.</i>

Tinker Art Seaclock, 5, Alliance (Drums-143C)
Ally—Gnome Mage, 3 [Fire] / 5 Health
This ally has Long-Range while he's undamaged. (Defenders deal no combat damage to it.)

Tinker Bixy Blue, 3, Alliance (Drums-144C)
Ally—Gnome Rogue, 1 [Melee] / 4 Health
If this ally is undamaged: [Activate] >>> Target player discards a card and you draw a card.

Tinker Bunrizzle, 6, Alliance (Drums-145C)
Ally—Gnome Warlock, 4 [Fire] / 5 Health
If this ally is undamaged: [Activate] >>> This ally deals 3 fire damage to each opposing hero and ally.

Tinker Casey Springlock, 4, Alliance (Alliance Shaman-21C, Drums-146C)
Ally—Gnome Warrior, 4 [Melee] / 4 Health
This ally has Protector while she’s undamaged.

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

Tinkmaster Overspark, 8, Alliance (Outland-144E)
Ally—Gnome Engineer, Unique, 5 [Melee] / 6 Health
At the start of your turn, you may put an equipment from your graveyard into play.

Tiny, 1 (Scourgewar-215U, Scourgewar Loot-1L)
Ally—Raptor, Mount (1), 0 [Melee] / 3 Health
When you place a resource face up into your resource row, you pay (2) less to complete your next quest this turn. <i>[Activate] >> Mounts can’t attack or be attacked.</i>

Tiril Dawnrider, 1, Horde (Dark Portal-237C)
Ally—Blood Elf Rogue, 1 [Melee] / 1 Health
Ferocity <i>[Activate] >> At the end of your turn, put this ally into his owner’s hand.</i>

Tirion, the Ashbringer, 6 (Citadel-14E)
Ally—Human Paladin, Tirion (1), 6 [Holy] / 6 Health
Protector <i>[Activate] >> Other [Holy] allies you control have +X / +X, where X is their cost. [Activate] >> Prevent all damage that would be dealt to this ally by Scourge heroes and allies.
Tirion’s Gambit (Citadel Raid-92U, Icecrown-208U)
Quest
Argent Crusade Reputation (You can’t put cards with other reputation in your deck.) <p>Pay (1) to complete this quest. <p>Reward: Deal the top three cards of your deck. Pay a revealed unique card into your hand and the rest on the bottom of your deck.

Tiriald Wand of Ascendancy, 1, MaPrLo (Illidan-230U)
Equipment—Wand, Ranged (1), 1 [Shadow]. 1 Strike
Remove an ability in your graveyard from the game >>> You pay (1) less the next time you strike with this weapon.

Titan-forged Rune of Cruelty, 3, DaDrHuMaPaPrRoShLoWa (Icecrown-187R)
Equipment—Item, Trinket (2)
At the start of your turn, each hero deals melee damage to itself equal to the number of cards in its controller’s hand.

Titanium Frostguard Ring, 4, DaDrHuMaPaPrRoShLoWa (Icecrown Crafted-3R)
Equipment—Item, Ring (2)
Your hero has Frost Resistance. <p>On your turn: (6), Activate: Put a 10 [Frost] / 10 [Health] Unique Frozen Elemental ally token into play with Frost Resistance.

Titan’s Grip, 1, Warrior (Betrayal-124U)
Instant Ability—Arms
Ongoing: Your hero has Two-Handed Duel Wield. (Your hero has Dual Wield. One or both of weapons you control can be Two-Handed. You can control a Two-Handed weapon and an Off-Hand equipment.)

Tithe, 2, Priest (Honor-51U)
Instant Ability—Shadow
Ready target opposing ally. This turn, it has Protector and you control it.

To Arms!, 6, RuWo (Elements-103E)
Ability—Arms Combat
Ongoing: Your hero has Dual Wield. <p>Melee weapons you control have +5 ATK. <p>Pay you (5) less to strike with Melee weapons.

To Serve Kum’isha (Outland-242C)
Quest
Pay (2) to complete this quest. <p>Reward: Deal the top three cards of your deck. Put a revealed card with cost 3 or more into your hand and the rest on the bottom of your deck.

To’zien, 3, Horde (Elements-149R)
Ally—Troll Druid, 2 [Arcane] / 2 Health
This ally has +2 / +2 for each token ally you control. <p>Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Token allies you control have Assault 1 this turn.

Tomadae the Magnificent, 6, Alliance (Outland-145U)
Ally—Draenei Mage, 5 [Arcane] / 5 Health
If your hero would deal damage with an ability, it deals that much +1 instead.

Tomb of Ice, 2, Mage (Betrayal-66R)
Ability—Traitor
Traitor Hero Required <p>Ongoing: At the end of each opponent’s turn, destroy each ally he controls that neither attacked nor entered play this turn.

Tommi Spazzratchet, 1, Alliance (Crown-96C)
Ally—Gnome Rogue, 2 [Melee] / 1 Health
Stealth (This ally can’t be protected against.)

Tonks the Tenacious, 1, Alliance (Drums-147C)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Destroy this ally >>> Target hero or ally can’t attack this turn.

Tooga’s Quest (Azeroth-359R)
Quest
On your turn: Pay (3) to complete this quest. <p>Reward: Put a 1 [Melee] / 1 [Health] Unique Turtle ally token named Tooga into play. At the start of your next turn, remove that ally from the game. If you do, draw two cards.

Topple, 2, HuPa (Drums-108C)
Instant Ability—Survival Retribution
Destroy target ally attacking your hero.

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.

Torahs Stronghoof, 4, Horde (Icecrown-143C)
Ally—Tauren Shaman, 4 [Frost] / 4 Health
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.) <p>This ally has -1 ATK for each damage on him.

Torch of Holy Fire, 2, DrPaPrSh (Wrathgate-199R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Holy], 3 Strike (1), Exhaust your hero >>> Reveal a random card from your hand. If it’s a [Holy] card, your hero deals 2 unpreventable holy damage to target hero or ally and heals 2 damage from itself.

The Torch of Retribution (Worldbreaker-266C)
Quest
Pay (4) to complete this quest. <p>Reward: Target player shuffles his graveyard into his deck. Draw a card.

Torek’s Assault, Horde (Azeroth-345C)
Quest
If an opposing hero was dealt damage by an ally you controlled this turn: Pay (1) to complete this quest. <p>Reward: Draw a card.

Tor’gor Direflame, 6, Horde (Gladiators-144U)
Ally—Orc Warlock, 4 [Fire] / 5 Health
Hardiness (If this ally would be dealt damage, prevent 1 of it.) <p>Destroy another ally you control >>> This ally heals all damage from himself.

Torment of Shadows, 2, PrLo (Icecrown-96U)
Ability—Shadow Affliction
Attach to target hero or ally. <p>Ongoing: At the start of your turn, your hero deals X shadow damage to attached character, where X is the cost of a non-hero Priest or Warlock you control.

Tormenting Gouge, 1, Rogue (Elements-77C)
Instant Ability—Combat
Exhaust each opposing ally with cost 4 or less.

Tormentor Emek, 3, Horde (Drums-197C)
Ally—Undead Priest, 3 [Shadow] / 3 Health
On your turn: (3), Discard a card >>> Target player discards a card.

Torn Web Wrapping, 3, HuSh (Naxxramas-19R)
Equipment—Armor—Mail, Waist (1), 1 DEF (1), Activate: Reveal a random face-down resource you control. If it’s a location or quest, turn it face up. Otherwise, put it into its owner’s hand.

Torr’neg, 7, Crown (139U)
Monster Ally—Ogre Shaman, 6 [Frost] / 6 Health
Engage (As this ally enters play, you may reveal the top card of your deck.) <p>When you reveal an ally this way, this ally has +2 ATK and Ferocity this turn. <p>Smash (If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

Toshe Chaosrender, 4, (Throne-222R)
Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health
Opponents can’t complete quests. <p>You can complete opposing quests. (You get the rewards.) <p>Toshe has +1 / +1 for each opposing face-down resource.

Totem of Coo, Alliance (Outland-228C)
Quest
Pay (3) to complete this quest. <p>Reward: Draw a card, then draw another card for each other quest named Totem of Coo you control.

Totem of Decay, 4, Shaman (Betrayal-105R)
Instant Ability Ally—Traitor, Earth Totem (1), 0 [Melee] / 1 Health
Traitor Hero Required <p>Ongoing: At the start of your turn, each opponent destroys an ability, ally, or equipment he controls. <p>(Totems can’t attack)

Totem of Splintering, 2, Shaman (Icecrown-188R)
Equipment—Item, Relic (1)
(1), Activate: Destroy a Totem you control >>> Your hero deals nature damage equal to that Totem’s cost to target hero or ally. <p>When you play a Totem, ready this item.

Totem of Wrath, 2, Shaman (Legion-101R)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Elemental Talent (You can’t put Enhancement Talents or Restoration Talents in your deck.) <p>Ongoing: If an ally you control would deal non-combat damage, it deals that much +2 instead. <p>(Totems can’t attack)
Totemic Call, 4, Shaman (Azeroth-117R)
Instant Ability—Elemental
Choose one or more: If you control an Air Totem, ready your hero and a Melee weapon you control; or if you control an Earth Totem, allies you control have +1 ATK this turn; or if you control a Fire Totem, your hero deals 2 fire damage to target hero or ally; or if you control a Water Totem, draw two cards.

Totemic Focus, 2, Shaman (Legion-102R)
Ability—Restoration
**Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)**
<br><br>**<p>** Ongoing: You pay (1) less to play Tomets.
<br><br>**<p>** Ongoing: Totems you control have +3 [Health].
<br><br>**<p>** Ongoing: Totems you control have +2 [Health].
<br><br>**<p>** Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Touch of Brilliance, 1, Mage (Throne-51U)
Ability—Arcane
Attach to target ally you control. 
**<p>** Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Touch of Chaos, 6, DrRo (Dark Portal-284R)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When this weapon enters play, remove all abilities in your graveyard from the game. 
**<p>** At the start of your turn, choose at random one of the abilities you removed this way and put it into your hand.

Touch of Darkness, 1, Priest (Legion-77U)
Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. If a hero is dealt damage this way, its controller discards a card.

Touch of Ice, 1, Mage (Legion-52U)
Instant Ability—Frost
Your hero deals 1 frost damage to target hero or ally. If a hero is dealt this damage this way, the next time its controller would draw a card this turn, he skips drawing that card instead.

Touch of the Arcane, 3, Mage (Legion-53C)
Instant Ability—Arcane
Your hero deals 1 arcane damage to target hero or ally. Draw a card for each damage dealt this way.

Touch of Unlife, 3, MaPrLo (Scourgewar-245U)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
At the start of your turn, your hero deals 1 shadow damage to target hero or ally. If damage is dealt this way, your hero heals 1 damage from itself.

Touch of Light, 1, Paladin (Azeroth-75U)
Ability—Holy
Your hero heals 1 damage from target hero or ally. Draw a card.

Touch of Brilliance, 1, Mage (Throne-51C)
Instant Ability—Elemental
Your hero heals 1 damage from target hero or ally. Draw a card.

Quest
Pay (3) to complete this quest. 
**<p>** Reward: If you control a location, draw a card. 
**<p>** If you control a quest, draw a card.

Touch of Brilliance, 1, Mage (Throne-51C)
Instant Ability—Elemental
Your hero heals 1 damage from target hero or ally. Draw a card.

Touch of Brilliance, 1, Mage (Legion-210U)
Instant Ability—Elemental
Your hero heals 1 damage from target hero or ally. Draw a card.

Touch of Brilliance, 1, Mage (Legion-210U)
Instant Ability—Elemental
Your hero heals 1 damage from target hero or ally. Draw a card.

Touch of Brilliance, 1, Mage (Legion-210U)
Instant Ability—Elemental
Your hero heals 1 damage from target hero or ally. Draw a card.

Tower of Eastern Plaguelands (Legion-267C)
Location—Objective (4)
When an opposing ally is destroyed, add a capture counter. 
**<p>** (Activate), Remove four capture counters >>> Each opposing hero deals 4 nature damage to itself.

Toxic Horrors (Legion-316C)
Quest
Pay (3) to complete this quest. 
**<p>** Reward: Choose up to two players. Each of them draws a card.

Touch of Darkness, 1, Priest (Legion-77C)
Ongoing: Totems you control have +3 [Health].

Touch of Unlife, 3, MaPrLo (Scourgewar-245U)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
At the start of your turn, your hero deals 1 shadow damage to target hero or ally. If damage is dealt this way, your hero heals 1 damage from itself.

Touch of Light, 1, Paladin (Azeroth-75U)
Ability—Holy
Your hero heals 1 damage from target hero or ally. Draw a card.

Track Demons, 2, Hunter (Legion-42R)
Ability—Survival
Ongoing: At the start of your turn, look at the top card of your deck. Either put it into your hand and put 3 damage on your hero, or put it on the bottom of your deck.

Track Dragonkin, 1, Hunter (Worldbreaker-50C)
Instant Ability—Survival
Target ally has -2 ATK this turn, or -4 ATK if it’s a Dragonkin.

Track Enemy, 1, Hunter (Throne-45U)
Ability—Survival
Attach to target hero or ally you control, then
Delve. 
**<p>** Ongoing: When attached character deals damage to an opposing hero, Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Track Hidden, 4, Hunter (Honor-32C)
Ability—Survival
Ongoing: At the start of your turn, you may have target opponent reveal the top card of his deck. If you do, you may have him put that card on the bottom of his deck.

Track Humanoids, 2, Hunter (Azeroth-46U)
Ability—Survival
Ongoing: At the start of your turn, look at the top card of your deck. You may put it on the bottom of your deck.

Tracker Gallen, 2, Alliance (Azeroth-219C)
Alchemy—Night Elf Hunter, 0 [Ranged] / 2 Health
This ally has +1 ATK for each ally you control.

Tracker Pardo, 4, Alliance (Legion-168C)
Alchemy—Night Elf Hunter, 1 [Ranged] / 3 Health
**Long-Range** (Defenders deal no combat damage to this ally.) 
**<p>** This ally has +1 ATK for each other ally you control.

Trade Prince Gallywix, 2, Horde (Worldbreaker-195E)
Alchemy—Goblin Trade Prince, Gallywix (1), 3 [Melee] / 2 Health
Goblin allies you control have **Time is Money** and [(Activate) >>> Ready a resource you control.]

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

A Traitor Among Us (Legion-317C)
Quest
If an ally you controlled was destroyed this turn: Pay (2) to complete this quest. 
**<p>** Reward: Draw a card.

Trakas, 4, Alliance (Gladiators-117C)
Alchemy—Draenei Warrior, 3 [Melee] / 3 Health
Destroy this ally >>> Destroy target ally or equipment.

Tran Stone, 3, DrMaPrLo (Dark Portal-269U)
Equipment—Item, Off-Hand (1)
At the end of your turn, if you didn’t place a resource this turn, draw a card.

Tranquility, X, Druid (Betrayal-46U)
Ability—Restoration
Your hero heals double X damage from each friendly hero and ally.

Transfigure, 4, Mage (Drums-42U)
 ability—Arcane
Ongoing: [Activate] >>> Target weapon’s ATK becomes equal to its [Strike] this turn.

Trappe r’s Rifles, 3, Hunter (Scourgewar-246R)
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. 
**<p>** At the end of your turn, you may ready your hero.

Travel Form, 2, Druid (Dark Portal-29R)
Instant Ability—Feral, Form (1)
Ongoing: Exhaust your hero >>> You pay (1) less to complete your next quest this turn.

Travex Emberklik, 5, Horde (Worldbreaker-196C)
Alchemy—Goblin Warlock, 1 [Fire] / 7 Health
**Time is Money** (This ally can use [Activate] powers immediately.) 
**<p>** (Activate) >>> This ally deals 1 fire damage to target hero or ally.

Treads of Fleetin Joy, 2, DrRo (Aftermath Justice-4E)
Equipment—Armor—Leather, Feet (1), 1 DEF
If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.
Treasure Chest, 2 (Outland-108U)
Ability
Look at the top three cards of your deck. Put one into your hand and the rest on top of your deck in any order.

Treats for Great-father Winter (Winter Veil-10R)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. Then, you may discard a card named Gingerbread Cookie. If you do, search your deck for a [Winter Veil] card, reveal it, and put it into your hand.

Tree of Life, 3, Druid (Outland-26R)
Instant Ability—Restoration, Form (1)

Restoration Talent (You can't put Balance Talents or Feral Talents in your deck.) <p>
Ongoing: You pay (1) less to play Restoration abilities, to a minimum of (1). <p> If damage would be healed from a friendly hero or ally, that much +1 is healed instead. <p> When you play a non-Restoration ability, destroy this ability.

Treebole, 5 (Honor-152E)
Ally—Elemental Ancient, Unique, 5 [Melee] / 5 Health
At the start of your turn, each player chooses an ally he controls. Destroy all other allies.

Treesong, 5, Alliance (Azeroth-220U)
Ally—Night Elf Druid, 4 [Melee] / 4 Health
Your hero has Protector.

Treespeaker Onaha, 5, Horde (Throne-170R)
Ally—Tauren Druid, 3 [Nature] / 7 Health
When damage is healed from this ally, put that many 1 [Melee] / 1 [Health] Treant ally tokens into play.

Treewarden Tolven, 3, Alliance (Drums-148C)
Ally—Night Elf Druid, 2 [Melee] / 4 Health
Protector <p> Shadowmeld (Elusive and Untargetable while ready.)

Treewatcher Kursah, 4, Horde (Iccrown-144C)
Ally—Tauren Druid, 1 [Nature] / 6 Health
When this ally readsies, you may destroy target ability and/or equipment.

Tremor Shock, 3, Shaman (Gladiators-67R)
Instant Ability—Elemental
Your hero deals 1 frost damage and 1 nature damage to target hero or ally. An ally dealt damage this way can’t attack this turn. If a hero was dealt damage this way, you may interrupt an ability played by its controller.

Tremor Totem, 2, Shaman (Outland-81R)
Instant Ability Ally—Restoration, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: At the start of each turn, destroy any number of abilities attached to heroes and allies you control. <p> (Totems can’t attack.)

Tribemother Torra, Horde (Gladiators-17, Naxxramas-10)
Hero—Tauren Shaman (Restoration), Engineering/Jewelcrafting, 29 Health (3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.

Tricks of the Trade, 3, Rogue (Onyxia-9U)
Instant Ability—Subtlety
Friendly heroes can’t be targeted by opponents this turn.

Trickster’s Gambit, 3, Rogue (Alliance Rogue-11R, Elements-78R)
Instant Ability—Subtlety
The next time damage would be dealt to your hero this turn, it’s dealt to another target hero or ally instead.

Trilk the Light’s Spark, Alliance (Twilight-8)
Hero—Gnome Priest, 26 Health
Front: (4) >>> Flip Trilk face down.
Back: You pay (1) less to play your first ally each turn.

Trista, Herald of the Fel, 4, Alliance (Throne-129R)
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.

Tristan Rapidstrike, 4, Alliance (Azeroth-221C)
Instant Ally—Night Elf Warrior, 3 [Melee] / 3 Health
 Protector

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.

Triton the Sacrificalious, Horde (Scourgewar-18)
Hero—Undead Death Knight (Unholy), Blacksmithing/Jewelcrafting, 29 Health
If you control another Death Knight: Add Triton to your hero this turn, it attacks unpreventable this turn.

Trixie Boltclunker, 2, Alliance
Class—Mage
Ability—Teleport:
When this ally enters play, he may deal 4 melee damage to an opposing hero this turn, if your hero is attacking, and an ally with cost 4 or more is an attacker or proposed defender. <p> When you strike with this weapon, your hero has Long-Range this combat.

Trysta, Herald of the Fel, 4, Alliance (Throne-103C)
Ally—Gnome Warrior, 26 Health

Protector

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Ally—Gnome Warrior, 26 Health

Protector

Triton the Sacrificious, Horde (Scourgewar-18)
Hero—Undead Death Knight (Unholy), Blacksmithing/Jewelcrafting, 29 Health
If you control another Death Knight: Add Triton to your hero this turn, it attacks unpreventable this turn.
Turane Soul pact, Horde (Drums-17)
Hero—Blood Elf Warlock [Demonology], Alchemy/Jewelcrafting, 28 Health
On your turn: (3), Flip Turane, destroy X allies you control >>> Turane deals X shadow damage to target hero or ally.

Turn Aside, 3 [Dark Portal-150C]
Instant Ability
Prevent all combat damage that would be dealt by target ally this turn.

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

The Turning Tide, 3, MaPalo (Naxxramas-38R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
You pay (2) less to play allies while you control fewer allies than an opponent.

Turow the Risen (Icecrown-11)
Scourge Hero—Skeletton, 27 Health
[Front]: On your turn: Flip Turow, remove a Scourge ally in your graveyard from the game >>> Turow deals 2 frost damage to target exhausted ally.
[Back]: Deckbuilding: You can only include [Mage] abilities, [Rogue] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards. You can’t include cards with reputations or other text restrictions (like Frost Hero Required).

Tusk, 3, Horde (Illidan-170U)
Ally—Troll Hunter, 1 [Ranged] / 4 Health
Ferocity <p>When this ally deals combat damage to a hero or ally, other heroes and allies you control have Long-Range while attacking that character this turn.

Tuskarr Kite, 3 (Scourgewar-113U, Scourgewar Loot-2U)
Ability
Ongoing: [Activate], Exhaust an ally you control >>> Put the card tenth from the top of your deck into your hand.

Tuskmender Jan’zu, 1, Horde (Wrathgate-152C)
Ally—Troll Priest, 1 [Holy] / 3 Health
This ally has Mend 2 while she’s damaged.

Twig of the World Tree, 3, DrPaw (Azeroth-338R)
Equipment—2H Weapon—Mace, Melee (1), 4 [Melee], 3 Strike
Destroy a resource you control >>> You pay (3) less the next time you strike with this weapon this turn.

Twilight Citadel (Twilight-220R)
Location
On your turn: (1), [Activate] >>> Put a 1 [Shadow] / 1 [Health] Twilight Dragonkin ally token into play.

Twilight Corruptor, 5 (Twilight-161U)
Ally—Twilight Dragonkin, 2 [Shadow] / 1 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally may deal 2 shadow damage to each opposing hero and ally.

Twilight Drake, 4 (Twilight-162U)
Ally—Twilight Dragonkin, 3 [Melee] / 5 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, target player discards a card.

Twilight Emissary, 4 (Twilight-163U)
Ally—Twilight Dragonkin, 4 [Melee] / 4 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, you may put target Death Knight or Shaman ally from your graveyard into your hand.

Twilight Extermination (Twilight-217C)
Quest
On your turn: Destroy an ability, ally, or equipment you control and pay (2) to complete this quest. <p>Reward: Draw a card.

Twilight Shadowdralke, 3 (Twilight-164U)
Ally—Twilight Dragonkin, 4 [Shadow] / 1 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally may deal 4 shadow damage to target hero.

Twilight Vanquisher Kolan, 3, Horde (Scourgewar-195R)
Ally—Undead Priest, 3 [Shadow] / 2 Health
Shadow Resistance <p>You may play this ally without paying its cost if a hero or ally you controlled dealt shadow ([Shadow]) damage to an opposing hero this turn.

Twilight Wyrmkiller, 6 (Twilight-165U)
Ally—Twilight Dragonkin, 6 [Melee] / 3 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally has Ferocity this turn.

Twilight’s Hammer, 7, DrPaPrSh (Twilight-203R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
On your turn: [Activate], Exhaust your hero; destroy another ability, ally, or equipment you control >>> Gain control of target opposing card if it shares a card type with that destroyed card.

Twin Spire Ruins (Drums-268C)
Location—Objective [2]
When an opposing ally is destroyed, add a capture counter. <p>On your turn: (2), [Activate], Remove two capture counters >>> Put an ally with cost 2 or less from your graveyard into play.

Twinblade of the Phoenix, 5, PaWa (Gladiators-186R)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 1 Strike
You can play this weapon from your graveyard.

Twined Band of Flowers, 2, DrPaPrSh (Worldbreaker Badge-8E)
Equipment—Item, Ring (2)
On your turn: [Activate] >>> Your hero heals 1 damage from each ally you control and has Assault 1 this turn for each damage healed this way.

Twist of Faith, 5, Priest (Alliance Priest-10R, Legion-78R)
Ability—Shadow
Attach to target ally. <p>Ongoing: You control attached ally.

Twisted Arcana, 1, Mage (Twilight-53U)
Instant Ability—Arcane
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p>Draw two cards.

Twisted Death Pact, 2, Death Knight (Twilight-29U)
Instant Ability—Blood
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p>Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Twisted Fire Nova, 5, Shaman (Twilight-85U)
Ability—Elemental
As an additional cost to play this ability, destroy a target friendly ally, ally, or equipment you control. <p>Your hero deals 7 fire damage divided as you choose to any number of target heroes and/or allies.

Twisted Infernal, 7, Warlock (Twilight-92U)
Ally—Infernal Demon, Pet (1), 8 [Fire] / 8 Health
As an additional cost to play this ally, destroy an ally, ally, or equipment you control. <p>Ferocity (This ally can attack immediately.)

Twisted Light, 2, Paladin (Twilight-60U)
Instant Ability—Holy
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p>Prevent the next 3 damage that target friendly hero or ally would be dealt this turn. <p>Your hero deals 3 unpreventable holy damage to target opposing hero or ally.

Twisted Massacre, 5, Rogue (Twilight-76U)
Ability—Assassination
As an additional cost to play this ability, destroy an ally, ally, or equipment you control. <p>Destroy all exhausted opposing allies.

Twisted Mind Spike, 1, Priest (Twilight-69U)
Ability—Shadow
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p>Your hero deals 3 shadow damage to target ally. Then, its controller discards a card.

Twisted Rampage, 3, Warrior (Twilight-101U)
Ability—Fury
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p>Ready your hero and all Melee weapons you control. Melee weapons you control have +2 ATK, and you pay (2) less to strike with them this turn.
Twisted Wrath, 2, Druid (Twilight-35U)
Instant Ability—Balance
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 5 nature damage to target hero.

Two-Handed Weapon Specialization, 5, Warrior (Legion-122R)
Ability—Arms
Arms Talent (You can’t put Fury Talents or Protection Talents in your deck.) <p> Ongoing: Two-Handed weapons you control have +5 ATK

Tyril Falconbridge, 1, Alliance (Outland-147U)
Ally—Human Rogue, 2 [Melee] / 1 Health
Stealth (This ally can’t be protected against.) <p> This ally is also a Combo while in a graveyard.

Typhoon, 4, Druid (Ulkian-34U)
Ability—Balance
Ongoing: This ability enters play with two wind counters. <p> Opposing heroes and allies can’t attack or protect. <p> At the start of your turn, remove a wind counter. If none remain, destroy this ability.

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

Ally—Blood Elf Paladin, 3 [Holy] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

Tyrus Lionheart, 1, Alliance (Alliance Paladin-19C, Gladiators-118C)
Ally—Human Paladin, 1 [Holy] / 1 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> This ally has +4 ATK while defending.

Tyrus Shyannahre, 4, Horde (Dark Portal-238U)
Ally—Blood Elf Priest, 3 [Arcane] / 4 Health (3), Destroy this ally >>> Interrupt target ability.

Twisted Wrath, 2, Druid (Twilight-35U)
Instant Ability—Balance
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 5 nature damage to target hero.

Tysandri Dusksnare, Alliance (Wrathgate-10)
Hero—Night Elf Rogue (Assassination), Inscription/Tailoring, 27 Health
On your turn: Flip Tysandri, discard a Rogue >>> Tysandri deals 3 melee damage to target exhausted hero or ally.

Ubel Sternbrow, 4, Alliance (Outland-148U)
Ally—Dwarf Paladin, 1 [Melee] / 6 Health
Protector <p> This ally can protect himself.

Uglund Duskrider, 4, Horde (Outland-190C)
Ally—Orc Rogue, 4 [Melee] / 3 Health
Stealth (This ally can’t be protected against.) <p> When this ally attacks, target hero or ally has Stealth this turn.

U'hail the Elementalist, 2, Horde (Icecrown-145U)
Ally—Troll Shaman, 1 [Frost] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> Exhaust a Totem you control >>> Ready this ally.

Ulrac Bloodshadow, 5, Horde (Betrayor-182R)
Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health
Ferocity <p> When this ally attacks, put a Demon ally from your graveyard into your hand.

The Ultimate Bloodsport (Outland-243R)
Quest Pay (2) to complete this quest. <p> Reward: If you control no other quests, draw a card.

Ultimate Triumph, 6 (Outland-109C)
Quest
Destroy target ally.

Umbrage, Alliance (Drums-8)
Hero—Night Elf Rogue (Combat), Alchemy/Engineering, 27 Health (1), Flip Umbrage >>> Remove target attacker from combat.

Unbalance, 2, Rogue (Betrayor-96C)
Ability—Combat Combo
Exhaust all opposing heroes and allies. If you control an equipment, each of them can’t ready during its controller’s next ready step.

Unbinding (Twilight-218C)
Quest
On your turn: Pay (1) to complete this quest. <p> Reward: Look at the top card of target opponent’s deck. You may remove that card from the game.

Unbridled Wrath, 2, Warrior (Betrayor-125R)
Ability—Fury
Fury Talent (You can’t put Arms Talents or Protection Talents in your deck.) <p> Ongoing: (1) >>> Target weapon you control has +1 ATK this turn.

Uncatalogued Species (Gladiators-200C)
Quest
Pay (1) to complete this quest. <p> Reward: Name a standard race, then reveal the top four cards of your deck. Put a revealed ally of that race into your hand and the rest on the bottom of your deck.

Undaunted Defense, 6, Paladin (Dark Portal-66U)
Instant Ability—Protection
Ongoing: Your hero has Protector. <p> Prevent all combat damage that would be dealt to your hero while protecting.

The Undeath Carrier, 5, DrHu (Naxxramas-39R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
When a non-Undead ally you control is destroyed, put it into play, and it’s also an Undead.

Under the Shadow (Scourgewar-264C)
Quest
Pay (1) and name a damage type to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with ATK of that type into your hand and the rest on the bottom of your deck.

Undercity, Horde (Honor-208R)
Location—City
Undead Hero Required <p> [Activate] >>> You may remove target ally in a graveyard from the game. If you do, an Undead you control heals 2 damage from itself.

Underking Talonsn, 3 (Icecrown-160R)
Scourge Ally—Cryp Lord, Unique, 6 [Melee] / 6 Health
Scourge Hero Required <p> This ally has -1/-1 while there is an ability in an opposing graveyard. <p> This ally has -1/-1 while there is an ally in an opposing graveyard. <p> This ally has -1/-1 while there is an equipment in an opposing graveyard.

Unearthed Broadsword, 4, DkPaWa (Scourgewar-248C)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike
At the start of your turn, if this weapon is in a graveyard from the game, you may pay (1). If you do, put it into your hand.

Unen Rataan, 2, Alliance (Outland-149C)
Ally—Draenei Shaman, 3 [Melee] / 2 Health (2), Destroy this ally >>> Ready your hero and all weapons you control.

Unending Breath, 2, Warlock (Drums-81R)
Ability—Demonology
Ongoing: Play with the top card of your deck revealed. <p> You may complete quests from the top of your deck. As you do, remove them from the game as an additional cost.

The Unending Invasion (Betrayor-262C, Class-230C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card, then draw another one for each 10 damage on your hero.
Unfair Advantage, 5, Rogue (Legion-89R)
Ability—Subtlety

Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> Target player discards X cards.

Unfit for Death (Scourgewar-265C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card and remove target card in a graveyard from the game.

Unholy Ground, 4, Death Knight (Horde DK-10R, Worldbreaker-31R)
Ability—Unholy
Ongoing: When a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul token into play.

Unholy Power, 4, Warlock (Drums-82R)
Ability—Demonology

Demonology Talent (You can't put Affliction Talents or Destruction Talents in your deck.) <p> Ongoing: Demons you control have +3 / +3.

Instant Ability

Unleash the Swarm!, 4 (Legion-91)
<p> As an additional cost to play, remove an ally in your graveyard from the game. <p> After each of them would be dealt damage <p> Prevent all damage that would be dealt this turn.

United Front, 1, Priest (Honor-52C)
Instant Ability—Discipline
Target a friendly hero and a friendly ally. The next time each of them would be dealt damage this turn, prevent it.

Unleash Elements, 3, Shaman (Elements-86R)
Ability—Enhancement
Put a copy of each token ally you control into play.

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

Unleash the Swarm!, 4 (Murdkeep-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.

Unraveled Plans, 3 (Dark Portal-151C)
Instant Ability
Target player destroys an ability he controls.

Unravelling Assault, 5, Warrior (Legion-123R)
Ability—Arms
You can't play other cards this turn. <p> If you've played no other cards this turn, when your hero attacks this turn, you may pay (1). If you do, ready your hero and all Melee weapons you control.

Unstable Affliction, 3, Warlock (Outland-90R)
Ability—Affliction

Affliction Talent (You can't put Demonology Talents or Destruction Talents in your deck.) <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attacked character. <p> When this ability is destroyed, your hero deals 4 shadow damage to attacked character.

Unstable Corruption, 3 (Throne-218R)
Monster Ally—Water Elemental, 1 [Nature] / 5 Health
When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

Unstable Infusion, 2, Mage (Worldbreaker-62C)
Ability—Arcane
Your hero deals arcane damage to target hero or ally equal to the cost of an equipment in that character's party.

The Unstoppable Force, 5, PaWa (Dark Portal-285U)
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike
Destroy this weapon >>> Destroy all armor named The Immovable Object.

Unwelcome Visitor, 4 (Dark Portal-152C)
Instant Ability
Target player destroys an ally he controls.

Unyielding Faith, 2, Paladin (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.

Uplifting Prayer, 6, Paladin (Honor-46R)
Ability—Holy
Ongoing: At the start of your turn, you may pay target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Upstanding Spaulders, 3, HuSh (Wrathgate-179R)
Equipment—Armor—Mail, Shoulder (1), 1 DEF Each player can't ready more than three resources during his ready step.

Urn of Lost Memories, 2, DrMaPaPrShLo (Naxxramas-27R)
Equipment—Item, Off-Hand (1)
On your turn: [Activate], Destroy an ability or equipment you control with cost X >>> Put target ally with cost X or less from your graveyard into play.

Urrth, Horde (Legion-17)
Ability—Orc Shaman (Restoration), Herbalism/Alchemy, 28 Health
(3), Flip Urrth >>> Draw a card for each Totem you control.

Ursoc's Fury, 1, Druid (Scourgewar-40C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: (1), [Activate] >>> Ready your hero. <p> Your hero has Bear Form. (Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Uruk the Cutthroat, 3, Horde (Wrathgate-153R)
Ally—Troll Rogue, 4 [Melee] / 3 Health
When this ally is dealt damage, target opponent reveals his hand. <p> Death Rattle: You may choose a "ability," "ally," or "equipment." If you do, target opponent reveals his hand, and this ally deals 1 melee damage to his hero for each revealed card of that kind.

Utopia, 7, Druid (Gladiators-25R)
Ability—Balance
Destroy all tokens. Put each other ability, ally, and equipment into its owner's resource row face down, then exhaust them.

Uzak'zin, Horde (Elements-18)
Ability—Troll Warlock, 28 Health

Vakus the Inferno, 1, Alliance (Illidan-8)
Ally—Draenei Paladin (Holy), Alchemy/Enchanting, 29 Health
(7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to all opposing hero and ally.

Vakus the Inferno, 1, Alliance (Twilight-126R)
Ally—Druid Warlock, 4 [Fire] / 1 Health

Aberration, Ferocity <p> This ally can only attack once per turn. <p> At the end of your turn, destroy this ally.

Valkr, Alliance (Illidan-8)
Ally—Draenei Paladin (Holy), Alchemy/Enchanting, 29 Health
(7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to all opposing hero and ally.

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(7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to all opposing hero and ally.

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Ally—Draenei Paladin (Holy), Alchemy/Enchanting, 29 Health
(7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to all opposing hero and ally.

Valak the Vortex, 1, Alliance (Throne-131R)
Ally—Druid Mage, 2 [Arcane] / 1 Health

When this ally attacks, you may discard an ability. If you do, he deals arcane damage to target ally equal to the cost of that ability.

Valanos, 4, Alliance (Alliance Hunter-20C, Class-160C, Dark Portal-193C)
Ally—Draenei Hunter, 2 [Melee] / 5 Health

Val'anyr, Hammer of Ancient Kings, 4, DrPaPrSh (Icecrown-201E)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike
At the end of your turn, your hero heals all damage from allies you control. Then, it heals that much damage from itself.
Valeera Sanguinar, 3, Alliance, Horde (Gladiators-150E)
Arena Ally—Blood Elf Rogue, Unique, 2 [Melee] / 3 Health
You may discard an Arena card rather than pay this ally's cost.

Valeos Chillheart, 3, Alliance (Knight-15C)
Ally—Night Elf Death Knight, 2 [Frost] / 4 Health

Protector
- Ally in combat with this ally has -1 ATK for each damage on that ally.

Valerie Worfield, Horde (Worldbreaker-18)
Hero—Undead Hunter (Survival), 28 Health
[Front]: (3) Flip Valarie face down.
[Back]: Prevent the first damage that would be dealt to Valarie each turn.

Valthea Colton, 4, Horde [Elements-150C, Horde Druid-22C]
Ally—Undead Hunter, 4 [Arcane] / 4 Health

Vambraces of the Sadist, 6, PaWa (Dark Portal-261U)
Equipment—Armor—Plate, Wrist (1), 2 DEF
When an ally is destroyed, your hero deals 3 honor damage to the target hero.

Vampiric Dominance, 6, Priest (Honor-53U)
Ability—Shadow
Ongoing: When an opponent plays a card, your hero deals 1 shadow damage to the target.

Vampiric Siphon, 6, Death Knight (Crown-10R)
Ability—Blood
Destroy up to two target allies. Your hero heals 1 honor damage from itself.

Vampiric Tenrils, 4, Priest (Drums-58C)
Ability—Shadow
Target player discards two cards. Your hero heals 1 honor damage from itself.

Vampiric Touch, 3, Priest (Outland-63R)
Ability—Shadow
Shadow Talent (You can't put Discipline Talents or Holy Talents in your deck.)
- Ally in combat with this ally has -1 ATK for each damage on that ally.
- When an ally enters play, if you control another 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.

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.

Vanora Moonshot, 6, Alliance (Icecrown-119C)
Ally—Night Elf Hunter, 3 [Ranged] / 6 Health
At the start of your turn, target ally has Assault 3 this turn. (It has +3 ATK on your turn.)

Vanquis, 4 (Azeroth-171C)
Ability
Destroy target ally.

Vanah, Fury of the Stars, 6, Alliance (Alliance Druid-21C, Class-161C, Scourgewar-159C)
Ally—Night Elf Druid, 6 [Arcane] / 5 Health
Assault 2 (This ally has +2 ATK on your turn.)

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)
Ally—Night Elf Druid, 3 [Nature] / 1 Health
When this ally enters play, you may use a quest control face down. If you do, this ally deals 3 nature damage to target ally.

Varanis Bitterstar, Horde (GC Promo-2)
Hero—Blood Elf Mage (Arcane), Enchanting/Jewelcrafting, 25 Health
On your turn: (4), Flip Varanis >>> Varanis deals 2 arcane damage to target hero or ally. Draw a card.

Varen the Reclaimer, 8 (Illidan-194E)
Ally—Blood Elf Mage, Unique, 6 [Melee] / 8 Health
Stryer Reputation: <p>Sabotage: Game</p>
When this ally sabotages a game, the winner of this game also wins the next game.

Varimathras, 9, Horde (Legion-207E)
Ally—Demon, Unique, 9 [Shadow] / 7 Health
At the end of your turn, this ally deals 5 shadow damage to target opposing hero or ally. When that character is destroyed this turn, its controller discards a card.

Varok Saurfang, High Overlord, 6, Horde (Citadel-12R)
Ally—Orc Warrior, Varok (1), 6 [Melee] / 4 Health

Ferocity
- When this ally would deal damage, prevent 1 of it for each damage on him.

Vaz'jín, 5, Horde (Crown-124C, Sylvanas-19C)
Ally—Troll Rogue, 4 [Melee] / 4 Health

Elusive
- This ally can't be attacked.

Veil of Night, 3, Rogue (Azeroth-104R)
Instant Ability—Subtlety
Your hero can't be targeted by opponents this turn.

Veil of Shadow, 1, Rogue (Dark Portal-90U)
Instant Ability—Subtlety
Your hero has Elusive this turn. It's defending, remove all attackers from combat.

Vannor Stormpike, 14, Alliance (Honor-138E)
Ally—Dwarf Warrior, Unique, 7 [Melee] / 9 Health

Protector
- You play (1) less to play this ally for each honor counter on cards you control.
- (1), Remove an honor counter from a card you control >>> Each player destroys a resource he controls.

Velinda Sepulchre, Horde (Drums-18)
Hero—Undead Mage (Arcane), Alchemy/Engineering, 25 Health
(1), Flip Velindra >>> This turn, target ally can't attack or protect, loses and can't powers, and is also a Sheep.

Veline Bladestar, 2, Horde (Workbreaker-198C)
Ally—Blood Elf Warrior, 0 [Melee] / 6 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Velkor Gray, 4, Alliance (Crown-98U)
Ally—Human Death Knight, 1 [Shadow] / 5 Health

Protector
- 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.

Velnoth, 2, Warlock (Illidan-103C)
Ally—Voidwalker Demon, Put (1), 1 [Melee] / 4 Health
This ally can protect your hero.
- (2) >>> This ally heals all damage from himself.

Vendetta, 2, Rogue (Throne-69R)
Ability—Assassination
Assassination Talent (You can't put Combat Talents or Subtlety Talents in your deck.)
- Destroy target exhausted ally, or gain control of it if you have no cards in your hand.
Venerable Mass of McGowan, 2, DkRoShWa (Worldbreaker-248R)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike
When your hero is attacking an ally, this equipment has +2 ATK for each heirloom counter on it. <p>Stash [As this enters your resource row, you may have it enter face up. Immediately turn it face down.]: Add an heirloom counter to target equipment you control.

Vengeful cruiser Strike, 2, Paladin (Elements-262U)
Instant Ability—Retribution
Your hero deals 4 melee damage to target attacker.

Vengeful Gladiators’ Piercing Touch, 2, MaPrLo (Gladiators-187R)
Area Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike (1), Remove an ability in your graveyard from the game >>> This weapon has +1 ATK this turn.

Vengeful Gladiators’ Vestments, 7, Rogue (Drums-215E)
Area Equipment—Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF
When you play a Finishing Move, you may interrupt target card. <p>[Activate] >>> Put the top card of your deck into your resource row down and ready.

Venum Strike, 4, Hunter (Dark Portal-41R)
Ally—Scorpid, Pet (1), 1 [Melee] / 5 Health
At the end of each turn, this ally deals 4 nature damage to each hero and ally it dealt damage to this turn.

Verdant Boon, 2, Druid (Elderlimb-10U, Throne-37U)
Ability—Balance
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Verzaik Bloodlist, 6, Horde (Scourgewar-196C)
Ally—Orc Rogue, 3 [Melee] / 6 Health
Assault 3 (+3 ATK on your turn) >>> When this ally deals damage to an exhausted ally, you may destroy target equipment.

Vespersia Silversong, 1, Alliance (Glass-162C, Scourgewar-160C)
Ally—Night Elf Hunter, 2 [Ranged] / 3 Health
This ally can’t attack heroes.

Vestia Abluctus, 3, Alliance (Dark Portal-194C)
Ally—Night Elf Priest, 2 [Holy] / 3 Health
This ally enters play, the first time this attack, and at the end of your turn, you may destroy target equipment.

Vexmaster Nar’jo, 2, Horde (Betrayer-183C)
Ally—Troll Mage, 1 [Frost] / 3 Health
Ferocity (This ally can attack immediately.) <<< This ally has +2 ATK while attacking a ready ally.

Vexra Darkfall, 5, Horde (Azeroth-265U)
Ally—Undead Mage, 5 [Arcane] / 2 Health
When this ally is destroyed, she deals 1 arcane damage to target hero for each card in its controller’s hand.

Vial of Stolen Memories, 6, DkDrPaWa (Grown-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 Circle, 7, Warlock (Illidan-104R)
Ability—Demonology
You may put an ally from your hand into play. If you do, destroy a second target ally you control, then put a third target ally from your graveyard into your hand.

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

Vicious Strike, 1, Rogue (Twilight-77C)
Instant Ability—Combat
Your hero deals 3 melee damage to target ally with cost 4 or less.

Viciousness, 2, Alliance (Worldbreaker-125U)
Ability
Ongoing: (1), [Activate] >>> Target Worgen ally you control has Ferocity this turn.

Victimize, 5, RoLo (Gladiators-90C)
Ability—Subtlety Affliction
Target player discards two cards and you draw two cards.

Victor Baltus, Alliance (Worldbreaker-10)
Hero—Worgen Warlock (Demonology), 28 Health
[Front]: (2) >>> Flip Victor face down.
[Back]: Demons you control have +1 / +1.

Victoria Jaton, Alliance (Dark Portal-8)
Hero—Human Warrior (Arms), Mining/Jewelcrafting, 30 Health
(2), Flip Victoria >>> Weapons in your hand are instant this turn.

Victory Rush, 2, Warrior (Outland-99C)
Instant Ability—Fury
If your hero dealt fatal combat damage to an ally this turn, destroy a second target ally.

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

Vigil of the Light, 6, PaPr (Worldbreaker-124E)
Ability—Holy
Put target ally from your graveyard into play. If you do, attach this ability to it. <p>Ongoing: At the start of each turn, your hero heals all damage from attached ally.
Vigilance, 3, Warrior (Dark Portal-126C)
Ability—Protection
Ongoing: Your hero has **Protector**. <p> On an opponent's turn: [Activate] >>> Ready your hero.

Vigor, 2, Rogue (Illidan-84R)
Ability—Assassination
**Assassination Talent** (You can't put Combat Talents or Subtlety Talents in your deck. ) <p> Put this ability into your resource row face down and ready.

**Viking Warhammer**, 1, PaRoShWa (Dark Portal-286U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 1 Strike

**Vileblade of the Betrayer**, 3, Rogue (Betrayer-241R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
You may remove a Poison in your hand from the game rather than pay this weapon's cost.

Vincent Brayden, 5, Alliance (Elements-128C)
**Ally**—Human Paladin, 6 [Melee] / 3 Health
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Vindicador Agran, 3, Betrayer-193C
**Ally**—Draenei Warrior, 2 [Melee] / 4 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Protector** <p> **Inspire: Protector** (You may ready a **Protector** you control during each other player's ready step.)

Vindicador Aluamen, 6 (Illidan-178R)
**Ally**—Draenei Warrior, Unique, 6 [Melee] / 6 Health
**Alidor Reputation** <p> **Inspire: All friendly Protectors**

Vindicador Belian, 1 (Legion-220C)
**Ally**—Draenei Paladin, 1 [Holy] / 1 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> If another ally you control would be dealt damage, it's dealt to this ally instead.

Vindicador Borowon, 7, Alliance (Outland-150R)
**Ally**—Draenei Warrior, 6 [Melee] / 6 Health
At the start of your turn, you may destroy target equipment.

Vindicador Dindro, 1 (Legion-221U)
**Ally**—Draenei Warrior, 2 [Melee] / 1 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Inspire: Weapon** (You may ready a Weapon you control during each other player's ready step.)

Vindicador Enkallus, 4, Alliance (Class-163C, Dark Portal-195C)
**Ally**—Draenei Shaman, 3 [Nature] / 4 Health
**Protector**

Vindicador Falaan, 3 (Illidan-179R)
**Ally**—Draenei Warrior, 3 [Holy] / 3 Health
**Alidor Reputation** <p> **Inspire: All friendly heroes and allies with [Activate] powers**

Vindicador Javlo, 5 (Illidan-180C)
**Ally**—Draenei Priest, 4 [Melee] / 5 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> When an ally you control is inspired, draw a card.

Vindicador Kaldel, 2 (Legion-222C)
**Ally**—Draenei Paladin, 3 [Holy] / 2 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Inspire: Ally** (You may ready an ally you control during each other player's ready step.)

Vindicador Kentho, 2 (Illidan-181U)
**Ally**—Draenei Warrior, 3 [Melee] / 2 Health
**Alidor Reputation** <p> **Destroy this ally >>> Interrupt target card or effect targeting a card in play you control.**

Vindicador Khorin, 5 (Legion-223R)
**Ally**—Draenei Paladin, 3 [Holy] / 4 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> If another ally you control would be dealt damage, it's dealt to this ally instead.

Vindicador Lorin, 4 (Illidan-182U)
**Ally**—Draenei Paladin, 4 [Holy] / 4 Health
**Alidor Reputation** <p> **Inspire: Armor** (You may ready an armor you control during each other player's ready step.)

Vindicador Melina, 4 (Legion-224C)
**Ally**—Draenei Warrior, 5 [Melee] / 3 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Inspire: Equipment** (You may ready an equipment you control during each other player's ready step.)

Vindicador Ostakron, 1 (Betrayer-194C)
**Ally**—Draenei Warrior, 1 [Melee] / 2 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Protector** <p> **Inspire: Armor** (You may ready an armor you control during each other player's ready step.)

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 Trytan, 2 (Legion-225C)
**Ally**—Draenei Warrior, 2 [Melee] / 2 Health
**Alidor Reputation** (You can't put cards with other reputations in your deck. ) <p> **Protector** <p> **Inspire: Armor** (You may ready an armor you control during each other player's ready step.)

Vindicador Vasha, 1 (Illidan-183U)
**Ally**—Draenei Paladin, 2 [Holy] / 1 Health
**Alidor Reputation** <p> **Cards in play with reputation other than Alidor lose and can't have powers.**

Vindicador Zalreth, 7 (Legion-226R)
**Ally**—Draenei Paladin, 5 [Holy] / 5 Health
**Alidor Reputation, Protector** <p> When this ally is destroyed, you may remove him from the game. If you do, put an ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Vindicator’s Brand, 3, PaWa (Illidan-231R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee]. 1 Strike
**Alidor Reputation** <p> When this weapon is destroyed, you may destroy target ability or equipment.

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

Vindicative Strike, 2, Paladin (Citadel Raid-57C, Class-66C, Scourgewar-67C)
**Instant Ability—Retribution**
Your hero deals 2 unpreventable holy damage to target ally, or 6 if that ally dealt damage this turn.

Vindron the Impure, 3, Horde (Scourgewar-197U)
**Ally**—Blood Elf Warlock, 3 [Shadow] / 3 Health
When this ally attacks, he may deal shadow damage to target hero or ally equal to the number of Curses you control.

Violet Proto-Drake, 7 (Worldbreaker Crafted-12E)
**Ally**—Dragom, 5 [Melee], 5 Health
You pay (1) less to play this ally for each different color among Dragom you control. <p> **Other Dragom you control have +2 / +2.**

Viper Sting, 4, Hunter (Illidan-42R)
**Instant Ability—Marksmanship Sting**
Attach to target hero. <p> **Ongoing:** At the start of attached hero’s controller’s turn, he exhausts a resource he controls, or two if you control a Ranged weapon.

Virak, 5, Alliance (Drums-150C)
**Ally**—Draenei Shaman, 5 [Nature] / 4 Health
(1), Destroy this ally >>> Destroy target ability.

Vishala, 1, Alliance (Icecrown-120C)
**Ally**—Draenei Shaman, 1 [Frost] / 1 Health
**Frost Resistance (Prevent all Frost ([Frost]) damage that would be dealt to this ally. )** <p> **[Activate] >>> Target ally can't attack or protect this turn.**

Virkag the Bloodletter, 4, HuPaRoWa (Onyxia-33R)
**Equipment—1H Weapon—Sword, Melee (1), 1 [Melee]. 1 Strike**
When your hero deals combat damage with this weapon to an undamaged ally, destroy that ally.

Vitality, 4, Warrior (Hogger-8R, Illidan-114R)
**Ability—Protection**
**Protection Talent** (You can't put Arms Talents or Fury Talents in your deck. ) <p> **Ongoing:** At the start of your turn, add a might counter. <p> For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vixton Pinchwhistle, 2 (Drums-202E)
**Arena Ally—Goblin, Unique, 0 [Melee] / 5 Health**<p> **[Activate] >>>** Reveal the top three cards of your deck. Put a revealed Arena card into your hand and the rest on the bottom of your deck.
Ally—Goblin Mage, 4 [Arcane] / 3 Health

Ally—Goblin Mage (Frost), 4 [Arcane] / 3 Health

Ally—Goblin Mage (Fire), 4 [Arcane] / 3 Health

Blood Elf Mage (Frost), 4 [Arcane] / 3 Health

Blood Elf Mage (Assassination), 4 [Arcane] / 3 Health

Blood Elf Mage (Traitor), 4 [Arcane] / 3 Health

Blood Elf Warlock, 3 [Shadow] / 5 Health

Blood Elf Paladin, 4 [Holy] / 5 Health

Vor'zun, 3, Horde

Waking the Beast

Quest

Pay (2) to complete this quest. <p> Reward: An opponent chooses one: Put a random card from your graveyard into your hand; or draw a card.

Vor'zun, 4, Horde (Crown-126C)

Ally—Troll Shadow Hunter, 3 [Shadow] / 5 Health

When you play an ability, this ally deals 2 shadow damage to target hero or ally and 2 damage to it.

Whenever your hero plays an ability, draw a card.

When you play an ability, this ally deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

When combat damage is dealt with this weapon to a hero, the next hero that's controller would draw a card, he skips drawing it instead.

When this ally enters play, he deals 2 shadow damage to target hero or ally and 2 shadow damage to itself.

When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

When this ally enters play, target ally has +X ATK, where X is the combined defense of all opposing creatures.

When this ally attacks, you may exhaust target hero or ally.

Whenever your hero deals combat damage to an ally this turn:

Pay (1) to complete this quest. <p> Reward: Draw a card.

When your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

When you play an ability, this ally deals 2 shadow damage to target hero or ally and 2 damage to it.

When this ally attacks, you may exhaust target hero or ally.

Whenever your hero deals combat damage to a hero, the next hero that's controller would draw a card, he skips drawing it instead.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

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Vor'zun, 3, Horde

Waking the Beast

Quest

Pay (1) to complete this quest. <p> Reward: Draw a card.

Vor'zun, 4, Horde (Crown-126C)

Ally—Troll Shadow Hunter, 3 [Melee] / 2 Health

When this ally enters play, target ally has Long-Range this turn. (Defenders deal no combat damage to it.)

When you play an ability, this ally deals 2 shadow damage to target hero or ally and 2 damage to it.

Whenever your hero deals combat damage to a hero, the next hero that's controller would draw a card, he skips drawing it instead.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

When this ally attacks, you may exhaust target hero or ally.

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Ally—Troll Shadow Hunter, 3 [Melee] / 2 Health

When this ally enters play, target ally has Long-Range this turn. (Defenders deal no combat damage to it.)

When this ally attacks, you may exhaust target hero or ally.

Whenever your hero deals combat damage to a hero, the next hero that's controller would draw a card, he skips drawing it instead.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

When this ally attacks, you may exhaust target hero or ally.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

Vor'zun, 4, Horde (Crown-126C)

Ally—Troll Shadow Hunter, 3 [Melee] / 2 Health

When this ally enters play, target ally has Long-Range this turn. (Defenders deal no combat damage to it.)

When you play an ability, this ally deals 2 shadow damage to target hero or ally and 2 damage to it.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

When this ally attacks, you may exhaust target hero or ally.

Whenever your hero deals combat damage to an ally this turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy this ability.

Vor'zun, 4, Horde (Crown-126C)

Ally—Troll Shadow Hunter, 3 [Melee] / 2 Health

When this ally enters play, target ally has Long-Range this turn. (Defenders deal no combat damage to it.)

When you play an ability, this ally deals 2 shadow damage to target hero or ally and 2 damage to it.
Wand of Biting Cold, 2, MaPrLo (Drums-236U) Instant Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike When this weapon enters play, target hero or ally doesn’t attack this turn.

Wand of Eternal Light, 1, MaPrLo (Class-223U, Legion-292U) Equipment—Weapon—Wand, Ranged (1), 1 [Holy], 1 Strike Damage that would be dealt with this weapon is preventable.

Wand of Prismatic Focus, 4, MaPrLo (Honorable-181U) Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike When this equipment enters play, you may target ability from your graveyard on top of your deck.

Wand of the Forgotten Star, 1, MaPrLo (Alliance Priest-25U, Gladiators-188U) Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike When combat damage is dealt with this weapon to a hero, that hero’s controller puts that many cards from the top of his deck into his graveyard.

Wand of the Seer, 4, MaPrLo (Betrayer-243R) Equipment—Weapon—Wand, Ranged (1), 1 [Nature], 1 Strike When your hero deals damage with an ability to a hero, it also deals that much nature damage divided as you choose to any number of target allies.

Wand Specialization, 3, Mage (Legion-54R) Ability—Arcane Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck.) —<p>— Ongoing: Wands you control have +2 ATK. —<p>— When you strike with a Wand, your hero has Long-Range this combat. (Defenders deal no combat damage to it.)

Wanda Darkfizz, 1, Alliance (Knight-16C) Ally—Gnome Death Knight, 2 [Shadow] / 1 Health This ally has Elusive and Unforgettable while you control a weapon.


WantaWarlord (Wraithgate-217C) Quest Exhaust four cards you control to complete this quest. —<p>— Reward: Draw a card.

War of Attraction, 3, Warrior (Drums-89R) Ability—Fury Put any amount of damage divided as you choose on allies you control. Each opponent divides that much damage among allies he controls. Players can’t put more than fatal damage on an ally this way.

War Party Hitching Post, 1, DkDrHuMaPaPrLoShWa Equipment—Item You can control any number of Mounts.

War Stomp, 3, Horde (Dark Portal-137U) Instant Ability Tauren Hero Required —<p>— Exhaust all opposing heroes and allies.

Warbringer, 1, Warrior (Icecrown-87R) Ability—Protection Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) —<p>— Ongoing: [Activate] —<p>— >>> [Warrior] abilities and equipment in your hand are instant this turn until you play a card.

Warbringer Arix’amal, 3, Legion (Legion-254U) Ally—Demon, Unique, 3 [Melee] / 2 Health Other Demons have +2 ATK.

Warcaller Zin’hawa, 3, Horde (Dark Portal-240R) Ally—Troll Warrior, 0 [Melee] / 5 Health Troll Hero Required —<p>— Protector —<p>— This ally has +1 ATK for each damage on allies you control.

Warchief Garrosh Hellscream, 4, Horde (Twilight-149E) Ally—Orc Warrior, Garrosh (1), 6 [Melee] / 3 Health When another [Horde] ally enters play under your control, it has Assault 2, Ferocity, and “At the end of your turn, destroy this ally.” this turn.

Warchief Thrall, 9, Horde (Azeroth-267E) Ally—Orc Shaman, Unique, 7 [Melee] / 8 Health Other allies you control have +3 / +3.

Warchief’s Revenge, Horde (Worldbreaker-252R) Quest Goblin Hero Required —<p>— On your turn: For each ally you control, you may pay (1) to complete this quest. —<p>— Reward: Your hero deals 1 nature damage to target hero or ally for each (1) paid this way.

Warden Ravella, 3, Alliance (Dark Portal-196C) Ally—Night Elf Warrior, 2 [Melee] / 3 Health Protector, Unforgettable

Warden Stormclaw, Horde (Betrayer-27) Hero—Tauren Druid (Feral), Skinning/Leatherworking, 28 Health

On your turn: (2), Flip Stormclaw, destroy a Form you control >>> Destroy target ally.

Warden Tonarim, 1, Alliance (Azeroth-222C) Ally—Night Elf Warrior, 1 [Melee] / 1 Health Elusive, Protector

Warglaive of Azzinoth, Left Hand of the Betrayer, 5, RoWa (Black Temple-9R) Equipment—1H Weapon—Warglaive Sword, Melee (1), Unique, 3 [Melee], 1 Strike Your hero has Dual Wield while you control another Warglaive. —<p>— When this weapon leaves play, put a 3 [Fire] / 3 [Health] Demon ally token named Flame of Azzinoth into play with Ferocity.

Warglaive of Azzinoth, Right Hand of the Betrayer, 4, RoWa (Black Temple-8R) Equipment—1H Weapon—Warglaive Sword, Melee (1), Unique, 3 [Melee], 1 Strike When you strike with this weapon, ready another Warglaive you control. —<p>— When this weapon leaves play, put a 3 [Fire] / 3 [Health] Demon ally token named Flame of Azzinoth into play with Protector.

Warlock Training, 1, Warlock (Legion-114U) Ability—Affliction Attach to target friendly ally. —<p>— Ongoing: When attached ally attacks, you may put target opposing ally into its owner’s hand.

Warlord Goretooth, 5, Horde (Azeroth-268E) Ally—Orc Warrior, Unique, 3 [Melee] / 4 Health Orcs you control have Ferocity.

Warlord Grot’thol (Crown-4) Monster Hero—Ogre Shaman, 31 Health [Front]: (8) >>> Flip Grot’thol face down. —<p>— You pay (8) less to flip Grot’thol if you control at least two allies each with 6 or more ATK. [Back]: Assault 3, Smash [If Grot’thol would deal more than fatal combat damage to a defending ally, he deals the rest to that ally’s controller’s hero.]

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

Warlord Kalithresh, 6 (Betrayer-215R) Ally—Naga Distiller, Unique, 5 [Melee] / 7 Health Traitor Hero Required —<p>— At the end of your turn, put a 0 [Melee] / 1 [Health] Naga Distiller ally token into play. —<p>— At the start of your turn, destroy a Naga Distiller you control. If you do, this ally has +5 ATK this turn.

A Warm Welcome (Betrayer-263R) Quest If your hero dealt 5 or more damage this turn: Pay (2) to complete this quest. —<p>— Reward: Draw two cards.

Warmace of Menethil, 5, DkPaWa (Alliance Warrior-22R, Worldbreaker-250R) Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike When damage is dealt with this equipment, draw a card.
Warmaster Bo’jo, Horde (Illidan-18)

Hero—Troll Warrior (Arms), 50 Health

(2), Flip Bo’jo >>> Bo’jo has +2 ATK while attacking this turn.

Warmaster Hork, 7, Horde (Dark Portal-241R)

Ally—Orc Warrior, 6 [Melee], 2 Health

Orc Hero Required: <p> Fertility <p> (2) >>>

This ally has +1 ATK this turn.

Warning Shot, 1, Hunter (Elements-44C)

Instant Ability—Survival

Target ally with cost 4 or more has -5 ATK this turn.

Warp Splinter’s Thorn, 2, HuRoSHWa (Outland-226U)

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

Your hero has Dual Wield. <p> (1), Destroy a Dagger you control >>> Your hero deals 2 ranged damage to target ally.

Warwood Binding, 2, Hunter (Outland-207R)

Equipment—Armor—Mail, Waist (1), 1 DEF

You pay (1) less to strike with Ranged weapons.

Warrax, Alliance (Azeroth-8)

Hero—Dwarf Warrior (Protection), 30 Health

(1), Flip Warrax >>> Warrax has Protector this turn.

Warrior Training, 1, Warrior (Legion-124U)

Ability—Protection

Attach to target friendly ally. <p> Ongoing:

Ongoing: Opposing heroes and allies can attack only attached ally if able.

Warsong Gulch (Honor-205C)

Location—Battleground (2)

When you play a card, add an honor counter.

<p> [Activate], Remove two honor counters >>> Target ally has Protector this turn.

Wastewalker Tunic, 2, DrRo (Legion-269U)

Equipment—Armor—Leather, Chest (1), 1 DEF

This armor has +5 DEF while your hero is attacking an exhausted hero or ally.

Watcher Malwi, 4, Horde (Azeroth-26C)

Ally—Troll Hunter, 3 [Ranged] / 3 Health

When an opposing ally enters play, this ally deals 1 ranged damage to it.

Watchman Visi, 4, Alliance (Worldbreaker-162C)

Ally—Human Hunter, 4 [Nature] / 3 Health

This ally has Assault 2 while an opposing hero is face down. (It has +2 ATK on your turn.)

Water Breathing, 2, Shaman (Drums-73R)

Ability—Enhancement

Ongoing: You may complete quests from your hand. As you do, remove them from the game as an additional cost.

Water Elemental, 3, Mage (Illidan-54R)

Ally—Elemental Frost, Pet (1), 3 [Frost] / 4 Health

Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck). <p> [Activate] >>>

This ally deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can’t attack this turn.

Water Shield, 3, Shaman (Betrayr-106U)

Ability—Restoration

Ongoing: This ability enters play with three mana counters. <p> When an opposing hero or ally deals damage to your hero, ready up to three resources you control and remove a mana counter. If none remain, destroy this ability.

Water Walking, 1, Shaman (Scourgewar-93U)

Ability—Enhancement

Ongoing: [Activate] >>> Put target location or quest from your graveyard into your hand.

Waters of Elune (Throne-262C)

Quest

On your turn: Pay (4) to complete this quest.

<p> Reward: Draw a card.

Wavestorm Totem, 2, Shaman (Honor-66C)

Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health

Ongoing: When an opposing ally, ally, or equipment readsies, put it into own’s owner’s hand.

<p> (Totems can’t attack.)

Waylay, 2, Rogue (Azeroth-105U)

Instant Ability—Assassination Combo

Exhaust target ally. If your hero has Stealth, it deals melee damage to that ally equal to that ally’s [Health].

Wayz Biklo, 5, Alliance (Worldbreaker-163C)

Ally—Gnome Priest, 5 [Holy] / 4 Health

Unforgettable

Wazluk, 1, Horde (Citadel Raid-74C, Class-200C)

Dark Portal-242C, Horde Priest-21C, Horde Warlock-21C, Sylvanas-20C

Ally—Troll Mage, 2 [Fire] / 1 Health

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

Wazzuli Wildmender, 5, Horde (Azeroth-270C)

Ally—Troll Shaman, 3 [Nature] / 5 Health

At the start of your turn, this ally heals 1 damage from each hero and ally you control.

Weakening Poison, 1, Rogue (Wrathgate-71U)

Instant Ability—Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: Attached character has -4 ATK.

Weapon Mastery, 2, Warrior (Drums-90R)

Ability—Fury

Fury Talent (You can’t put Arms Talents or Protection Talents in your deck). <p> Ongoing:

When you play a Melee weapon, add a strength counter. <p> Melee weapons you control have +1 ATK for each strength counter.

Webster, 3, Hunter (Illidan-43R)

Ally—Spider, Pet (1), 4 [Nature] / 3 Health

At the end of your turn, you may put a web counter on target ally. <p> Allies with a web counter can’t attack. <p> When this ally leaves play, remove all web counters from opposing allies.

Weeble, 6, Alliance (Legion-170C)

Ally—Gnome Warrior, 4 [Melee] / 4 Health

Protector <p> When this ally enters play, draw two cards.

Weldon Barov, 5, Alliance (Drums-151E)

Ally—Human Warrior, Unique, 5 [Melee] / 5 Health

At the end of your turn, put three [Melee] / 1 [Health] Peasant all tokens into play with Protector. At the end of the next turn, destroy them.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)

Ally—Human Mage, 2 [Frost] / 3 Health

When this ally enters play, Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Wentletrap Vest, 2, HuSh (Throne-226C)

Equipment—Armor—Mail, Chest (1), 2 DEF

Wesley Shadowsaworn, 7, Alliance (Icecrown-122C)

Ally—Human Warlock, 8 [Shadow] / 6 Health

What Illidan Wants, Illidan Gets . . .

(Alliance Warlock-30U, Horde Warlock-28U, Illidan-252U)

Quest

If you control a Demon: Pay 2 to complete this quest. <p> Reward: Draw a card.

What’s Haunting Witch Hill? (Worldbreaker-267C)

Quest

Pay 2 and an additional (1) for each opposing face-up resource to complete this quest. <p> Reward: Draw a card.

What’s Wrong at Genarian Thicket? (Outland-245C)

Quest

On your turn: Pay (1) to complete this quest.

<p> Reward: You and target opponent each draw a card.
When Smokey Sings, I Get Violent (Outland-246R)
Quest
On your turn: Destroy this quest and pay [5] to complete it. <> Reward: Target opponent destroys a resource he controls.

Whirlwind, 5, Warrior (Class-123U, Betrayer-126U, Horde Warrior-99U)
Instant Ability—Fury
Your hero deals melee damage to each opposing ally equal to the ATK of a Melee weapon you control.

Whirlwind Weapon, Warrior (Scourgewar-266U)
Quest
On your turn: Pay [5] to complete this quest. <> Reward: Your hero deals 3 melee damage to each opposing ally, where X is the ATK of a Melee weapon you control.

Whispering Blade of Slaying, 1, RoShWa (Legion-293U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
Other Dagger: your hero has Dual Wield. <> Your hero has +1 ATK.
<> Ability: Frost
Your hero deals 3 frost damage to each opposing hero and ally. <> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Whiteout, 6, Mage (Citadel Raid-50U, Icecrown-45U, Jaina-80U)
Ability—Frost
Your hero deals 3 frost damage to each opposing hero and ally. <> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Whitewout Staff, 3, Horde, DrMaPrLo (Honor-186U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 3 Strike
When an [Alliance] ally is dealt frost or [Frost] damage, destroy it.

Whitney Gravecaller, 5, Horde (Scourgewar-198C)
Ability—Undead Death Knight, 3 [Shadow] / 5 Health
Shadow Resistance (Prevent all shadow ([Shadow] damage that this ally would be dealt.) <> When this ally enters play, you may put target Death Knight or Undead ally from your graveyard into your hand.

Widow Venom, 4, Hunter (Elements-45U)
Ability—Beast Mastery
Attach to target hero or ally. <> Ongoing: Attached character can't be healed. <> At the start of your turn, your hero deals 2 nature damage to attached character.

Widow's Fury, 2, DkRoWa (Naxxramas-40R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike
This weapon has +3 ATK if an ally you controlled was destroyed this turn.

Wilda, 4, Alliance (Azeroth-223R)
Ability—Dwarf Hunter, 2 [Ranged] / 4 Health
When a Spider you control deals combat damage to an ally, destroy that ally. <> Put a 1 [Melee] / 1 [Health] Unique Spider ally token named Charlotte into play.

Wild Cascade, 6, Druid (Crown-16R)
Ability—Balance
Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild Fervor, 2, Hunter (Elements-46U)
Ability—Beast Mastery
Target ally has Assault 2, Ferocity, and Long-Range this turn.

Wild Growth, 1, Druid (Twilight-36R)
Instant Ability—Restoration
Restoration Talent (You can't put Balance Talents or Feral Talents in your deck.) <> Your hero heals all damage from each ally you control. Then, this ability enters play with a growth counter for each ally healed this way. <> Ongoing: Your hero has Mend 1 for each growth counter on this ability.

Wild Hammer, 7, Warrior (Elements-201R)
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 7 Strike
Fury Talent (You can't put Arms Talents or Protection Talents in your deck.) <> Your hero has Two-Handed Dual Wield. <> While you control no ready resources, you pay (7) less to strike with Two-Handed weapons.

Wild Mushroom, 3, Druid (Twilight-37R)
Ability—Balance
Ongoing: This ability enters play with three fungus counters. <> At the start of your turn, remove a fungus counter from this ability. If none remain, destroy this ability. If you do, your hero deals 5 nature damage to target hero, plus an additional 5 for each other card named Wild Mushroom you control.

Wild Roots, 3, Druid (Throne-38U)
Ability—Balance
Attach to target ally and exhaust it, then Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.) <> Ongoing: Attached ally can't ready.

Wildlife Defender, 2, PaShWa (Elements-187R)
Ability—Armor—Shield, Off-Hand (1), 2 DEF
While you control a Dragonkin, your hero has Protector. <> Ability—Stash: Put target Dragonkin from your graveyard on top of your deck.

Wildseeker Varel, Alliance (Throne-10)
Ability—Worgen Druid, 27 Health
On your turn: (4), Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.

Wildwatcher Elandra, 3, Alliance (Iliadan-142C)
Ability—Night Elf Druid, 3 [Arcane] / 3 Health
When this ally enters play, target player shuffles his graveyard into his deck.

Wildweaver Masa'zun, 6, Horde (Twilight-150C)
Ability—Troll Druid, 4 [Nature] / 6 Health
When this ally enters play, she heals 3 damage from each hero and ally you control.

Will of Arlokk, 1, DrPrSh (Dark Portal-287U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike
When this weapon enters play, your hero heals 3 damage from target hero or ally. <> Destroy this weapon >>> Your hero heals 3 damage from target hero or ally.

Wimbly Tinkerton, 4, Alliance (Iliadan-143U)
Ability—Gnome Warrior, 2 [Melee] / 5 Health
Protector <> When this ally defends, draw a card.

Wind Shear, 2, Shaman (Scourgewar-94R)
Instant Ability—Elemental
Choose one or both: Interrupt target ability; or exhaust target hero or ally.

Windfury Infusion, 6, Shaman (Honor-67R)
Ability—Enhancement
Attach to target ally or weapon. <> Ongoing: Attached card has +3 ATK. <> When attached card exhausts for the first time each turn, you may ready it.

Windfury Totem, 4, Shaman (Azeroth-118R)
Instant Ability—Ally—Enhancement, Air Totem (1) / 1 Health
Ongoing: When each hero or ally you control attacks for the first time each turn, you may pay (1). If you do, ready that character. <> (Totems can't attack.)

Windfury Weapon, 2, Shaman (Azeroth-119R)
Instant Ability—Enhancement
Attach to a Melee weapon you control. <> Ongoing: When you strike with attached weapon for the first time each turn, you may pay (1). If you do, ready that weapon and your hero.

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. <> (Totems can't attack.)

The Windkord’s Gift, 3 (Elements-107U)
Ability
Ongoing: When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <> Destroy this ability >>> Target ally has Untargetable this turn.

Windrunner’s Heartseeker, 5, Hunter (Citadel-27R, Sylvanas-24R)
Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike
Long-Range <> When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play. <> This weapon has +1 ATK for each Undead you control.
Windshear Totem, 3, Shaman (Citadel-8U) Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health Ongoing: When this card enters play, you may interrupt target ability. <p> At the start of your turn, this card deals 1 nature damage to target hero or ally.

Windspeaker Nuvu, 1, Alliance (Alliance Shaman-23C, Twilight-127C) Ally—Draenei Shaman, 1 [Nature] / 2 Health When this ally attacks for the first time this turn, ready him.

Windstrider Larum, 3, Horde (Honor-147R) Ally—Tauren Shaman, 3 [Nature] / 4 Health Each ally has ATK equal to its printed ATK, has [Health] equal to its printed [Health], and can’t gain or lose ATK or [Health].

Windtalker’s Wristguards, 4, HuSh (Honor-164R) Equipment—Armor—Mail, Wrist (1), 1 DEF [Activate] >>> Reveal the top two cards of your deck, then put them on the bottom. If they have different card types, your hero deals 2 nature damage to target hero or ally.

Wing Clip, 1, Hunter (Dark Portal-42C, Worldbreaker-51C) Instant Ability—Survival Target hero or ally can’t attack your hero this turn. Your hero deals 1 melee damage to it.

Winston Dusthaven, 6, Horde (Scourgewar-19C) Ally—Undead Rogue, 6 [Melee] / 4 Health Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.) <p> (2), Discard a card >>> Target hero or ally has Shadow Resistance this turn.

Winter’s Grasp, 3, Mage (Azeroth-60U) Ability—Frost Ongoing: Opposing allies can’t attack heroes or allies you control unless their controller pays (1) for each attacker.

Winter’s Ice Embrace, 1, DrRo (Icecrown-178C) Equipment—Armor—Leather, Chest (1), 1 DEF Opposing heroes and allies lose and can’t have Resistances.

Winterstorm Totem, 3, Shaman (Drums-74U) Ability Ally—Elemental, Water Totem (1), 0 [Frost] / 1 Health Ongoing: At the start of each opponent’s turn, this Totem deals 1 frost damage to target hero or ally that opponent controls. A character deals damage this way can’t attack this turn. <p> (Totems can’t attack.)

Winter Veil Disguise Kit, 2, DiDrHuMaPaPrRoShLoWa (Holiday 1–1R) 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.

Wipe or Snipe, 3, Hunter (Illidan-44U) Instant Ability—Marksmanship Choose one: Your hero deals 1 ranged damage to each of up to three target heroes and/or allies; or attack to target ally. <p> Ongoing: Attached ally has Long-Range.

Wisp, 1, Alliance (Dark Portal-197U) Ally—Wisp, 0 [Nature] / 1 Health At the start of your turn, if this ally is in your graveyard, you may pay (1). If you do, put this ally into your hand.

Wisp Amulet, 4, DiDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E) Equipment—Item
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally token into play. <p> Wisps you control have Harmonize.

Witch Doctor Ka’booma, 2, Horde (Crown-127U) 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.

Witch Doctor Koo’zar, Horde (Gladiators-18) Hero—Troll Priest (Discipline), Mining/Engineering, 26 Health (1), Flip Koo’zar >>> Ready up to three target resources.

The Witch’s Bane (Worldbreaker-268C) Quest Pay (3) to complete this quest. <p> Reward: Draw a card for each five opposing face-down resources.

Withdraw, 3 (Azeroth-172C) Instant Ability Put target ally into its owner’s hand.

Withering Decay, 4, Wrath Knight (Worldbreaker-32U) Ability—Unholy Disease Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> On your turn, allies in attached hero’s party have -1 [Health].

Withering Shout, 4, Warrior (Legion-125U) Instant Ability—Fury Shout Ongoing: Opposing allies have -1 [Health].

Woe or Grow, 2, Priest (Illidan-74U) Instant Ability—Holy Discipline Choose one: Your hero deals 2 unpreventable holy damage to target ally; or attach to target ally. <p> Ongoing: Attached ally has +2 [Health].

Woodside Leasong, 4, Alliance (Drums-152C) Ally—Night Elf Druid, 4 [Nature] / 3 Health Shadowmeld (Eulsive and Unforgettable while ready.) <p> When this ally deals combat damage to an opponent’s defending hero, you may destroy target ability or equipment he controls.

Wooly White Rhino, 2 (Icecrown-169R, Icecrown Loot-3L) Ally—Rhino, Mount (1), 0 [Melee] / 3 Health Frost Resistance <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, choose one: Your hero can’t be protected against this turn; or the next time your hero would deal damage this turn, it’s unpreventable. <p> (Mounts can’t attack or be attacked.)

Word of Blight, 1, DkPr (Scourgewar-122U) Ability—Unholy Shadow Your hero deals shadow damage to target ally equal to the number of allies in your graveyard.

Word of Glory, 3, Paladin (Twilight-61U) Ability—Holy Ongoing: Your hero has Protector and Mend 1.

World Breaker, 5, PaShWa (Gladiators-189R) Equipment—2H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike
On your turn: (6), [ Activate ], Destroy this weapon >>> Destroy all resources.

World in Flames, 8, Mage (Azeroth-61R) Ability—Fire Ongoing: If your hero would deal fire damage, it deals double that much instead.

World of Shadows (Scourgewar-267C) Quest Pay (4) to complete this quest. <p> Reward: Draw a card, and target hero or ally you control has Shadow Resistance this turn. (Prevent all shadow ([Shadow]) damage that it would be dealt.)

The Worldbreaker (Twilight-219R) Quest Pay (8) and turn all other quests you control named The Worldbreaker face down to complete this quest. <p> Reward: Your hero has Assault 5 and [Fire] this turn, plus an additional Assault 5 this turn for each other quest turned face down this way.

Wormwood, 2, Horde (Azeroth-272U) Ally—Undead Warlock, 1 [Shadow] / 1 Health (1), Put 1 damage on this ally >>> Put target ally into its owner’s hand.

Wound Poison, 1, Rogue (Legion-90U) Instant Ability—Poison Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: Attached character can’t be healed. <p> At the start of your turn, your hero deals 1 nature damage to attached character.

Wraith Scythe, 4, HuPaShWa (Azeroth-339R) Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage, it also heals that much from itself.

Wraith Spear, 4, DiHuPa (Wrathgate-208R) Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike
When you strike with this weapon while your hero is defending, it heals 4 damage from itself.
Wraps of the Astral Traveler, 3, MaPrLo
(Wrathgate Badge-4E)
Equipment—Armor—Cloth, Wrist (1), 1 DEF
On your turn: (3), [Activate] >>> Remove target opposing ally, ally, or equipment from the game. Its owner puts it into play at the start of your next turn.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C, Dark Portal-30C, Horde Druid-12C, Worldbreaker-42C)
Ability—Balance
Your hero deals 3 nature damage to target hero or ally.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-8R, Betrayer-76R)
Instant Ability—Retribution
Destroy all allies that attacked this turn.

Wrathblade Longbow, 5, Hunter (Betrayer-244U)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. <p>When an opposing ally enters play, your hero deals 1 ranged damage to it.

Wreck, 1, Warrior (Legion-126U)
Instant Ability—Protection
Interrupt target equipment.

Wrecking Crew, 2, Warrior (Wrathgate-92R)
Instant Ability—Arms
Arms Talent (You can't put Fury Talents or Protection Talents in your deck) <p>Interrupt target equipment. If you do, put three 0 [Melee] / 1 [Health] Warrior ally tokens into play with Assault 2.

Wristguards of True Flight, 4, HuShWa (Dark Portal-262U)
Equipment—Armor—Mail, Wrist (1), 1 DEF
When you strike with a weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it.)

Wristwraps of the Cutthroat, 3, DrRo (Icecrown Badge-4R)
Equipment—Armor—Leather, Wrist (1), 1 DEF
At the end of each opponent’s turn, if a card didn’t enter his graveyard this turn, he discards a card.

Wub’s Cursed Hexblade, 2, MaPrLo (Honorable-182R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike
(2), Destroy this weapon >>> Destroy target ally. If an opponent went first this game, put a card with the same name as that ally from a graveyard into play under your control.

Wuzlo Grindergear, 3, Alliance (Throne-134C)
 Ally—Gnome Warrior, 1 [Melee] / 5 Health
Weapons you control have Assault 2. (They have +2 ATK on your turn.)

Wyker Surestrike, 2, Alliance (Drums-153C)
 Ally—Night Elf Rogue, 2 [Melee] / 1 Health
Shadowmold (Evasive and Unforgettable while ready.) <p>When this ally deals combat damage to a defending ally, destroy that ally.

Wyndary Shadefist, 4, Alliance (Alliance Rogue-21C, Wrathgate-128C)
 Ally—Night Elf Rogue, 4 [Melee] / 3 Health
This ally has Stealth while an opponent controls an ally with cost 4 or less.

Wyneth Harridan, 4, Alliance (Azeroth-224R)
 Ally—Human Paladin, 2 [Holy] / 4 Health

Wynnd the Spry, 4, Alliance (Citadel-Raid-66C, Gladiators-119C)
 Ally—Night Elf Druid, 2 [Melee] / 4 Health
Elusive (This ally can't be attacked.) <p>This ally has +1 ATK for each exhausted opposing resource.

Wyrwynn Treads, 2, HuSh (Worldbreaker-228R)
Equipment—Armor—Mail, Feet (1), 1 DEF
(1), Exhaust a Dragonkin you control >>> Ready Target exhausted ally.

Wysko, 2, Horde (Horde Rogue-21U, Horde Warrior-20U, Legion-209U)
 Ally—Troll Warrior, 3 [Melee] / 2 Health
Weapons you control have +1 ATK while your hero is attacking.

Wyvern Sting, 1, Hunter (Worldbreaker-52R)
Instant Ability— Survival Sting
Survival Talent (You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.) <p>Attach to target ally. or target hero or ally if you control a Ranged weapon. <p>Ongoing: Attached character can’t attack or exhaust unless its controller pays 2.

X-51 Nether-Rocket, 2 (Betrayer-216R, Betrayer Loot-3L)
 Ally—Rocket, 0 [Melee] / 5 Health
(1), [Activate] >>> Target [Horde] ally you control has Ferocity this turn. At end of turn, destroy it. <p>(1), [Activate] >>> Target [Alliance] ally you control can use [Activate] powers this turn. At end of turn, destroy it.

Xanata the Lightsword, 2 (Betrayer-195U)
 Ally—Draenei Paladin, 1 [Holy] / 3 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) <p>Protector <p>If this ally would be dealt combat damage while defending, prevent 2 of it.

Xavar the Resourceful, 1 (Legion-227C)
 Ally—Draenei Paladin, 1 [Holy] / 2 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) <p>Inspire: Resource (You may ready a resource you control during each other player’s ready step.)

Xela the Tormentor, 6, Horde (Illidan-171R)
 Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health
When this ally enters play, you may put a Pet from your graveyard into play if its cost is less than or equal to the number of resources you control.

Xerandaal, Shade Servitor, Alliance (Scourgewar-10)
Hero—Draenei Priest (Shadow), Tailoring/Inscription, 26 Health
If you control another Priest: Flip Xerandaal >>> Xerandaal deals 3 shadow damage to target hero.

Xeris, 3, Alliance (Elements-129C)
 Ally—Draenei Death Knight, 3 [Melee] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p>Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Target ally has -1 ATK this turn.

Xia, Queen of Suffering (Illidan-24)
Hero—Succubus Demon, 20 Health
[Front]: On your turn: Flip Xia >>> Gain control of target ally.
[Back]: Deckbuilding: You can include only neutral quests, any [Warlock] abilities, and any allies with alb type Warlock. You can’t include cards with reputation or text restrictions (like Fire Hero Required).

X’ri, 13 (Illidan-203E)
 Ally—Naaru, Unique, 13 [Holy] / 13 Health
At the end of your turn, destroy all Demons.

Xuurvis, 4, Alliance (Throne-135C)
 Ally—Draenei Priest, 2 [Holy] / 6 Health
When 1 or more damage is healed from this ally, you may draw a card.

Ya’mon, 6, Horde (Azeroth-273R)
 Ally—Troll Rogue, 4 [Melee] / 6 Health
This ally has +1 ATK for each damage on him.

Ya’na’mi, 3, Horde (Throne-173C)
 Ally—Troll Druid, 1 [Nature] / 5 Health
When you attach an ability to a hero or ally, draw a card.

Yanna Dai shalan, Alliance (Outland-9)
 Hero—Night Elf Druid (Balance), Skinning/Leatherworking, 27 Health
On your turn: (5), Flip Yanna >>> Yanna deals 1 nature damage to target ally for each ally you control.

Ya’za the Vandal, 4, Horde (Illidan-172C)
 Ally—Troll Rogue, 4 [Melee] / 3 Health
When this ally enters play, you may destroy target armor or item.

Yazi Earthspark, 2, Horde (Horde Druid-25C, Horde Mage-24C, Horde Priest-22C, Twilight-151C)
 Ally—Goblin Shaman, 2 [Nature] / 2 Health
When this ally attacks, she may deal 2 nature damage to target hero.

Yellowspine, 4, Horde (Legion-210C)
 Ally—Troll Mage, 3 [Arcane] / 1 Health
Long-Range (Defenders deal no combat damage to this ally.) <p>Other allies you control can protect this ally.
Yertle, 4, Hunter (Crown-20R)
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0 Health

**Protector, Eternal (When this enters your graveyard from anywhere, you may shuffle it into your deck.)**

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.

Ymirhien Chosen Warrior, 3 (Iccercrown-161C)
Scourge Ally—Vrykul Warrior, Unidentified, 1 [Melee] / 5 Health
Scourge Hero Required <p>**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

When this ally enters play, you may search your deck for an ally with the same name, reveal it, and put it into your hand.

Yoink!, 3, Rogue (Gladiators-60R)
Ability—Subtlety
Summon target equipment. <p>Ongoing: You control attached equipment.

You Are Rakh'likh, Demon (Class-232C, Legion-319C)
Quest
Pay (4) to complete this quest. <p>Reward: Draw a card, or two cards if you control a Demon.

You, Robot (Betrayer-264U)
Quest
Pay (1) to complete this quest. <p>Reward: Equipment in your hand are instant this turn.

Your Fortune Awaits You (Azeroth-360C, Citadel Raid-93C, Class-233C)
Quest
Pay (3) to complete this quest. <p>Reward: Draw a card.

Yozta'su, 4, Horde (Elements-151C)
Ally—Troll Warlock, 4 [Fire] / 1 Health
When this ally enters play, target opposing ally has -1 [Health] this turn.

Ysera the Dreamer, 20 (Worldbreaker-22E)
Master Hero—Green Dragonkin Aspect, 3 [Nature] / 40 Health
You pay (1) less to play Ysera for each face-down resource you control. <p>**Mend 3**

At the start of your turn, you may draw a card.

Yula the Fair, 4, Horde (Honor-148U)
Ally—Blood Elf Paladin, Unique, 4 [Holy] / 2 Health
Pay (2) or remove an honor counter from a card you control >>> Prevent the next 1 damage that this ally would be dealt this turn.

Yuna Sunridge, Horde (Worldbreaker-20)
Hero—Tauren Priest (Holy), 27 Health
[Front]: (3) >>> Flip Yuna face down.
[Back]: **Mend 1** (At the start of your turn, Yuna may heal 1 damage from target hero or ally.)

Zaduru, 2, Horde (Icecrown-147G)
Ally—Troll Priest, 2 [Shadow] / 2 Health
This ally has **Assault 1** for each ready opposing resource.

Zagrun Wolfeye, Horde (Scourgewar-19)
Hero—Orc Shaman (Enhancement), Leatherworking/Inscription, 28 Health
If you control another Shaman: Flip Zagrun >>> Put a +1 ATK counter on target Melee weapon.

Zag'zil, Horde (Legion-18)
Hero—Troll Rogue (Combat), Blacksmithing/Leatherworking, 27 Health
On your turn: (X), Flip Zag'zil >>> Destroy target weapon with cost X.

Zai stor the Vigilant, 2 (Legion-228C)
Ally—Draenei Paladin, 2 [Holy] / 2 Health
Aldor Reputation (You can't put cards with other reputations in your deck.) <p>(1), Destroy this ally >>> Target hero or ally can't be destroyed this turn.

Zaks Tricketab, 3, Horde (Horde Rogue-22C, Horde Shaman-21C, Worldbreaker-199C)
Ally—Goblin Rogue, 3 [Nature] / 1 Health
**Elusive** (This ally can't be attacked.) <p>**Stealth** (This ally can't be protected against.)

Zalan Ragewind, 4, Horde (Honor-149C)
Ally—Tauren Druid, 3 [Arcane] / 4 Health
Protector <p>When an opponent's hero readiness, you may pay (1). If you do, destroy target ability or equipment that opponent controls.

Zalazane, Horde (Dark Portal-310R)
Quest
Troll Hero Required <p>On your turn, pay (3) to complete this quest. <p>Reward: Target player discards a card.

Zandar Shadeprocket, 1, Alliance (Legion-171C)
Ally—Gnome Warlock, 2 [Shadow] / 2 Health
**Elusive** (This ally can't be attacked.) <p>When this ally is dealt damage, also put that much on your hero.

Zane the Sniper, Alliance (Twilight-10)
Hero—Human Hunter, 28 Health
[Front]: (2) >>> Flip Zane face down.
[Back]: You pay (1) less to strike with Ranged weapons.

Zapped Giants (Azeroth-361C, Class-234C)
Quest
Pay (2) to complete this quest. <p>Reward: Reveal the top three cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Zarthea, Alliance (Class-17, Illidan-9)
Hero—Draenei Shaman (Restoration), Alchemy/Enchanting, 28 Health
(2), Flip Zarthea >>> Zarthea heals 5 damage from target hero or ally.

Zarixs, Herald of Death, 7, Horde (Throne-174U)
Ally—Goblin Death Knight, 4 [Melee] / 4 Health
**Empower Death Knight:** When this ally enters play, if you control another Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play, and token allies you control have +1 ATK and **Ferocity** this turn.

Zari’zari, 2, Horde (Class-201C, Drums-198C)
Ally—Troll Priest, 2 [Holy] / 3 Health
**Berserking** (This ally has +1 ATK for each damage on it.)

Zarvix the Tormentor, 5, Horde (Elements-152R)
Ally—Goblin Priest, 2 [Shadow] / 7 Health
**Time is Money** <p>[Activate] >>> Target player puts the top card of his deck into his graveyard for each Goblin you control.

Zazzajun, 4, Horde (Crown-128U)
Ally—Troll Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treatal allies tokens into play. <p>Token allies you control have **Assault 1.** (They have +1 ATK on your turn.)

Zazel the Greedy, Horde (Twilight-20)
Hero—Goblin Rogue, 27 Health
[Front]: (6) >>> Flip Zazel face down.
[Back]: **Assault 2** (Zazel has +2 ATK on your turn.)

Zazzo Dizzkelfame, 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.

Zaelot Kalinov, 2, Alliance (Scourgewar-162R)
Ally—Human Priest, 2 [Shadow] / 3 Health
While this ally is in your graveyard, your hero has **Mend 1**

Zempre, Grace of Ehlne, 4, Alliance (Drums-154R)
Ally—Night Elf Priest, 4 [Holy] / 5 Health
Night Elf Hero Required <p>[Activate] >>> Shadowmend <p>Prevent all damage that would be dealt to your hero while this ally is exhausted.

Zenith Shadowforce, Alliance (Dark Portal-9)
Hero—Human Warlock (Demonology), Herbalism/Tailoring, 28 Health
(2), Flip Zenith >>> Turn target opposing hero face down.

Zeni’Vun, 3, Horde (Elements-153U)
Ally—Troll Mage, 1 [Arcane] / 5 Health
(2), Discard a card >>> This ally deals 1 arcane damage to each opposing hero and ally.

Zephyr, 1, Druid (Outland-27C)
Instant Ability—Balance
Choose one: Your hero deals 1 nature damage to target hero or ally; or your hero heals 1 damage from target hero or ally.

Zerzu, 3, Horde (Horde Shaman-22C, Worldbreaker-200C)
Ally—Troll Druid, 2 [Nature] / 4 Health
When this ally enters play, she heals all damage from [Nature] allies you control.
Zhar'doom, Greatstaff of the Devourer, 3, MaPrLo (Black Temple-10R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
(1), Exhaust your hero, remove three abilities in your graveyard from the game >>> Your hero deals 3 shadow damage to target hero or ally and heals 3 damage from itself.

Zi’mo, 3, Horde (Class-20C2, Drums-199C)
Ally—Troll Mage, 4 [Frost] / 3 Health
[Berserking (This ally has +1 ATK for each damage on it.)]

Zi’mo the Empowered, Horde (Honour-18)
Hero—Troll Mage (Frost), Alchemy/Jewelcrafting, 25 Health
(1), Flip Zi’mo >>> Zi’mo has +2 ATK while damaged this turn.

Zimisi the Trickster, Horde (Elements-19)
Hero—Goblin Rogue, 27 Health
[Front]: (2) >>> Flip Zimizi face down.
[Back]: Zimizi and allies you control with Stealth also have Assault 1.

Zin’roth, Destroyer of Worlds, 7, HuPaWa (Dark Portal-288E)
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 8 Strike
When your hero deals combat damage with this weapon, destroy all other abilities, allies, equipment, and resources.

Zin’su, Horde (Elements-20)
Hero—Troll Death Knight, 29 Health
[Front]: (2) >>> Flip Zin’su face down.
[Back]: You pay 1 (1) less to strike with weapons.

Zintix the Frostbringer, 3, Alliance (Throne-136R)
Ally—Gnome Death Knight, 3 [Frost] / 3 Health
When this ally deals damage to an opposing hero, you may search your deck for an attachment and play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (Drums-34U, Horde Hunter-14U, Sylvanas-7U)
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health
Ferocity (This ally can attack immediately.)

Zizzix Drizzledrill, 2, Horde (Throne-175C)
Ally—Goblin Priest, 1 [Shadow] / 5 Health
Opponents can’t target this ally.

Zomm Hopelesslayer, Horde (Outland-18)
Hero—Orc Rogue (Assassination), Skinning/Leatherworking, 27 Health
(X), Flip Zomm >>> Put X Combos from your removed from game zone into your graveyard.

“Zooti” Fizzlefury, 5, Alliance (Elements-130U, Jaina-20U)
Ally—Gnome Mage, 3 [Frost] / 4 Health
Elusive (When this ally enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Zophos, 7, Alliance (Drums-155C)
Ally—Draenei Paladin, 6 [Holy] / 5 Health
Protector (When this ally enters play, put a 2 [Holy] Water Elemental ally token into play.

Zophos the Vengeful, Alliance (Honour-9)
Hero—Draenei Paladin (Protection), Alchemy/Engineering, 29 Health
(3), Flip Zophos >>> Zophos deals 3 unpreventable holy damage to target attacker.

Zorak'tul, Horde (Scourgewar-20)
Hero—Troll Rogue (Subtlety), Leatherworking/Jewelcrafting, 27 Health
If you control another Rogue: Flip Zorak’tul >>> Exhaust target hero or ally.

Zor’chal the Shadowseer, 6 (Throne-198U)
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health
Enrage (As this ally enters play, you may reveal the top card of your deck.) (4) >>> When you reveal an ally this way, this ally has +2 ATK and Ferocity this turn.

Zor’duL Deathbinder, 1, Horde (Twilight-152C)
Ally—Orc Mage, 0 [Arcane] / 1 Health
Assault 1 (This ally has +1 ATK on your turn.) (4) >>> When this ally is destroyed, you may draw a card.

Zorin of the Thunderhead, Alliance (Drums-9)
Hero—Draenei Shaman (Elemental), Engineering/Jewelcrafting, 28 Health
On your turn: (5), Flip Zorin >>> Zorin deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Zor’man Stonefur, 2, Horde (Azeroth-274C)
Ally—Orc Shaman, 1 [Melee] / 1 Health
Ally you control have +1 ATK while attacking.

Zor’ul the Judicator, 8, Alliance (Illidan-144R)
Ally—Draenei Paladin, Unique, 8 [Holy] / 1 Health
Protector (This ally can’t be destroyed by mortal damage.

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.

Zugna, Windseer Apprentice, 2, Horde (Citadel Raid-75C, Wrathgate-155C)
Ally—Orc Shaman, 2 [Nature] / 2 Health
Assault 1 (4) >>> When this ally exhausts for the first time each turn, you may pay (1). If you do, ready her.

Zulandin, 2, Horde (Horde Hunter-23C, Horde Warrior-21C, Worldbreaker-201C)
Ally—Troll Priest, 4 [Holy] / 1 Health

Zubraka, 6, Horde (Horde Priest-23C, Worldbreaker-202C)
Ally—Troll Warrior, 6 [Melee] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Zul’that Steeltusk, 5, Horde (Legion-211R)
Ally—Troll Priest, 5 [Holy] / 5 Health
Damage that [Holy] allies you control would deal is unpreventable.